

# User Stories

---

## Overview

---

This document contains comprehensive user stories for the Acrux MVP platform, organized by user persona and feature area. Each story follows the standard format: "As a [persona], I want [goal], so that [benefit]."

---

## User Personas

---

### 1. Admin User (Manager/Team Lead)

- Has admin role privileges
- Creates and manages objectives
- Assigns team members to objectives
- Monitors team health and progress
- Sends pulse requests
- Manages team membership

### 2. Team Member User

- Has team\_member role
  - Assigned to objectives by admins
  - Submits pulse checks and reports blockers
  - Tracks assigned objective progress
  - Receives pulse requests
  - Views team collaboration
- 

## Epic 1: Authentication & Account Management

---

### User Story 1.1: User Registration

**As a** new user

**I want to** create an account with my email and password

**So that** I can access the Acrux platform and start managing objectives

**Acceptance Criteria:**

- [x] Registration form includes first name, last name, email, and password fields
- [x] Email must be unique and in valid format
- [x] Password must be at least 6 characters
- [x] Password confirmation must match password
- [x] Terms of service checkbox must be checked
- [x] Upon successful registration, user is automatically logged in
- [x] New user is assigned "team\_member" role by default
- [x] User is redirected to dashboard after registration

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

## User Story 1.2: User Login

**As a** registered user

**I want to** log in with my email and password

**So that** I can access my account and objectives

**Acceptance Criteria:**

- [x] Login form includes email and password fields
- [x] Credentials are validated against database
- [x] Invalid credentials show appropriate error message
- [x] Successful login creates secure session
- [x] User is redirected to dashboard after login
- [x] "Remember me" option extends session duration
- [x] Password field has show/hide toggle

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

## User Story 1.3: User Logout

**As a** logged-in user

**I want to** log out of my account

**So that** I can secure my account when done

**Acceptance Criteria:**

- [x] Logout button accessible from profile dropdown
- [x] Clicking logout ends session immediately
- [x] User is redirected to login page
- [x] Session token is invalidated
- [x] Attempting to access protected pages redirects to login

**Priority:** P0 (Must Have)

**Complexity:** Low

---

## User Story 1.4: Profile Management

**As a** logged-in user

**I want to** view and edit my profile information

**So that** I can keep my account details up to date

**Acceptance Criteria:**

- [x] Profile page shows first name, last name, email, and role
- [x] User can edit first name and last name
- [x] Email is displayed but not editable
- [x] Role is displayed but not editable

- [x] Changes are saved successfully with confirmation
- [x] Invalid data shows appropriate error messages

**Priority:** P1 (Should Have)

**Complexity:** Low

---

## User Story 1.5: Password Change

**As a** logged-in user

**I want to** change my password

**So that** I can maintain account security

### Acceptance Criteria:

- [x] Password change form requires current password
- [x] New password must be at least 6 characters
- [x] New password confirmation must match
- [x] Current password must be correct to proceed
- [x] Successful change shows confirmation message
- [x] User remains logged in after password change
- [x] Password strength indicator provides feedback

**Priority:** P1 (Should Have)

**Complexity:** Medium

---

## Epic 2: Objective Management

---

### User Story 2.1: Create Objective

**As an** admin

**I want to** create a new objective with title, description, metrics, and target date

**So that** my team can track progress toward specific goals

### Acceptance Criteria:

- [x] Create objective form includes title (required), description, and target date
- [x] Admin can add multiple key metrics with current and target values
- [x] Each metric has a name, current value, target value, and unit
- [x] Admin can assign team members to the objective
- [x] Objective owner can be specified or defaults to creator
- [x] Initial status can be set (active/paused)
- [x] Objective is saved and displayed in objectives list
- [x] User is redirected to objective detail page after creation

**Priority:** P0 (Must Have)

**Complexity:** High

---

## User Story 2.2: View Objectives List

**As a user**

**I want to** see a list of all my objectives

**So that** I can quickly overview my goals and their status

### Acceptance Criteria:

- [x] Objectives list shows all relevant objectives for user
- [x] Admin sees all objectives; team members see assigned objectives only
- [x] Each objective card displays title, progress, health score, and blocker count
- [x] List can be filtered by status (active, completed, paused)
- [x] List can be sorted by date, health score, or progress
- [x] Search functionality filters by objective title/description
- [x] Empty state message when no objectives exist
- [x] Click on objective card navigates to detail page

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

## User Story 2.3: View Objective Details

**As a user**

**I want to** view detailed information about a specific objective

**So that** I can understand its progress, metrics, pulse checks, and blockers

### Acceptance Criteria:

- [x] Detail page shows objective title, description, progress, health score, and status
- [x] Owner and target date are displayed
- [x] Overview tab shows description, team members, and recent activity
- [x] Metrics tab lists all metrics with current/target values and progress bars
- [x] Pulse tab shows sentiment/confidence summary and individual pulse checks
- [x] Blockers tab lists open and resolved blockers with severity indicators
- [x] Quick action buttons for adding pulse checks and reporting blockers
- [x] Edit button visible to owner and admin users

**Priority:** P0 (Must Have)

**Complexity:** High

---

## User Story 2.4: Edit Objective

**As an** admin or objective owner

**I want to** edit an existing objective's details

**So that** I can update information as circumstances change

### Acceptance Criteria:

- [x] Edit page is accessible only to owner and admins
- [x] All fields are pre-populated with current values
- [x] User can update title, description, target date, and status
- [x] Metrics can be added, edited, or removed
- [x] Team assignments can be modified

- [x] Progress can be manually adjusted
- [x] Changes are saved successfully with confirmation
- [x] User is redirected to detail page after saving

**Priority:** P0 (Must Have)

**Complexity:** High

---

## User Story 2.5: Delete Objective

**As an** admin

**I want to** delete an objective that is no longer relevant

**So that** my objectives list stays current and organized

**Acceptance Criteria:**

- [x] Delete button available on edit page (admin only)
- [x] Confirmation modal appears before deletion
- [x] User must confirm deletion by typing objective title or clicking confirm
- [x] Deletion cascades to related metrics, pulse checks, blockers, and assignments
- [x] User is redirected to objectives list after deletion
- [x] Success message confirms deletion

**Priority:** P1 (Should Have)

**Complexity:** Medium

---

## User Story 2.6: Dashboard Overview

**As a** user

**I want to** see a dashboard with my objectives at a glance

**So that** I can quickly assess overall progress and health

**Acceptance Criteria:**

- [x] Dashboard displays summary cards: active objectives count, avg health score, open blockers count
- [x] Objective cards show in grid layout with title, progress, health, and blocker count
- [x] Recent activity feed shows latest pulse checks, blockers, and updates
- [x] Quick action button to create new objective (admin)
- [x] Navigation to detailed objective view
- [x] Empty state message when no objectives exist
- [x] Role-based filtering (admin sees all, members see assigned only)

**Priority:** P0 (Must Have)

**Complexity:** High

---

## Epic 3: Metrics & Progress Tracking

---

### User Story 3.1: Add Metrics to Objective

**As an** admin or objective owner

**I want to** add key metrics to an objective

**So that** I can measure progress quantitatively

**Acceptance Criteria:**

- [x] Metrics can be added during objective creation or editing
- [x] Each metric has name, current value, target value, and unit fields
- [x] Multiple metrics can be added to single objective
- [x] Metrics are displayed on objective detail page
- [x] Validation ensures target value > current value
- [x] Progress is auto-calculated:  $(\text{current} / \text{target}) * 100$

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

### User Story 3.2: Update Metric Values

**As a** team member assigned to objective

**I want to** update the current value of a metric

**So that** progress is accurately reflected

**Acceptance Criteria:**

- [x] Update button available on metric in detail page
- [x] Modal opens with current value pre-filled
- [x] User can enter new current value
- [x] Validation ensures value is numeric and reasonable
- [x] Objective progress recalculates automatically
- [x] Update timestamp and user are recorded
- [x] Success message confirms update

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

### User Story 3.3: View Metric History

**As a** user

**I want to** see the history of metric value changes

**So that** I can track progress over time

**Acceptance Criteria:**

- [ ] Metric detail shows timeline of value changes
- [ ] Each entry shows date, user, old value, new value
- [ ] Visual chart displays metric trend over time
- [ ] Filter by date range
- [ ] Export metric history as CSV

**Priority:** P2 (Nice to Have)  
**Complexity:** Medium  
**Status:** Future Enhancement

---

## User Story 3.4: Calculate Overall Progress

**As a user**

**I want to** see overall objective progress calculated from all metrics

**So that** I understand how close we are to completion

**Acceptance Criteria:**

- [x] Overall progress is average of all metric progress percentages
- [x] Progress bar displays on objective card and detail page
- [x] Progress updates automatically when metric values change
- [x] Progress can be manually overridden by admin if needed
- [x] 100% progress suggests objective completion

**Priority:** P0 (Must Have)

**Complexity:** Low

---

## Epic 4: Pulse Checks & Team Sentiment

---

### User Story 4.1: Submit Pulse Check

**As a team member**

**I want to** submit a pulse check with my sentiment and confidence for an objective

**So that** admins understand my perspective on progress

**Acceptance Criteria:**

- [x] Pulse check modal accessible from objective detail page
- [x] User selects sentiment on 1-5 emoji scale (😞 to 😊)
- [x] User selects confidence on 1-5 scale with slider
- [x] Optional feedback text area provided
- [x] Option to submit anonymously
- [x] Pulse check is saved and displayed in pulse tab
- [x] Health score recalculates based on new pulse data
- [x] Success message confirms submission

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

### User Story 4.2: View Pulse Check Summary

**As an admin**

**I want to** see aggregated pulse check data for an objective

**So that** I can gauge team morale and confidence

**Acceptance Criteria:**

- [x] Pulse tab shows average sentiment and confidence scores

- [x] Visual representation of sentiment distribution (emoji grid)
- [x] Total pulse check count displayed
- [x] Recent pulse checks listed chronologically
- [x] Anonymous submissions show “Anonymous” instead of name
- [x] Full feedback text displayed for each pulse check
- [x] Filter by date range

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

## User Story 4.3: Send Pulse Request

**As an** admin

**I want to** request a pulse check from specific team members

**So that** I can gather feedback at strategic times

**Acceptance Criteria:**

- [ ] Admin can create pulse request from objective detail page
- [ ] Request includes title, message, related objective, and due date
- [ ] Admin selects recipient team member(s)
- [ ] Request is sent and visible in recipient’s inbox
- [ ] Notification badge shows pending request count
- [ ] Email notification sent to recipient (optional)

**Priority:** P1 (Should Have)

**Complexity:** High

**Status:** Partially Implemented (backend ready, UI pending)

---

## User Story 4.4: Respond to Pulse Request

**As a** team member

**I want to** view and respond to pulse requests from admins

**So that** I can provide timely feedback

**Acceptance Criteria:**

- [x] Pulse requests inbox shows pending requests
- [x] Each request displays sender, objective, due date, and message
- [x] “Respond Now” button opens pulse check modal
- [x] Submitting pulse marks request as completed
- [x] Completed requests move to completed tab
- [x] Overdue requests highlighted in red
- [x] Notification badge updates on response

**Priority:** P1 (Should Have)

**Complexity:** Medium

---



## User Story 4.5: View Pulse Request Status

**As an** admin

**I want to** see which team members have responded to my pulse requests

**So that** I can follow up on pending responses

### Acceptance Criteria:

- [ ] Admin dashboard shows sent pulse requests
- [ ] Status indicator shows pending/completed
- [ ] Response date shown for completed requests
- [ ] Link to view submitted pulse check
- [ ] Reminder functionality for overdue requests

**Priority:** P2 (Nice to Have)

**Complexity:** Medium

**Status:** Future Enhancement

---

## Epic 5: Blocker Management

---

### User Story 5.1: Report Blocker

**As a** team member

**I want to** report a blocker preventing objective progress

**So that** admins are aware of obstacles and can help resolve them

### Acceptance Criteria:

- [x] Blocker modal accessible from objective detail page
- [x] User enters blocker title (required) and description (required)
- [x] User selects severity: low, medium, high, critical
- [x] Option to submit anonymously
- [x] Blocker is saved with status "open"
- [x] Blocker appears in blockers tab
- [x] Health score decreases based on severity
- [x] Success message confirms submission

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

### User Story 5.2: View Blockers

**As a** user

**I want to** see all blockers associated with an objective

**So that** I understand what obstacles exist

### Acceptance Criteria:

- [x] Blockers tab lists all blockers for objective
- [x] Blockers grouped by status: open, in-progress, resolved
- [x] Each blocker shows title, description, severity, and creation date
- [x] Color-coded severity indicators (● critical, ● high, ● medium, ● low)
- [x] Anonymous submissions show "Anonymous"

- [x] Open blocker count displayed on objective card
- [x] Resolved blockers collapsible to reduce clutter

**Priority:** P0 (Must Have)

**Complexity:** Low

---

### User Story 5.3: Update Blocker Status

**As an** admin or objective owner

**I want to** update a blocker's status as it's being addressed

**So that** the team knows progress is being made

**Acceptance Criteria:**

- [x] Status update buttons available on blocker cards
- [x] Status options: open, in-progress, resolved
- [x] Status change reflects immediately on UI
- [x] Resolved blockers no longer impact health score
- [x] Status change timestamp recorded
- [x] Activity feed shows status updates

