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# SPRINT BACKLOG

ONLINE COURSE REGISTRATION SYSTEM

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INTRODUCTION

The Sprint Backlog outlines the tasks and user stories that will be implemented during each sprint of the EnrollMate development cycle. The development process is divided into three sprints, ensuring that the core functionalities are built first, followed by enhancements and optimizations.

SPRINT 1 BACKLOG

The goal is to develop the fundamental authentication, course management functionalities.

User Stories	Priority	Estimated Effort
User Registration	H	3
User Login	H	2
Add a Course	H	3
Update a Course	H	3
Remove a Course	H	3
Manage Seat Availabilty	H	4
Set Deadlines and Rules	M	5

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SPRINT 2 BACKLOG

the goal is to develop the fundamental course enrollment functionalities and enhance user experience.

User Stories	Priority	Estimated Effort
View Available Courses	H	3
Enroll in a Course	H	5
Drop a Course	H	4
View Enrolled Courses Dashboard	M	3
Receive Enrollment Notifications	L	2
Generate Enrollment Reports	L	2

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# SPRINT 3 BACKLOG

Final testing, optimizations, and UI/UX improvements.

User Stories	Priority	Estimated Effort
UI/UX Enhancements	L	3
Security Enhancements	H	5
Final Testing and Bug Fixes	H	5

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## SPRINT 1 DELIVERABLES

- User authentication system (Registration & Login)
- Basic course management (Add, Update, Remove courses)
- Seat availability enforcement
- Deadline enforcement

## SPRINT 2 DELIVERABLES

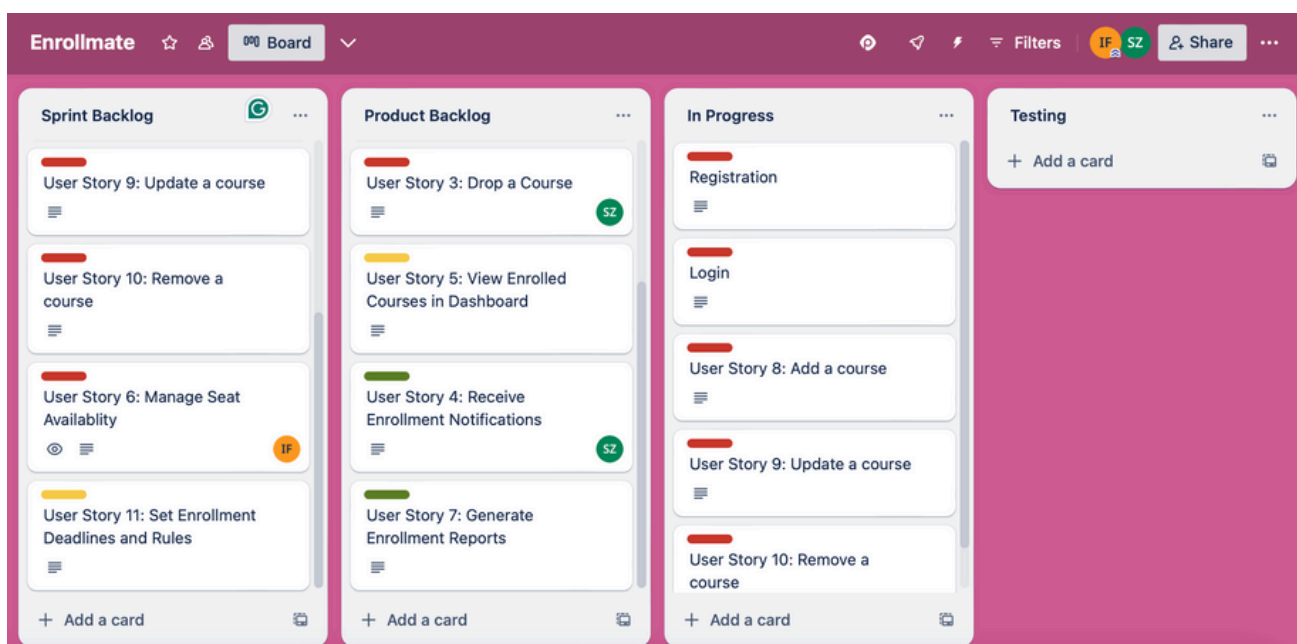
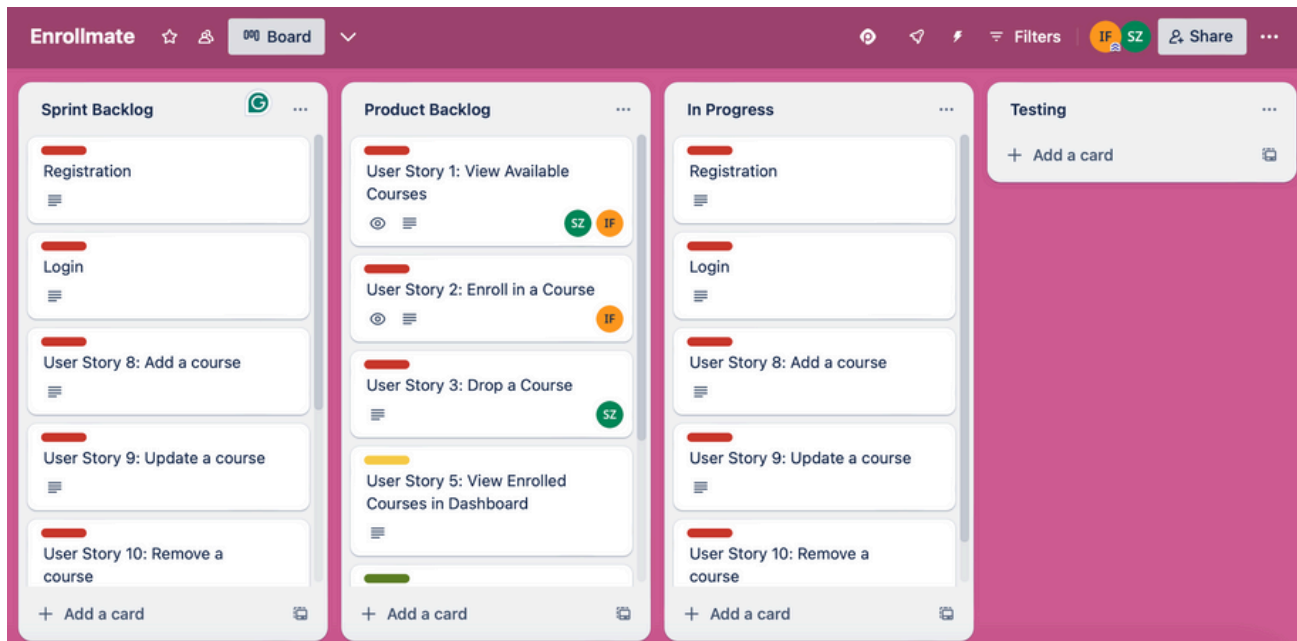
- Course enrollment and drop functionality
- Student dashboard for viewing enrolled courses
- Notification system for enrollment updates
- Enrollment reporting system

## SPRINT 3 DELIVERABLES

- System performance improvements
- Enhanced user interface and experience
- Security reinforcements
- Final system testing and debugging

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## TRELLO BOARD



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## CONCLUSION

This sprint backlog ensures a structured approach to development, prioritizing core functionalities first, followed by enhancements and optimizations. Each sprint contributes to a fully functional and user-friendly EnrollMate system. Adjustments may be made as development progresses based on feedback and testing outcomes.