EduTutor AI – Agile Planning Logic

# Sprint, Epic, Story, and Story Point Definitions

• Sprint: A fixed time-boxed period (e.g., 5 days) during which the EduTutor AI team delivers a usable increment of the platform (e.g., quiz module, dashboard feature).

• Epic: A large user-centric functionality too broad for one sprint, such as “Personalized Quiz System” or “Google Classroom Integration”.

• Story: A specific task under an Epic, like “Implement Google Login” or “Save quiz to library”.

• Story Point: A unit of estimation (typically using Fibonacci: 1, 2, 3, 5, 8…) representing the effort, time, and complexity required to complete a story.

- Very Easy: 1 point

- Easy: 2 points

- Moderate: 3–5 points

- Difficult: 8+ points

# Sprint 1: User Onboarding & Quiz Generator (2 Days)

Epic: Student Onboarding & Role Management

• Role Selection Screen (Student/Educator) – 1

Epic: Quiz Generation

• AI-based Quiz Prompt UI – 2

• Connect to Watsonx / Granite Model – 3

Sprint 1 Total Story Points = 6

# Sprint 2: Learning Modules & Library (2Days)

Epic: Learning Module Generator

• Learning Module Prompt Box – 2

• Module Generation – 3

• Save to Library Feature – 2

Epic: Quiz Evaluation & History

• Quiz Evaluation Logic – 3

• Quiz History Panel – 3

• Retake Quiz from History – 3

Sprint 2 Total Story Points = 16

# Velocity Calculation

• Total Story Points = Sprint 1 (6) + Sprint 2 (16) = 22

• Number of Sprints = 2

• Velocity = Total Story Points ÷ Number of Sprints = 22÷ 2 = 11

➡ Your team’s velocity is 11Story Points per Sprint.