

Manhaj Project Documentation

Project Idea

Manhaj is a comprehensive educational platform designed specifically for students in Egypt's secondary education stages (Grades 1, 2, and 3 of high school). The platform aims to modernize and simplify the learning experience by providing structured digital content, interactive tools, and a seamless environment for both teachers and students. Through Manhaj, students can access high-quality lessons, lectures, quizzes, and assignments, while teachers can efficiently manage classes, monitor student performance, and deliver personalized feedback.

As an online learning management system, Manhaj enhances accessibility, supports independent learning, and contributes to improving educational outcomes across the Egyptian secondary school system.

1. Project Planning

1.1. Project Overview

Mnhaj is a Learning Management System (LMS) designed to facilitate online education. It connects teachers with students, enabling:

- Course creation and management
 - Content delivery (lectures, materials)
 - Assessment tools (quizzes, assignments)
 - Progress tracking and analytics
-

1.2. Development Phases

Phase 1: Inception & Requirements Gathering

- **Goal:** Define core features and user roles
- **Deliverables:** Requirement Specification, User Stories

Phase 2: System Design

- **Goal:** Architect the database, API, and UI
- **Deliverables:** ERD, Relational Model, UI Wireframes

Phase 3: Core Implementation (MVP)

- **Goal:** Build essential system features
- **Key Features:**

- User Authentication (Admin, Teacher, Student)
- Course CRUD operations
- Lecture & Material upload
- Student Enrollment

Phase 4: Assessment & Interactive Features

- **Goal:** Implement testing and feedback tools
- **Key Features:**
 - Quiz Engine (Creation, Taking, Grading)
 - Assignment Submission & Grading
 - Course Ratings

Phase 5: Administration & Analytics

- **Goal:** Provide oversight, insights, and operational controls
- **Key Features:**
 - Admin Dashboard
 - Teacher Approval Workflow
 - Student Progress Tracking
 - Financial/Payment Status Management

1.3. Technology Stack

- **Backend:** ASP.NET Core (C#)
 - **Database:** SQL Server (Entity Framework Core)
 - **Frontend:** Razor Views (HTML, CSS, JavaScript)
-

2. Stakeholder Analysis

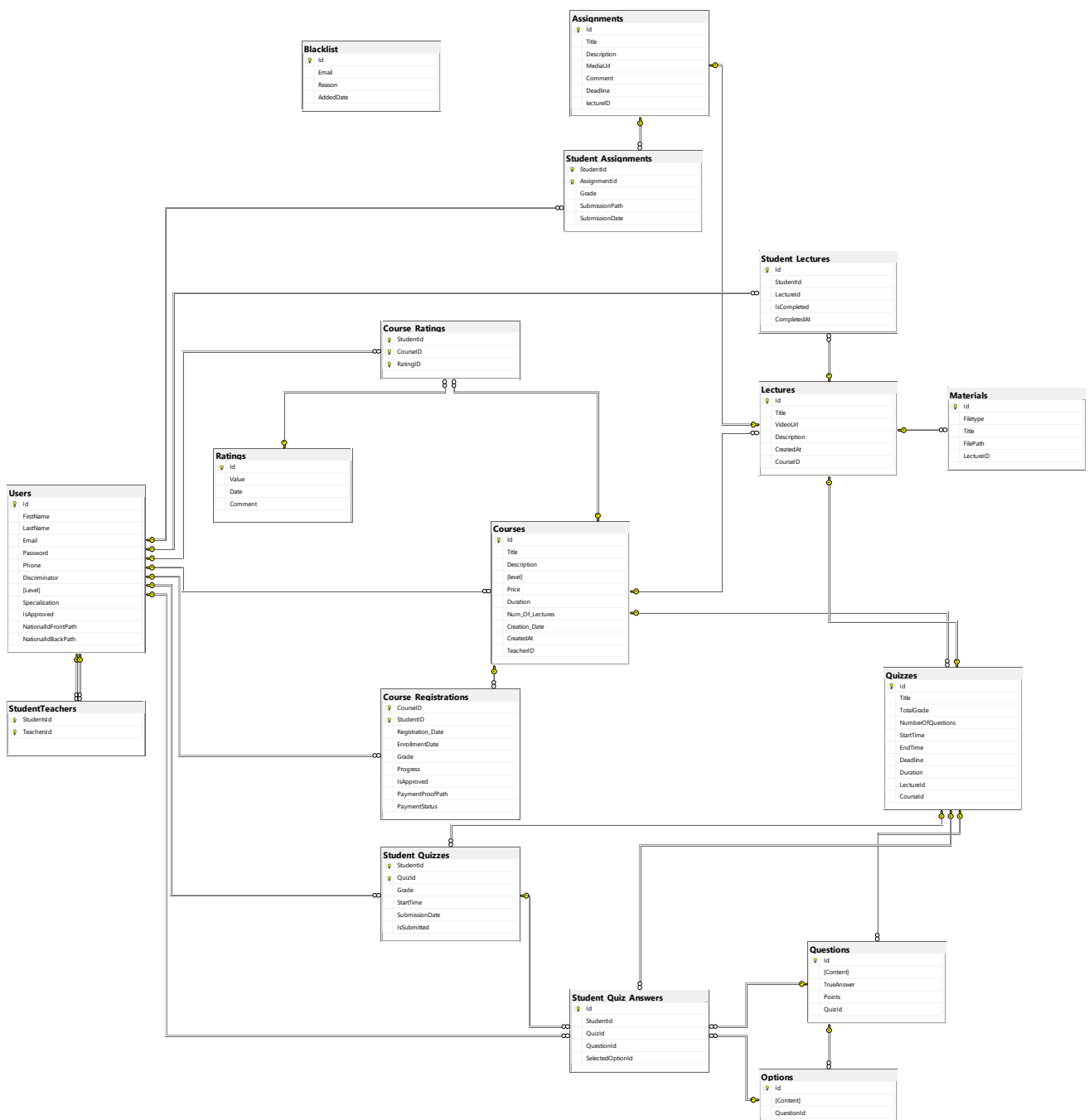
2.1. Primary Stakeholders

Stakeholder	Role	Description	Key Interests
Admin	System Administrator	Manages platform users and oversees system operations	- System stability & security- User management- Course approval & content moderation- Financial oversight
Teacher	Content Creator / Instructor	Creates courses and interacts with students	- Easy course creation- Student engagement- Fair compensation visibility- Intellectual property protection
Student	Learner / End User	Accesses learning materials, quizzes, and progress tracking	- Quality content- Intuitive interface- Progress tracking & grades- Value for money

2.2. Secondary Stakeholders

Stakeholder	Role	Description	Key Interests
Platform Owners	Business Owners	Oversee business and growth strategy	- User growth & retention- Revenue generation- Brand reputation
Developers	Technical Team	Build and maintain application	- Code maintainability- Scalability- Managing technical debt

3. Data Base Design



4. Wire Frames

