## **User Stories**

User stories are **prioritized** as follows:

ID	Priority
М	Must have, critical to system functionality and must be delivered in the first version of the software
S	Should have, non-critical but valuable functionality that can be removed from the scope as required and delivered in later versions
С	Could have, valuable but ultimately unnecessary
W	Won't have, least valuable features

The scale of User stories are **Estimated** as follows:

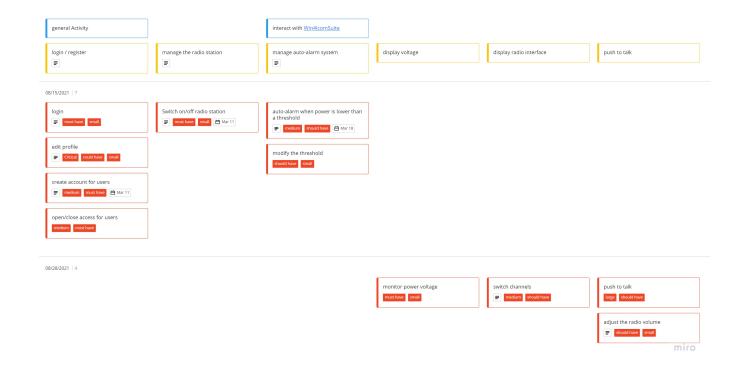
ID	Size Estimation
Small	User stories that can be completed in one day or less.
Medium	User stories that can be completed between 1 and 3 days.
Large	User stories that can be completed between 4 and 5 days.

## **User Stories**

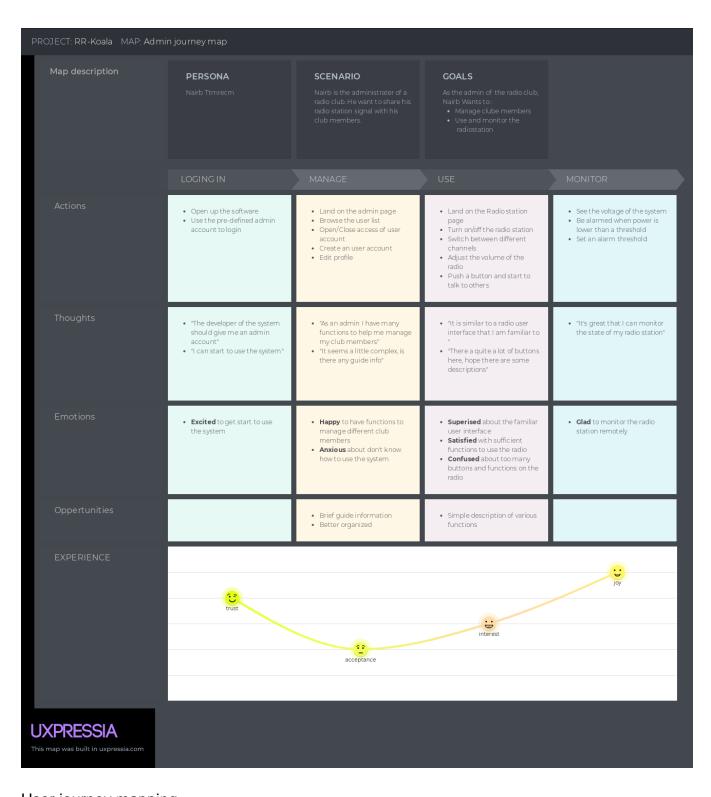
Epic	User Story ID	As a <role></role>	I want to <do something=""></do>	So that <achieve goals="" some=""></achieve>	Priority	Size Estimation
login / register	1	Admin	create an account for my club members	They can use the accounts to login	М	Small
	2	Admin	open/close access of user account	I can manage the users	М	Medium
	3	Admin/Club member	login	I can start to use the system	М	Small
	4	Admin/Club member	edit my profile	I can update my information	С	Small
Manage the radio station	5	Admin	switch on/off the radio station	I can close it at home	М	Small
Manage Auto- alarm system	6	Admin	be alarmed when power is lower than a threshold	I can perform safety actions.	S	Medium
	7	Admin	set an alarm threshold	I can be alarmed when power is lower than the threshold.	S	Small
Display voltage	8	Admin	see the voltage of the system	I can monitor the power level	М	Small
Display radio interface	9	Admin/Club member	switch between different channels	I can listen to the channel I like	S	Medium
PushToTalk	10	Admin/Club member	adjust the volume of the radio	I can listen to it at a suitable volume	S	Small
	11	Admin/Club member	push a button and start to talk to others	I can communicate with other club members on a certain channel	S	Large

## User stories map

organized in 2 sprint of 1 month



Admin journey mapping



User journey mapping

