Project Planning Phase

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

Date	18 October 2023
Team ID	PNT2022TMID591975
Project Name	Project – Crime Detection using Deep Learning
Maximum Marks	8 Marks

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

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Crime Identification	USN-1	To submit various types of multimedia evidence, such as images and videos, to the deep learning system	2	High	Sumana Sanghamitra
Sprint-2	Forensic Analysis	USN-2	To retrieve detailed analysis reports generated by the deep learning mode	1	High	Samikshya
Sprint-3	User Management	USN-3	To ensure the secure and seamless flow of data within the system	2	Low	Sathvika Sumana
Sprint-4	Crime Details Extraction	USN-4	To receive real-time alerts when the system identifies potential matches with known criminals	2	Medium	Sanghamitra Samikshya
Sprint-5	Security Management	USN-5	To ensure that the system adheres to privacy regulations and guidelines	2	High	Sathvika Sanghamitra
Sprint-6	Developer Duties	USN-6	Continuously improve and update the deep learning algorithms based on feedback and emerging trends	2	Medium	Samikshya Sumana

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	4 Days	28 Oct 2023	31 Oct 2023	20	31 Oct 2023
Sprint-2	20	3 Days	31 Oct 2023	02 Nov 2023	20	02 Nov 2023
Sprint-3	20	4 Days	02 Nov 2023	06 Nov 2023	20	07 Nov 2023
Sprint-4	20	6 Days	07 Nov 2023	13 Nov 2023	20	13 Nov 2023
Sprint-5	20	4 Days	13 Nov 2023	17 Nov 2023	20	17 Nov 2023
Sprint-6	20	2 Days	17 Nov 2023	19 Nov 2023	20	19 Nov 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)

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

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.