

User Stories – DIT524

Group 7 – Drive'n'Quiz™

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Contents

1. USER STORIES TEMPLATE.....	2
2. QUESTIONS SHOULD ASSUME YES/NO ANSWER.....	2
3. USER SHOULD BE ABLE TO SEE WHETHER HIS ANSWER IS CORRECT OR NOT ...	3
4. USER SHOULD HEAR IF HE/SHE ANSWERED CORRECTLY	3
5. THE APP SHOULD RECEIVE DATA FROM AGA	4
6. IN THE MODERATE MODE, THE APP SHOULD OFFER THE DRIVER TO PLAY AFTER A PERIOD OF CONSISTENT DRIVER DISTRACTION.....	4
7. THE APP SHOULD HAVE SAFETY LIMITATIONS	5
8. THE APP SHOULD HAVE RANDOMIZED QUESTIONS.....	5
9. THE QUESTIONS IN THE TEXT-TO-SPEECH OPTION SHOULD BE REPEATABLE...	6
10. A SCORE SHOULD BE PRESENTED TO THE USER.....	6

1. User Stories template

Properly defined and described user stories are the key for developing a good application. We defined the user stories from the perspective of the final user, having in consideration the project requirements and as well keeping in mind our capabilities. The user stories were defined at the beginning and updated as the project progressed.

For better managing the user stories we developed the following template:

User story			
Priority	1{lowest}-10{highest}	Size	{small, medium, large}
Story Narrative		Acceptance Criteria 1	
As a	{role}	Given	{context}
I want	{something}	When	{event 1} {event 2}
So that	{value}	Then	{outcome 1} {outcome 2}

2. Questions should assume Yes/No answer

Questions should assume Yes/No answer			
Priority	10	Size	large
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	According to the safety requirements, the quiz game should be played in a manner when the answering process will not cause an additional distraction.
I want	...the questions to be only in the Yes or No format...	When	After the question is presented, the Yes/No answer options are to be presented.
So that	...the use of the App will not interfere my driving and the safety regulations will be respected.	Then	Outcome 1: on the TextOnly game option, Yes and No buttons are displayed. The questions are presented as text in a field presented between the buttons. Outcome 2: on the TextToSpeech game option, Yes and No buttons are displayed. Additional Repeat button is presented for repeating the question.

3. User should be able to see whether his answer is correct or not

User should be able to see whether his answer is correct or not			
Priority	10	Size	medium
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	The quiz game should have educational and entertaining effect on the user.
I want	...to be able to see if I answered correctly...	When	After answering the question the user should get information if he or she answered correctly
So that	...I will learn some new info while entertaining myself playing the quiz.	Then	Outcome 1: on the TextOnly game option, only a bubble with correct or incorrect appears after the question is answered. Outcome 2: on the TextToSpeech game option, a bubble and a voice response with correct or incorrect is presented after the question is answered.

4. User should hear if he/she answered correctly

User should hear if he/she answered correctly			
Priority	8	Size	small
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	The safety requirements are recommending the driver not to read text on the device for security purposes.
I want	...to hear the answer when the driving distraction level is high...	When	In situation when the driver distraction is high.
So that	...I can focus on the road and no have to look at the device and read the answer.	Then	Outcome: on the TextToSpeech game option, a voice response with correct or incorrect is presented after the question is answered.

5. The App should receive data from AGA

The App should receive data from AGA			
Priority	10	Size	large
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	In order to have real life driving simulation we will use AGA as a part of the developing and testing process.
I want	...the quiz game to be connected with my driving and various options are presented in accordance with the distraction...	When	The game should be played when it is connected to AGA.
So that	...my driving is not influenced negatively while using the app.	Then	Outcome: In accordance with the driver distraction level (DD) received from AGA, the user is to be presented three options. When DD is high, a Red warning is displayed and the user cannot play the game. When DD is moderate, a Yellow sign is displayed and the user can play the TextToSpeech option. When DD is low, a Green sign is displayed and the user can play the TextOnly option.

6. In the Moderate mode, the App should offer the driver to play after a period of consistent driver distraction

In the Moderate mode, the App should offer the driver to play after a period of consistent driver distraction			
Priority	4	Size	medium
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	The option to read the driver distraction and its development over time, unchanged driver distraction can lead to 'daydreaming'.
I want	...the game using Text-To-Speech to remind me to play when the DD is unchanged for a period at level 2...	When	The quiz should prevent daydreaming during situations when the DD is unchanged for a longer period. Constant intermediate DD for a longer period is a sign of cruising with eventual 'daydreaming'.
So that	...so possible 'daydreaming' can be prevented.	Then	The App will offer a vocal prompt after designated time to offer the driver to play the game in the moderate mode.

7. The App should have safety limitations

The App should have safety limitations			
Priority	10	Size	medium
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	The safety requirements and recommendations using the App should promote safe driving.
I want	...predefined safety set up...	When	The quiz should prevent daydreaming during low distraction driving situations while making sure that the driver will not have to look at the device for more than 2 seconds.
So that	...the App will abide to the safety rules and recommendations.	Then	Outcome: In accordance with the driver distraction level (DD) received from AGA, the user is to be presented three options. When DD is high, a Red warning is displayed and the user cannot play the game. When DD is moderate, a Yellow sign is displayed and the user can play the TextToSpeech option. When DD is low, a Green sign is displayed and the user can play the TextOnly option.

8. The App should have randomized questions

The App should have randomized questions			
Priority	5	Size	small
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	The quiz game offers only Yes or No answering options, so randomizing the questions can make it more interesting to be played multiple times.
I want	...the questions not to be presented in a same order every time I play...	When	The questions in the database will be randomized every time when new game is initiated.
So that	...the game will be entertaining for me for a longer period.	Then	Outcome: Different questions, always in different order are presented to the user.

9. The questions in the text-to-speech option should be repeatable

The questions in the text-to-speech option should be repeatable			
Priority	7	Size	medium
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	The safety considerations, the user should be able to play the game without requiring additional focusing on the App.
I want	...I would like to have an option to repeat the questions in the TextToSpeech option...	When	The TextToSpeech option is available for situations when DD is Intermediate or High. In this situation the questions are not presented in a text form so the driver must be available to have the questions repeated if he/she didn't understand it after the initial presentation.
So that	...I can answer correctly without focusing too much on the questions presentation.	Then	The user can press the Repeat button and the question will be read again.

10.A score should be presented to the user

A score should be presented to the user			
Priority	6	Size	large
Story Narrative		Acceptance Criteria	
As a	...potential user (driver)...	Given	The possibility to count the number of correctly answered questions, a score should be presented.
I want	...I would like to know how many questions I answered correctly...	When	When the user plays the quiz score must be presented so better motivation and as well as a learning mechanism.
So that	...I know if I have good geography knowledge and if I am improving after each played game.	Then	After 10 questions are presented and answered, a score in a form of 'you have answered X questions correctly from 10' as a text in the TextOnly option and only as speech in the TextToSpeech option.