My approach to the product backlog was to take every user story at the maximum specification, i.e., using user story Player 3.2 instead of Player 3. From there, I sought to see which stories could be combined to create a similar workload to the other stories, such as combining most of Admin 2.X into Admin 2, or splitting stories into smaller story chunks that could be completed, which I did not have to do. Once this was done, I checked which stories had dependencies on other stories, and indicated as such. Each story was then assigned an acceptance criteria that involved a specific output with certain parts being flexible to the development team’s needs.

Currently, our group does not have any user stories complete. If you intend to continue on our work, you’ll have to continue with user story Admin 2 (Admins should be able to create hunts) and Admin 2.4 (Admins should be able to create tasks for hunts), as this is what we are currently on. I chose these as top priority because these are what BucHunt is, namely a collection of Hunts that have tasks associated with them. If you can complete both of these user stories on time, I recommend going using the following four: Admin 4.1 (Admins should be able to create a new account using a person’s email address and phone number), Player 4.1 (A player that is logged in can see the list of tasks associated with a hunt they have the access code for), Player 3.1 (Display to the user of list of tasks/location), and Admin 5 (Admins can invite one or more players to play in a specific hunt). These stories are valued because they are also crucial parts for BucHunt, namely player interaction with hunts, player account creation, and player invitation.

The remaining stories, and their priorities, are given here (The letter A is for Admin, P is for Player, and the number is the relevant User Story):

|  |  |
| --- | --- |
| A4.4.1: Admins can invite someone to participate in a hunt by sending the hunt’s url and a invitation message to their email | 2 |
| P1.1: All players have an access code that is unique to them and a specific hunt | 2 |
| P3.4: The player can enter the text that appears below the QR code symbol located at the hunt location as an answer to a task | 2 |
| P3.5: The player should be given a status of their submission | 2 |
| P6: Players should be able to customize their usernames and profile pictures | 2 |
| P4.2: A hunt's list of tasks is automatically ordered to show unfinished tasks first | 3 |
| P1.2: Players can enter the hunt access code on the hunt url page in order to play | 3 |
| P2.1: More than one person can use the same access code at the same time on different devices in order to “play as a team” | 3 |
| A1.1: Admins can order all hunts within the system | 3 |
| P3.3: If a player has a camera enabled, they can hit “scan QR Code” to read in the QR code symbol located at the hunt location | 3 |
| A4.2: Admins can find an existing account using a person’s email address and phone number | 3 |
| A4.3: Admins can find an existing account using a player’s access code | 3 |
| A3: Admins can edit hunts | 3 |
| A3.3: Hunt becoming Active sends text notification | 4 |
| P3.2: If a player has location enabled, they can compare their longitude and latitude to all locations of the hunt | 4 |
| P5: Create a task location map that shows what tasks the player has and has not completed | 4 |
| A4.4.2: Admins sending an invite to an email should send an associated text message | 4 |
| A4.6: Access codes can be active or disabled or pending invite | 4 |
| P2.2: In team hunts, player screens need to be refreshed so they can see progress other team members have made | 4 |

For some advice to the Product Owner, I recommend doing your validation for a developer’s work on a task for a user story before they do a code review. This is important because you want to make sure that what they’ve made is intended to function in the way you want it to, even if it doesn’t fully work then. You will also want to start the product backlog early, as this will save you a lot of headache in the future.