

Project Design Phase-II
Project Planning Template

Date	31st October 2023
Team ID	TEAM 3.1
Project Name	Adversarial Attacks and Defenses

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	Data Collection	USN-1	Taking out examples of adversarial branches and frequently targeted algorithms. Researching defense algorithms	8	Low	Shaunak
Sprint-1	Data Training	USN-2	Training AI Model with custom inputs and adversarial examples	12	High	Shaunak & Kushank
Sprint-2	AI - ML Models	USN-3	Generating classification algorithms	20	High	Kushank
Sprint-3	Framework	USN-4	Creating the API for detection and training with AI models	20	Medium	Raunak
Sprint-4	Testing and adversarial attack detection	USN-5	Performing adversarial attacks and then detect through API	20	High	Vanshika

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	5	6 Days	7th Oct 2023	13th Oct 2023	20	30th Oct 2023
Sprint-2	7	6 Days	13th Oct 2023	19th Oct 2023		
Sprint-3	3	6 Days	19th Oct 2023	25th Oct 2023		
Sprint-4	5	6 Days	25 Oct 2023	31st 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)

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

Therefore, AV = 24/20

= 1.2

Reference-

<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/epics>

<https://www.atlassian.com/agile/tutorials/sprints>

<https://www.atlassian.com/agile/project-management/estimation>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

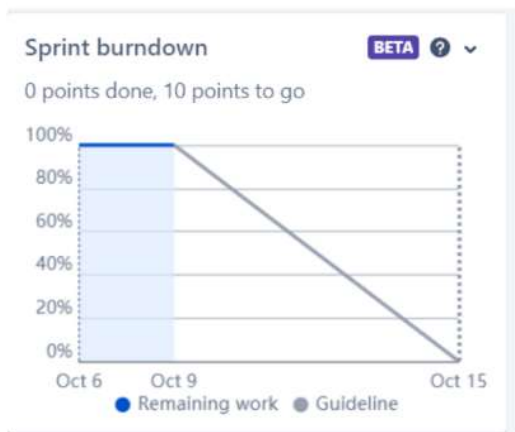
Burndown Chart:

A burndown 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.

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

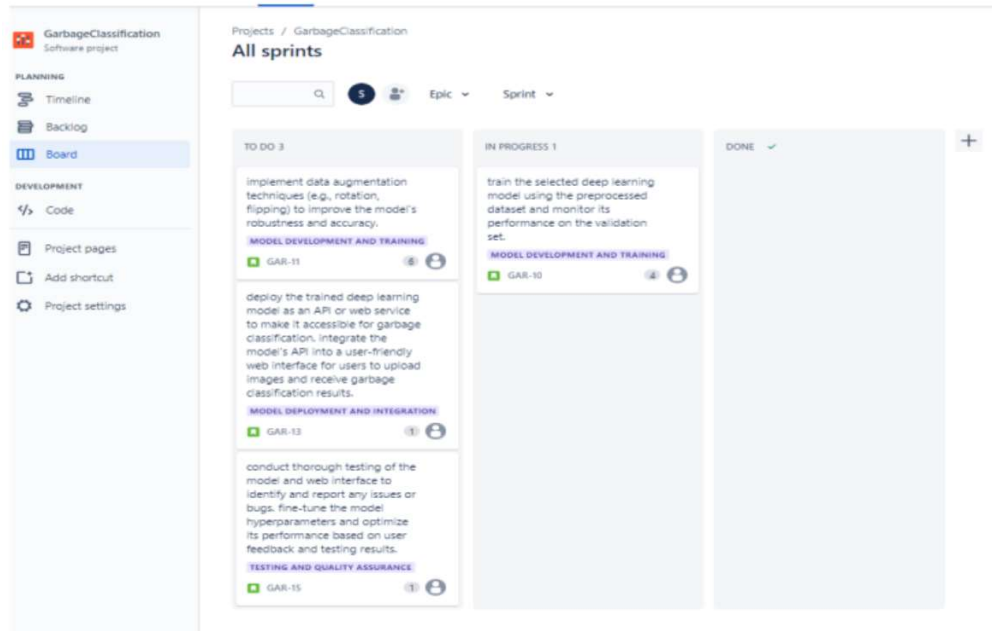
<https://www.atlassian.com/agile/tutorials/burndown-charts>

Burndown Chart:

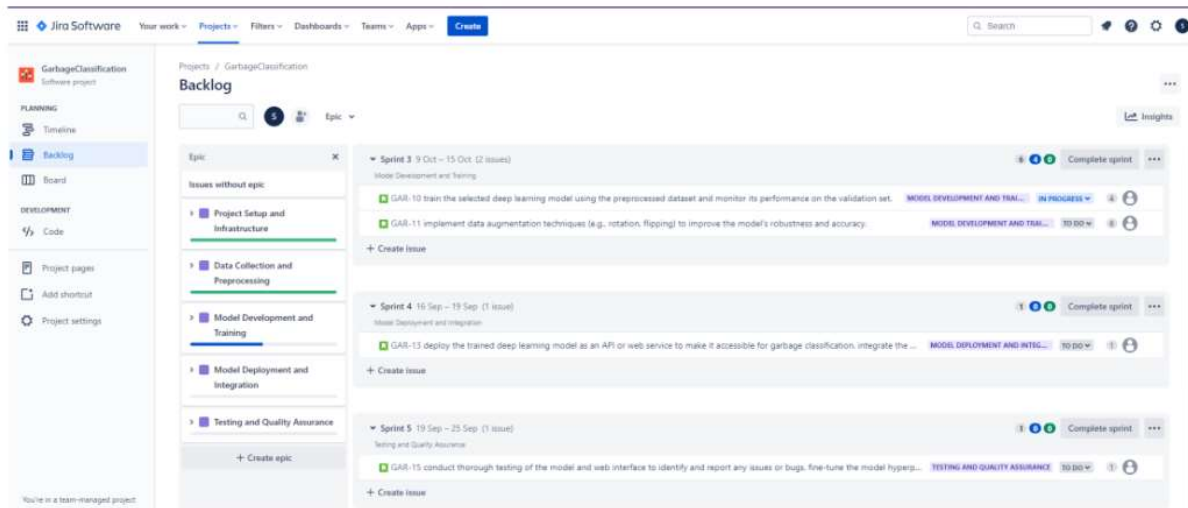


Board section.

We have completed sprint 1 and 2. So we can see the remaining tasks on board.



Backlog section



Timeline

