

1. Create a Profile

- a. Enter in an email address
- b. Enter a unique username
- c. Enter a Password
- d. Create an account
- e. Store profile information in a list of profiles

Rationale: In order for the user to follow, be followed or interact with other users in meaningful ways, users must be able to create a unique profile by which they can be recognized.

Estimated Size in Story Points: 3

Risk Level: Medium

2. Create Emotional State emoticons and colors

- a. Choose selectable emotional states for user
- b. Give each emotional state a set color and emoticon

Rationale: We must select which emotions the user can choose from, and they should be consistent in both color and emoticon

Estimating Size in Story Points: 2

Risk level: low

3. Create Mood History List

- a. With each element in the list having:
 - i. Current date and time, cannot be NULL, must follow proper date format.
 - ii. Emotional state, cannot be NULL, must be selected from earlier defined emoticons
 - iii. Reason, can be NULL, can be text or an image file
 - iv. Social situation, can be NULL, if not NULL it must be one of four options:
 1. Alone
 2. With one other person
 3. With two to several people
 4. With a crowd
 - v. Location attachment, can be NULL
- b. List must be sorted in reverse chronological order by date.

Rationale: A list must be created to store user inputs. The inputs must be constrained so the user cannot enter invalid data and the list is sorted chronologically for convenience, based on user demands.

Estimated Size in Story Points: 5

Risk Level: Medium

4. Edit Mood History List

- a. Allow user to add an element to the Mood History List, meeting the criteria specified in 3.a.
- b. Allow user to view Mood History List, allowing for filtering by emotional state
- c. Allow user to edit element in Mood History List, checking for validity of modified data before committing changes
- d. Allow user to delete element from Mood History List
- e. Re-sort the Mood History List after the invocation of parts a,b,c or d in reverse chronological order.

Rationale: The user should have options to modify the mood history list and possibly filter through moods to see when they typically feel a certain way. Of course after a modification the list should be re-sorted in reverse chronological order.

Estimated Size in Story Points: 8

Risk Level: Medium

5. Follow and be followed by users

- a. Initialize a Followed List that will contain the usernames of users the current user follows
- b. Give users the option to request to follow someone based on username
- c. Give users the option to view and either accept or reject the users that have requested to follow them
- d. If a follow request has been accepted the followed user's username should be added to the current user's Followed List.
- e. An option to see the recent mood events of all the people the user follows, sorted in reverse chronological order.

Rationale: Users should be able to request to see the mood events of another, and subsequently it should be up to the user whether they want to share their mood events or not with said user.

Estimated Size in Story Points: 20

Risk Level: High

6. View Maps

- a. Allow user to view a map where for each element in their Mood History List with a valid location input, both the location and emotional state are displayed on the map
- b. Allow user to view a map where for each element in the collective Mood History List of the users they follow with a valid location input, both the location and emotional state are displayed on the map.

Rationale: Users should be able to see where certain emotional states for them occurred and this should be done by looking through their Mood History List for valid elements, and users should be able to do the same for the users they follow.

Estimated Size in Story Points: 13

Risk Level: High