## Team 2 | CSC 4350 Software Engineering

## Adaptive Al Study Tool Product Back Log

## **Team Members**

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ID	Sto ry ID	Story Name	Short Description/ Task	Story # and details	Sprint Cycle Numb er	Resources working	Hardware or Software	Progress
1.1	1	Home page	Design a homepage that's super easy to understand and helps you find your way around the web-app.	Story 1	1	AA ZA	Software	Implemented
1.2		Home page	Put sections on the homepage that allow clean and easy navigation to where you want to go.	Story 1	_	KB MS	Software	Implemented
1.3		Home page	Make sure the homepage works well on all sorts of devices and screen sizes.	Story 1	_	MM AA	Software	Implemented
2.1	2	Register (sign -up)	Setup the "Sign Up" or "Register" button on the homepage	Story 2	2	ZA KB	Software	Implemented
2.2	2	Register (sign -up)	On the Registration Page, users should see fields for Full Name, Email Address, and Password. The required fields should be clearly marked	Story 2	2	MS MM	Software	Implemented
2.3	2	Register (sign -up)	Create page for user to agree to the app's terms and conditions or privacy policy by checking a box or clicking a button.	Story 2	2	АА КВ	Software	Implemented
2.4	2	Register (sign -up)	create "Sign Up" or "Register," once clicked their registration should be processed, and they get a confirmation message or email	Story 2	2	ZA MM	Software	Implemented
2.5	2	Register (sign -up)	If the user gives wrong information like an incorrect email format or an invalid password, they'll get an error message telling them what needs fixing.	Story 2	2	MS AA	Software	<b>Implemented</b>

3.1	3	Log-in	When the user opens the AI Adaptive Study Timer app and clicks "Login" or "Sign In" on the homepage, they'll go to the Login Page.	Story 3	<mark>3</mark>	KP MM	Software	Implemented
3.2	3	Log-in	On the Login Page, users should find fields for their registered email address and password, and it should be clear which fields are required.	Story 3	3	AA ZA	Software	Implemented
3.3	3	Log-in	Once the user fills in their login info and clicks "Login" or "Sign In," the system will check and validate their information.	Story 3	<mark>3</mark>	ZA MM	Software	Implemented
3.4	3	Log-in	If the user enters the wrong login details, like an incorrect email or password, they'll see an error message saying their login information is incorrect.	Story 3	3	MS KB	Software	Implemented
3.5	3	Log-in	Users can click on a "Forgot Password" link on the Login Page. They will receive an email with instructions to reset their password.	Story 3	3	AA MM	Software	Implemented
4.1	4	Cards /Goals for Subjects	An intuitive UI is essential for user adoption and engagement.	Story 4	4	АА КВ	Software	Implemented
4.2	4	Cards /Goals for Subjects	Users will start by naming and briefly describing the study subject.	Story 4	4	MS MM	Software	Implemented
4.3	4	Cards /Goals for Subjects	Clear goals facilitate structured studying and progress tracking.	Story 4	4	ZA AA	Software	Implemented
4.4	4	Cards /Goals for Subjects	Visual indicators of progress can motivate users and provide a sense of accomplishment.	Story 4	4	мм кв	Software	Implemented

4.5	4	Cards /Goals for Subjects	Study plans might evolve, and users should be able to adapt their goals accordingly.	Story 4,	4	мм кв	Software	Implemented
4.6	4	Cards /Goals for Subjects	. Users should have the flexibility to declutter their dashboard by removing or archiving completed or irrelevant cards.	Story 4,	4	ZA AA	Software	Implemented
4.7	4	Cards /Goals for Subjects	Effective organization can simplify navigation and study planning.	Strory 6,	4	мм кв	Software	Implemented
4.8	4	Cards /Goals for Subjects	Users may access the software on different devices, ensuring a consistent experience is crucial.	Stroy 6,	4	MM AA	Software	Implemented
5.1	5	AI Suggestion	Integrate OpenAI's GPT model to read the data provided by the user	Story 5,	4	ZA KB	Software	Implemented
5.2	5	AI Suggestion	Train AI to detect over- commitment/ under commitment in study goals and suggests more sustainable alternatives.	Story 5,	4	MS MM	Software	Implemented
			Design an interactive UI that highlights AI suggestions and	Story 5,				
5.3	5	AI Suggestion	prompts, making them easy to understand and act upon.	Paragra ph 3	4	AA KB	Software	Implemented
5.4	5	AI Suggestion	Enable AI to interpret and understand course syllabuses or outlines, allowing it to provide topic-specific suggestions.	Story 6,	<u>5</u>	AA KB MM	Software	Implemented

