

Red --> Not complete!

Blue --> In progress!

Green --> Complete, or very near completion!

All user stories have been completed!

US 01.01.01 -- > Just need to reflect in Profile - that part is in progress.

As a participant, I want to add a mood event to my mood history, each event with the current date and

time, a required emotional state, optional reason, and optional social situation.

**The amount of work to do: Have a working mood history (functionality), corresponding date and

time, entered emotional state, (optional) reason, (optional) social situation. Testing.

Login -- > main, recentEvent --> new_event

Event --> getDate() and getTime() , emotional_state, reason, social_situation

**Complexity : Working mood history, with it's current date and time functions. Working emotional

state (String). OPTIONAL reason & social situation. Successfully adding this event works with or without reason & social situation.

**Risk & Uncertainty: Mood history saved on Cloud per distinct user. Includes date/time, emotional state, and optional reason/social situation.

**Story points for US 01.01.01 = f(amount of work to do, risk & uncertainty, complexity): 5

US 01.02.01

As a participant, I want consistent emoticons and colors to depict and distinguish the emotional states in

any view.

**The amount of work to do: Emoticon functionality for corresponding emotional states. Color options.

Available in all views. Testing.

emotional_state, colors

**Complexity : All emoticons must be consistent with the users' chosen color, in their view. New event

must abide this rule, and any existing events/history.

**Risk & Uncertainty: Updating on cloud. Updating on old history events?

**Story points for US 01.02.01 = f(amount of work to do, risk & uncertainty, complexity): 2

US 01.03.01 -- > Viewing a mood event is not implemented yet (OnClickListener!)

As a participant, I want to view a given mood event and all its available details.

**The amount of work to do: All mood events are saved to addtodb(event). A UI that can display a list of

these events, as well as

more information about the event if clicked on. Testing.

addtoHistory(event)

allEvents

**Complexity : View all information about any mood event.

****Risk & Uncertainty:** Fetching information from cloud, update event(s), view details (emotional state, date & time, optional social situation & reason)

****Story points for US 01.03.01:** 3

US 01.04.01

As a participant, I want to edit the details of a given mood event of mine.

****The amount of work to do:** Check if mood event is login users', allow changes to be made to mood

event (button EDIT),

update the cloud after saving changes. Testing.

date, time of update, emotional_state, reason, social situation. submit as new event.

****Complexity :** Simple changes/update/push to db server.

****Risk & Uncertainty:** Updating information to firebase, make sure we cannot edit other users' moods

****Story points for US 01.04.01:** 2

US 01.05.01 -> Near complete, just needs to update with Firebase

As a participant, I want to delete a given mood event of mine.

****The amount of work to do:** Delete button/integration into the UI - What view in the UI?

Deletion of

actual

event from the login users' profile. Testing.

delete Event[?] from AllEvent

****Complexity :** Event deletion, update to db server.

****Risk & Uncertainty:** More testing required to see if changes are pushed to db server. Relogin with

users' username/

password and check after deletion.

****Story points for US 01.05.01:** 3

Other Mood Details

US 02.01.01

As a participant, I want to express the reason why for a mood event using a brief textual explanation (no

more than 20 characters or 3 words).

****The amount of work to do:** Reason_EditText ---> Add a reason field. Check if that field has less than 20

characters,

OR three words. Testing.

reason, getReason()

****Complexity :** Integrate reason into profile. Need to check the conditions are met.

****Risk & Uncertainty:** Test to make sure conditions are met.

****Story points for US 02.01.01:** 2

US 02.02.01 -- > In progress/Near complete

As a participant, I want to express the reason why for a mood event using a photograph.

****The amount of work to do:** Integrate UI functions to use data/server image from users' phone/library.

Testing.

reason_image

****Complexity :** Integrate UI functions to add a image to a mood event. File size? Image size?

****Risk & Uncertainty:** Upload image to database. Make sure it saves. Testing required for that users' profile.

****Story points for US 02.02.01:** 4

US 02.03.01

As a participant, I want to specify the social situation for a mood event to be one of: alone, with one

other person, with two to several people, or with a crowd.

****The amount of work to do:** Add selection event for social situation (optional) for the UI (user get's to choose

between the 4 option(s)). Testing.

social_situation -- > alone, with one other person, with two to several people, with a crowd

****Complexity :** Make sure the user can un-choose a situation if they have pressed on one, since it's optional.

Update to db server.

