# **Project Planning Phase**

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

Date	15 November 2023
Team ID	PNT2023TMID592150
Project Name	Online Payments Fraud Detection using ML
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	To Setup an Online Payments Fraud Detection using ML	1	High	Ruksana
Sprint-1	Development environment	USN-2	Gather a diverse dataset of Text that represents the details of the Transaction made by the Costumer.		High	Omprakash
Sprint-2	Data collection	USN-3 Users want assurance of secure handling and transparency in data collection practices. Concerns about privacy and potential misuse of personal information can lead to apprehension		3	High	Karthik
Sprint-2	data preprocessing	USN-4	Explore and evaluate different deep learning architectures (e.g., svm, random forest, decision tree) to select the most suitable model for online payments fraud detection	4	High	Omprakash
Sprint-3	model development	USN-5	train the selected Machine learning model using the pre- processed dataset and monitor its performance on the validation set.	5	High	Karthik
Sprint-3	Training	USN-6	incorporate data training using handing null values, handling of outliers, separating test and train data to enhance the model's resilience and boost its accuracy.	6 Medi		Ruksana
Sprint-4	model deployment & Integration	USN-7	deploy the trained Machine learning model as an API or web service to make it accessible for online payment fraud detection. Integrate the model's API into a user-friendly web interface for users to Know the fraud payments.	2	Medium	Karthik
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 feedback and testing results.	1	Medium	Omprakash Ruksana

## **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	1 Days	10 Nov 2023	11 Nov 2023	20	11 Nov 2023
Sprint-2	7	1 Days	11 Nov 2023	12Nov 2023		
Sprint-3	9	2 Days	13 Nov 2023	15 Nov 2023		
Sprint-4	2	2 Days	16 Nov 2023	18 Nov 2023		
Sprint-5	1	4 Days	17 Nov 2023	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/aqile/tutorials/how-to-do-scrum-with-iira-software

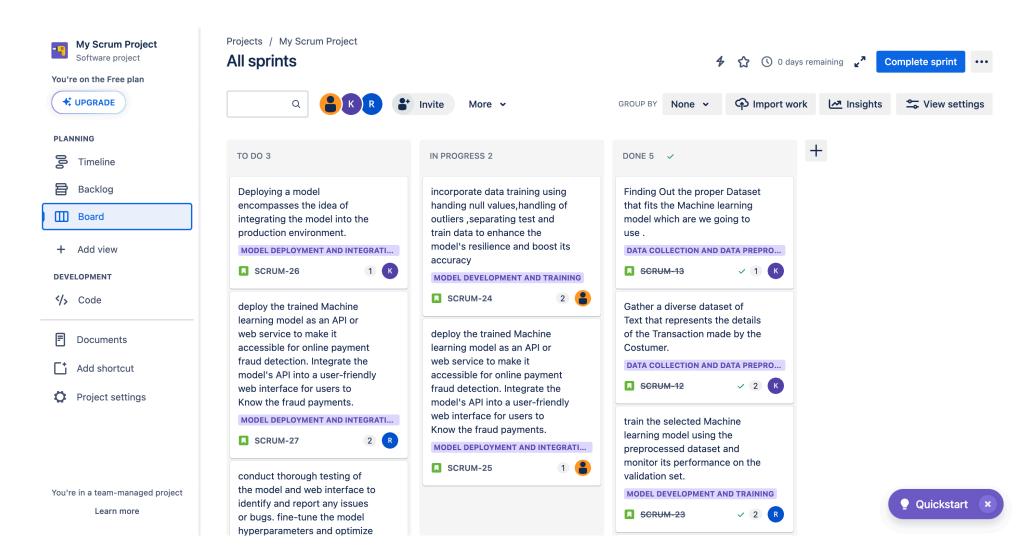
### https://www.atlassian.com/aqile/tutorials/epics

https://www.atlassian.com/aqile/tutorials/sprints

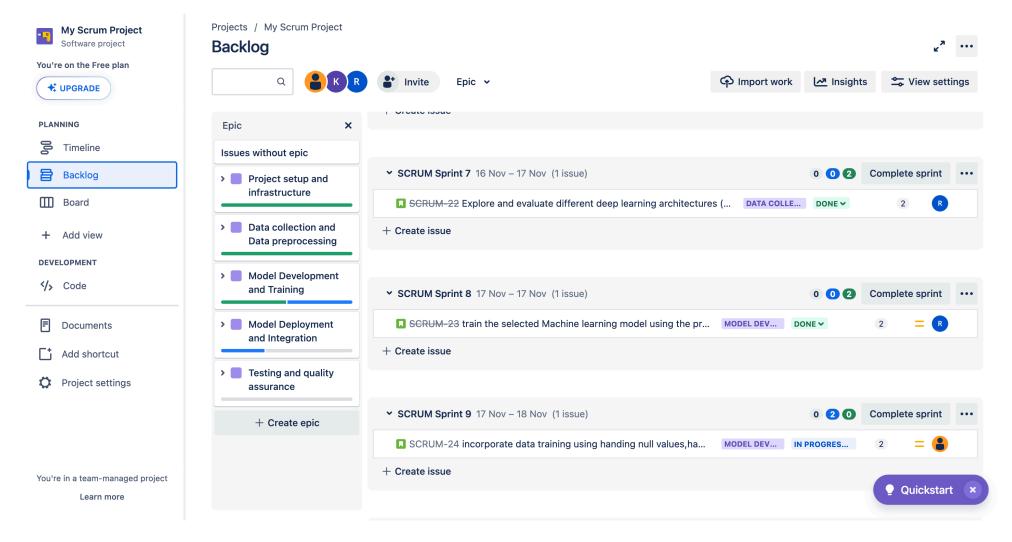
https://www.atlassian.com/agile/project-management/estimation

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

#### **Board Section:**



### **Backlog section:**



#### Timeline:

