

# Scrum Product Backlog

Product Backlog														
Project's name:					Dream Courses									
Product owner:					Helltakers									

EPIC				USER STORY				OTHER DATA FROM THE EPIC OR USER STORY						
Epic ID	As (Role)	Wish	To	User Story ID	As (Role)	Wish	To	Criteria of acceptance	Priority	Estimate	Dependencies	Sprint	Status	Comments
EPIC01	Log in	Users will be able to enter the platform with their account safely with a password.	To be able to enter the platform and do all the activities.	US01	User.	Log in to the platform through a username and password.	To be able to enter the activities of the platform.	The user enters the home page corresponding to their role.	Must have	2	US24,US25	1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US02	User.	Recover the password by email in case of forgetting it.	To be able to enter the platform in case the username and password do not match.	The user receives an email with his password.					<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US03	User.	Log off.	Exit the platform.	The user logs off the platform.					<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
EPIC02	Administrator	To be able to assign the roles of the users.	To be able to maintain the hierarchy that is currently in the company.	US04	Administrator.	Add new users and assigning their roles.	Assign each employee their respective role.	The new user should be able to appear in the database.	Must have	2	US01,US24,US25	1	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US05	Administrator.	Modify registered users.	Modify the information of a registered user, due to some change in the company.	The change of the information of the user registered in the database should appear.					<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US06	Administrator.	Delete registered users.	Delete a registered user, because they are no longer part of the company.	The desired user must have been removed from the database.					<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
EPIC03	Teacher	Create and propose courses for the platform using tools and their own experience as a teacher.	Teach the classes with the material that was proposed.	US07	Teacher.	Propose theoretical and practical courses.	Be evaluated and approved by the area supervisor.	Should be able to send the study plan.	Must have	20	US01	2	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US08	Teacher.	Create theoretical and practical courses.	Teach and apply what is taught during the course.	Must be able to publish the course on the platform.					<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US09	Teacher.	Upload extra material to the courses.	Reinforce what is taught in theory and practice.	Should be able to upload presentations, images, videos, etc. to the published courses.					<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	

EPIC04	Area Supervisor	Monitor, accept / deny courses and suggest changes to them.	Have control over the courses that are supported on the platform and have a quality standard.	US10	Area Supervisor.	Monitor incoming courses that teachers submit.	To know if the courses are meeting the standards.	The area supervisor is registered and has 1 or more incoming courses.	Should have	5	US01, US24, US25	2	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US11	Area Supervisor.	Accept courses that are developed by teachers.	To only admit courses that meet the standards.	The course meets the minimum requirements to publish it.			US01, US07, US24, US25		<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US12	Area Supervisor.	Deny courses that are developed by teachers.	To clear of the platform the courses that do not meet the standards.	The course does not meet the minimum requirements to publish it.			US01, US07, US24		<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US13	Area Supervisor.	Suggest changes in the courses developed by the teachers.	To modify a course if its not accepted and propose it again based on the suggestions.	The course in question must have one or more deficiencies to make the suggestions.			US01, US07, US24, US25		<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
EPIC05	Cliente	To be able to choose a course and get certified.	To obtain a certificate if approved.	US14	Client	Sign up for a course.	Obtain the knowledge that is taught from the course.	If free, any customer can access it, unless a payment is required.	Must have	40	US01, US08, US24, US25	3	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US15	Client	Unsubscribe from a course.	To interrupt the progress of the course.	The user must be previously registered in the course.			US01, US14, US24, US25		<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US16	Client	Know your own advancement progress.	Know how much progress has actually been made in total throughout the course.	You need to have progressed at least 1% of the course for progress to show.			US01, US14, US19, US24, US25		<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US17	Client	Hacer el examen	Put everything you have learned to the test..	You must complete the course 100% and be at the time and day assigned to take it.			US01, US14, US19, US24		<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US18	Client	Imprimir certificado.	Have proof of having successfully completed the exam.	It must be exported in PDF so that it can be printed formally.			US01, US14, US17, US24, US25		<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
EPIC06	Payment methods.	There will be different payment methods for customers.	To be able to buy courses in various ways without obstacles.	US19	Client	Buy the courses through digital payments (PayPal, credit / debit card).	To be able to buy the courses without inconvenience.	The payment method is valid.	Must have	13	US01, US08, US24, US25	3	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
				US20	Client	To be able to cancel the purchase.	In case of retracting the idea.	That the user appeal for the cancellation and give a reason.			US01, US19, US24, US25		<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	
EPIC07	Notification of courses.	Notifications will be displayed to users.	Remind them about events and courses.	US21	Client	Receive notifications about the different activities of the course.	Make the deliveries of activities and exams on time.	The user must have at least one course active.	Should have	5	US01, US14, US19, US24, US25	3	<input checked="" type="checkbox"/> To do <input type="checkbox"/> Completed	

				US22	Users	Receive system notifications (Server crashed, system problems).	So that the user is always informed of the events of the platform.	The user has to be attentive to the notifications.			US01, US24	<div><input checked="" type="checkbox"/> To do</div> <div><input type="checkbox"/> Completed</div>		
				US23	Master	Receive notification if the proposed course is approved or not.	If approved, upload it to the platform or if not, rethink the course.	The teacher must at least have proposed a course.			US01, US10, US24, US25	<div><input checked="" type="checkbox"/> To do</div> <div><input type="checkbox"/> Completed</div>		
EPIC08	Platform servers.	Have servers that have the capacity to support the platform and its online database.	To have security of the information protected from our platform.	US24	Administrator.	Manage the page.	Have greater control of registered users and courses.	The system must have been registered in the domain.	Must have	20		3	<div><input checked="" type="checkbox"/> To do</div> <div><input type="checkbox"/> Completed</div>	
				US25	Administrator.	Manage the database.	Control and see what is saved in the database.	The database has to exist previously.					<div><input checked="" type="checkbox"/> To do</div> <div><input type="checkbox"/> Completed</div>	