Project Planning Phase

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

Date	18 October 2022
Team ID	PNT2022TMID20856
Project Name	Project – Web Phishing Detection
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

Sprint	nt Functional User Story User Story / Task - As a User, Requirement (Epic) Number		Story Points	Priority	Team Members	
Sprint-1	Registration/ User Input	USN-1	Register for the application or login using the credentials	2	High	Nithilasri T
Sprint-1	Website Comparison	USN-2	If new user confirmation mail is sent	1	High	Mohitavarshini A S
Sprint-1	Storage	USN-3	Inputs the URL in the box where it is checked	2	Low	Yuvaharini A
Sprint-2	Feature Extraction	USN-4	Extraction process-Checking whether URL is suspicious or not	2	Medium	Ilakiya B
Sprint-2	Prediction	USN-5	Model predicts the URL using Machine Learning algorithm	1	High	Nithilasri T
Sprint-3	Classifier	USN-6	Classification models	1	Medium	Mohitavarshini AS
Sprint-4	Announcement	USN-7	Whether the website is phishing website or legitimate website.	1	High	Yuvaharini A
Sprint-4	Events	USN-7	Alert is given if it is a phishing website	1	High	Ilakiya B

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	9 November
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	20	10 November
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 November
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	16 November

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.

