**Definition of Done**

**DoD**

* Product Owner accepts the User Stories
* Requirements adjusted during development are met
* Criteria of User Stories are met
* Code is written for all features and reviewed
* Bugs have been fixed and system has been properly tested
* Application works on desired platforms
* Product Owner is happy with the results
* The application is cyber-secure

**User Stories**

As a User of the system

I can login with email and password

So that I can see my profile and settings

As a User of the system

I can change my password

So that I have access to the system if I forget it

As a Developer

I can login with special credentials

So that I can test the features and fix bugs

As a Student

I can see a scoreboard

So that I can see how I am doing

As a Student

I can add/see friends

So that I can view and compete against their scores

As a Student

I can engage in many minigames

So that I am entertained while interacting with the system

As a Student

I can repeat minigames multiple times

So that I can review material and engage with the system again

As a Student

I can get in game feedback

So that I can learn from my mistakes

As a member of Staff

I can monitor my student’s scores

So that I can identify students at risk

As a member of Staff

I can login

So that I can access my special privileges

As a member of Staff

I can retrieve a print copy of student’s results

To create a reference

Group Rules

1. Decisions should be made as a group.
2. Be on time for all the meetings.
3. Document the changes that you make.
4. Maintain the GitLab project area.
5. All group members should do an equal amount of work.
6. All group members must understand the task that needs to be completed.
7. Everyone should share the same responsibility of the tasks.
8. Share ideas even if you think they are “bad” ideas.
9. Keep on task during working hours.
10. During scheduled meetings only one person will speak at one time.
11. Members will alert the rest of the team about their progress.
12. All meetings will follow an agenda planned before the meeting.
13. Everyone should be honest throughout the project.
14. The team will speak about their perspectives and experience not the other members.