

Project Planning Phase

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

Date	12 November 2023
Team ID	Team-591679
Project Name	T20 TOTALITARIAN: MASTERING SCORE PREDICTIONS
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 – 3	Dashboard	USN -1	As a user, I can get a good interface on the dashboard to give my inputs	8	Low	Aniket, Samir
Sprint – 2	Predictions	USN -2	As a Sports Analyst, I want results that are more than 90% reliable	10	High	Kushal
Sprint – 3	Inputs	USN -3	As a user, I can give current situation through inputs	7	Low	Kushal
Sprint – 1	Machine Learning model	USN - 4	As an Admin, I want a pre-trained machine-learning model for the implementation	10	High	Kushal, Aniket
Sprint – 1	Data processing	USN -5	As an Admin, I want data to get pre-processed before	9	High	Samir

			sending it to Machine Learning model			
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Conclusion

Final thoughts on the user stories for mastering T20 scores with data.

The project "T20 Totalitarian: Mastering Score Predictions Using Machine Learning" has user stories that address every important facet of the work, from creating a dependable machine learning model to offering an intuitive user interface. Every user story has been given the proper priority level, with the higher-priority user stories being worked on in the preceding sprints. Each user narrative has a team member allocated to it who possesses the expertise and abilities needed to finish the tasks at hand. All things considered, the user stories are thorough, well-defined, and offer a clear project development path.

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

Sprint	Total Story points	Duration	Sprint Start date	Sprint end date (expected)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint – 1	19	20 days	22-Oct-2023	10-nov-2023	19	10-nov-2023
Sprint – 2	10	5 days	07-nov-2023	11-nov-2023	10	11-nov-2023
Sprint – 3	15	4 days	10-nov-2023	13-nov-2023	15	13-nov-2023

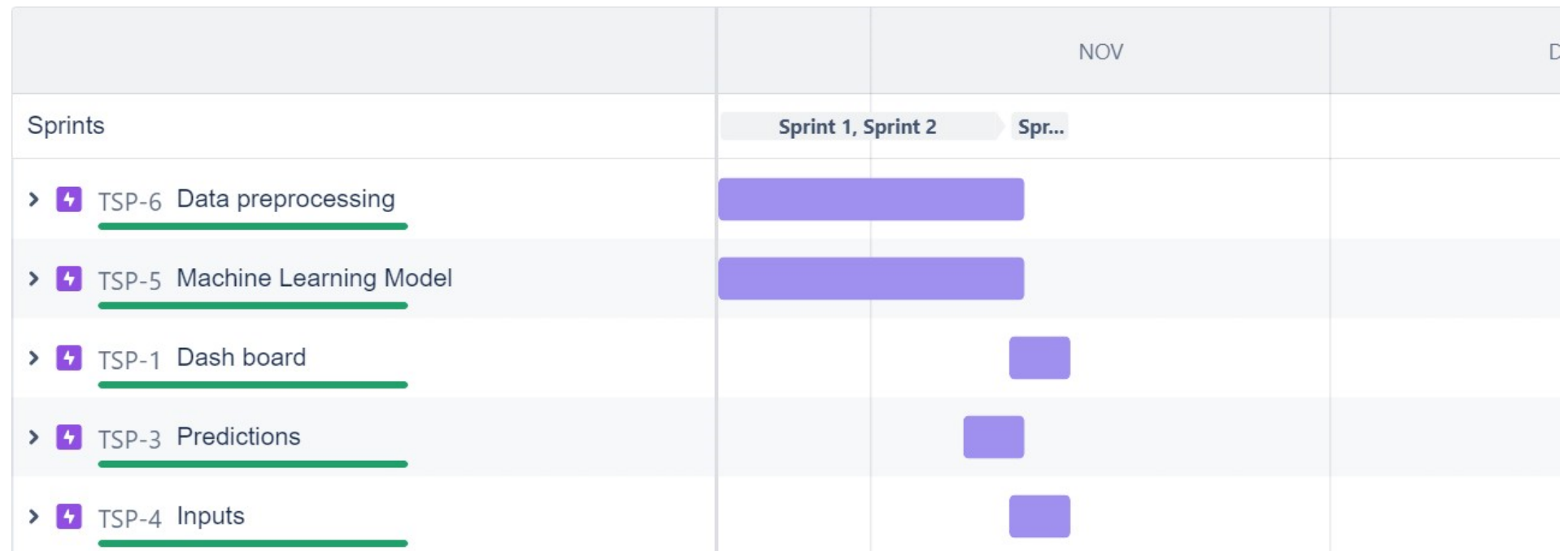
Velocity:

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)

$$\text{Average Velocity} = \frac{\text{Velocity}}{\text{Sprint Duration}} = \frac{19+10+15}{20+5+4} = 1.51$$

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.



Conclusion for the "T20 Totalitarian: Mastering Score Predictions Using Machine Learning" project tracker, velocity, and burndown chart:

A project's velocity, burndown chart, and project tracker are useful tools for monitoring and controlling its development. With the use of these instruments, one may ascertain whether the project is headed toward success and pinpoint any possible dangers or problems that require attention. Regarding the project "T20 Totalitarian: Mastering Score Predictions Using Machine Learning," the timeline indicates that the project is expected to be finished within budget and on schedule. Given the high-velocity metric, it can be concluded that the team is operating effectively. Additionally, the burndown chart demonstrates the team's consistent advancement toward completion.