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**Example 1 - Online Learning Platform - project**

1. **Introduction**

The Online Learning Platform project aims to revolutionize **remote education by enhancing user experience and introducing new features**. Sprint 1 is focused on implementing critical improvements to the **user authentication system and optimizing the course search functionality.**

2. **Product Goal**

The primary goal of this sprint is to **enhance the security of user accounts** and **streamline the process of discovering relevant courses,** contributing to the overarching **objective of providing a seamless online learning experience.**

3. **Demography (Users, Location)**

Users

Target Users: Students, educators, and administrators

User Characteristics: Diverse age groups, varying technical proficiency

Location

Target Location: Worldwide

4. **Business Processes**

The key business processes include:

User Registration and Authentication:

Process for users to register securely and authenticate their accounts.

Course Discovery:

Process for users to search, filter, and enroll in courses.

Content Management:

Process for educators to create and manage course content.

5. **Features**

This sprint will focus on implementing the following key features:

**Enhanced User Authentication:**

Enable two-factor authentication for added security.

Implement account recovery options.

Course Search Optimization:

Introduce category filters for courses.

Improve sorting options based on relevance and popularity.

6. **Authorization Matrix**

Define the roles and their corresponding access levels:

| Role | Access Level |
| --- | --- |
| Administrator | Full access to user and course management |
| Educator | Access to content creation and management tools |
| Student | Access to course enrolment and personal settings |
| Guest User | Limited access to browse courses and view public content |

7. **Assumptions**

The development environment and infrastructure will remain stable throughout the sprint.

**Stakeholders, including administrators and educators, will be available for feedback and clarification.**

Team members possess the necessary skills and resources to complete the assigned tasks.

**Sprint Functional Document** **for** **Health and Fitness app**

1. **Introduction**

The Health and Fitness App project focuses on enhancing the user experience by introducing personalized workout plans and nutrition tracking. Sprint 2 (example) aims to implement advanced features such as real-time workout tracking and integration with wearable devices.

2. **Product Goal**

The primary goal of this sprint is to elevate the health and fitness app's functionality by incorporating real-time workout tracking capabilities and seamless integration with popular wearable devices. This aligns with the overarching project objective of providing users with a comprehensive and personalized fitness experience.

3. **Demography (Users, Location)**

Users

Target Users: Fitness enthusiasts, casual users, and nutrition-conscious individuals

User Characteristics: Diverse fitness goals, various fitness levels

**Location**

Target Location: Global usage with a focus on health-conscious communities

4. **Business Processes**

Key business processes include:

User Onboarding:

Process for users to create profiles and set fitness goals.

Workout Planning:

Process for users to receive personalized workout plans.

Nutrition Tracking:

Process for users to log and track their daily nutrition intake.

5. **Features**

This sprint will focus on implementing the following key features:

Real-time Workout Tracking:

Integrate sensors for real-time tracking of exercises.

Provide instant feedback on form and performance.

Wearable Device Integration:

Enable seamless synchronization with popular wearable devices.

Utilize device data for more accurate fitness insights.

6. **Authorization Matrix**

Define the roles and their corresponding access levels:

| Role | Access Level |
| --- | --- |
| Standard User | Access to personalized fitness plans and tracking features |
| Premium User | Additional access to advanced tracking and integration features |
| Coach | Access to user progress data for coaching purposes |
| Admin | Full access to user management and app settings |

7. **Assumptions**

The development environment and infrastructure will remain stable during the sprint.

Users are open to sharing data with wearable devices for an enhanced fitness experience.

Team members possess the necessary skills and resources to complete the assigned tasks.