

Project Planning Phase

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

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| Date | 16 November 2023 |
| Team ID | Team-593070 |
| Project Name | Project – Image Caption Generator |
| 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 Image caption generator | 2 | High | Ashima Fatima Seik Mugibur Raghman |
| | development environment | USN-2 | Gather a diverse dataset of images containing different types of garbage (plastic, paper, glass, organic) for training the deep learning model. | 1 | High | Ashima Fatima Seik Mugibur Raghman |

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| | Data collection | USN-3 | Preprocess the collected dataset by resizing images, normalizing pixel values, and splitting it into training and validation sets. | 2 | High | Ashima Fatima Seik Mugibur Raghman |
| | data preprocessing | USN-4 | Explore and evaluate different deep learning architectures (e.g., CNNs) to select the most suitable model for garbage classification. | 3 | high | Ashima Fatima Seik Mugibur Raghman |
| | model development | USN-5 | train the selected deep learning model using the preprocessed dataset and monitor its performance on the validation set. | 3 | high | Ashima Fatima Seik Mugibur Raghman |
| | Training | USN-6 | implement data augmentation techniques (e.g., rotation, flipping) to improve the model's robustness and accuracy. | 4 | high | Ashima Fatima Seik Mugibur Raghman |

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| Sprint-2 | proposed solution | USN-7 | proposed the solution to bridge the gap between the between visual content and accessibility | 2 | Low | Archita Biswas |
| | literature review | USN-8 | synthesizing and critically analyzing relevant literature to establish the context, identify gaps, and highlight key findings | 2 | Medium | Misbah Anwar |
| | video creation | USN-9 | dynamic and engaging medium to convey the key aspects of the project | 3 | High | Misbah Anwar |
| | brainstorming | USN-10 | emphasizing the critical role played by these early stages in shaping the project's direction and ensuring alignment with stakeholder expectations | 3 | High | Misbah Anwar |
| | documentation | USN-11 | detailing every aspect of the project | 1 | Medium | Archita Biswas |
| Sprint-3 | Login | USN-12 | in developing the login and sign-in pages, pivotal components that ensure secure user authentication via gmail | 2 | High | Archita Biswas |
| | Login | USN-13 | in developing the login and sign-in pages, pivotal components that ensure secure user authentication via facebook | 2 | High | Archita Biswas |

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| Sprint-4 | model deployment & Integration | USN-14 | deploy the trained deep learning model as an API or web service to make it accessible for garbage classification. integrate the model's API into a user-friendly web interface for users to upload images and receive image caption generator results | 3 | High | Ashima Fatima Seik Mugibur Raghman |
| Sprint-5 | Testing & quality assurance | USN-15 | conduct thorough testing of the model and web interface to identify and report any issues or bugs. fine-tune the model s | 3 | High | Ashima Fatima Seik Mugibur Raghman |

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 | 6 Days | 24 Oct 2023 | 29 Oct 2023 | 20 | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2023 | 05 Nov 2023 | 20 | 3 Nov 2023 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2023 | 12 Nov 2023 | 20 | 11 Nov 2023 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2023 | 16 Nov 2023 | 20 | 20 Nov 2021 |
| Sprint -5 | 20 | 6 days | 18 Nov 2023 | 20 Nov 2023 | 20 | 21 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.

<https://www.visual-paradigm.com/scrum/scrum-burndown-chart/>

<https://www.atlassian.com/agile/tutorials/burndown-charts>

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>