

Sprint Backlog

Sprint 1

6 Jan – 20 Jan

(3 issues)

2400

Start sprint

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SCRUM-1	Create player registration functionality	APP REGISTRATION	TO DO	8	=	
SCRUM-2	Create arenas registration functionality	APP REGISTRATION	TO DO	8	=	
SCRUM-3	Enable arenas to add class details	APP REGISTRATION	TO DO	8	=	

+ Create issue

Projects / Time4Beach app / SCRUM-19 / SCRUM-1

Create player registration functionality

+ Add @ Apps

Description

As a beach tennis player, I want to register on the app so that I can book my classes.

Acceptance criteria

- GIVEN** I am a beach tennis player searching for a new place to take lessons. **WHEN** I access the app for the first time. **THEN** the system should prompt me to create an account.
- GIVEN** I am on the registration screen. **WHEN** I start the registration process. **THEN** the system should offer me the option to sign up using my social media accounts.
- GIVEN** I am on the registration screen. **WHEN** I begin the registration process in the app. **THEN** the system should request my personal information (name, address, CPF).
- GIVEN** I have entered my registration details. **WHEN** I complete the process. **THEN** my sensitive data should be securely stored in an encrypted database.

Definition of Ready

- The acceptance criteria are clearly defined and understood by all team members.
- The business rules are clear and documented.
- The required data for registration (name, address, CPF, etc.) have been confirmed with the Product Owner or relevant stakeholders
- Information about securely storing sensitive data in an encrypted database is available.
- Social media integration requirements have been specified and aligned with authentication needs.
- The User Story has been estimated and prioritized in the backlog.

Definition of Done

- The player can access the app for the first time and is prompted to register.
- The registration screen is implemented with options for signing up via social media.
- The registration form collects all required data (name, address, CPF) in a functional and intuitive way.
- Sensitive data is securely stored in an encrypted database.
- Automated tests have been implemented to cover the registration process, including success and error scenarios.
- Manual tests have been conducted to validate the registration flow, including social media sign-up.
- The functionality has been tested and validated on Android.
- The Product Owner approved the functionality.
- The implementation has been deployed to the production environment, with monitoring set up to track errors or inconsistencies.



Add a comment...

Pro tip: press **M** to comment

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To Do ⌵ ⚡ Actions ⌵ ⚙ Improve issue

Pinned fields ×

Click on the 📌 next to a field label to start pinning.

Details ^

Assignee 👤 Unassigned
[Assign to me](#)

Labels None

Parent 🏷 SCRUM-19 App registration

Team None

Sprint Sprint 1

Story point estimate 8

Development

Reporter 👤 Nilane Arruda

Created yesterday

Updated 37 minutes ago

⚙ Configure

Create arenas registration functionality

+ Add @ Apps

Description

As an arena owner, I want to register my arena on the app so that I can manage class schedules and attract players.

Acceptance criteria

- GIVEN I am an arena owner, WHEN I open the app for the first time, THEN the system should allow me to create an account and register my arena.
- GIVEN I am on the arena registration screen, WHEN I start the registration process, THEN I should be able to provide the required details about the arena (e.g., name, location, contact details, teachers available).
- GIVEN I have entered all the necessary information about the arena, WHEN I finalize the registration process, THEN my arena's data should be saved in the database and visible in the app's list of available arenas.
- GIVEN I am logged in as an arena owner, WHEN I return to my account, THEN I should be able to edit the details of my registered arena at any time.

Definition of Ready

- The required fields for arena registration (e.g., name, location, contact information) are clearly defined and documented.
- External dependencies, such as APIs for address validation, are identified and resolved.
- The business rules for arena registration are clearly documented and validated by the Product Owner (PO).
- UI/UX designs for the arena registration screen are complete and approved by stakeholders.
- Story points have been estimated, and the story is prioritized in the backlog.
- Necessary resources, such as backend endpoints or database schemas, are prepared and validated for development.

Definition of Done

- Arena owners can create accounts and register their arenas.
- A registration screen is implemented, allowing owners to input all required details about their arena.
- Registered arenas are saved in the database, and data integrity is ensured.
- Arena details are displayed correctly in the app's list of available arenas.
- Arena owners can edit their arena information after registration.
- Automated tests cover the registration flow.
- The feature has been tested and validated on Android.
- The functionality has been reviewed and approved by the Product Owner.
- The feature has been deployed to production with monitoring enabled to track potential issues.



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Enable arenas to add class details

+ Add @ Apps

Description

As an arena owner, I want to add details about the classes offered at my arena, so that players can easily find and book classes.

Acceptance criteria

- GIVEN I am logged in as an arena owner, WHEN I navigate to the "Add Class Details" section, THEN I should see a form to input class details (e.g., teacher, schedule, days of the week, level, price).
- GIVEN I have entered all required class details, WHEN I submit the form, THEN the system should save the information in the database and make it visible to players browsing for classes.
- GIVEN I am an arena owner, WHEN I revisit the "Class Details" section, THEN I should be able to edit or update the details of the classes I have previously added.
- GIVEN I am adding a class, WHEN I try to leave any mandatory field blank, THEN the system should notify me and prevent submission until all required fields are filled.
- GIVEN a player searches for classes, WHEN the class details are displayed, THEN they should reflect the latest updates made by the arena owner.

Definition of Ready

- The required fields for adding class details (e.g., teacher, schedule, days, level, price) are clearly defined and documented.
- The business rules for adding and updating class details are validated and approved by the Product Owner (PO).
- UI/UX designs for the "Add Class Details" section are complete and approved by stakeholders.
- Necessary backend APIs, database schemas, and data flow processes are defined and validated.
- Story points have been estimated, and the story is prioritized in the backlog.

Definition of Done

- Arena owners can access the "Add Class Details" section and input all required class information.
- The system validates mandatory fields, displaying appropriate error messages for incomplete submissions.
- Class details are stored in the database and displayed accurately to players searching for classes.
- Arena owners can edit or update class details, with changes reflected immediately in the system.
- Automated tests cover the flow for adding, editing, and displaying class details, including validation and error handling.
- The feature has been tested and validated on Android.
- The functionality has been reviewed and approved by the Product Owner.
- The feature has been deployed to production with monitoring enabled to track issues.



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To Do

⚡ Actions

🔧 Improve issue

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SCRUM-19 App registration

Team

None

Sprint

Sprint 1

Story point estimate

8

Development

Reporter

👤

Nilane Arruda

Created yesterday

Updated 13 minutes ago

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