ASSIGNMENT – Agile Development & Case Tool Lab

Title: Design an SDG-Based System Using Agile & Build a Prototype

1. Purpose of the Assignment

This assignment enables each student to apply Agile concepts to real-world SDG problems and build a working prototype.

2. Individual Task

Each student must choose one SDG, identify a problem, propose an Agile-based Innovative digital solution, and build a prototype.

3. SDG Options

SDG 1 – No Poverty
SDG 2 – Zero Hunger
SDG 3 – Good Health & Well-being
SDG 4 – Quality Education
SDG 5 – Gender Equality
SDG 6 – Clean Water & Sanitation
SDG 8 – Decent Work & Economic Growth
SDG 11 – Sustainable Cities
SDG 12 – Responsible Consumption
SDG 13 – Climate Action

4. Student System Proposal Format

Selected SDG Goal: _____
Problem Identified: _____
Target Users: _____

System Name: _____
System Objective: _____

5. User Stories (Minimum 5):

1. As a _____ I want _____ so that _____.

2. As a _____ I want _____ so that _____.

3. As a _____ I want _____ so that _____.

4. As a _____ I want _____ so that _____.

5. As a _____ I want _____ so that _____.

Sprint Goal: _____

Stories Selected for Sprint: _____

6. Prototype Requirement

Students must create a working or visual prototype using any one tool:

- **Figma**
- **HTML Mock Page**

7. Submission

SDG Selected + Problem Identified
User Stories
Sprint Plan
Prototype Link