Project Planning Phase

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

Date	20 October 2023
Team ID	Team - 592720
Project Name	Arming Against Violence - YOLO-Based Weapon Detection
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	Project setup & Infrastructure	USN-1	Set up the development environment with the required tools and frameworks to start the Weapon Detection project.	2	High	Ashwin
Sprint-1	Data collection	USN-2	Gather a diverse dataset of images containing different types of different types of weapons (handgun, sniper, rifles, etc.) for training the Object Detection learning model.	2	High	Kaustubha

Sprint-2	Data Preprocessing	USN-3	Preprocess the collected dataset by resizing 2 images, normalizing pixel values, and splitting it into training and validation sets.		High	Pranshu
Sprint-2	Development Environment	USN-4	Explore and evaluate different Object Detection Models (e.g., YOLOv8, YOLOv7, etc.) to select the most suitable model for Weapon Detection	3 High		Ashwin
Sprint-3	Model Development	USN-5	Train the selected deep learning model using the preprocessed dataset and monitor its performance on the validation set.	4 High		Ashwin
Sprint-3	Training	USN-6	Implement data augmentation techniques (e.g., rotation, flipping) to improve the model's robustness and accuracy.	6 Medium		Kaustubha
Sprint-4	Model Deployment & Integration	USN-7	Deploy the trained Object Detection Model as an API or web service to make it accessible for Weapon Detection. Integrate the model's API into a user-friendly web interface for users to upload images and receive Weapon Detection results.			Pranshu
Sprint-5	Testing & Quality Assurance	USN-8	Conduct thorough testing of the model and web interface to identify and report any issues or bugs. Finetune the model hyperparameters and optimize its performance based on user feedback and testing results.	1	Medium	Pranshu

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	4	3 Days	12 Oct 2023	15 Oct 2023	4	15 Oct 2023
Sprint-2	5	7 Days	16 Oct 2023	23 Oct 2023	5	23 Oct 2023
Sprint-3	10	7 Days	24 Oct 2023	31 Oct 2023	10	31 Oct 2023
Sprint-4	2	4 Days	1 Nov 2023	5 Nov 2023	2	5 Nov 2023
Sprint-5	2	3 Days	5 Nov 2023	8 Nov 2023	2	8 Nov 2023

Velocity:

Imagine we have a 27-day sprint duration, and the velocity of the team is 23 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

$$AV = \frac{Sprint\ Duration}{Velocity} = \frac{27}{23} = 1.17$$

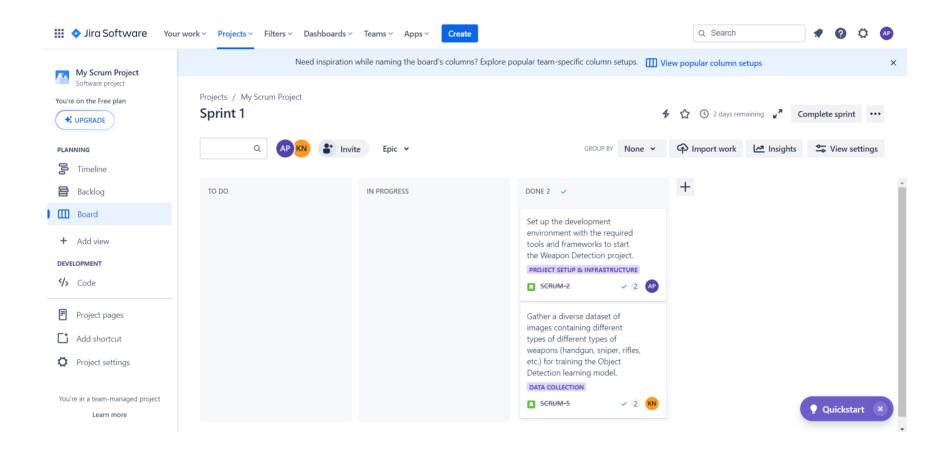
Burndown Chart:

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.

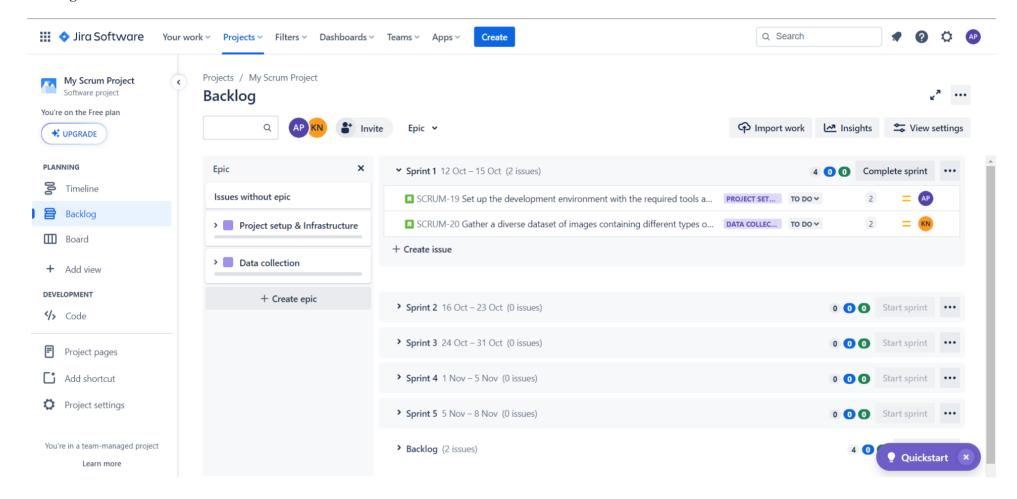


Board Section:

We have completed Sprint -1, hence, this is how it looks at the end of Sprint -1.



Backlog Section:



Timeline:

