

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

|               |   |
|---------------|---|
| Date          | 19 February 2025  |
| Team ID       | LTVIP2026TMIDS89552   |
| Project Name  | Smart Sorting: Transfer Learning for Identifying Rotten Fruits and Vegetables |
| Maximum Marks | 5 Marks   |

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

| Sprint   | Functional Requirement (Epic)  | User Story Number | User Story / Task   | Story Points | Priority | Team Members |
|----------|--------------------------------|-------------------|---|--------------|----------|--------------|
| Sprint-1 | Data Collection & Organization | USN-1             | As a developer, I will collect and organize fruit & vegetable images into class-wise folders. | 3            | High     | Team         |
| Sprint-1 | Data Preprocessing             | USN-2             | As a developer, I will resize images and apply normalization.                                 | 3            | High     | Team         |
| Sprint-1 | Data Augmentation              | USN-3             | As a developer, I will apply rotation, flipping and zoom for better generalization.           | 2            | Medium   | Team         |
| Sprint-2 | Model Selection                | USN-4             | As a developer, I will use pre-trained VGG16 for transfer learning.                           | 2            | High     | Team         |
| Sprint-2 | Model Training                 | USN-5             | As a developer, I will freeze base layers and train the classification head.                  | 5            | High     | Team         |
| Sprint-3 | Model Evaluation               | USN-6             | As a developer, I will evaluate model using accuracy and validation loss.                     | 3            | High     | Team         |
| Sprint-3 | Confusion Matrix               | USN-7             | As a developer, I will generate confusion matrix and performance graphs.                      | 3            | Medium   | Team         |
| Sprint-4 | Web Integration                | USN-8             | As a user, I can upload an image using Flask web interface.                                   | 5            | High     | Team         |
| Sprint-4 | Prediction Display             | USN-9             | As a user, I can view predicted class.  | 3            | High     | Team         |
| Sprint-4 | UI Enhancement                 | USN-10            | As a user, I can interact with a clean responsive interface.                                  | 2            | Medium   | Team         |

**Project Tracker, Velocity & Burndown Chart: (4 Marks)**

| <b>Sprint</b> | <b>Total Story Points</b> | <b>Duration</b> | <b>Sprint Start Date</b> | <b>Sprint End Date (Planned)</b> | <b>Story Points Completed (as on Planned End Date)</b> | <b>Sprint Release Date (Actual)</b> |
|---------------|---------------------------|-----------------|--------------------------|----------------------------------|--|-------------------------------------|
| Sprint-1      | 8                         | 4 Days          | 05 Feb 2026              | 08 Feb 2026                      | 8  | 08 Feb 2026                         |
| Sprint-2      | 9                         | 4 Days          | 09 Feb 2026              | 12 Feb 2026                      | 9  | 12 Feb 2026                         |
| Sprint-3      | 7                         | 4 Days          | 13 Feb 2026              | 16 Feb 2026                      | 7  | 16 Feb 2026                         |
| Sprint-4      | 8                         | 4 Days          | 17 Feb 2026              | 20 Feb 2026                      | 8  | 20 Feb 2026                         |

**Total Story Points:**

**$8 + 9 + 7 + 8 = 32$  Story Points**

**Velocity Calculation:**

**Velocity = Total Story Points / Number of Sprints =  $32/4 = 8$**

**Velocity = 8 Story Points per Sprint**

### Average Velocity Per Day:

Each sprint duration = 4 days =  $8/4 = 2$

Team completes approximately **2 Story Points per Day**

### Burndown Chart:

