1. Planning and Requirements (Sprint 1)

- Goal: Understand what the system needs to do.

- Tasks:

- Meet with users (admin, teachers, students) to gather what they need from the system.

- Write simple user stories:

- "As a student, I want to check my grades."

- "As a teacher, I want to update student records."

- Outcome: A list of features the system should have

2. Design (Sprint 2)

- Goal: Design how the system will work.

- Tasks:

- Create simple diagrams (ERD) to show how data like students, teachers, and classes are related.

- Plan how the system will be organized (e.g., admin controls, student features).

- Outcome: Diagrams and design plans.

3. Development (Sprints 3-6)

- Goal:Build the system step by step.

- Tasks:

- Sprint 3: Set up the basic structure and build the student records feature.

- Sprint 4: Add teacher allocation and grades.

- Sprint 5: Build the class timetable.

- Sprint 6: Add fee tracking and user roles (admin, teacher, student).

- Outcome : A working system built in small steps.

4. Testing (Ongoing and Sprint 7)

- Goal: Ensure everything works correctly.

- Tasks:

- Test each part of the system as you build it.

- Make sure the right people have the right access (e.g., only admin can change student data).

- Outcome: A fully tested system.

5. User Feedback and Updates (Sprint 8)

- Goal: Improve the system based on feedback.

- Tasks:

- Have users (admin, teachers, students) try out the system.

- Make any changes based on their feedback.

- Outcome: A refined and improved system.

6. Final Deployment (Sprint 9)

- Goal: Get the system ready for use.

- Tasks:

- Deploy the system for real use.

- Train users on how to use it.

- Outcome: A live system ready for school management.

This version keeps the process simple and focuses on gradual, small steps to complete the project while learning along the way.