Project Planning Phase

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

Date	4 November 2023
Team ID	Team-593195
Project Name	Dog Breed Identification using Transfer Learning
Maximum Marks	8 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	Collecting data	USN-1	As a developer we first need to get the data	1	Low	1
Sprint-1	Clean data	USN-2	As a developer we first need to clean and process the data that we have got and have to make it usable	2	High	2
Sprint-2	Train model	USN-3	Now we need to train the model using transfer learning VGG19	4	High	2

Sprint-2	Test the model	USN-4	Before using the model we need to test it against the data set to make sure that it is trained properly	1	Medium	1
Sprint-3	Design a web page	USN-5	As out model is ready so we need to develop the website where we will be using our model	4	High	3
Sprint-3	Integrate the model	USN-6	Now we need to integrate the model that we have created with our web page	2	High	2
Sprint-4	Host the project	USN-7	Now we need to deploy our this project on the web so that it can be accessible to normal people and they can use it	1	Medium	1
Sprint-4	Spread it	USN-8	Now as we have hosted our project on web and it is functioning and live so now we need to share our this project to people so that they can use it	1	Low	4

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	3	2 Days	9 Nov 2023	10 Nov 2023	3	

Sprint-2	5	3 Days	11 Nov 2023	13 Nov 2023	5	
Sprint-3	6	4 Days	14 Nov 2023	17 Nov 2023	6	
Sprint-4	2	1 Days	18 Nov 2023	18 Nov 2023	2	

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)

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

We have a 10-Day sprint duration and the velocity of team is 4(points per sprint).The team's average velocity (AV) per iteration unit is

AV=Sprint Duration/Velocity=4/10=0.4

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.

Burndown Chart link:https://sparshmaheshwari.atlassian.net/jira/software/projects/DBIUTL/boards/1/timeline

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