

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

Date	19-11-2022
Team ID	PNT2022TMIB20873
Project name	Emerging Methods for Early Detection of Forest Fires

Product Backlog, Sprint Schedule, and Estimation

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story points	Priority	Team Members
Sprint 1	Image Processing	USN-1	The system should process the image to identify the fire if it occurs.	10	High	Badari Narayan V Rohan E
Sprint 1		USN-2	The information should be accurate and it would be given correctly as per the trained information in the knowledge base.	10	High	Mohamed Anwar Basha S Sanjay K
Sprint 2	Video Processing	USN-3	The real information should be processed with	10	High	Badari Narayan V Rohan E

			the help of CNN to detect the fire			
Sprint 2		USN-4	The video processing should also calculate the fire Spread range and give the real time data.	10	High	Mohamed Anwar Basha S Sanjay K
Sprint 3	Alerting	USN-5	After detecting the fire by the image processing technique, the alarm would be alerted.	10	High	Badari Narayan V Rohan E
Sprint 4	Location tracking	USN-6	The exact location of the fire occurrence should be alerted via the GPS	20	High	Mohamed Anwar Basha S Sanjay K
			location tracker embedded in it.			
Sprint 3	Sending Information	USN-7	The alarm alert would confirm the occurrence of fire	5	High	Badari Narayan V Rohan E
Sprint 3		USN-8	The exact location of fire and the fire spread	15	High	Mohamed Anwar Basha S Sanjay K

			range should be sent to the nearby Fire Station.			
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Project Tracker, Velocity & Burndown Chart:

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	8 days	27-10-2022	3-11-2022	20	3-11-2022
Sprint 2	20	8 days	5-11-2022	12-11-2022	20	12-11-2022
Sprint 3	30	8 days	14-11-2022	21-11-2022	30	21-11-2022
Sprint 4	20	8 days	23-11-2022	30-11-2022	20	30-11-2022

Velocity:

. Let's calculate the team's average velocity (AV) per iteration unit (story points per day).

$$\begin{aligned}
 AV &= \text{Velocity} / \text{Sprint Duration} \\
 &= 20 / 8 \\
 &= 2.5
 \end{aligned}$$

$$\begin{aligned}
 AV &= 30 / 8 \\
 &= 3.75
 \end{aligned}$$

Burndown Chart :

X-axis - Days

Y-axis - Story Points

