**Product Backlog**

**for**

**Educational Family Feud**

**Version: 1.0**

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**Product Description**

Our product is to be a classroom exercise in the form of the game Family Feud to help students study for the exam. As it is an educational product, our target audience is college students - in the form of helping study in a fun productive way - as well as professors - ease of use without hindering class time. Our product will upgrade the professor’s current game - done with Visual Basic - as well as providing upgradability in the future.

**Stories**

**Student Survey Story**

As a professor using the application,

I want to read questions and responses from an Excel Sheet to later categorize the results,

So that the necessary information can be utilized and saved within the application. [RS]

(Story points: 3)

As a student taking surveys,

I want my surveys to correctly upload to the database,

So that we have adequate questions and answers to play Family Feud. [RS] (Story points: 3)

As a professor,

I need to be able to create and assign categories based on survey responses,

So that I may build the data set and questions to enable my students to play the game. [RS] (Story points: 2)

**Architecture Stories**

As a professor using the application,

I want to be able to trust it will not break in the middle of a session and it is customizable

So that I can use it in many ways and classes. [NM] (5 Points)

**UI Stories**

As a student within the professor’s class,

I want to be able to see how many points my team has,

So that I can determine if we are winning. [BE] (Story points: 1)

As a student learning this material,

I want to be able to know when I get an answer wrong,

So that I can study the material effectively. [BE] (Story points: 2)

As a professor running this application,

I want to be able to see my options for questions to ask students,

So that I can diversify the content we are reviewing. [BE] (Story points: 3)

As a professor,

I want to be able to hide the answer but show how many there will be,

So that my students can use their knowledge to figure out the solution. [BE] (Story points: 3)

As a student,

I want to see how many strikes (wrong answers) I have,

So that I can know how many more answers I can get wrong. [SG] (Story points: 2)

As a student,

I want to see how many possible answers there are,

So that I can narrow down my possible answers. [SG] (Story points: 1)

As a professor,

I want to be able to enter team names,

So that I can differentiate the two teams and the teams can be creative. [SG] (Story points: 1)

As a professor,

I want to know if I already used a question,

So that I don't ask the students the same question twice during one game. [SG] (Story points: 2)

As a student,

I want to see the position (more or less points) and point total that my correct answer holds,

So that I can determine if my answer was one of the top answers. [SG] (Story points: 2)

**Testing Stories**

As a programmer of the application,

I want to be able to see what would happen if I try to fix my answer in the excel sheet,

So that my confidence in the program to reflect any changes increases before showing the user. [BE] (Story points: 4)

**Proposed Technical Setup**

We will implement this project in .NET using a MySQL database and WPF.

**Lo-Fi User Interface**

Product’s User Interface for both Teacher’s view and Student’s view:



