## Group 5: Iteration 3 Membership Management Software Revised Product Backlog

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Task Text = Task is being worked on

Task Text = Task or story was added to product backlog

Estimate Text = Estimate which has been changed

Task Text = Task which could not be completed due to time constraints

Requirement	Story	Initial Priority	Task	Estimate
Track club finances	Treasurer needs to be able to see the club's current profit	Med	Create the income statement and add the revenue portion (members payments, any other income that may come)	Old: 2 New: 1
			Add the expense portion to the income statement (coach's payments, hall expenses, any other expenses)	Old: 2 New: 1
			Create a list for the year, logging each month's profit to compare changes in revenue/expenses in order to find ways to maximize profit	Old: 3 New: 2
	Treasurer needs a log of any unpaid debt from previous months (i.e. any months the rent for the hall was not paid, or not fully paid, and unpaid coach expenses)	High	Create a list to log the total amount of unpaid coach expenses and hall expenses for each month, prioritizing the urgency for payment	1

	Treasurer needs the current month's account payables (e.g. members who have paid in advance)	Med	For efficiency, this can be listed in the income statement under revenues. Since there is no mention of a return policy, this can be counted as a revenue as soon as the transaction is completed.	Estimate: 3 Actual: 1
	Keep a log of the members	Med	Create a list of the members who have attended the class, and those who will be attending the class. Each member will have their name, phone number, whether they paid or not, and address	1
Log and sort members	Sort the members by their frequency of attendance in the club. Provide a discount based on amount of practices attended.	Low	Using the list of members, organize the members by the amount of times they have attended practice at the club.	2
			Based on the frequency level, the member will have a loyalty discount. The top 10 people on the list of most practices attended will receive a complimentary discount of %10 off for one class. This	Old: 3 New: 2

		will help ensure member retention.	
Sort the members by whether they have paid or not. Provide a discount or charge based on amount of unpaid/paid	High	Using the list of members, organize the members by the amount of times they paid/not paid.	2
classes.		If the member has not paid more than once, then he will be subject to a penalty fee and possibly exclusion from the group. A reminder will be sent for any member who has skipped at least one payment.	3
		If the member does not skip a payment for 3 months, he will receive a complimentary discount for 10% off for one class.	1
The coach should be able to communicate to the members about future practices	High	Create a user interface where a message can be sent out to all or some members, with details of future practices or changes to any practices. A	4

			reminder message can also be sent out for a member who has skipped a payment	
User interaction with application	The treasurer should be able to manage coach list and schedule. The coach should be able to manage the members list (i.e. adding or removing)	Low (used to be Mid)	Create user interfaces for the treasurer to modify the list of participants. Any affected individual will receive a notification upon changes.	3
	Members need to be able to schedule and pay for the practice within the app.	Low (used to be Med)	Create user interface for payment methods or link to third party payment methods. Coaches should receive notifications of scheduled practices and class amount.Treasurer receives notifications of received payments with user id of the payer.	3
	Members need to be able to login to different versions of software that gives them different permissions	High	Create database with user login and password information.	Estimate: 1 Actual: 2

Implement a encryption algorithm to keep login and password information secure.	Estimate: 1 Actual: 2
Implement a decryption algorithm to read user login and password information to confirm user identities.	Estimate: 1 Actual: 2

## **Team Velocity Chart**



