Project Planning Phase

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

Date	20 June 2025
Team ID	LTVIP2025TMID41159
Project Name	**Transfer Learning-Based Classification of Poultry Diseases for Enhanced Health Management**
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	Developer, Tester
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Developer
Sprint-2		USN-3	As a user, I can register for the application through Facebook	2	Low	Developer
Sprint-1		USN-4	As a user, I can register for the application through Gmail	2	Medium	Developer
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	Developer, Tester
Sprint-2	Dashboard	USN-6	As a user, I can view classification history and disease reports in a dashboard	2	High	UI/UX, Developer
Sprint-3	Admin Dashboard	USN-7	As an admin, I can monitor application usage and ML model performance	2	High	Developer, Analyst
Sprint-34	Feedback System	USN-13	As an admin, I can view user feedback and rate system improvements	1	Medium	Developer

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	29 May 2025	4 June 2025	20	5 June 2025
Sprint-2	20	6 Days	6 June 2025	12 June 2025	18	13 June 2025
Sprint-3	20	6 Days	14 June 2025	20 June 2025	16	21 June 2025
Sprint-4	20	6 Days	22 June 2025	28 June 2025	20	27 June 2025

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.