

Project Planning Phase

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

Date	13 November 2022
Team ID	PNT2022TMID16960
Project Name	EMERGING METHODS FOR EARLY DETECTION OF FOREST FIRES
Maximum Marks	8 Marks

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

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	3	Medium	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-2		USN-2	As a user, I will receive confirmation email once I have registered for the application	2	Low	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-3		USN-3	As a user, I can register for the application through Facebook	2	Low	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-3		USN-4	As a user, I can register for the application through Gmail	3	Medium	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-2	Login	USN-5	As a user, I can log into the application by entering email & password	3	Medium	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint -1	Dataset	USN-6	The dataset is collected and pre-processed and split for training and testing.	5	High	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint -1		USN-7	The model is created and trained using test and train dataset.	5	High	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint -1	Detection	USN-8	As a user, I am able to view accurate detection of forest fire in order to combat it	5	High	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-1	Alert	USN-9	The user is notified when forest fire is detected.	5	High	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-2		USN-10	An alarm is activated when forest fire is detected and all concerned authorities are notified.	10	High	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-2	Video processing	USN-11	Real time video is used and converted to frames for detection of forest fire.	5	High	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-3	Chat bot	USN-12	Chatbot is present to help users with queries	5	Medium	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-3	Cloud	USN-13	The application is deployed through cloud	10	High	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-4	Dashboard	USN-14	As a user the dashboard is quick and easy to navigate.	5	High	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A
Sprint-4	Testing	USN-15	The system is thoroughly tested and unit testing ,integration testing and system testing is performed	10	High	Preethi R, Kavitha M Priya M
Sprint-4	Visualisation	USN-16	The output is shown through simple visualisation	5	Medium	Jayabalaji.K,Gowthaman.M,Karthick.A,Arun.A

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	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)

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

Burndown Chart:

