

FEDERAL INSTITUTE OF SCIENCE AND TECHNOLOGY (FISAT)
DEPARTMENT OF COMPUTER APPLICATIONS
MAIN PROJECT
SCRUM BOOK

Name of the Student: Safa Beegum P A

Roll No: 37

Batch: B

Email ID: pasafabeegum@gmail.com

Name of the Guide: Ms. Senu Abi

Name of the Scrum Master: Ms. Anju L

Project Title: Panchayat Specific Charity Fund Collection Through Entertainment

GitHub ID: https://github.com/safabeegum/CHARITY_MAIN-PROJECT

Sprint Release: 1**Date: 30/01/2025****Description of Work:**

In the first scrum release of the Panchayat Specific Charity Fund Collection Through Entertainment project, the primary focus was on finalizing the project topic, defining objectives, and gathering relevant data. This phase involved structuring the project scope, identifying key modules, and outlining the platform's core functionalities. Discussions were held on integrating gaming with charity, ensuring financial transparency, and addressing potential challenges like secure payment processing and real-time updates. Initial role definitions for normal users, hosts/admins, and social workers were also considered. This sprint primarily focused on research and planning, laying a strong foundation for the next phase, where development will begin with user registration, payment integration, UI/UX enhancements, and the implementation of core platform features.

Remarks:**Name and Signature of the Guide****Name and Signature of the Scrum Master**

Date: 30/01/2025

PRODUCT BACKLOG
1. Registration and Login Module <ul style="list-style-type: none">• Implement user registration and authentication system.• Enable role-based access control for Normal Users, Hosts/Admins, and Social Workers.• Develop secure login and password management features.• Ensure easy registration for new users.
2. Game Management Module <ul style="list-style-type: none">• Develop functionality for creating and managing charity-based games.• Enable real-time monitoring and game data tracking.
3. Payment Module <ul style="list-style-type: none">• Integrate online payment gateways for seamless transactions.• Ensure secure processing of donations and payments.• Implement a tracking system for user dues and transaction history.
4. Donation Module <ul style="list-style-type: none">• Implement donation tracking and reporting features.• Enable users to select specific charities for their donations.
5. Fund Allocation Module <ul style="list-style-type: none">• Develop a real-time fund tracking system to maintain financial transparency.• Generate detailed financial reports for platform accountability.
6. Charity Management Module <ul style="list-style-type: none">• Allow social workers to post and verify charitable needs.• Implement a verification and approval system for charity requests.• Provide real-time updates on charity campaigns and their progress.
7. Leadership and Reward Module <ul style="list-style-type: none">• Develop a reward system based on leaderboard rankings to encourage user participation.• Ensure transparent reward distribution for top-performing users.
8. Report and Manage Inactivity Module <ul style="list-style-type: none">• Implement user and charity inactivity tracking.• Generate automated reports on inactive users and organizations.
9. Notifications and Communication Module <ul style="list-style-type: none">• Enable push notifications to keep users informed.

- Implement alerts for new charity campaigns and platform updates.

10. Social Sharing and Engagement Module

- Integrate social media sharing to increase platform visibility.
- Develop features for in-platform engagement and user interaction.

11. Content Management Module

- Implement a content creation and approval workflow.
- Develop an easy-to-use admin dashboard for content management.

12. Feedback and Review Module

- Allow users to submit ratings and reviews for games and charitable causes.
- Implement a feedback collection and reporting system for continuous improvement.

Name and Signature of the Guide

Name and Signature of the Scrum Master