# **Project Planning Phase**

**Project Planning Template (Product Backlog, Sprint Planning, Stories, Story points)** 

| Team ID      | PNT2022TMID35378                                    |
|--------------|---|
| Project Name | Machine Learning Based Vehicle Performance Analyzer |

## **Product Backlog, Sprint Schedule, and Estimation (4 Marks)**

| Sprint   | Functional<br>Requirement (Epic) | User Story<br>Number | User Story / Task   | Story Points | Priority | Team<br>Members |
|----------|----------------------------------|----------------------|---|--------------|----------|-----------------|
| Sprint-1 | Visiting Webpage                 | USN-1                | As a user, I can able to view the website.  | 10           | Low      | Team leader     |
| Sprint-1 | Design                           | USN-2                | As a user, I can Enter the data of the vehicle.                                     | 20           | High     | Team<br>member1 |
| Sprint-2 | Result                           | USN-3                | As a user, I can get the predicted performance of the vehicle using the given data. | 20           | High     | Team<br>member2 |
| Sprint-3 | Design                           | USN-4                | As a user, I want the good user experience.   | 10           | Low      | Team<br>member3 |
| Sprint-3 | Result                           | USN-5                | As a user, I want the website to work fast and predict the performance quickly.     |              | Low      | Team leader     |
| Sprint-4 | Result                           | USN-6                | As a user, I expect the prediction is highly accuracy.                              | 20           | High     | Team leader     |

# **Project Tracker, Velocity & Burndown Chart: (4 Marks)**

| Sprint   | Total Story<br>Points | Duration | Sprint Start Date | Sprint End Date<br>(Planned) | Story Points<br>Completed (as on<br>Planned End Date) | Sprint Release Date<br>(Actual) |
|----------|-----------------------|----------|-------------------|------------------------------|---|---------------------------------|
| Sprint-1 | 30                    | 6 Days   | 24 Oct 2022       | 29 Oct 2022                  | 30  | 29 Oct 2022                     |
| Sprint-2 | 20                    | 6 Days   | 31 Oct 2022       | 05 Nov 2022                  | 20  | 05 Nov 2022                     |
| Sprint-3 | 20                    | 6 Days   | 07 Nov 2022       | 12 Nov 2022                  | 20  | 12 Nov 2022                     |

| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 19 Nov 2022 |
|----------|----|--------|-------------|-------------|----|-------------|
|          |    |        |             |             |    |             |
|          |    |        |             |             |    |             |
|          |    |        |             |             |    |             |
|          |    |        |             |             |    |             |

#### **Velocity:**

Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

### **Burndown Chart:**

A burn down chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

