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

Date	11-11-23
Team ID	591703
Project Name	Project - Arming Against Violence – Yolo Based Weapon Detection
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	. Project setup & Infrastructure	USN-1	Set up the development environment with the required tools and frameworks to start the Weapon Detection project	2	High	Abhiram
Sprint-1	Project setup & Infrastructure	USN-2	Set up the development environment with the required tools and frameworks to start the Weapon Detection	1	High	Charan
Sprint-2	Data Collection	USN-3	Gather a diverse dataset of images containing different types of Weapons.	2	Low	Harsha

Sprint-2	Data collection	USN-4	Gather a diverse dataset of images containing different types of Weapons.	2	Medium	Abhiram
Sprint-3	Model development	USN-5	Preprocess the collected dataset by resizing images, normalizing pixel values, and splitting it into training and validation sets.	1	High	Charan
Sprint-3	. Model development	USN-6	Preprocess the collected dataset by resizing images, normalizing pixel values, and splitting it into training and validation sets	1	High	Harsha
Sprint-4	Model deployment & Integration	USN-7	Explore and evaluate	1	medium	Charan
Sprint-5	Testing & Quality assurance	USN-8	conduct thorough testing of the model and web interface to identify and report any issues or bugs. fine-tune the model hyperparameters and optimize its performance based on user	2	medium	Abhiram

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	3	3 Days	1 Nov 2023	3 Nov 2023	20	3 Nov 2023

Sprint-2	5	4 Days	4 Nov 2023	8 Nov 2023		
Sprint-3	10	7 Days	9 Nov 2023	15 Nov 2023		
Sprint-4	1	7 Days	16 Nov 2023	19 Nov 2023		
Sprint-5	1	7 Days	20 Nov 2023	26 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)

$$AV = \frac{sprintduration}{Velocity} = 20/10 = 2$$

Burndown Chart:

You can utilize tools such as Jira Software, Visual Paradigm, or Atlassian to generate a burndown chart tailored for your YOLO-based Weapon Detection project. For detailed guidance on creating burndown charts specific to your project, refer to the documentation provided by the tool you choose.

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