CS 360 Software Engineering

Assignment 7

SCRUM Initial Product Backlog

Members:

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| **ID** | **User Story** | **Priority** | **Estimate** |
| **1** | As a ***user***, I want to play the modulo game   * Splash screen should appear on launch |  | **XL** |
| **1.1** | As a ***user,*** I want to see different modes of playing the game   * Options to be incorporated into the GUI with user-friendly interaction |  | **L** |
| **1.1.1** | As a ***Player***, I want to play a timed game   * Time limit is restricted to 3 minutes |  | **L** |
| *1.1.1.1* | As a ***Player***, I want to be presented with a time tracker, so that I can see how much time is remaining to finish the game   * Real time display of the time tracker showing seconds remaining * Should start at 180 seconds during the start of the game and count downwards * Game ends when time remaining hits 0 |  | **M** |
| **1.1.2** | As a ***Player***, I want to play a limited moves game   * Moves limited to 50 |  | **L** |
| *1.1.2.1* | As a ***Player***, I want to be presented with a moves tracker, so that I can see how many moves are remaining to finish the game   * Moves will start from 50 at the start of the game * Will reduce as tiles are placed on the board * Game ends when moves remaining hits 0 |  | **M** |
| **1.2** | As the owner of the game, I want to the modulo game to be presented in the form of a Board Game and a GUI, **so that the game can be interactive and look nice!**   * The board should be updated after every move made by the user |  | **L** |
| ***1.2.1*** | As the ***owner***, I want the board to have 7\*7 tiles with a 1 tile border across all sides |  | **S** |
| *1.2.1.1* | As the ***owner***, I want the tiles to be numbered from 0-9 |  | **S** |
| ***1.2.2*** | As the ***owner***, I want to provide a queue of 5 tiles, **so that they can be used in gameplay** |  | **M** |
| *1.2.2.1* | As the ***owner***, I want the tiles in the queue to be numbered from 0-9 |  | **M** |
| *1.2.2.2* | As the ***owner***, I want to limit the access of the tiles from the queue to just the first tile at the top of the queue at a given point of time |  | **S** |
| ***1.3*** | As the ***player***, I want to remove all the tiles from the board, **so that I can win the game** |  | **M** |
| ***1.3.1*** | As the ***owner***, I want the tiles to be removed only according to the given rules of the game   * Moves made are fixed. Cannot be undone/altered (as of now) * Tiles can be placed only on empty slots * The game ends as soon as there are now more empty spots where the tile can be placed |  | **L** |
| ***1.3.2*** | As a ***user***, I want the tiles to be removed from the board if a correct tile is placed from the queue   * If the surrounding tiles add up to the number on the just-placed tile modulo 10, the tiles are eliminated * A player receives 10\*no. of tiles removed, if three or more tiles are eliminated from the board |  | **L** |
| ***1.4*** | As the ***playe***r, I want select a tile from the top of the queue provided to be placed in an empty slot   * The queue is updated as soon as the tile from the top of the queue is placed onto the board * A new tile randomly numbered from 0-9 is placed at the bottom of the queue |  | **L** |
| ***1.5*** | As a ***player****,*I want to see my score, **so that I can compare my stats with other players and my progress**   * High scores and the name of the player is saved |  | **L** |
| ***1.5.1*** | As a ***player***, I want to see the top 10 scores in every version of the game   * The data should be displayed to the user/player in the form of an option given to view * Data preferably ordered from highest to lowest score. |  | **M** |
| ***1.5.2*** | As a ***player***, I want to see the best performance of every player to have played the game   * The data should be displayed to the user/player in the form of an option given to view * Option can be given to user to sort data in a given order |  | **M** |
| ***1.6*** | As the ***player***, I want to see a result screen, **so that I can see if I won/lost the game**   * Board should be disabled as soon as the game is lost * Queue of tiles is locked * Result screen is displayed |  | **L** |
| ***1.6.1*** | As the ***owner***, I want to store the score only if the player wins the game   * Score will be saved only when the user enters name of the player * Option will be provided to view scores after storing data |  | **S** |
| **1.7** | As the ***owner***, I want to see a splash screen with a logo at the start of the game   * Logo and other display functionalities preferably according to owner’s choice |  | **S** |