Project Planning Phase

Milestone & Activity

Date	09 November 2022
Team ID	PNT2022TMID21878
Project Name	Novel method for handwritten digit recognition system
Maximum Marks	8 Marks

Milestone and Activity List

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Data Collection & pre processing	USN-1	I, as a user, am able to upload any photograph that has undergone pre-processing.	12	High	Balaji G
Sprint-1		USN-2	I can post the image in any resolution as a user.	8	Medium	
Sprint-2	Building the model	USN-3	I can utilise the machine learning model, which has a high level of recognition accuracy for handwritten digits.	8	High	Ela Barath

Sprint-2		USN-4	I, as a user, can give the model an image of a handwritten digit so it can identify it.	6	Medium	
Sprint-2		USN-5	I can distinguish the digit as a user with the highest level of accuracy.	7	Medium	
Sprint-3	Building User Interface Application	USN-6	I, as a user, will upload the image of the handwritten digits to the programme using the upload feature offered by the UI.	10	High	Balasubramanian Kalyan
Sprint-3		USN-7	I may view the anticipated and recognised digits in the programme as a user.	10	High	
Sprint-4	Train and deployment of model in IBM Cloud	USN-8	I can utilise the online application as a user from anywhere and have access to it.	20	High	Gokul Aravind

Sprint Delivery Plan:

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	22 Oct 2022	28 Oct 2022	20	28 Oct 2022
Sprint-2	20	6 Days	29 Nov 2022	04 Nov 2022	20	03 Nov 2022
Sprint-3	20	6 Days	05 Nov 2022	10 Nov 2022	20	09 Nov 2022
Sprint-4	20	6 Days	11 Nov 2022	16 Nov 2022	20	16 Nov 2022

Velocity:

Imagine we have a 6-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 = sprint duration/Velocity = 20/6 = 3.33

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.