# **Project Planning Phase**

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

Date	30 October 2023
Team ID	2.4
Project Name	Malware Detection and Classification
Maximum Marks	8 Marks

### **Product Backlog, Sprint Schedule, and Estimation (4 Marks)**

Use the below template to create product backlog and sprint schedule

Sprint	print Functional User Story User Story / Task Requirement (Epic) Number		Story Points	Priority	Team Members	
Sprint-1	Registration	USN-1	As a user, I can download the Git Repository through terminal	2	High	4
Sprint-1		USN-2	As a user, I can download the requirements.txt file	1	Medium	4
Sprint-1		USN-3	As a user, I can interact with the interface in terminal	2	High	4
Sprint-2	USAGE	USN-4	As a user, I can upload the exe files and url to it	user, I can upload the exe files and url to it 2 High		4
Sprint-2		USN-5	As a user, I can run the model and get the results	1	High	4

#### **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	11 Oct 2023	21 Oct 2023	20	21 Oct 2023
Sprint-2	20	6 Days	21 Oct 2023	31 Oct 2023	20	31 Oct 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)

$$AV = \frac{sprint\ duration}{velocity} = \frac{20}{10} = 2$$

**Velocity of team = 20 per sprint** 

Average Velocity = 20/10 = 2 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 methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

