

Project Planning Phase

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

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|---------------|---------------------------------|
| Date | 12 February 2026 |
| Team ID | LTVIP2026TMIDS88090 |
| Project Name | AUTOSAGE APP USING GEMINI FLASH |
| Maximum Marks | 5 Marks |

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

Project Name:

AUTOSAGE APP USING GEMINI FLASH

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|----------|-------------------------------|-------------------|--|--------------|----------|--------------|
| Sprint-1 | Core UI Setup | USN-1 | Design and implement main Web UI layout with Sidebar and Tabs (Smart Query, Smart Vision, Multimodal Analysis) | 3 | High | Sudheer |
| Sprint-1 | Gemini Integration | USN-2 | Integrate Gemini 2.5 Flash API with backend | 5 | High | Sudheer |
| Sprint-1 | Prompt Analysis | USN-3 | As a user, I can submit a vehicle query and receive a structured intelligence report | 3 | High | Sudheer |
| Sprint-1 | Prompt Analysis | USN-4 | As a user, I can upload a vehicle image for AI-based vehicle identification | 3 | High | Sudheer |
| Sprint-2 | Multimodal Analysis | USN-5 | As a user, I can upload image + text query and receive a combined intelligence report | 5 | High | Sudheer |
| Sprint-2 | Structured Output Engine | USN-6 | Implement structured automotive report format with strict section consistency | 3 | High | Sudheer |
| Sprint-2 | Powertrain Detection Logic | USN-7 | System detects ICE vs EV using visual + textual cues | 3 | Medium | Sudheer |
| Sprint-3 | Sidebar Controls | USN-8 | System detects ICE vs EV using visual + textual cues | 2 | Medium | Sudheer |
| Sprint-3 | Validation Logic | USN-9 | Implement vehicle type & purpose controls influencing prompt context | 2 | Medium | Sudheer |

| Sprint | Functional Requirement (Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|----------|-------------------------------|-------------------|---------------------------------------|--------------|----------|--------------|
| Sprint-3 | Deployment | USN-10 | Deploy AutoSage using Streamlit Cloud | 3 | Medium | Sudheer |

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 | 7 Days | 02 Feb 2026 | 08 Feb 2026 | 20 | 08 Feb 2026 |
| Sprint-2 | 18 | 8 Days | 09 Feb 2026 | 16 Feb 2026 | 18 | 16 Feb 2026 |

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)

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