User Story & Product Backlog

User Story
Personas in User Story
Product Backlog

User Story

(All user stories are not GPT generated)

Personas in User Story

Name	Description
Sara	Sara, a student interested in planning problems, and is seeking ways to animate planning problems
James	A web administrator consistently provides animation services for his web users

UID	As a	I want to	So that I can
U1	Sara	visualize the planning problem I have	learn the solution to my planning problem step by step guided by an animation.
U2	James	have a visualizer to display the process of planning problem.	generate animation and allow visitors to view.
U3	Sara	have a visualizer with the functions like play, stop, and playback controls.	interact with generated animation
U4	Sara	download the animation	save the generated animation planning results
U5	Sara	have a well built healthy website	protect my users and my website will run in a safe and usable manner
U6	Sara	have an animation PDDL generator which can generate the animation profile without coding	build the animation profile with auto-completion animation function snippets based on existing domain and problem.
U7	Sara	have labels on animated objects	clearly distinguish different objects in the animation.
U8	Sara	view my historical submissions and their outcomes	learn and understand past cases and their solutions again

Product Backlog

The Priority, Story Point and Dependency are assigned in the sprint user story table below, the scale of each is classified as:

Priority: Estimated as three levels, Low, Medium, High

Priority	Description
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Low	Can be good if we realize it.
Medium	Try our best to realize it if possible.
High	We must realize it.

Estimated Story Point: Evaluated by <u>Planning Poker</u>, the Fibonacci sequence (0, 1, 2, 3, 5, 8, 13, 20, 40, ...) . The bigger the number, the higher the workload.

Dependency: A user story can only be started when its predecessor user stories are completed.

Feature User Story U1	As Sara I want to visualize the planning problem I have So that I can learn the solution to my planning problem step by step guided by an animation					
ID (Sprint User Story ID)	Sprint User Story	Acceptance Criteria	Priority	Estimated Story Points	Dependenc y	
US1	As Sara, I want to see the animation of a Snake game so that I can understand how the snake's actions are planned to move and eat points.	 AC01: Sara and other students can see the images of the snake's head, body and tail, as well as the points. AC02: Sara and other students can see the correctly displayed animation of the snake game. 	High	5	Null	
US2	As Sara, I want to see the animation of a Ferry Transport problem so that I can understand how the ferry brings the cars to different ports.	 AC03: Sara and other students can see the images of a ferry, some cars, and several existing port slots. AC04: The animation of planning Ferry Transport is correctly displayed. 	High	5	Null	
US3	As Sara, I want to see the animation of a Driverlog problem so that I can understand how drivers are allocated from their waiting slots to carry the baggage and drive the trucks out.	 AC05: Sara and other students can see the images of several drivers, trucks, baggage and waiting slots. AC06: The animation of planning drivers' actions is correctly displayed. 	High	5	Null	
US4	As Sara, I want to see the animation of a Block problem so that I can understand how the blocks are moving on the table.	 AC07: Sara and other students can see the images of blocks and table. AC08: The animation of planning block is correctly displayed. 	High	5	Null	

US5	As Sara, I want to see the animation of a Movie night problem so that I understand how the snack count is recorded and accumulated to let the movie start.	 AC09: Sara and other students can see images of different snacks, a counter and the 'movie started!' slogan AC10: The animation of planning movie night is correctly displayed. 	High	5	Null
US6	As Sara, I want to see the animation of a Storage problem so that I understand how the crates are organized to move between depots and containers.	 AC11: Sara and other students can see images of hoist, depot, container and crates. AC12: The animation of planning moving the crate is correctly displayed. 	High	5	Null

Feature User Story U2	As James, I want to have a visualizer to display the process of planning problem. So that I can generate animation and allow visitors to view						
ID (Sprint User Story ID)	Sprint User Story	Acceptance Criteria	Priority	Estimated Story Points	Dependenc y		
US7	As James, I want to have a website to receive files so that I can get usable data.	 AC13: James's web page should show visitors several upload panels AC14: the upload panels allow for successfully uploading files AC15: James has records and can manage uploaded files 	High	5	Null		
US8	As James, I want my web to successfully process the received data so that I can have the visualization page capable of playing the generated animations.	AC16: Web Visitors can see the animation after uploading the necessary files	High	8	Null		

