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### **Strategy**

#### **Business goals:**

What does the website want to achieve? What are the goals?

- Quick and easy process for users to log any issues
- Buy features tickets
- Easily checkout when purchasing feature tickets
- Allow users to track issues and features
- Allow users to add feedback

#### **User constituencies:**

Who is the audience? Who is the user?

- As it's a game tracker people buying and playing games
- Aged between 16-45

#### **Usage contexts:**

How will they gain access to the product, in this case the website.

- Laptop at work
- Home office
- Mobile at work/office/during leisure times

## Scope

### List of user tasks:

- View current issues and features
- Request new issues or features
- Buy feature tickets
- Pay
- Checkout
- Give feedback

# User stories further analysis & user tasks

User stories	User tasks	What is implemented?
Add an issue	- Find the method to add a new	- Clear links at the top of the nav for
request	issue.	webpages.
	- Input the new issue	- Button above the table on the
	- See the issue uploaded	homepage redirecting users to the
		tickets page.
Add a feature	- Find the method to add a	- There is a tickets page which makes it
	feature ticket	clear it is for adding tickets.
	- Know how much it costs	- There is a checkout function that also
	- Add to cart	allows the user to input their feature
	- Input the feature	request.
	- Pay	
	- See the feature uploaded	
Upvote issues or	- Easily identify how to upvote	- There is a thumbs up icon besides
features	a specific issue or feature.	every issue and feature request on the
	- How much does an upvote	homepage – this icon has been chosen
	cost?	as it is now associated with liking and
		upvoting.
		- Cost of upvoting is displayed under
		the feature
Track issues and	- View the issues and features	- Tables clearly separating issues and
features	submitted	features
	- Know which requests are	- Links and separate pages for open
	issues and which are features.	and closed cases
	- Identify what's been	- Those items that are completed are
	completed and what is still in	highlighted in green and crossed out
	progress.	- Charts detailing progress and offering
	- See how much money is still	visual representation for quick analysis
	needed for a feature to be in	- The amount received and amount
	progress	needed per feature is displayed
Give feedback	- Navigate feedback page	- Feedback link is in the navbar
	- Enter feedback	- Created a clear and quick form for
	- Send form	easy feedback submission
	- View other pieces of feedback	- Feedback is displayed on the
		feedback page to view

# Usage contexts further analysis

Context	Task	What is implemented
Mobile use	- Can access issue tracker	- Implemented a mobile first
	on mobile phone	approach, therefore creating a
		responsive website
Laptop	- Device increases has	- Used bootstrap columns to
PC at home/work	allowed users to gain	adjust the size of what is
Tablet	access from a variety of	rendered when on different
	sources	screen sizes

#### **Structure**

## **Hierarchy diagram**

