Project Planning Phase

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

| Date | 27 JUNE 2025 |
|---------------|---|
| Team ID | LTVIP2025TMID47625 |
| Project Name | Heritage Treasures: An In-Depth Analysis of UNESCO World Heritage Sites |
| 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 | USN-2 | As a user, I can load data into the processing environment | 1 | High | ALL |
| Sprint-2 | Data Preprocessing | USN-3 | As a user, I can handle missing values in the dataset | 3 | Medium | ALL |
| Sprint-2 | Data Preprocessing | USN-4 | As a user, I can encode or map categorical variables appropriately | 2 | Medium | ALL |
| Sprint-3 | Making Graphs/Visualizations | USN-5 | As a user, I can build the initial model based on processed data | 5 | High | ALL |
| SPRINT - 4 | Dashboard & STORIES | USN-6 | Public tableau | 6 | HIGH | ALL |
| SPRINT - 5 | Report & documentation | USN-7 | The step by step guide documentation | 7 | MEDIUM | ALL |

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 | 1 Day | 21 June 2025 | 21 June 2025 | 20 | 21 June 2025 |
| Sprint-2 | 20 | 1 Day | 22 June 2025 | 22 June 2025 | 20 | 22 June 2025 |
| Sprint-3 | 20 | 1 Day | 23 June 2025 | 23 June 2025 | 20 | 23 June 2025 |
| Sprint-4 | 20 | 1 Day | 24 June 2025 | 24 June 2025 | 20 | 24 June 2025 |
| Sprint-5 | 20 | 1 Day | 25 June 2025 | 25 June 2025 | 20 | 25 June 2025 |