

Project Planning Phase

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

Date	19 February 2026
Team ID	LTVIP2026TMIDS64562
Project Name	Smart Sorting: Transfer learning for 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	Data collection	USN-1	Collect dataset of healthy and rotten fruits/vegetables	3	High	Data team
Sprint-1		USN-2	Implement image preprocessing pipeline	2	High	ML Team
Sprint-1		USN-3	Setup development environment and dependencies	1	High	DevOps Team
Sprint-1	Model development	USN-4	Implement VGG16 Transfer learning architecture	5	High	ML Team
Sprint-2	Model training	USN-5	Train model on pre-processed dataset	5	High	ML Team
Sprint-2	Web application	USN-6	Save trained model in .h5 format, and developed Flask backend application	3	High	Backend Team
Sprint-3	Testing and Deploying	USN-7	Conduct system testing and debugging	2	Medium	QA Team

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	11	7 Days	13 Jun 2025	20 Feb 2025	11	27 Jun 2025
Sprint-2	12	7 Days	14 Jun 2025	21 Jun 2025	12	27 Jun 2025
Sprint-3	10	7 Days	14 Jun 2025	21 Feb 2025	10	27 Jun 2025

Velocity:

Imagine we have a 3-day sprint duration, and the velocity of the team is 33 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

$$\text{AV} = 33 / 3 = 11 \text{ Story Points}$$

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.

