Project Design Phase-II

Data Flow Diagram & User Stories

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| Date | 029 October 2023 |
| Team ID | Team-591461 |
| Project Name | Project - xxx |
| Maximum Marks | 4 Marks |

# Data Flow Diagrams:

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It shows how data enters and leaves the system, what changes the information, and where data is

stored

A diagram of a flowchart

Description automatically generated

**User Stories**

Use the below template to list all the user stories for the product.

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| **User Type** | **Functional**  **Requirement (Epic)** | **User Story Number** | **User Story / Task** | **Acceptance criteria** | **Priority** | **Release** |
| Developer | Adversarial Defense using AutoEncoder, Block Switching & GradCAM1 | USN-2 | As a developer, I can implement an auto-encoder to remove any perturbations found in input images1 | The auto-encoder successfully removes noise from the input image1 | High / Sprint-2 | Developer |
| Developer | Adversarial Defense using AutoEncoder, Block Switching & GradCAM1 | USN-3 | As a developer, I can implement a block-switching architecture to make the model more robust against White-box attack1 | The block-switching architecture successfully increases the robustness of the proposed model1 | High / Sprint-3 | Developer |
| Developer | Adversarial Defense using AutoEncoder, Block Switching & GradCAM1 | USN-4 | As a developer, I can implement Grad-CAM to predict the highlighted important region based on classification1 | The Grad-CAM successfully highlights the important region based on classification1 | High / Sprint-4 | Developer |
| Developer | Adversarial Defense using AutoEncoder, Block Switching & GradCAM1 | USN-2 | As a developer, I can implement an auto-encoder to remove any perturbations found in input images1 | The auto-encoder successfully removes noise from the input image1 | High / Sprint-2 | Developer |
| Developer | Adversarial Defense using AutoEncoder, Block Switching & GradCAM1 | USN-3 | As a developer, I can implement a block-switching architecture to make the model more robust against White-box attack1 | The block-switching architecture successfully increases the robustness of the proposed model1 | High / Sprint-3 | Developer |
| Developer | Adversarial Defense using AutoEncoder, Block Switching & GradCAM1 | USN-4 | As a developer, I can implement Grad-CAM to predict the highlighted important region based on classification1 | The Grad-CAM successfully highlights the important region based on classification1 | High / Sprint-4 | Developer |
| Developer | Adversarial Defense using AutoEncoder, Block Switching & GradCAM1 | USN-2 | As a developer, I can implement an auto-encoder to remove any perturbations found in input images1 | The auto-encoder successfully removes noise from the input image1 | High / Sprint-2 | Developer |
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| Developer | Adversarial Defense using AutoEncoder, Block Switching & GradCAM1 | USN-4 | As a developer, I can implement Grad-CAM to predict the highlighted important region based on classification1 | The Grad-CAM successfully highlights the important region based on classification1 | High / Sprint-4 | Developer |
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