5.5	5	Ai Suggestion	Ensure AI considers varying learning speeds and styles, offering tailored advice accordingly.	Stroy 6,	<u>5</u>	MS ZA	Software	Implemented
6.1		Subgoals	Create a friendly interface that lets you set up both big study goals and smaller subgoals.	Story 6	5	MS,MM	Software	Implemented
6.2	6	subgoals	Make sure that these goals and subgoals are organized neatly, like folders within folders, so you can see how they relate.	Story 6	5	KB, ZA	Software	Implemented
6.3	6	subgoals	Allow you to set deadlines and priorities for both the big goals and the subgoals.	Story 6	5	AA,MM,ZA	Software	Implemented
6.4	6	subgoals	When you complete a subgoal, make sure it contributes to the overall progress of your big goal.	Story 6	5	MS,KB,AA	Software	Implemented
7.1	7	Calander	Integrate A calander into the webapp that updates and shows all created tasks	Story 7	5	MM,MS	Software	Changed
7.2	7	Calandar	Integrate Google Calendar API to enable calendar updates and notifications.	Story 7	<mark>5</mark>	KB,AA	Software	Not Used
7.3	7	Calander	Create study session reminders on google calendar based on the card info when card is created.	Story 7	5	MM,ZA,MS	Software	Not Used
7.4	7	Calander	Provide a clear visual indication on the webapp of upcoming, completed, and missed study sessions.	Story 7	5	KB,ZA,AA	Software	<b>Implemented</b>

					<mark>5</mark>			
8.1	8	Feedback	Create a user-friendly feedback system. It could be as simple as giving you a star rating or letting you type in your thoughts.	Story 8		ZA,MM	Software	Implemented
8.2	8	Feedback	Teach the AI to pop up a message asking for your feedback after each study session or task.	Story 8	<u>5</u>	AA,KB	Software	Implemented
8.3	8	Feedback	Store all the feedback in a database so we can look at it later and improve the study recommendations.	Story 8	5	MS,KB,MM	Software	Implemented
8.4	8	Feedback	Make sure that the feedback you give is linked to the specific study tasks or sessions, so we can understand it better.	Story 8	5	MS,ZA,AA	Software	Implemented
9.1	9	'	Integrate OpenAI's GPT model to read the data provided by the user	Story 9	5	мм кв	Software	Implemented
9.2	9	'	Train AI to study the data provided and provide more intiutive solutions	Story 9	5	ZA AA	Software	Implemented
9.3	9	goals	create UI that shows that the AI is constantly updating as more data is being inputted.	Story 9	5	MS MM	Software	Implemented
10. 1	10	AI future	Integrate the "AI Goal Assistance" feature within the "Create Goal Card" interface, allowing for smooth interaction.	Story 10	5	КВ АА	Software	Implemented
10. 2	10	AI future	Develop AI capabilities to analyze initial user input and generate Specific goal suggestions in real-time.	Story 10	5	ZA MS	Software	Implemented

10.	10	AI future	Guide users, through AI, to establish Measurable aspects of their goal, such as "Read 4 chapters in 7 days".	Story 10	5	мм кв	Software	Implemented
10. 4	10	AI future	Ensure the AI, considering user's past study behaviors, recommends Achievable goals to prevent overwhelm.	Story 10	<u>5</u>	AA MS	Software	Implemented
10. 5	10	AI future	Program AI to query users on their broader objectives, ensuring the goals they set are Relevant to their aims.	Story 10	<u>5</u>	MM ZA	Software	Implemented
10. 6	10	AI future	Equip the AI to suggest a Time-bound aspect, ensuring users recognize the importance of time management.	Story 10	5	A A, MS	Software	Implemented
10. 7	10	AI future	Allow user autonomy by enabling them to modify, accept, or decline AI suggestions during goal formulation.	Story 10	<u>5</u>	KB, ZA	Software	Implemented
10. 8	10	AI future	Continually refine the AI's algorithm based on user feedback, ensuring its recommendations stay relevant.	Story 10	5	MM, AA	Software	Implemented
11. 1	11	404 page	Design a visually appealing 404 page that aligns with the software's branding.	Story 11	5	KB, AA	Software	Implemented
11.	11	404 page	Craft a friendly and creative message indicating the page was not found.	Story 11	5	ZA, MS	Software	Implemented
11. 3	11	404 page	Add quick links or buttons directing users to homepage.	Story 11	<u>5</u>	MM, MS	Software	Implemented

