

Project Planning Phase

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

Date	22 October 2022
Team ID	PNT2022TMID53353
Project Name	Statistical Machine Learning Approaches to Liver Disease 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	Team Members
Sprint-1	Registration	USN-1	As a user, I can register to use the application by providing my email ID, password, and confirming password.	5	High	Manjushree
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	5	High	Nivedita
Sprint-1	Login	USN-3	As a user, I can log into the application by entering email & password	10	Medium	Keerthana
Sprint-2	Input Necessary Details	USN-4	As a user, I can give input test details to predict the occurrence of Liver Disease.	15	High	Poorvisha
Sprint-2	Data Pre-Processing	USN-5	Transform raw data into appropriate format for prediction	5	High	Manjushree
Sprint-3	Prediction of Liver Disease	USN-6	As a user, I can get the results of prediction Disease of Liver Disease processed using Machine Learning algorithms	15	High	Nivedita
Sprint-3		USN-7	As a user, I can get accurate results of presence of liver disease	5	Medium	Poorvisha
Sprint-4	Review	USN-8	As an admin, I reinforce the result of prediction.	20	High	Keerthana

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		
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022		
Sprint-4	20	6 Days	14 Nov 2022	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:

