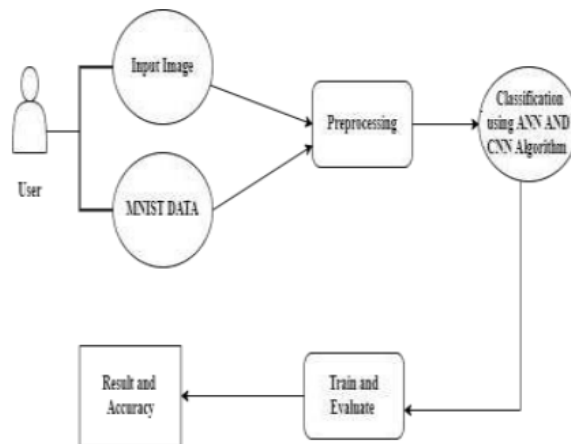


Project Design Phase-II Data Flow Diagram & User Stories

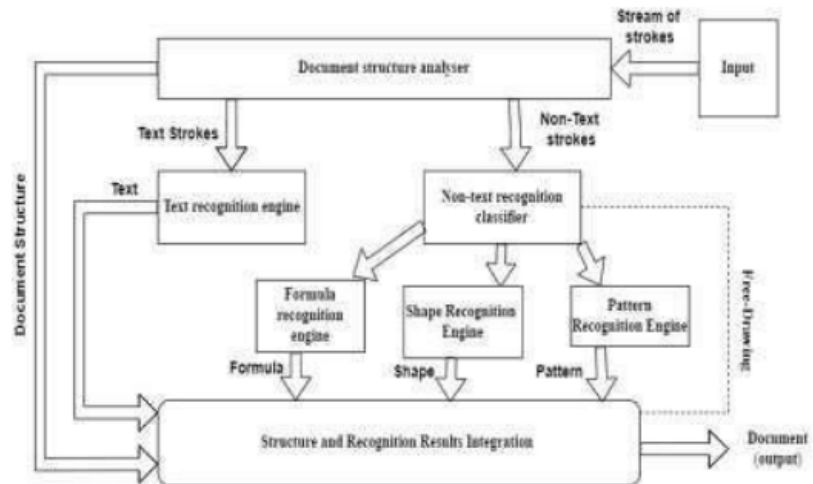
Date	22-oct-22
Team ID	PNT2022TMID00805
Project Name	Project - A Novel Method For Handwritten Digit Recognition System
Maximum Marks	4 Marks

Data Flow Diagrams:

Simplified:



Example: DFD Level 0 (Industry Standard)



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 application by entering my email, password, and confirming my password.	I can access my account / dashboard	High	Sprint-1
		USN-2	As a user, I will receive confirmation email once I have registered for the application	I can receive confirmation email & click confirm	High	Sprint-1
		USN-3	As a user, I can register for the application through Facebook	I can register & access the dashboard with Facebook Login	Low	Sprint-2
		USN-4	As a user, I can register for the application through Gmail	I can register the application with Gmail	Medium	Sprint-2
	Login	USN-5	As a user, I can log into the application by entering email & password	I can login to the application	High	Sprint-1
	Home	USN-6	As a user, I can view the application's home page where I can read the instructions to use this application	I can read instructions also and the home page is user-friendly.	Low	Sprint-1
	Upload Image	USN-7	As a user, I can able to input the images of digital documents to the application	As a user, I can able to input the images of digital documents to the application	High	Sprint-3
	Predict	USN-8	As a user I can able to get the recognised digit as output from the images of digital documents or images	I can access the recognized digits from digital document or images	High	Sprint-3
		USN-9	As a user, I will train and test the input to get the maximum accuracy of output.	I can able to train and test the application until it gets maximum accuracy of the result.	Medium	Sprint-4
Customer (Web user)	Accessibility	USN-10	As a user, I can use the web application virtually anywhere.	I can use the application in any device with a browser	Medium	Sprint-4