****Risk & Uncertainty:** Mainly testing the conditions. Remember it's optional.

****Story points for US 02.03.01:** 3

Profile

US 03.01.01

As a user, I want a profile with a unique username.

****The amount of work to do:** Check username of user to all usernames' entered in the database, before

login, after

the user presses login. If not unique, let user know. Testing.

username

****Complexity :** Check the conditions. If not unique, let user know.

****Risk & Uncertainty:** Mainly testing.

****Story points for US 03.01.01:** 2

Mood History

US 04.01.01 --> Need to implement sorting

As a participant, I want to view as a list my mood history, sorted by date and time, in reverse chronological order (most recent coming first).

****The amount of work to do:** Sort function for date / time, in both ways. Mood history View.

Add

"sorting" button

does either reverse/forward sorting depening on the amount of times pressed. (Once/Twice). Testing.

self_profile-->allEvents

****Complexity :** Sorter functions pre-built into Java.

****Risk & Uncertainty:** Testing with a large amount of history events

****Story points for US 04.01.01:** 2

US 04.02.01

As a participant, I want to filter my mood history list to show only mood events with a particular emotional state.

****The amount of work to do:** Filter function for emotional state, in the Mood history view - for the

unique user. Testing.

emotional_state, allEvents

****Complexity :** Make a filter function. UI implementation of a filter button/integration?

****Risk & Uncertainty:** How will the filter look? filter for emotional_state entered. New view UI for filtered events.

Lots of testing required!

****Story points for US 04.02.01:** 5

Mood Following and Sharing

US 05.01.01

As a participant, I want to ask another participant to follow their most recent mood event.

****The amount of work to do:** Send notification to unique user. Accept/Decline UI integration, buttons, code. Testing.

getFollowerReq, getFollowing, follow_requests

****Complexity :** Mainly uses the database server to communicate with other users' for follow requests.

****Risk & Uncertainty:** Does following the mood event show it's details? How will the UI look for follow requests?

****Story points for US 05.01.01:** 4

US 05.02.01

As a participant, I want to grant another participant permission to follow my most recent mood event.

****The amount of work to do:** Check if there is a follower request, accept/decline the request. If accepted, send notification to other user. Add UI integration. Testing.

follow_requests , getFollowerReq

***Complexity :** UI integraion of follow granted, display mood event if follow accepted (unlocked)

****Risk & Uncertainty:** testing required to make sure mood details are provided when the user accepts the request only

****Story points for US 05.02.01:** 3

US 05.03.01

As a participant, I want to view as a list the most recent mood events of the other participants I am granted to follow, sorted by date and time, in reverse chronological order (most recent coming first).

****The amount of work to do:** Fetch database information for particular user followed/accepted. If

accepted, add recent following mood events to list. Allow sorting as per other Story. (already implemented). Testing

***Complexity :** merge mood events with allowed follower users. sorting should be already implemented in the UI for sorting

events via date/time reverse chronological order

****Risk & Uncertainty:** testing required since we are implementing multiple parts of the UI. slight uncertainty

**Story points for US 05.03.01: 4

Geolocation and Maps

US 06.01.01

As a participant, I want to optionally attach my current location to a mood event.

**The amount of work to do: UI integration of current location. Ask for permission. Upload to db.

Testing.

location

*Complexity : Most likely a java function to attach location.

**Risk & Uncertainty: Not much, testing required. UI integration of how it should look, required.

**Story points for US 06.01.01: 2

US 06.02.01

As a participant, I want to see a map of the mood events (showing their emotional states) from my mood history list (that have locations).

**The amount of work to do: Filter out mood events that have locations, display using UI view, for history list. Testing

*Complexity : Filter function for map/location entered for mood Event. display using chronological UI implemented before.

**Risk & Uncertainty: Not much, except for the filtering.

**Story points for US 06.02.01: 2

US 06.03.01

As a participant, I want to see a map of the mood events (showing their emotional states and the username) from my mood following list (that have locations).

**The amount of work to do: Filter out mood events for following users (That have already accepted the follow), in the following list. testing.

*Complexity : Filter function similar to US 06.02.01. display using chronological UI implemented before.

**Risk & Uncertainty: Not much, except for filtering in the correct following list.

**Story points for US 06.03.01: 2