

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

| | |
|---------------|---|
| Date | 21 October 2023 |
| Team ID | PNT2022TMID591889 |
| Project Name | Dog Breed Identification using Transfer Learning |
| Maximum Marks | 8 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 | Model Training and Integration | 01 | Data Collection and Preprocessing | 3 | High | 2 |
| Sprint-1 | Model Training and Integration | 02 | Choose and Fine-tune Pre-trained Model | 5 | High | 2 |
| Sprint-1 | Model Training and Integration | 03 | Integrate Model with Application | 3 | High | 2 |
| Sprint-1 | User Interface (UI) | 04 | Design UI for Image Upload | 2 | Medium | 2 |
| Sprint-2 | User Interface (UI) | 05 | Display Predicted Breed | 3 | High | 2 |
| Sprint-2 | User Interface (UI) | 06 | Display Confidence Score | 2 | Medium | 2 |
| Sprint-2 | Error Handling and Edge Cases | 07 | Handle Non-Dog Images | 3 | High | 2 |
| Sprint-2 | Error Handling and Edge Cases | 08 | Handle Low Quality Images | 3 | Medium | 2 |
| Sprint-3 | Testing and Validation | 09 | Unit Testing | 3 | High | 2 |
| Sprint-3 | Testing and | 10 | User | 5 | High | 2 |

| | | | | | | |
|----------|------------------------|----|-----------------------------|---|--------|---|
| | Validation | | Acceptance Testing | | | |
| Sprint-3 | Testing and Validation | 11 | Bug Fixing and Optimization | 3 | Medium | 2 |
| Sprint-4 | Final UI Design | 12 | Design Final UI | 5 | High | 2 |
| Sprint-4 | Final UI Design | 13 | Implement Final UI | 5 | High | 2 |

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 | 13 | 4 days | 11 Oct 2023 | 15 Oct 2023 | 13 | 15 Oct 2023 |
| Sprint-2 | 11 | 4 days | 16 Oct 2023 | 20 Oct 2023 | 11 | 20 Oct 2023 |
| Sprint-3 | 11 | 4 days | 21 Oct 2023 | 25 Oct 2023 | 11 | 25 Oct 2023 |
| Sprint-4 | 10 | 4 days | 26 Oct 2023 | 30 Oct 2023 | 10 | 30 Oct 2023 |

Velocity:

Imagine we have a 5-day sprint duration, and the velocity of the team is 10 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

$$\text{AV} = \text{Sprint duration} / \text{Velocity}$$

$$= 10 / 5 = 2$$

Burndown Chart:

