GOLFR *2/23 Deliverable*
by Scrum Lords

SECTION I. PROJECT ROLES

- **Role 1: User (Player)**
  - Definition - A User is a registered individual who uses the app to participate.
- What a User can do:
  - Create an account
  - Log in and log out
  - Create and edit their profile
  - Browse app content
  - Interact with other users (view, message, join activities)
  - What a User cannot do
  - Manage other users' accounts
  - Moderate content
  - Control system-wide settings
- **Role 2: Conductor (Organizer/ Admin)**
  - Definition - A Conductor is a privileged user responsible for organizing and overseeing activity within the app.
- What a Conductor can do:
  - Create and manage events or matches
  - Approve or remove user participation
  - Edit or remove inappropriate content
  - View basic system activity
  - What a Conductor cannot do
  - Modify core app functionality
  - Access private user credentials

SECTION II. PRODUCT BACKLOG

Prioritized Product Backlog of features (as of 2/13):

1. Friend system – add golfers to a friend's list
2. Player profiles – handicap, favorite courses, play frequency, bio
3. Edit profile information – update name, bio, preferences
4. View own profile – see how profile appears in the app
5. Nearby golfer discovery – find players within a customizable radius using GPS
6. In-app messaging – chat to coordinate rounds or meetups
7. Contact sync
8. Skill-based matching – based on handicap

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9. Play style filters – casual / competitive / scramble / practice
10. Availability matching – auto-pair players based on preferred time of play
11. Create private matches – host your own mini tournaments
12. Live scorecards – track scores in real time with friends
13. Automatic leaderboards – rankings for matches and tournaments
14. Round history tracking – store past scores and stats
15. Performance insights – driving accuracy, GIR, putting
16. Handicap adjustment engine – calculate informal handicaps from past rounds
17. Seasonal challenges – monthly competitions (most rounds, lowest average)
18. Personal goals – set scoring or consistency targets
19. Course reviews & ratings – pace, conditions, value
20. Nearby course discovery – find courses using proximity
21. Search bar – search for courses or usernames
22. Logging in using email & password
23. Log out of the app
24. FaceID login
25. Navigation bar – switch between app features
26. Notification sync – device alerts for messages and activity
27. Camera capability – used in messages and course reviews
28. Microphone compatibility
29. Keyboard compatibility
30. Deleting account

SECTION III. USER STORIES

Prioritized User stories from the product backlog:

1. As a Player, I want to add golfers to a friend's list so that I can contact other golfers easily.
2. As a Player, I want to create a player profile with my handicap, favorite courses, play frequency, and bio so that others can understand my playing level and preferences.
3. As a Player, I want to edit my profile information so that my name, bio, and preferences stay accurate over time.
4. As a Player, I want to view my own profile so that I can confirm how my information appears to other golfers.
5. As a Player, I want to discover nearby golfers within a customizable radius using GPS so that I can find players close enough to realistically meet up and play.
6. As a Player, I want to message other golfers in the app so that I can coordinate tee times, logistics, and meetups.
7. As a Player, I want to sync my contacts so that I can quickly find friends who already use GolfR and connect with them.

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8. As a Player, I want to match with golfers based on handicap so that I can play with people at a similar skill level.
9. As a Player, I want to filter matches by play style so that I can find golfers who want the same type of round (casual, competitive, scramble, or practice).
10. As a Player, I want to match with golfers based on preferred times to play so that I can be paired with people whose schedules overlap with mine.
11. As a Player, I want to create private matches so that I can host my own rounds or mini tournaments with selected golfers.
12. As a Player, I want to use live scorecards so that I can track scores with friends during a round.
13. As a Player, I want automatic leaderboards so that I can see rankings and results for matches and tournaments without manually calculating.
14. As a Player, I want round history tracking so that I can review my past scores and performance over time.
15. As a Player, I want performance insights like driving accuracy, GIR, and putting so that I can identify strengths, weaknesses, and trends in my game.
16. As a Player, I want an informal handicap adjustment engine so that my estimated handicap updates as I record more rounds.
17. As a Player, I want seasonal challenges so that I can stay motivated and compete in monthly goals like most rounds played or lowest average score.
18. As a Player, I want to set personal goals so that I can track progress toward scoring and consistency targets.
19. As a Player, I want to leave course reviews and ratings so that other golfers can judge pace, course conditions, and value before booking.
20. As a Player, I want to discover nearby golf courses using proximity so that I can quickly find courses in my area.
21. As a Player, I want a search bar to search for courses or usernames so that I can find specific people or places quickly.
22. As a Player, I want to log in using email and password so that I can securely access my account on any supported device.
23. As a Player, I want to log out of the app so that I can securely end my session when I'm done using GolfR.
24. As a Player, I want to log in using FaceID so that I can access my account faster without repeatedly entering my password.
25. As a Player, I want a navigation bar so that I can move between key app features quickly and consistently.