PROJECT PLANNING PHASE

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

DATE	29 OCTOBER 2022
TEAM ID	PNT2022TMID35406
PROJECT NAME	WEB PHISIHING DETECTION
MAXIMUM MARKS	8 MARKS

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

Sprint	Functional requirement (Epic)	User story/input	User story/task	Story points	Priority	Team member
Sprint - 1	User inputs	USN – 1	User can drop the URL in the given space for verification and wait for validation	10	High	Tharun V Darshan
Sprint - 1	Website comparison	USN – 2	The detection model checks for the phishing activity.	10	High	Sindhuja G
Sprint - 2	Feature extraction	USN - 3	After completion, if none is found then the model extracts the necessary features from the URL for further process.	10	High	Pratibha Senthil
Sprint - 2	Prediction	USN - 4	Model predicts the URL using Machine learning algorithms such as logistic Regression, KNN.	10	High	Yamini K
Sprint - 3	Classification	USN - 5	Classification is done based on the prediction made to provide a result.	20	High	Tharun V Darshan &Sindhuja G
Sprint - 4	Announcement	USN -6	Result is displayed whether the website is a phishing website or not.	10	High	Pratibha Senthil
Sprint - 4	Events	USN – 7	Should check the model for its capabilities and efficiency.	10	High	Yamini K

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

Sprint	Total story points	Duration	Sprint started date	Sprint ended date(Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint - 1	20	6 days	29 October 2022	4 November 2022	20	4 November 2022
Sprint - 2	20	6 days	4 November 2022	10 November 2022	20	10 November 2022
Sprint - 3	20	6 days	11 November 2022	18 November 2022	20	18 November 2022
Sprint - 4	20	6 days	18 November 2022	24 November 2022	20	24 November 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)

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

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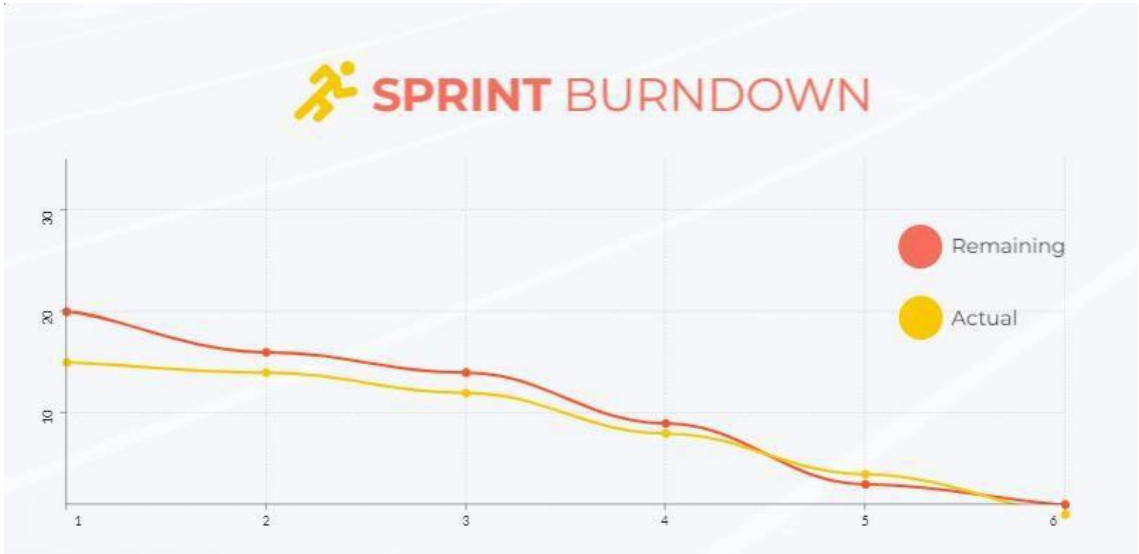
We have a 6-day sprint duration, and the velocity of the team is 20 (points per sprint). So our team's average velocity (AV) per iteration unit (story points per day)

AV = (Sprint Duration / Velocity) = 20 /6 = 3.33

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.



Reference:

https://www.atlassian.com/agile/project-management

https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software

https://www.atlassian.com/agile/project-management/estimation

https://www.atlassian.com/agile/tutorials/burndown-charts