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Sprint Goal:

My sprint goal is to implement the user login and registration functionality first. It is the first page the user will come across when traversing my application and I like going step by step. I want it so users can create accounts and existing users can securely log in to GameFlix.

User Stories from module 1:

1. As a new user, I want to create an account and log in so that I can access personalized game recommendations and track my rentals.
2. As a user, I want to browse and search for games by title, genre, or platform so that I can find games I'm interested in renting quickly.
3. As a user, I want to rent a game online so that I can play it without visiting a physical store.
4. As a user, I want to submit reviews and ratings for games I've rented so that other users can benefit from my experience.
5. As a user, I want to view my past rentals and receive personalized game recommendations so that I can discover new games that fit my interests.

#	User Story	Description	Story points
1	User Registration and login	Build backend API for account creation and login, and frontend forms for user input. Includes validation and error handling.	21
2	Browse and Search games	Implement game catalog with filters (genre, platform) and search by title.	8
3	Rent a game	Enable users to rent games online, handle payment, and confirm rental.	34
4	Submit reviews and ratings	Allow users to post reviews and rate games they've rented. Reviews are visible to others.	5
5	Rental History and recommendations	Display user rental history and suggest new games based on past activity	8

I used the planning poker technique to estimate story points. Which lets each member select a number from the Fibonacci sequence that represents the effort required to accomplish the user story. For example the renting of a game is 34 and pretty high because it deals with security and making sure their personal information is protected and that is also why user login/registration is also high with a 21. However submitting reviews and rating is fairly easy compared to that so it is at a 5.