**Product Backlog**

**for**

**<Project>**

**Version: 1.0**

**Date created:**

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**Product Description**

What is your product? Who is the target audience you expect to use the product? What problem is it solving?

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.

**Functional Requirements**

Write up the functional requirements for your project using multiple user stories, each of which follows the template:

As a [kind of stakeholder],  
So that [I can achieve some goal],   
I want to [do some task]

Each of your user stories must also:

1. Be SMART. Pay special attention to *Specific* and *Measurable*. If your user stories have any ambiguity about this, further clarify them until they are clearly specific and measurable.
2. Have story points associated with it. Use 1, 2, 3 or 5 story points.
3. Be numbered and arranged in order of priority.

As a student within a professor’s class,

I want to be able to select my answer,

So that I can study effectively for the exam. [BE]

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]

**Proposed Technical Setup**

You have to implement this project in .NET using a MySQL database and WPF.

**Lo-Fi User Interface**

What will the UI look like? Submit a **storyboard** using diagrams containing rough sketches of your product's user interface. These diagrams should depict the major UI used to implement the user stories you submit. For example, if one of your user stories was to allow a user to initiate a stock purchase, you should draw the initial UI that is presented when the user wishes to purchase a stock, along with any other major windows, messages, etc. that appear as the user navigates through this use case. The diagrams can be drawn by hand or computer. If a window leads to a dialog box, drop-down box, etc., include it as a sub-diagram. Your diagrams do not need to be pretty to get full credit, but they should be clear and legible. The main point is to illustrate your thoughts about what information should be shown and how the user will use the software.