Project Design Phase-II
Data Flow Diagram & User Stories

Team ID	PNT2022TMID16212
Project Name	Smart Solutions for Railways

Data Flow Diagrams:
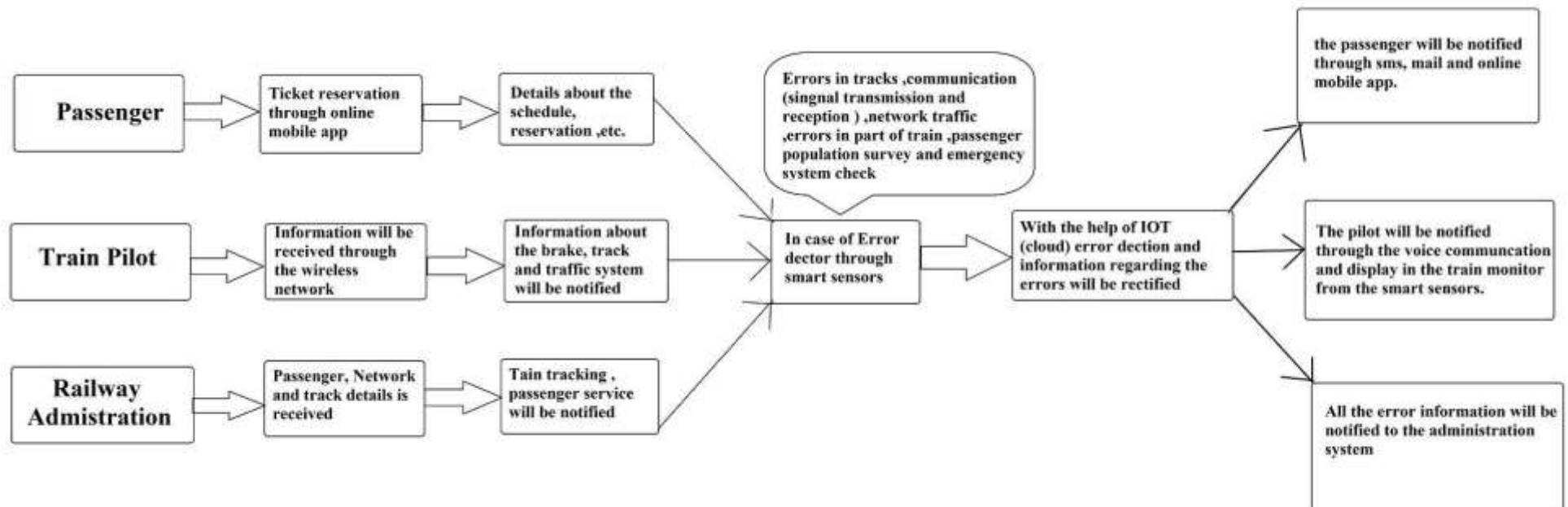
User Stories

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer (Mobile user)	Registration	USN-1	As a user, I can register for the tickets by entering my email, and password, and confirming my password.	I can access my account/dashboard	High	Sprint-1
		USN-2	As a user, I will receive a confirmation email once I have registered for the tickets.	I can receive a confirmation email & click confirm	High	Sprint-1
		USN-3	As a user, I can register for the application through the Railway application.	I can register & access the dashboard with a registration login.	Low	Sprint-1
		USN-4	As a user, I can register for the application through Online websites		Medium	Sprint-2
	Login	USN-5	As a user, I can log into the application by entering my email & password		High	Sprint-1
Train pilot	Dashboard	USN-6	To get information regarding the train system, users check the system's status through mobile applications or the dashboard display.	I can access it through the mobile app.		Sprint -1
		USN-7	While traveling the status of the track will display in the dashboard.		Medium	Sprint -2
		USN-8	other information from the admin will be displayed with an alert in the dashboard display		High	Sprint -2
Administrator		USN-9	The Railway network can be monitored from the base station of the railway	Access through the wireless network and computer system	High	Sprint -1

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
		USN-10	In the computer system, the railway network traffic can be analysed and easy paths can be chosen.		High	Sprint -1
		USN-11	In case of a communication signal error or problem, it will be displayed on the monitor so that the data can be sent again.		High	Sprint -1
		USN-12	The error in the tracks will be informed to the train pilot's admin and received through the mobile app or computer system.	Can be accessed through the display system ie computer system in the train	High	Sprint -1
		USN-13	The passenger details will be automatically saved on the database of the admin computer system.		Medium	Sprint -1
Customer Care Executive		USN-14	A portal is been arranged for the passenger help. the passenger can directly make a call to the respective number and ask for help	Can be accessed through telephony itself	High	Sprint -1
		USN-15	Passengers can text the respective number through the mobile app.		Medium	Sprint -2
Customer (Web user)	Passenger objection and feedback	USN-16	Passenger call to give their feedback to the railway website.		High	Sprint -2
		USN-17	In case of any software error from the railway side, it can be reported to the inquiry desk through mail or message.	Accessed through mail or SMS	High	Sprint -2