Feature User	•
Story U3	

	So that I can interact with the	generated animation			
ID	Sprint User Story	Acceptance Criteria	Priority	Estimated Story Points	Dependen
US9	As Sara, I want to play the generated animation so that I can see the general overview of the animation planning result.	 AC17: Sara and other students can see a 'Play Icon' AC18: The 'Play Icon' plays the animation following the steps in the plan 	Medium	2	U2
US10	As Sara, I want to pause a generated animation that is playing so that I can stop at a specific part of the animation planning results.	 AC19: Sara and other students can see a 'Stop Icon' AC20: The 'Stop Icon' stops the animation 	Medium	2	U2
US11	As Sara, I want to skip some animations so that I can ignore some animation planning steps that I don't need to see	 AC21: Sara and other students can see a 'Fast Foward Icon' AC22: The 'Fast Foward Icon' directs the animation to the next step 	Medium	2	U2
US12	As Sara, I want to jump back to the previous animation step so that I can review the specific steps of the animation	 AC23: Sara and other students can see a 'Fast Backward Icon' AC24: The 'Fast Backward Icon' directs the animation to the last step 	Medium	2	U2
US13	As Sara, I want to watch the animation from the beginning so that I can learn the entire animation planning process again	 AC25: Sara and other students can see a 'Reset Icon' AC26: The 'Reset Icon' directs the animation to the first step 	Medium	2	U2
US14	As Sara, I want to adjust the current playing speed so that I can watch the animations at an appropriate playing speed	 AC27: Sara and other students can see a speed controller AC28: The speed controller has several speed levels to choose from and changes how fast the animation is played 	Medium	2	U2
US15	As Sara, I want to jump the animation to a specific step so I can check the details of an animation planning step	 AC29: Sara and other students can see a 'steps' panel with all the steps AC30: Sara and other students can choose a step from all the steps and direct 	Medium	2	U2

		the animation to the specific step			
US16	As Sara, I want to jump directly to the end of the animation so I can directly see the result of the animation planning	 AC31: Sara and other students can see a 'Final Goal' Icon AC32: The 'Final Goal' Icon directs the animation to the final step 	Medium	2	U2

Feature User Story U4	As Sara I want to download the animation So that I can save the generated animation planning results					
ID	Sprint User Story	Acceptance Criteria	Priority	Estimated Story Points	Dependenc y	
US17	As Sara, I want to download the entire generated animation so that I can watch the animation at my local host	 AC33: Sara and other students can see an 'Export icon' AC34: The 'Export' icon can display a downloadable list 	Medium	2	U2	
US18	As Sara, I want to choose a specific download type so that I can watch the animation in different forms locally	 AC35: Sara and other students can see the PNG format option AC36: Sara and other students can see the GIF format option AC37: Sara and other students can see the VFG format option AC38: Sara and other students can see the MP4 format option 	Medium	8	U2	

Feature User Story U5	As James I want to have a well built health So that I can protect my users a	ny website and my website will run in a safe and	l usable mann	er	
ID	Sprint User Story	Acceptance Criteria	Priority	Estimated Story Points	Dependenc y

US19	As James, I want my website	AC39: James can manage	Medium	5	U2
	to run in a robust status so	the website normally and			
	that users use my website in a	ensure that users can access			
	healthy operating	and use the website normally			
	environment, avoiding attacks	AC40: James can implement			
	from hackers	a traffic handler and receive			
		an alert when a DoS attack is			
		detected.			

Feature User Story U6	As James I want to have an animation PDDL generator which can generate the animation profile without coding So that I can build the animation profile with auto-completion animation function snippets based on existing domain and problem.				
ID	Sprint User Story	Acceptance Criteria	Priority	Estimated Story Points	Dependenc y
US20	As James, I want to have an animation profile generator so that I can easily get an animation profile easily which automatically generated by the generator	AC41: James obtains animation profiles built by the generator without self-coding	Low	20	Null

Feature User Story U7	As Sara I want to have labels on animated objects				
	So that I can clearly distinguish different objects in animation.				
ID	Sprint User Story	Acceptance Criteria	Priority	Estimated Story Points	Dependenc y
US21	As Sara, I want the website's visualization to have labels for objects so that the number of overlapping objects are known.	AC42: Sara and other students can clearly distinguish different objects in visualization through calculated labels.	Medium	5	U2

Feature User Story U8	As Sara I want to view my historical submissions and their outcomes So that I can learn and understand past cases and their solutions again				
ID	Sprint User Story	Acceptance Criteria	Priority	Estimated Story Points	Dependenc y
US22	As Sara, I want to see the historical outcomes so that I can review the past cases	AC43: Sara and other students can see a 'Animation History' button	Low	5	U2

AC44: By clicking the button, Sara and other students can access the history of their planned animation
AC45: By selecting one record of the history, Sara and other students can see a reanimation of this record.