# **Project Planning Phase**

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

Date	18 October 2022
Team ID	PNT2022TMID12421
Project Name	Project - Car Resale Value Prediction
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority
Sprint-1	Data collection	USN-1	Collect the dataset from various sources.	1	Low
	Preprocess the data	USN-2	Import required libraries	1	Low
		USN-3	Read the data	2	Medium
		USN-4	Clean the data	2	Medium
Sprint-2	Model Building	USN-1	Choose appropriate model	3	High
		USN-2	Check the metrics of the model	2	Medium
		USN-3	Applying regression model	3	High
Sprint-3	Application Building	USN-1	Build a HTML page	2	Low
		USN-2	Build python flask application	5	High
		USN-3	Execute and test	5	High
Sprint-4	Train the model	USN-1	Train ML model	5	High
		USN-2	Integrate flask	5	High

#### **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	On progress
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	On progress
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	On progress

#### 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.

