## Project Planning Phase Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)

Team ID	PNT2022TMID19679
Project Name	AI-Powered Nutrition Analyzer For Fitness Enthusiasts
Maximum Marks	8 Marks

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

The below templateshows the product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Upload Images	USN-1	Dataset - Collecting images of food items apples , banana, orange, pineapple, watermelon for analysis	2	High	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V
Sprint-1	Image Preprocessing	USN-2	Image data augmentation - Increasing the amount of data by generating new data points from existing data.	3	High	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Image Preprocessing	USN-3	Image Data Generator Class - Used for getting the input of the original data	2	Low	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V
Sprint-1	Image Preprocessing	USN-4	Applying image data generator functionality to train set and test set	2	High	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V
Sprint-2	Model Building	USN-5	Defining the model architecture - Building the model using deep learning approach and adding CNN Layers	2	High	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V
Sprint-2	Model Building	USN-6	Training, saving, testing and predicting the model	3	High	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V

Sprint-3	Application Building	USN-7	Home page creation - It shows options of the application Login and registration page creation - User can register and		Medium	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V	
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Sprint	rint Functional User Story User Story / Task Requirement (Epic)		User Story / Task	Story Points	Priority	Team Members
			login through gmail with Id and password Login and registration page creation - User can register and login through gmail with Id and password			
Sprint-3	Application Building	USN-8	Analysis and prediction page creation - It shows the prediction of given user input Creation of about us, feedback and rating page – It shows application history and feedback page to users	2	High	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V
Sprint-4	Train the Model	USN-9	Cloud deployment – Deployment of application by using IBM cloud server. Functional testing – Checking usability and accessibility	3	High	1.Abdul Ashiq A R 2.Akshay M 3.Harini S 4.Santhosh V

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

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	20	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	14 Nov 2022

Velocity:

For example, 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)

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

In our project, we have a 6-days 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 = Sprint Duration = 
$$20 = 3.3$$
 (approx.)  
Velocity 6

## **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.

A burndown chart is almost a "must" have tool for a Scrum Team for the following main reasons:

- monitoring the project scope creep
- Keeping the team running on schedule

• Cc	omparing the planned work	against the team progres	ssion	

