Project Planning Phase

Date	20 October 2022
Team ID	PNT2022TMID10 957
Project name	IoT based Smart crop Protection System foragriculture
Maximum mark	8 marks

Project Planning (Product Backlog, Sprint Planning, Stories, story points)

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points (40)	Priority (Low to High)	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the required dataset by entering myemail, password, and confirming my password	3	High	Ajay Kumar B
Sprint-1		USN-2	As a user, I will receive confirmation email and the SMS once I have registered for theapplication	2	High	Hariharan B
Sprint-2	Cloud services	USN-3	As a user, I can register for the application through Facebook or any social media	1	Low	Ezhilnilavan M
Sprint-4		USN-4	As a user, I can register for the application through Gmail/web service	2	medium	Dinesh Raj R
Sprint-3	Login	USN-5	As a user, I can log into the application network by entering email & password	4	high	Ajay Kumar B
Sprint-2	Pre	USN-6	As a farmer, the user	3	High	Ezhilnilavan M

	processing		must be able to find the system easy toaccess so pre-processes and other task must be perfect.			
Sprint-1	Collecting Dataset	USN-7	To collect various sources ofanimal threats and keep developing a dataset.	3	medium	Hariharan B
Sprint-4	Integrating	USN-8	To integrate the available dataset and keep improving the accuracy of finding animals	2	High	Dinesh Raj R

Sprint-3		USN-9	To find and use appropriate compiler to run and test the dataso that we can implement our program	1	Low	Ezhilnilavan M
Sprint-2		USN-10	Request Saveetha Engineering College to deploy the project inour campus and test	1	Low	Dinesh Raj R
Sprint-1	Training	USN-11	As programmer, we need to trainour data perfectly so that the program runs smoothly	3	High	Ajay Kumar B
Sprint-3		USN-12	Train the data using out availableservices and IBM dataset from server and improve that	2	Medium	Hariharan B
Sprint-4	Coding	USN-13	To modify the code according toour program and improve the efficiency of that code	4	High	Dinesh Raj R
Sprint-2		USN-13	To improve performance	1	Low	Hariharan B
Sprint-2	Record	USN-5	To record the data and plot the graph to show the characteristicsofficially	4	High	Ajay Kumar B
Sprint-1	Planning	USN-4	Plan the programming languageand feasibility	3	Medium	Ezhilnilavan M
Sprint-4		USN-14	Demonstrate the working andimprove accuracy overall	2	Low	Hariharan B

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

Sprint	Total Story	Duration	Sprint StartDate	Sprint EndDate	Story Points Completed	Sprint Release

	Points			(Planned)	(as on Planned End Date)	Date (Actual)
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	20	05 Nov 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	08 Nov 2022
Sprint-3	20	6 Days	07 Oct 2022	12 Nov 2022	20	14 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 Nov 2022

Velocity:

We have a 23-day sprint duration, and the velocity of the team is 20 (points per sprint). To Find:Calculate the team's average velocity (AV) per iteration unit (story points per day)

$$AV = \frac{sprint\ duration}{velocity} = \frac{23}{20} = \hat{1}.15$$

Burndown Chart:

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