Project Planning Phase

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

Date	20 november 2022
Team ID	team-592137
Project Name	Project - Extracting Intelligent Insights With AI-Based Systems
Maximum Marks	8 Marks

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

Sprint	Functional Requirement	User Story/Task	Story Points	Priority	Team Members
Sprint-1	Environment Setup	Set up development environment	1	High	tejaswini
Sprint-1	Tool & Framework Integration	Integrate required tools and frameworks	1	High	tejaswini
Sprint-1	Data Collection	Gather diverse datasets for analysis	2	High	kyatevardinni

Sprint-2	**Data Preprocessing**	**Normalize and preprocess collected data**	**2**	**Medium**	**tejaswini**
Sprint-2	**Model Selection**	**Evaluate and choose suitable AI model**	**3**	**High**	**kyatevardinne**
Sprint-3	**Model Implementation**	**Develop the selected AI model**	**5**	**High**	**kyatevardinni**
Sprint-3	**Testing & Validation**	**Test model performance and validate**	**3**	**High**	**tejaswini**
Sprint-4	**Integration with System**	**Integrate AI model with system**	**3**	**High**	**tejaswini**
Sprint-4	**User Interface Enhancement**	**Develop intuitive UI for insights**	**4**	**Medium**	**kyatevardiini**
Sprint-5	**Performance Optimization**	**Optimize system for efficient processing**	**5**	**High**	**tejaswini**

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)

Total Iteration Units per Sprint:

- Sprint Duration = 10 days
- Team's Velocity = 20 points per sprint
- Total Iteration Units = Velocity / Sprint Duration
- Total Iteration Units = 20 / 10
- Total Iteration Units = 2

Average Velocity per Iteration Unit (Story Points per Day):

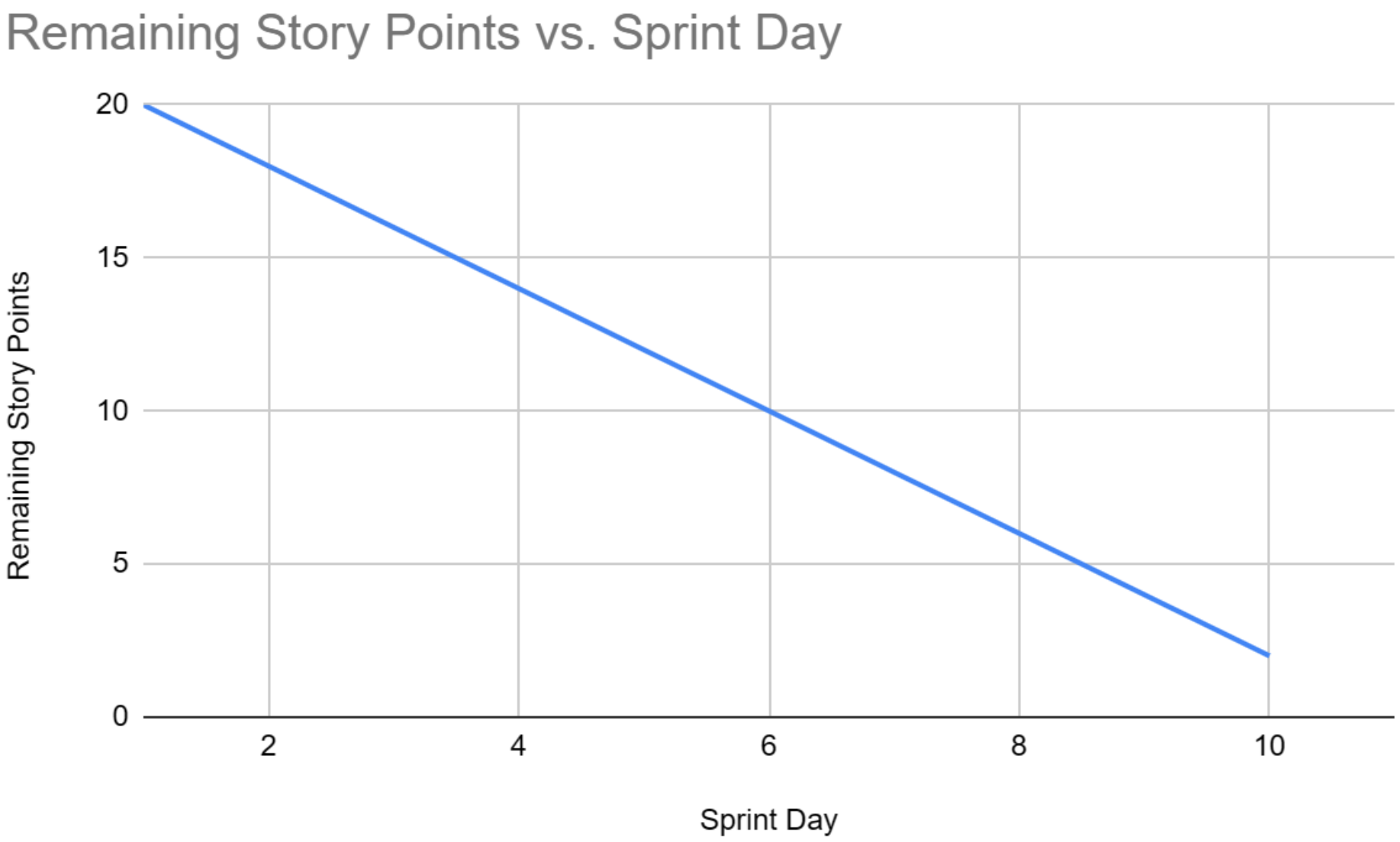
- Sprint Duration = 10 days
- Total Iteration Units = 2
- Average Velocity per Iteration Unit = Total Iteration Units / Sprint Duration
- Average Velocity per Iteration Unit = 2 / 10
- Average Velocity per Iteration Unit = 0.2 points per day

  AV = Sprint duration/velocity

  AV = 20/2 = 1

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.


Remaining Story Points vs. Sprint Day
Remaining Story Points
20
15
10
5
0
2
4
6
8
10
Sprint Day

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