Project Planning Phase

Milestone and Activity List

Date	22 October 2022
Team ID	PNT2022TMID05115
Project Name	Project –Nutrition Analyzer for fitness Enthusiastic
Maximum Marks	8 Marks

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

Sprint	Functional Requirement	User story Number	User story/stack	Story Point	Priority	Team Members
Sprint-1	Registration	USN-1	User can register for the application by entering user name and entering a strong password.	2	High	Vinni Blessi Joice P
Sprint-1	Login	USN-2	User can login to the application by entering user name and password	2	High	Vaishnavi S
Sprint-2	Upload images of digital document	USN-3	User can input the food images into the application's document	1	Moderate	Vaishnavi J
Sprint-2	Prediction	USN-4	User can predict the image	1	Moderate	Soundarya R
Sprint-3	Upload the fruit images dataset	USN-5	User can input the fruit of their choice that they want to know about	1	Moderate	Vinni Blessi Joice P
Sprint-3	Recognize fruit	USN-6	User can choose their fruit type	1	Moderate	Vaishnavi S
Sprint-4	Recognize Fruit type	USN-7	User can recognize their selected fruit in the output, and recognize it and its benefits	2	High	Vaishnavi J
Sprint-4	Recognize fruit colour	USN-8	User can recognize the fruit colour in the dataset and differentiate it with others	2	High	Soundarya R

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

Sprint	Total story point	Duration	Sprint start Date	Sprint End date	Story points completed	Story release date
Sprint-1	2	6 Days	24 October 2022	29 October 2022	2	24 October 2022
Sprint-2	2	6 Days	31 October 2022	05 October 2022	2	5 October 2022
Sprint-3	2	6 Days	7 Nov 2022	12 November 2022	2	12 Nov 2022
Sprint-4	2	6 Days	7 Nov 2022	19 November 2022	2	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)

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

Burn down 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 asScrum. However, burn down charts can be applied to any project containing measurable progress over time.