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

Date	21 November 2023
Team ID	Team-592184
Project Name	ASL-Alphabet Image Recognition
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 therequired tools and frameworks to start the alphabet image recognition system	1	High	Sunith, Basera
Sprint- 1	Development environment	USN-2	Gather a diverse dataset of images containing different types of ASL images(alphabet images) for training thedeep learning model.	2	High	Sunith, Vanshika

Sprint-2	Data collection	USN-3	Preprocess the collected dataset by resizing images, normalizing pixel values, and splitting it into training and validation sets.	2	Medium	Vanshika
Sprint-2	Data preprocessing	USN-4	Explore and evaluate different deep learning architectures to select the mostsuitable model for the alphabet image recognition system	3	High	Sunith, Vanshika
Sprint-3	Model Development	USL-5	Train the selected deep learning model using the preprocessed dataset and monitor its performance on the validation set.	4	High	Sunith, Basera
Sprint-3	Training	USL-6	Implement data augmentation techniques (e.g., rotation, flipping) to improve the model's robustness and accuracy.	6	Medium	Sunith
Sprint-4	Model deployment & Integration	USL-7	Deploy the trained deep learning model as a APIor web service to make it accessible for alphabet image recognition, integrate the model's API into a user-friendly web interface forusers to upload images and receive garbage classification results.	1	Medium	Vanshika, Basera

Sprint-5	Testing & quality assurance	USL-8	Conduct thorough testing of the model and webinterface to identify and report any issues or bugs. finetune the model hyperparameters and optimize its performance based on userfeedback and testing results.	1	Medium	Basera
Sprint-6	Re- designing themodel	USL-9	Re-designing the web application and userinterface according to user feedbacks,	2	High	Vanshika, Sunith
Sprint-6	Re- deploying the model	USL-10	Re-deploying the new web interface and testingit with different scenarios	1	High	Sunith, Basera

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

Sprint	Total Story Points	Duratio n	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (ason Planned End Date)	Sprint Release Date(Actual)
Sprint-1	3	8 Days	2 Nov 2023	9 Nov 2023	3	9 Nov 2023
Sprint-2	5	3 Days	7 Nov 2023	9 Nov 2023	5	9 Nov 2023
Sprint-3	10	3 Days	7 Nov 2023	9 Nov 2023	10	9 Nov 2023
Sprint-4	1	8 days	8 Nov 2023	15 Nov 2023	1	15 Nov 2023
Sprint-5	1	2 days	9 Nov 2023	10 Nov 2023	1	10 Nov 2023
Sprint-6	3	4 days	10 Nov 2023	13 Nov 2023	3	13 Nov 2023

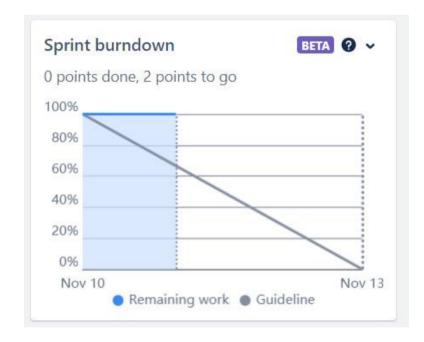
#### **Velocity:**

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) periteration unit (story points per day)

$$AV = \frac{sprint\ duration}{velocity}$$

$$AV = 23 / 23 = 1$$

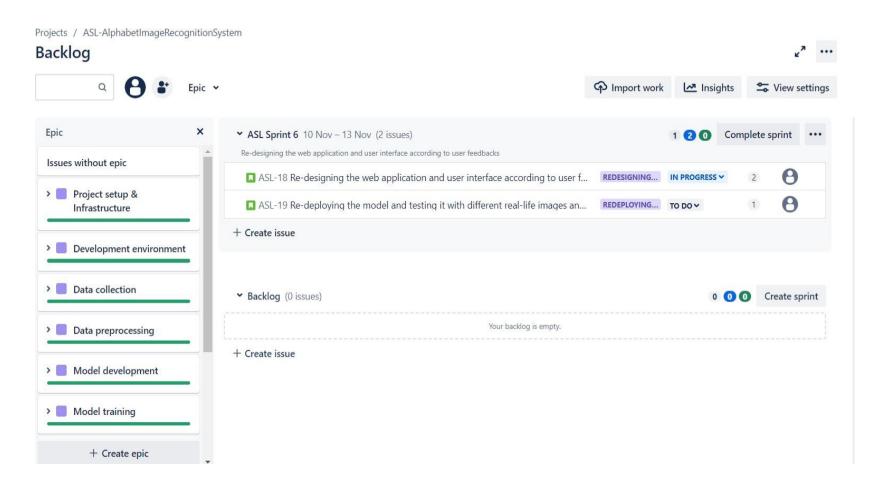
#### **Burndown Chart:**



#### **Board Section:**

Projects / ASL-AlphabetImageRecognitionSystem **ASL Sprint 6** 4 \ O 0 days remaining Complete sprint Re-designing the web application and user interface according to user feedbacks Epic v GROUP BY None V (A) Import work Insights **2** View settings + DONE V TO DO IN PROGRESS 1 Re-designing the web application and user interface according to user feedbacks REDESIGNING THE MODEL 2 8 ASL-18

### **Backlog Section:**



#### Timeline:

