Sprint Planning & Velocity Report

This document summarizes the story points, sprint planning, and velocity analysis for the project:   
Smart Sorting – Identifying Rotten Fruits and Vegetables using Transfer Learning.  
Story Points are used to estimate effort based on difficulty . The planning is divided into 2 sprints of 5 days each.

# Sprint-wise Story Point Estimation

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| Sprint | Module | Task/Story | Story Points | Difficulty |
| Sprint 1 | Data Collection | Collect Data | 2 | Easy |
|  | Data Collection | Load Data | 1 | Very Easy |
|  | Data Preprocessing | Handle Missing Values | 3 | Moderate |
|  | Data Preprocessing | Handle Categorical Values | 2 | Easy |
| Sprint 2 | Model Building | Build ML Model (e.g., MobileNetV2) | 5 | Difficult |
|  | Model Building | Test Model Accuracy | 3 | Moderate |
|  | Deployment | Design HTML Pages | 3 | Moderate |
|  | Deployment | Deploy using Render | 5 | Difficult |

# Velocity Calculation

Sprint 1 Story Points: 8  
Sprint 2 Story Points: 16  
Total Story Points: 24  
Number of Sprints: 2  
  
Velocity = Total Story Points / Number of Sprints  
Velocity = 24 / 2 = 12 Story Points per Sprint

# Interpretation

The Smart Sorting project was executed in 2 Sprints of 5 days each. The first sprint focused on data collection and preprocessing. The second sprint involved model building and deployment using Render. Tasks were estimated using Story Points and the calculated team velocity is 12 points per sprint, which helps in future sprint planning and effort estimation.