Project Planning Phase

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

| Date | 17 June 2025 |
|---------------|--|
| Team ID | LTVIP2025TMID51713 |
| Project Name | UNESCO Heritage Sites Analysis Project |
| Maximum Marks | 5 Marks |

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

| Epic | User Story No. | User Story / Task | Story Points | Priority | Team Members |
|---------------------------|----------------|--|--------------|----------|--------------------------|
| Dataset Preparation | USN-1 | Collect and clean the UNESCO dataset for analysis | 3 | High | Maddi Santhosh |
| Exploratory Data Analysis | USN-2 | Analyze data for patterns, region-wise distribution and category | 2 | .High | Maddi Santhosh |
| Visualization Design | USN-3 | Design visual dashboards for trends, endangered sites | 3 | High | Nabiha Noor |
| Danger Sites Deep-Drive | USN-4 | Filter and view details of currently endangered sites | 2 | Medium | Mekala Keerthi |
| Criteria-based Analysis | USN-5 | Explore which sites meet UNESCO criteria (1-10) | 3 | Medium | Mekala Keerthi |
| Reporting | USN-6 | Generate a final report summarizing project findi | 2 | High | Manikanta Swamy Pamarthi |
| Awareness Phase | USN-7 | Provide recommendations to protect endangered | 2 | Medium | Manikanta Swamy Pamarthi |

Project Tracker, Velocity & Burndown Chart (4 Marks)

| Sprint | Total Points | Duration | Start Date | End Date (Planned) | Completed Points | Release Date |
|----------|--------------|----------|--------------|--------------------|------------------|--------------|
| Sprint-1 | 8 | 3 Days | 17 June 2025 | 19 June 2025 | 8 | 03 July 2025 |
| Sprint-2 | 7 | 3 Days | 20 June 2025 | 22 June 2025 | Pending | Pending |
| Sprint-3 | 2 | 4 Days | 23 June 2025 | 27 June 2025 | Pending | Pending |

Velocity & Burndown Chart Details:

VELOCITY & BURNDOWN CHART DETAILS:

Sprint-1 Velocity = 8 story points \div 3 days = 2.67 points/day **Sprint-2 Velocity** = 7 story points \div 3 days = 2.33 points/day **Sprint-3 Velocity** = 8 story points \div 4 days = 2.00 points/day

Average team velocity will be updated after further sprints.

Velocity: Total Story Points = 23 Number of Sprints = 3 Team Velocity = $23 \div 3 = 7.67 \approx 8$ story points per sprint

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.

- Work Remaining over Time graph will be maintained as per Sprint Progress.
- A visual Burndown Chart will be included in final documentation.

Expected Progress Tracking: Day 1-3 (Sprint 1): Complete 8 points \rightarrow 15 points remaining Day 4-6 (Sprint 2): Complete 7 points \rightarrow 8 points remaining

Day 7-10 (Sprint 3): Complete 8 points \rightarrow 0 points remaining

SPRINT TASK BREAKDOWN:

Sprint-1 Tasks (June 17-19):

- USN-1: Collect and clean UNESCO dataset (3 points)
- USN-2: Analyze data patterns and distributions (2 points)
- USN-3: Design visual dashboards (3 points)

Sprint-2 Tasks (June 20-22):

- USN-4: Filter endangered sites details (2 points)
- USN-5: Explore UNESCO criteria analysis (3 points)
- USN-6: Generate final project report (2 points)

Sprint-3 Tasks (June 23-27):

- USN-7: Provide protection recommendations (2 points)
- Integration and testing (3 points)
- Final documentation and demo prep (3 points)

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