					<mark>5</mark>			
			Design an easily accessible					
12.	4.0	•	"Privacy Policy" tab/link on	0. 40		ICD A A	0.0	
1	12	policy	the software's landing page.	Story 12		KB, AA	Software	Implemented
			Draft a thorough privacy		<mark>5</mark>			
12.		Privacy	policy that outlines data collection methods and					
2	12	•	purposes.	Story 12		ZA, MS	Software	Implemented
		<u> </u>			<u>5</u>			
			Elaborate on data storage					
12.		,	practices, duration, and					
3	12	policy	security measures in place.	Story 12		MM, KB	Software	Implemented
					<mark>5</mark>			
40		Б.	Detail any third-party sharing,					
12. 4	12	•	including the reasons and data protection measures.	Story 12		MS, AA	Software	Implemented
		policy	processor measures.	20019 12	<u>5</u>		Joremare	
			Incorporate a section on user		J			
12.		Privacy	rights, e.g., data access,					
5	12	policy	rectification, and deletion.	Story 12		ZA, KB	Software	<b>Implemented</b>
					<mark>5</mark>			
			Provide a feature allowing					
12. 6	12	,	users to download or print the privacy policy.	Story 12			Software	Implemented
0	12	policy		3t01y 12	5	MS, MM	Software	Implemented
			Include a mechanism for users		5			
12.		Privacy	to provide consent, like checkboxes during					
7	12	-	registration.	Story 12		AA, KB	Software	Implemented
					5			
			Ensure the Privacy Policy page					
12.		•	is designed for readability,					
8	12	policy	with clear fonts and spacing.	Story 12		ZA, MM	Software	Implemented
					<mark>5</mark>			
12		Tormoond	Design a prominent "Terms					
13. 1	13		and Conditions" tab/link on the software's interface.	Story 13		KB, MS	Software	Implemented
	-			, ,	<u>5</u>	, -		
			Draft comprehensive and		_			
13.		Terms and	clear terms, outlining user					
2	13	condition	rights and obligations.	Story 13		AA, MS	Software	<b>Implemented</b>

					<u>5</u>			
			Include sections on data		<u> </u>			
13.		Terms and	privacy, data usage, and					
3	13	condition	software's functionality.	Story 13		MM, ZA	Software	<b>Implemented</b>
					<mark>5</mark>			
			Incorporate a date stamp or					
13.	12		version number for the terms	C. 12		LCD MO	C C	
4	13	condition	and conditions.	Story 13		KB, MS	Software	Implemented
			Design the "Terms and		<u>5</u>			
13.		Terms and	Conditions" page to be easily readable with clear fonts and					
5	13	condition		Story 13		AA, ZA	Software	Implemented
				-	<u>5</u>			
14.								
1	14	About Page	Build a clear "About Us" tab.	Story 14		ZA, MM	Software	Implemented
					<mark>5</mark>			
			Add a button that linkes to the					
14. 2	14	About Page	About Us page from the Home page navigation and footer.	Story 14		KB, MS	Software	Implemented
	17	About 1 age		Story 14	5	IND, IVIO	Joitware	Implemented
			Incorporate a section in sife the about us tab detailing the		J			
14.			company's history and origin					
3	14	About Page	story.	Story 14		MM, ZA	Software	Implemented
					<mark>5</mark>			
14.	4.4	A1 D	Highlight the company's	C: 4.4			0.0	
4	14	About Page	mission, vision, and values.	Story 14		MS, AA	Software	Implemented
					<u>5</u>			
14.			Showcase the team members with their photos, brief bios,					
5	14	About Page	and qualifications.	Story 14		KB, ZA	Software	Implemented
			*	,	<u>5</u>	,		
			Include testimonials or		_			
14.			endorsements from scientific					
6	14	About Page	experts or institutions.	Story 14		AA,MM	Software	Implemented
					<mark>5</mark>			
			Embed a brief video or visual					
14. 7	1.4	About Dogo	representation of the software's functionality.	Story 14		7A MC	Software	Implemented
/	14	About Page	Software's functionality.	Story 14		ZA, MS	sonware	<b>Implemented</b>

14.			Ensure the "About Us" page design aligns with the software's science-themed		<u>5</u>			Implemented
8	14	About Page	branding.	Story 14		AA, KB	Software	•
					<mark>5</mark>			
15. 1	15	Contact Page	Build a clear "Contact Us" tab.	Story 15		MM, MS	Software	Implemented
	10	Contact rage		btory 15	<u>5</u>	IVIIVI, IVIO	Bottware	
			Add a button that links to the contact us page from the		<u>5</u>			
15.			Home page navigation and					
2	15	Contact Page	footer.	Story 15		MS, ZA	Software	Implemented
					<mark>5</mark>			
15			C					
15. 3	15	Contact Page	Create an interactive contact form on the contact page.	Story 15		KB, AA	Software	Implemented
			1 0	,	<mark>5</mark>	,		
			Incorporate fields like name,		_			
15.			email, subject, and message in					
4	15	Contact Page	the form.	Story 15		ZA, MM	Software	Implemented
					<mark>5</mark>			
15.			Display contact methods like					
5	15	Contact Page	email, phone, or social links.	Story 15		AA, MM	Software	Implemented
					<u>5</u>			
			Design an image that reflects					
15.	ر ا ــ بر	0 4 5	contact page considering the	0. 1-		140 145	G 6	
5	15	Contact Page	software's theme.	Story 15		MS, KB	Software	<b>Implemented</b>