**1. Agile Scrum Process:**

**1.1 Product Backlog**:

What: A prioritized list of features, enhancements, and bug fixes that need to be addressed in the product.

How to use: Continuously refined and updated by the Product Owner, serving as a dynamic document to guide the team.

**1.2 Sprint Planning Meeting:**

What: A collaborative session where the team and Product Owner discuss and plan the work for the upcoming sprint.

How to use: Establishes the Sprint Goal and selects items from the Product Backlog for the Sprint Backlog.

**1.3 Sprint Backlog:**

What: A subset of the Product Backlog items selected for the current sprint, with tasks and estimates.

How to use: Guides the team's work during the sprint, ensuring focus on high-priority items.

**1.4 Product Owner:**

What: Represents stakeholders and defines the features of the product. Responsible for maintaining the Product Backlog.

How to use: Works closely with the team during planning, provides clarifications, and accepts/rejects work results.

**1.5 Scrum Master**:

What: Facilitates and ensures adherence to Scrum principles and practices. Removes impediments to the team's progress.

How to use: Supports the team in self-organization, helps to improve processes, and ensures a positive team dynamic.

**1.6 Daily Meeting:**

What: A brief, daily stand-up meeting where team members share progress, plans, and any impediments.

How to use: Promotes communication, collaboration, and keeps the team focused on achieving the Sprint Goal.

**1.7 Sprint Review:**

What: A meeting at the end of the sprint to inspect the increment and adapt the Product Backlog.

How to use: Allows stakeholders to provide feedback, and the team and Product Owner to adjust the backlog based on lessons learned.

**1.8 Sprint:**

What: A time-boxed iteration (usually 2-4 weeks) where the team works to deliver a potentially shippable product increment.

How to use: The core operational unit of Scrum, providing a predictable and consistent cadence for development and feedback.

This Agile Scrum process provides a framework for iterative and incremental development, fostering collaboration, adaptability, and continuous improvement.

**2. Create Product backlogs.**

**Product backlogs**

User Authentication

- Description: Implement user registration and login functionality.

- Acceptance Criteria: + Users can register a new account.

+ Users can log in to the website.

- Priority: High

User Interaction when Logged In:

- Description: Develop features for users who are logged in.

- Acceptance Criteria: + Logged-in users can view a list of fruits.

+ Users can leave reviews for fruits.

+ Users can share emotional reactions.

+ Users can place orders directly on the website.

+ Users can make payments for orders.

- Priority: High

Guest User Interaction:

- Description: Define features for users who are not logged in.

- Acceptance Criteria: + Guest users can view a list of fruits.

+ Guest users can read reviews for fruits.

+ Guest users can share emotional reactions.

- Priority: Medium

**Estimate to Complete for 3 Backlogs in 1st Sprint:**

User Authentication:

- Development Time: 3 days

- Testing Time: 1 day

- Total Estimate: 4 days

User Interaction when Logged In:

- Development Time: 7 days

- Testing Time: 2 day

- Total Estimate: 9 days

Guest User Interaction:

- Development Time: 5 days

- Testing Time: 2 day

- Total Estimate: 6 days