**EDU LEARN (TEAM-03)**

**Wiki-Page Link:** [https://github.com/s566466div/GDP-Project-EduLearn-03/wiki/List-of-Proposed-Prototypes(Iteration-2)](%20https:/github.com/s566466div/GDP-Project-EduLearn-03/wiki/List-of-Proposed-Prototypes(Iteration-2))

**List of Proposed Prototypes (Iteration 2):**

Here is the updated list of Proposed Prototypes for Edu-learn Project:

**Prototype-1: User Registration**

**Features:**

1. Develop a user registration form allowing students and instructors to create accounts securely.
2. Implement validation for user registration data.
3. Enable user profile creation.
4. Store user profile data securely in the database.

**Prototype-2: User Login**

**Features:**

1. Design a login page with username (email) and password fields.
2. Implement authentication and authorization mechanisms.
3. Provide password recovery options for users.
4. Ensure secure storage and handling of user credentials in the database.

**Prototype-3: Course Catalog and Enrollment**

**Features:**

1. Design a catalog interface displaying available courses with search and filtering options based on subjects and disciplines.
2. Develop a page for each course, showcasing course description, instructor details, and enrollment options.
3. Create a page for the enrollment process, allowing users to easily enroll in courses of their choice.
4. Showcase confirmation messages for successful course enrollment.
5. Implement storage for course information and enrollment data in the database.

**Prototype-4: Course Dashboard**

**Features:**

1. Create a course dashboard interface displaying course content such as video lectures, reading materials, assignments, and quizzes.
2. Enable easy navigation for users to access different course components.
3. Enable students to interact with course materials, submit assignments, and complete quizzes within the platform.
4. Implement storage for course content in the database.

**Prototype-5: Access Course Content**

**Features:**

1. Create visualization of video lectures, reading materials, assignments, and quizzes.
2. Interaction options for users to engage with the content.

**Prototype-6: Quizzes and Assignments**

**Features:**

1. Design a layout for quizzes and assignments presenting questions and tasks.
2. Provide a Submission process for completed quizzes and assignments.
3. Provide a grade after evaluating student responses.

**Prototype-7: Progress Tracker**

**Features:**

1. Create a progress tracker feature showing students' overall learning progress, completed, and pending tasks for each enrolled course.
2. Implement storage for completed and pending tasks.