Project Planning Phase

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

Date	15 February 2026
Team ID	LTVIP2026TMIDS52600
Project Name	Introduction to Smart Sorting – Transfer Learning for Identifying Rotten Fruits and Vegetables
Maximum Marks	5 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 for the application by entering my email, password, and confirming my password.	2	High	K. Sahithi Shaik Narasapuram. Riyaz Sai Lokesh Kaveti. Sai Ram
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	K. Sahithi Shaik Narasapuram. Riyaz Sai Lokesh Kaveti. Sai Ram
Sprint-2		USN-3	As a user, I can register for the application through Facebook	2	Low	K. Sahithi Shaik Narasapuram. Riyaz Sai Lokesh Kaveti. Sai Ram
Sprint-1		USN-4	As a user, I can register for the application through Gmail	2	Medium	K. Sahithi Shaik Narasapuram. Riyaz Sai Lokesh Kaveti. Sai Ram
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	K. Sahithi

						Shaik Narasapuram. Riyaz Sai Lokesh Kaveti. Sai Ram
Sprint-1	Dashboard	USN-6	As a user, I can view dashboard after successful login	2	High	K. Sahithi Shaik Narasapuram. Riyaz Sai Lokesh Kaveti. Sai Ram
Sprint-2	Image Upload	USN-7	As a user, I can upload fruit/vegetable image for prediction	3	High	K. Sahithi Shaik Narasapuram. Riyaz Sai Lokesh Kaveti. Sai Ram
Sprint-2	Pre Processing	USN-8	As a system, I preprocess the uploaded image (resize, normalize)	4	High	K. Sahithi Shaik Narasapuram. Riyaz Sai Lokesh Kaveti. Sai Ram

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	19	05 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	20	12 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	20	19 Nov 2022
Sprint-5	20	6 Days	21Nov 2022	26 Nov 2022	19	26 Nov 2022

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-6	20	6 Days	28 Nov 2022	03 Dec 2022	20	03 Dec 2022
Sprint-7	20	6 Days	05 Dec 2022	10 Dec 2022	20	10 Dec 2022
Sprint-8	20	6 Days	12 Dec 2022	17 Dec 2022	19	17 Dec 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)

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

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.

https://www.visual-paradigm.com/scrum/scrum-burndown-chart/

https://www.atlassian.com/agile/tutorials/burndown-charts

Reference:

https://www.atlassian.com/agile/project-management

https://www.atlassian.com/agile/tutorials/how-to-do-scrum-with-jira-software

https://www.atlassian.com/agile/tutorials/epics

https://www.atlassian.com/agile/tutorials/sprints

https://www.atlassian.com/agile/project-management/estimation

https://www.atlassian.com/agile/tutorials/burndown-charts