

ASSIGNMENT 1 (14-05)

Agile Project Planning - Create a one-page project plan for a new software feature using Agile planning techniques. Include backlog items with estimated story points and a prioritized list of user stories.

Objective: Create a Agile project plan for a user friendly library management system to streamline user registration, searching, borrowing, returning, cataloging and maintaining the books.

Product Backlog:

Sl.No	Feature Name	Backlog items	User Story	Business Priority	Estimated Story Points	Feature Owner
1.	User Authentication	Allow users to register, login, and manage their accounts.	As a patron, I want to Register and allow login on authentication.	High	8 Story Points	Scrum Master
2.	Book Cataloging	Create a database schema for storing book information (title, author, references, etc.).	As an admin, I want to storing the books by title, author, or category.	High	8 Story Points	Scrum Master
3.	Book Search	Implement search features to allow users to find books by title, author, or category.	As a patron, I want to search for books by title, author, or category.	Medium	5 Story Points	Scrum Master
4.	Book Borrowing	Enable users to borrow books, with limits and due date notifications.	As a patron, I want to borrow books and receive due date notifications.	Medium	5 Story Points	Scrum Master
5.	Book Return	Develop a process for users to return borrowed books and update the database accordingly.	As a patron, I want to return books that I have borrowed.	Medium	5 Story Points	Scrum Master
6.	Reservation System	Allow users to reserve books that are currently checked out.	As a patron, I want to reserve books that what I currently checked out.	Medium	5 Story Points	Scrum Master
7.	Admin Panel	Create an admin dashboard for managing books, book availability, borrowing trends, and overdue books.	As an admin, I want to manage the library catalog and user accounts.	High	13 Story Points	Scrum Master

sprint is a time-boxed period during which a specific set of work is completed. Sprints are short, usually lasting between one to four weeks, with two weeks being the most common duration. During a sprint, the development team works to complete the user stories and tasks identified in the sprint backlog. The goal is to produce a potentially shippable increment of the product by the end of the sprint.

- **Sprint 1 (2 weeks):**
 - User Authentication
 - Book Cataloging
 - Estimated Sprint Velocity: 16 story points
- **Sprint 2 (2 weeks):**
 - Book Search
 - Book Borrowing
 - Book Return
 - Estimated Sprint Velocity: 15 story points
- **Sprint 3 (2 weeks):**
 - Reservation System
 - Admin Panel (Part 1)
 - Estimated Sprint Velocity: 18 story points

Conclusion: This Agile project plan breaking down the feature into prioritized user stories and estimating their story points, we can efficiently plan and execute iterations, delivering incremental value to library patrons and librarians. This approach aligns with Agile principles, promoting collaboration, flexibility, and continuous improvement throughout the development process.