

## Product Backlog

Form the initial partial user stories into a backlog of product requirements. For each user story, compute its story points, risk level (i.e. low, medium, or high). These requirements should be maintained and kept up to date throughout the project. Make sure they are numbered for easy reference.

ID	Story	Rationale	Story points	Risk Level
US 01.01 .01	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.	Keep a detailed record of mood events, that can possibly be revisited later	30	High
US 01.02 .01	As a participant, I want consistent emoticons and colors to depict and distinguish the emotional states in any view.	Provide a visual depiction of a given mood	5	Low
US 01.03 .01	As a participant, I want to view a given mood event and all its available details.	It is useful to look at not just the mood, but all additional details associated with a mood to provide a wider perspective	6	High
US 01.04 .01	As a participant, I want to edit the details of a given mood event of mine.	Provides ability to edit mood in case incorrect information is entered, or user thinks of better details to fill in at a later time.	6	Med
US 01.05 .01	As a participant, I want to delete a given mood event of mine.	Removing a mood is useful in case the mood becomes irrelevant to the user, or user wishes to remove the mood from their history.	4	Med
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).	Provide additional details for a mood, to give a particular mood a broader perspective. Character and word limit used to make reasoning concise and save room	4	Med
US 02.02	As a participant, I want to express the reason why	Describe mood in a non-textual form	6	Low

.01	for a mood event using a photograph.			
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.	Provide additional context for a given mood	5	Med
US 03.01 .01	As a user, I want a profile with a unique username.	Differentiate between user of the mood application	8	High
US 04.01 .01	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).	Find and view past moods in an efficient and organized manner by the sorted order.	5	High
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.	Quickly find moods of relevant type	6	Med
US 05.01 .01	As a participant, I want to ask another participant to follow their most recent mood event.	Receive updates about another user's mood changes	20	Med
US 05.02 .01	As a participant, I want to grant another participant permission to follow my most recent mood event.	Ensure that only users who have permissions have the ability to follow another user's mood.	10	Med
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).	Allows user to receive mood updates from followed users in a relevant and organized manner	6	High
US 06.01 .01	As a participant, I want to optionally attach my current location to a mood event.	Provide additional context and details for a particular mood event.	5	Low
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).	Provide visual depiction of moods for alternate perspective.	15	Low

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).	Provide visual depiction of moods of followed users. Also stay up to date with moods and locations of followed users.	20	Low
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