INITIAL PROJECT BACKLOG

Team Name: TECH SQUAD

Team Logo:

Members Names and Ids:

1. Student Name: HELISHA GUNVANTRAI PATEL | Student ID: 30391432
2. Student Name: JAHANVI PRAKASHKUMAR DARJI | Student ID: 30391512
3. Student Name: NADUN | Student ID: 30383224
4. Student Name: SANDEEP KAUR | Student ID: 30383224
5. Student Name: RIDHI | Student ID: 30362064

Description of the project and problems to be solved:

The project is to develop, test, and evaluate all the functionalities of the website, employability.life, and thereby hand over a well-tested Moodle to the client. Generally, the goal is to facilitate the clients, with a Moodle that is highly user-convenient, and easily operable by them. The main aim is to resolve the problem of a basic draft course, placed under the tag Influence, by examining all the attributes of the activities that are demonstrated under the tag Influence and thereafter furnishing the clients with some relevant recommendations to enhance the student engagement, as well as the efficiency of this implementation undertaken by the client.

Particularly, the target is to design and develop, a well-tested, and functional interactive course, along with functionalities, such as a self-paced course, including 40-minutes lecture sessions, a booking system for the mentor session, and tracking usage of multimedia content. Furthermore, we intend to design an interactive element for Moodle, by using H5P and relevant technologies, then plan and deploy an auto-evaluated submission, wherever required, and equip the trainers with an easily operable interface for evaluating the submitted assignments.

Team members and Roles:

Role	Name	Roles	Student ID
1	NADUN	PRODUCT OWNER	30383224
2	HELISHA GUNVANTRAI PATEL	SCRUM MASTER	30391432
3	JAHANVI PRAKASHKUMAR DARJI	DEVELOPMENT TEAM	30391512
4	SANDEEP KAUR	DEVELOPMENT TEAM	30358553
5	RIDDHI	DEVELOPMENT TEAM	30362064

Definitions:

KEYWORD	DESCRIPTION
Registration	To register the student in the database, with their details
Administrator	To manage all the administrator-related activities and tasks.
Moodle	It is a platform where students can register and can get access to their interesting courses.
Audio chat rooms	It will allow students to interact with each other on career-related issues.
Mentor sessions	The students can book mentor sessions if they have any queries or doubts related to a particular course.
Assignments	After completing the particular course, the student is required to complete the assignment in order to successfully finish that course.
Mentor	Mentor will be responsible for uploading the lecture sessions and will guide the students.

Trainer	The trainer will be entitled to provide the assignment specifications, as well as for marking the student assignments.
Auto-evaluated submission	It will assist in evaluating the assignment submission automatically which are submitted by students.
Technical team	The technical team will look after the overall programming of Moodle.

Users:

USER TYPE	DESCRIPTION
Administrator	To look after the administrative tasks, such as maintaining the student, and mentor details, keeping data of 40-minute-long recorded lecture sessions, as well as that related to the booking made of mentor sessions.
Student	To register, and login in the Moodle. Moreover, the students would access the interactive courses provided in the influence app of Employability.life. Additionally, they will watch the 40-minutes long lecture sessions, followed by a book for the mentor sessions, and thereby submit their assignments for grading on the auto-evaluated grading system.
Mentor	To record 40 minutes long lecture sessions, for the students, who have enrolled in a variety of interactive courses. The mentor will also be accountable for answering student's queries, during mentor sessions.
Trainer	The trainer would be entitled to make the assignment specification guide for the students, to guide them throughout the course, and even mark the assignment submitted by the students, via an auto-evolution system.
Client	The client would be responsible to approve the project plans submitted by the product owner and scrum master.

	Moreover, the client will be accountable for releasing payments and accepting the final deliveries provided by the project team.
Technical Team	The team will be liable to maintain the seamless functioning of the interactive courses provided to the students. Moreover, the tech team will also have to do regular updates, whenever required.

Product Backlog Items:

User ID	User Type	Requirements	Conditions of satisfaction	Priority
US 01	STUDENT	As a new student, I want to register for interactive influence courses on Moodle.	The student will get registered, only when valid details related to personal and educational background, will be provided.	1
US 02	STUDENT	As a registered student, I want to log in to the interactive courses, available on Moodle.	The student would be logged in, only when suitable credentials are provided to them.	1

US 03	STUDENT	As a student, I would like to get enrolled in course of my interest.	The student will get enrolled successfully, only if they have logged in to the Moodle.	2
US 4	STUDENT	As a student, I want to get access to lecture sessions.	The student will get access to lecture sessions, only if they are logged in and enrolled, in that particular course.	2
US 5	STUDENT	As a student, I want to book a mentor session for a particular course.	The student will be able to book the mentor session, only if they have watched the lecture video of that specific course.	3
US 6	STUDENT	As a student, I want to submit my assignment for the course.	The student will be able to submit the assignment, only if they have completed the requirements of that specific course.	2

US 7	STUDENT	As a student, I want to view my grades for the course assignment.	The student will be able to view their grades, only if they have successfully submitted the assignment.	3
US 8	STUDENT	As a student, I would like to resolve some of my course-related queries.	The student will be able to resolve the queries, only if they have successfully booked the mentor session.	3
US 9	STUDENT	As a student, I would like to create audio chat rooms, on career-related issues.	A student can only create, the audio chat rooms, related to any particular issue, if they are logged in to the system and have been given access by the concerned authority.	2
US 10	STUDENT	As a student, I would like to create my community, by inviting my friends, and mentors.	A student can only create a community if they are enrolled, and the invited people gives the authority to be a part of the community.	

US 11	ADMIN	As an admin, I want to log in to the Moodle system.	The admin would be logged in, only when suitable credentials are provided.	1
US 12	ADMIN	As an admin, I want to view or update the records of the students, and other staff members of the course.	The admin can view, and update all the details of registered students and staff members, only if the admin has been logged in successfully.	2
US 13	ADMIN	As an admin, I want to view, update, and delete the lecture session videos updated by the mentors of the course.	The admin can view, the video, only if the admin has successfully logged in, whereas the admin can update, and delete the videos, only if the respective mentor has granted the permission to do so.	2
US 14	MENTOR	As a mentor, I want to upload a 40-minute-long lecture session for the course.	The mentor can upload the lecture sessions, only if they have logged in successfully, and has the authority for the same.	2

US 15	MENTOR	As a mentor, I want to answer student queries related to the course.	The mentor will be able to answer, only when the respective students, joins the mentor session, within the booked time period.	3
US 16	TRAINER	As a trainer, I want to upload the assignment specification of the courses.	The trainer will be able to upload the assignment specification, only if they have logged in successfully, and have got access to upload.	2
US 17	TRAINER	As a trainer, I want to mark the assignments submitted by the students.	The trainer can mark the assignment submissions, only if the respective student has submitted the assignment.	2
US 18	CLIENT	As a client, I want to give approval for the project plans.	The client would be able to give the approval, only if the submitted project plan is fulfilling the requirements and functionalities demanded by the client.	1

| US 19 | CLIENT | As a client, I want to make the payments and accept the final deliveries of the project. | The client will be able to make the payment and accept the project deliveries, only if the project team has submitted all the project sprints deployed successfully as per the required functionalities, and within the specified deadline. | 2 |
| US 20 | TECHNICAL TEAM | As a member of the technical team, I would like to fix any encountered glitches and make required system updates from time to time. | The technical team can fix glitches and make timely system updates, only when they are given access to the functioning of the entire system of Moodle, to reboot and maintain the system state. | 1 |