**Sprint Planning for Camera Rental App**

**Sprint Goal:**

* Implement basic user authentication and camera management features to ensure a functional foundation for the Camera Rental App.

**Sprint Duration:**

* One week

**User Stories:**

1. **User Authentication:**
   * As a user, I want to log in with a username and password.
   * As a user, I want to receive feedback on the validity of my credentials.
2. **Camera Management:**
   * As a user, I want to add a camera to my list.
   * As a user, I want to remove a camera from my list.
   * As a user, I want to view my list of cameras.
3. **Camera Rental:**
   * As a user, I want to see the list of available cameras for rent.
   * As a user, I want to rent a camera from the available list.
4. **Wallet Management:**
   * As a user, I want to view my current wallet balance.
   * As a user, I want to deposit money into my wallet.
5. **Application Flow:**
   * As a user, I want a clear and intuitive flow through the application menu.

**Tasks:**

1. **User Authentication:**
   * Implement the **LoginManager** class with authentication logic.
   * Integrate user authentication into the main application flow.
2. **Camera Management:**
   * Implement the **CameraRentalApp** class.
   * Develop methods for adding, removing, and displaying user cameras.
   * Integrate camera management into the main application flow.
3. **Camera Rental:**
   * Implement a method to display available cameras for rent.
   * Develop a method for renting a camera.
   * Ensure validation of camera ID during the rental process.
4. **Wallet Management:**
   * Implement wallet-related methods in the **CameraRentalApp** class.
   * Develop logic for viewing the wallet balance and depositing money.
5. **Application Flow:**
   * Refine the main menu for clarity and ease of use.
   * Ensure smooth transitions between different features in the application.

**Definition of Done:**

1. Code is written, reviewed, and tested.
2. Unit tests are implemented and passing.
3. User stories and tasks are documented.
4. The application runs without errors.
5. Code is committed to the version control system