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

Date	5 November 2023
Team ID	Team-592881
Project Name	Disease Prediction Using Machine Learning
Maximum Marks	20 Marks

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

User Story Number	Functional Requirement (Epic)	User Story / Task	Story Points	Priority	Sprint	Team Members
USN-1	Project Setup & Infrastructure	Set up the development environment with the required tools and frameworks to start the disease prediction project	1	High	Sprint 1	Harshit

USN-2	Development Environment	Gather a diverse dataset symptoms and diseases for training the machine learning model.	2	High	Sprint 1	Harshit
USN-3	Data Collection	Preprocess the collected symptoms and disease dataset by standardizing symptom sizes, enhancing symptom quality, and splitting it into training and validation sets.	2	High	Sprint 2	Uday
USN-4	Data Preprocessing	Investigate and assess different machine learning methodologies to identify the optimal model for disease prediction based on symptom data.	3	High	Sprint 2	Uday
USN-5	Model Development	Train the chosen machine learning model on the pre-processed data and evaluate its performance on the validation set.	4	High	Sprint 3	Uday

USN-6	Training	Incorporate data augmentation techniques (such as rotation and flipping) to improve the model's capacity to detect disease patterns according to symptoms.	6	Medium	Sprint 3	Harshit
USN-7	Model Deployment & Integration	Deploy the trained machine learning model as an API or web service to enable disease prediction using symptoms. Integrate the model's API into a user-friendly web interface where users can submit symptoms for analysis.	1	Medium	Sprint 4	Harshit
USN-8	Testing & Quality Assurance	Rigorously test the model and web interface to uncover and report any problems or inaccuracies. Refine the model's hyperparameters and enhance its disease prediction accuracy based on user feedback and testing outcomes.	1	Medium	Sprint 5	Uday

# Project Tracker, Velocity & Burndown Chart: (4 Marks)

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint - 1	3	2 days	28 Oct 2023	30 Oct 2023	3	30 Oct 2023
Sprint – 2	5	2 days	31 Oct 2023	2 Nov 2023	8	2 Nov 2023
Sprint – 3	10	5 days	3 Nov 2023	8 Nov 2023	18	8 Nov 2023
Sprint – 4	1	4 days	9 Nov 2023	13 Nov 2023	19	13 Nov 2023
Sprint - 5	1	2 days	14 Nov 2023	16 Nov 2023	20	16 Nov 2023

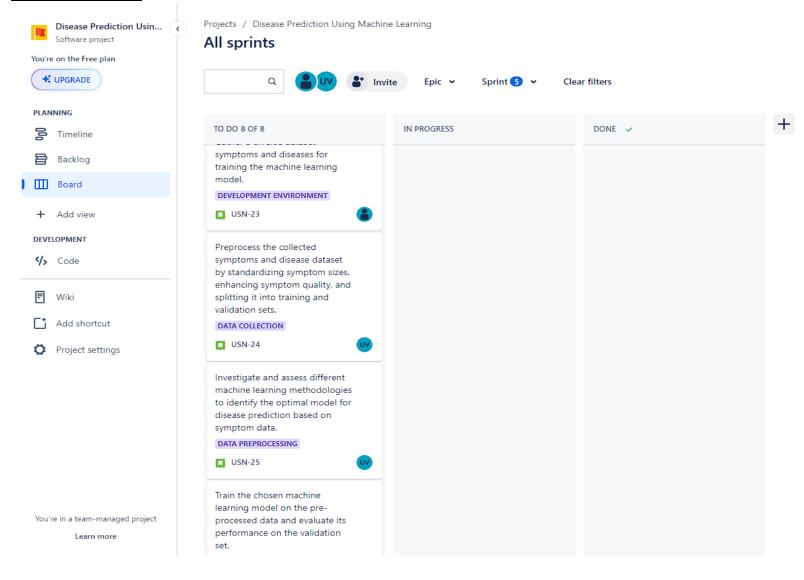
## **Velocity:**

Imagine we have a 29-days 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)

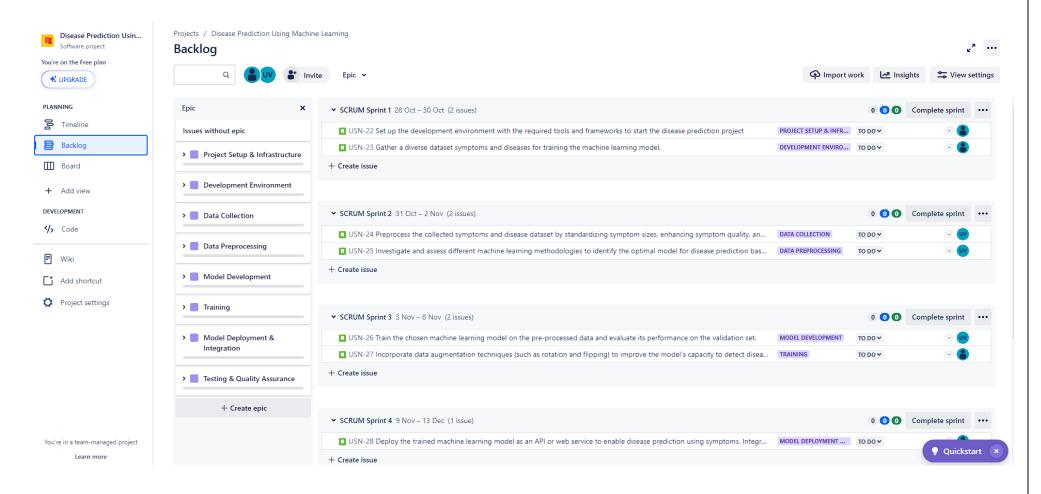
#### **Burndown Chart:**



### **Board section:**



#### **Backlog section:**



## **Timeline:**

