## **Project Planning Phase**

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

Date	06 November 2022			
Team ID	PNT2022TMID05432			
Project Name	Statistical Machine Learning Approaches To Liver Disease Prediction			

## **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	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	5	High	Eswaran S
Sprint-1	USN-2		As a user, I will receive confirmation email Once I have registered for the application	5	High	Kamesh P

Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	10	High	Karmegam R
Sprint-2	Input Necessary Details	Necessary USN-4		15	High	Kamesh P
Sprint-2	Data pre- processing USN-5		Transform raw data into suitable format for prediction.	5	High	Eswaran S
Sprint-3	Prediction of Liver Disease	USN-6	As a user, I can predict Liver Disease Using machine learning model.	15	High	Hari Kishore B
Sprint-3		USN-8	As a user, I can get accurate prediction of Liver disease.	5	Medium	Karmegam R
Sprint-4	Review	UNS-8	As a user, I can give feedback of The application	20	High	Eswaran S

# Tracker, Velocity & Burn down 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 Oct2022	29 Oct 2022	18	08 Nov 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	17	06 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	18	08 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	17	10 Nov 2022

## **Velocity:**

Imagine we have a 6-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=Sprint duration/velocity = 6/20=0.3

### **Burn down Chart:**

#### **BURNDOWN CHART**

