**Project Name:** Online Learning Platform Development

**1. Project Feasibility**

**Project Vision**

Develop an intuitive, scalable online learning platform with interactive courses and real-time progress tracking.

**Business Case**

* Market demand for self-paced learning solutions.
* Potential revenue streams from subscriptions and certifications.
* Competitive advantage through AI-driven personalized learning.

**2. Project Initiation**

**Agile Charter (Search How to make charters create full charters. Below is just a small example)**

* Define project scope: Web and mobile platform for e-learning.
* Key stakeholders: Product Owner, Development Team, UX Designers, QA Team.

**Assign Project Staff**

* Scrum Master: John Doe
* Product Owner: Jane Smith
* Development Team: 6 engineers
* UI/UX Designers: 2 members
* QA Engineers: 2 testers

**Develop Project Backlog**

* User authentication & profile management
* Course browsing & search functionality
* Video playback & interactive quizzes
* Progress tracking dashboard
* Payment integration for premium courses

**Create Estimates**

* Affinity Estimation for backlog prioritization.
* Initial Cost Estimation: $250,000.
* Estimated Timeline: 6 months for MVP release.

**Develop Roadmap with Story Mapping**

* MVP launch in 6 months.
* Advanced analytics & AI tutor in Phase 2.

**3. Plan Release 1**

**Breakdown Epics**

* Epic 1: User Authentication & Onboarding.
* Epic 2: Course Management & Content Upload.
* Epic 3: Payment Processing & Subscription Plans.

**Estimate Stories with Poker Planning**

* User login & signup (3 points).
* Course search & filtering (5 points).
* Payment gateway integration (8 points).

**Create Release Plan**

* **Release 1:** Core platform features.
* **Release 2:** AI tutor & advanced analytics.

**4. Iteration 0 (Pre-development Phase)**

**Architectural Spikes**

* Evaluate cloud infrastructure (AWS vs Azure).
* Select front-end framework (React vs Angular).
* Database schema design and API structure.

**Prepare for Iteration 1**

* Setup CI/CD pipeline.
* Implement authentication system.
* Create user story acceptance criteria.

**5. Iteration 1 - N**

**Iteration Planning**

* **Sprint 1:** User authentication & onboarding.
* **Sprint 2:** Course browsing & search.
* **Sprint 3:** Video playback & quizzes.

**Development Activities**

* Coding & unit testing.
* Conduct code reviews.
* Execute functional & integration testing.

**Testing & Validation**

* Develop automated UI & backend tests.
* Execute acceptance testing for each sprint.
* Answer client questions for sign-off.

**Agile Meetings**

* **Daily Standups:** Track blockers & progress.
* **Iteration Retrospective:** Analyze sprint performance & improvements.
* **Update Burn-down/Burnup Charts:** Measure development pace.

**6. Project Close-Out**

**Final Activities**

* Conduct **Final User Acceptance Testing (UAT).**
* Address final bug fixes & enhancements.
* Obtain client sign-off.

**Post-Launch Support Plan**

* **Phase 1:** Monitoring system performance.
* **Phase 2:** Gather user feedback & iterate.
* **Phase 3:** Scale & add new features.

**Summary**

This document outlines the **Agile Project Management approach** for the Online Learning Platform Development, covering feasibility, initiation, release planning, iterations, and project closure. The **Agile methodology** ensures adaptability, iterative improvements, and value-driven delivery.

**Do not forget any other step mentioned in the given diagram. This document is just a guide and not a criterion for evaluation. For development, testing and similar steps, write your approach**

**This is a mini version. Your document needs to be more detailed.**

