**Project Planning Phase**

**Project Planning Template (Product Backlog, Sprint Planning, Stories, Storypoints)**

|  |  |
| --- | --- |
| Date | 27 June 2025 |
| Team ID | LTVIP2025TMID59770 |
| Project Name | Smart Sorting: Transfer Learning for Identifying Rotten Fruits and Vegetables |
| 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 | New produce types can be added by updating the dataset and retraining. | USN-1 | As a plant head, I want to upload images of products to detect freshness so that I can ensure only fresh items are processed further. | 2 | High | Kavya,  Naveen |
| Sprint-1 | Real-Time Sorting Assistance | USN-2 | As a plant head, I want instant freshness feedback so that sorting staff can separate unhealthy items quickly. | 2 | Medium | Kavya,  Deepika |
| Sprint-2 | Quality Verification | USN-3 | As a supermarket manager, I want to verify the freshness of incoming stock to reduce customer complaints. | 2 | High | Naveen,  Anjali |
| Sprint-3 | Mobile Compatibility | USN-4 | As a supermarket manager, I want to use the system on my mobile device so that I can inspect stock directly. | 2 | Low | Anjali, Deepika |

**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 | 9-Jun-2025 | 14-Jun-2025 | 20 | 9-Jun- 2025 |
| Sprint-2 | 20 | 6 Days | 16-Jun-2025 | 21-Jun-2025 | 20 | 16-Jun-2025 |
| Sprint-3 | 20 | 6 Days | 23-Jun-2025 | 28-Jun-2025 | 20 | 23-Jun-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)



**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](https://www.visual-paradigm.com/scrum/what-is-agile-software-development/) methodologies such as [Scrum](https://www.visual-paradigm.com/scrum/scrum-in-3-minutes/). However, burn down charts can be applied to any project containing measurable progress over time.

[**https://www.visual-paradigm.com/scrum/scrum-burndown-chart/**](https://www.visual-paradigm.com/scrum/scrum-burndown-chart/)

[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)

**Reference:**

[**https://www.atlassian.com/agile/project-management**](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/how-to-do-scrum-with-jira-software)

[**https://www.atlassian.com/agile/tutorials/epics**](https://www.atlassian.com/agile/tutorials/epics)

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[**https://www.atlassian.com/agile/tutorials/burndown-charts**](https://www.atlassian.com/agile/tutorials/burndown-charts)