**Project Planning Phase**

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

|  |  |
| --- | --- |
| Date | 26 October 2023 |
| Team ID | 1.1 |
| Project Name | AI-Enhanced Intrusion Detection System |
| 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 | Set Up Data Ingestion | USN-1 | As a system administrator, I want to set up data ingestion from various sources to start collecting data for intrusion detection. | 5 | High | Sheikha |
| Sprint-1 | Preprocess Data for Analysis | USN-2 | As a data analyst, I want to preprocess and normalize the collected data for effective analysis. | 8 | High | Hrishik |
| Sprint-2 | Implement Intrusion Detection Rules Engine | USN-3 | As a security expert, I want to implement a rules engine to detect known attack patterns and create alerts | 13 | High | Rishabh |
| Sprint-3 | Develop Real-Time Analysis Module | USN-4 | As a data scientist, I want to develop a real-time analysis module that uses machine learning to detect anomalies. | 20 | High | Tanishq |
| Sprint-4 | Alert Management System | USN-5 | As a security analyst, I want an alert management system to review and prioritize alerts. | 8 | Medium | Rishabh |
| Sprint-5 | User Interface (UI) Design | USN-6 | As a product owner, I want a user-friendly UI for monitoring and responding to alerts. | 13 | Medium | Sheikha |
| Sprint-6 | Reporting and Analytics | USN-7 | As a manager, I want a reporting and analytics module to track system performance and detect trends. | 10 | Low | Tanishq |

**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 | 4 Days | 24 Oct 2023 | 29 Oct 2023 | 20 | 29 Oct 2023 |
| Sprint-2 | 20 | 4 Days | 31 Oct 2023 | 02 Nov 2023 |  |  |
| Sprint-3 | 20 | 4 Days | 03 Nov 2023 | 06 Nov 2023 |  |  |
| Sprint-4 | 20 | 4 Days | 07 Nov 2023 | 10 Nov 2023 |  |  |
| Sprint-5 | 20 | 4 Days | 11 Nov 2023 | 14 Nov 2023 |  |  |
| Sprint-6 | 20 | 4 Days | 15 Nov 2023 | 18 Nov 2023 |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

**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.

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