

PRODUCT BACKLOG

BY: PROJECT TEAM 02

HELISHA GUNVANTRAI PATEL (30391432)

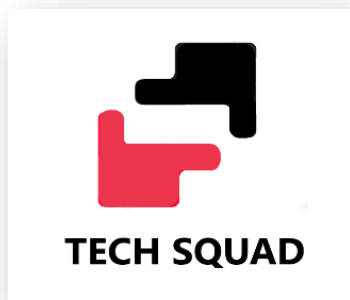
JAHANVI PRAKASHKUMAR DARJI (30391512)

ITECH3208

Previous data: [REDACTED]
Updated data: [REDACTED]

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

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, our intention is to design an interactive element for Moodle, by using H5P and

relevant technologies, then to plan and deploy an auto-evaluated submission, wherever required, and equip the trainers with an easily operable interface for evaluating the submitted assignments.

Moreover, while doing the design, and development of the website, the prime target is to maintain the data normalization (the NF1, 2, and 3). Thus, for the data normalization, the stages of normalization, beginning with NF 1, would be considered, and implemented, in order avoid redundancy, and inconsistency of the data, and thereby facilitate with the data integrity.

Team members and Roles:

Role	Name	Roles	Student ID
1	HELISHA GUNVANTRAI PATEL	SCRUM MASTER, PRODUCT OWNER, DEVELOPER	30391432
2	JAHANVI PRAKASHKUMAR DARJI	DESIGNER, TESTER	30391512

Definitions:

KEY WORD	DESCRIPTION
<u>Registration</u>	To register the student in the database, with their personal details
<u>Administrator</u>	To manage all the administrator related activities and tasks.
<u>Moodle</u>	It is a platform where students can register and can get the access in their interested course.
<u>Audio chat rooms</u>	It will allow students to interact with each other on career related issues.
<u>Mentor sessions</u>	The students can book mentor sessions if they have any queries or doubts related to particular course.

<u>Assignments</u>	After completing the particular course, the student required to complete the assignment in order to successful finish that course.
<u>Mentor</u>	Mentor will be responsible for uploading the lecture sessions and will guide the students.
<u>Trainer</u>	Trainer will be entitled to provide the assignment specifications, as well as for marking the student assignments.
<u>Auto-evaluated submission</u>	It will assist in evaluating the assignment submission automatically which are submitted by students.
<u>Technical team</u>	Technical team will look after the overall programming of the Moodle.
<u>Reviews</u>	The reviews page of the website developed, would display the reviews posted by the past students, and even enable the currently logged in user to post their own feedbacks, as well.
<u>FAQ</u>	The FAQ page of the website designed, and developed for Employability.Life, would demonstrate few of the frequently asked questions, along with their answers, in order to assist the students to resolves their queries, as soon as possible.
<u>Booking Calendar</u>	The booking calendar of the website, will have two fields, one of the start date, and the other of the end date, of the time period, for which the student want to book access the course.
<u>Synopsis</u>	The synopsis is mainly a brief description, that will be given by the tutor of their respective courses, which will be demonstrated on the course page of the website, below the course image, and other details.

Users:

<i>USER TYPE</i>	<i>DESCRIPTION</i>
Administrator	To look after the administrative tasks, such as to maintain the student, and mentor details, to keep 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 book for the mentor sessions, and thereby submit their assignments for grading on 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 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 auto-evolution system.
Client	The client would be responsible to approve the project plans submitted by the product owner and scrum master. Moreover, 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 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 I'd	User Type	Requirements	Conditions of satisfaction	Priority
US 1	STUDENT	As a new student, I want to register for interactive influence courses on the Employability.Life.	The student will get registered in, only when valid details related to personal and educational background, will be provided.	1
US 2	STUDENT	As a registered student, I want to login to the interactive courses, available on Employability.Life.	The student would be logged in, only when suitable credentials are provided by them.	1
US 3	STUDENT	As a student, I would like to book a course of my choice, available on the Employability.Life website.	The student will get enrolled for the course successfully, only if they have logged in to the Employability.Life.	2

US 4	STUDENT	As a student, I want to get to know about the working of the Employability.Life.	The student will get access to about us page of the website, only if he is successfully logged in.	3
US 5	STUDENT	As a student, I want to book a course, within a given time-period, on the calendar page.	The student will be able to book the course time during, but not for more than 30 days.	2
US 6	STUDENT	As a student, I want to get answers to my queries.	The student will be able to view the frequently asked questions, on the FAQ page, only if successfully logged in with the website.	3
US 7	STUDENT	As a student, I want to view the reviews posted, by the other students.	The student will be able to view the reviews on the Reviews page, only if successfully logged in with the website.	3

US 8	STUDENT	As a student, I would like to post my own review on the website.	The student will be able to post their own suggestions, only if a valid user name is provided.	2
US 9	STUDENT	As a student, I want to view all the courses available on the website of Employability.Life	A student can only view all the available courses on the course page of the website if successfully logged in.	3
US 10	STUDENT	As a student, I want to contact the Employability.Life team.	A student can only contact, by filling out a contact form available on the contact us page of the website, if they are successfully logged in with the website.	2
US 10	STUDENT	As a student, I would like to create audio chat rooms, on the career-related issues.	A student can only create, the audio chat rooms, related to any particular issue, if they are logged in the system and have been given access by the concerned authority.	2

US 11	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 12	ADMIN	As an admin, I want to log in to the Employability.Life system.	The admin would be logged in, only when suitable credentials are provided.	1
US 13	ADMIN	As an admin, I want to view or update the records of the users, registered with the website.	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 14	ADMIN	As an admin, I want to view, update, and delete the courses offered by the Employability.Life team.	The admin can view, the video, only if the admin has successfully logged in, whereas the admin can update, and delete the courses, only if the respective mentor has granted the permission to do so.	2

US 14	ADMIN	As an admin, I must be able to delete, inappropriate reviews posted by the students, on the reviews page of the website.	The admin could be able to delete the inappropriate student reviews, only if logged in, on the admin side, with valid credentials.	3
US 15	MENTOR	As a mentor, I want to view the reviews posted by the students for their respective courses.	The mentor can view the reviews, only if they have logged in successfully, and has the authority for the same, from the admin.	2
US 16	MENTOR	As a mentor, I want to upload frequently asked questions for the students to view, on the website	The mentor would be able to upload the FAQs, only when the admin, gives the authority, and when they have valid credentials.	2
US 17	TRAINER	As a trainer, I want to upload the synopsis section, visible on the courses page of the website.	The trainer will be able to upload the synopsis section, only with valid credentials, and authority granted by the admin in charge.	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 in deployed successfully as per the required functionalities, and within the specified deadline.	2
US 20	TECHNICAL TEAM	As a member of technical team, I would like to fix any encountered glitch, 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 entire system of Moodle, in order to reboot and maintain the system state.	1