**Priority:** P0 (Must Have)

**Complexity:** Low

---

### User Story 5.4: Edit/Delete Blocker

**As an** admin or blocker creator

**I want to** edit or delete a blocker

**So that** I can correct mistakes or remove irrelevant blockers

**Acceptance Criteria:**

- [x] Edit button available to creator (if not anonymous) and admins
- [x] Edit modal allows changing title, description, and severity
- [x] Delete button requires confirmation
- [x] Deleted blockers are permanently removed
- [x] Health score recalculates after deletion
- [x] Success message confirms action

**Priority:** P1 (Should Have)

**Complexity:** Low

---

### User Story 5.5: Blocker Impact on Health Score

**As an** admin

**I want** blockers to automatically affect objective health scores

**So that** I can quickly identify objectives at risk

**Acceptance Criteria:**

- [x] Critical blockers reduce health score by ~20 points
- [x] High blockers reduce by ~15 points

- [x] Medium blockers reduce by ~10 points
- [x] Low blockers reduce by ~5 points
- [x] Only open and in-progress blockers affect score
- [x] Resolved blockers don't impact score
- [x] Health score recalculates in real-time

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

## Epic 6: Team Management (Admin)

---

### User Story 6.1: Invite Team Member

**As an** admin

**I want to** invite new team members by email

**So that** I can grow my team and assign objectives

**Acceptance Criteria:**

- [x] Invite form includes email and role (team\_member/admin) fields
- [x] Optional personal message field
- [x] Invitation email sent with unique token
- [x] Invitation expires after 7 days
- [x] Pending invitations listed in team management page
- [x] Admin can resend or cancel invitations
- [x] Success message confirms invitation sent

**Priority:** P1 (Should Have)

**Complexity:** High

---

### User Story 6.2: Accept Team Invitation

**As an** invited user

**I want to** accept a team invitation via email link

**So that** I can join the team and collaborate

**Acceptance Criteria:**

- [ ] Email contains invitation link with token
- [ ] Link directs to acceptance page
- [ ] User can create account or log in if existing user
- [ ] Accepting invitation associates user with admin's team
- [ ] Invitation marked as accepted with timestamp
- [ ] User gains access to assigned objectives
- [ ] Welcome message displayed

**Priority:** P1 (Should Have)

**Complexity:** High

**Status:** Partially Implemented (invitation creation done, acceptance flow pending)

---

## User Story 6.3: View Team Members

**As an** admin

**I want to** see a list of all my team members

**So that** I can manage team access and roles

**Acceptance Criteria:**

- [x] Team page lists all team members
- [x] Each member shows name, email, role, and join date
- [x] Number of assigned objectives displayed
- [x] Search/filter by name or email
- [x] Sort by name, join date, or assignment count
- [x] Admin-only access enforced

**Priority:** P1 (Should Have)

**Complexity:** Medium

---

## User Story 6.4: Change Member Role

**As an** admin

**I want to** change a team member's role between admin and team\_member

**So that** I can grant or revoke administrative privileges

**Acceptance Criteria:**

- [x] "Change Role" button on team member card
- [x] Confirmation modal for role change
- [x] Role update reflects immediately
- [x] Cannot demote last admin (validation error)
- [x] Role change logged in audit trail
- [x] User retains objective assignments after role change

**Priority:** P1 (Should Have)

**Complexity:** Low

---

## User Story 6.5: Deactivate/Remove Team Member

**As an** admin

**I want to** deactivate or remove a team member

**So that** I can manage team access when members leave

**Acceptance Criteria:**

- [x] Deactivate button on team member card
- [x] Confirmation modal before deactivation
- [x] Deactivated members cannot log in
- [x] Deactivated members' data retained
- [x] Remove option available if no active assignments
- [x] Cannot deactivate self
- [x] Success message confirms action

**Priority:** P1 (Should Have)

**Complexity:** Medium

---

## User Story 6.6: Assign Team Member to Objective

**As an** admin

**I want to** assign team members to specific objectives

**So that** they can collaborate and track progress

**Acceptance Criteria:**

- [x] Assignment interface on objective create/edit page
- [x] Search/select team members from dropdown
- [x] Multiple members can be assigned to one objective
- [x] Assignment role specified: owner, member, viewer
- [x] Assigned members see objective in their dashboard
- [x] Assignment notification sent (optional)
- [x] Assignment can be removed

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

## Epic 7: Health Score & Analytics

---

### User Story 7.1: Auto-Calculate Health Score

**As a** user

**I want** objective health scores to be automatically calculated

**So that** I can see at-a-glance which objectives need attention

**Acceptance Criteria:**

- [x] Health score starts at 75 (neutral baseline)
- [x] Positive pulse checks (sentiment 4-5) increase score
- [x] Negative pulse checks (sentiment 1-2) decrease score
- [x] High confidence (4-5) increases score slightly
- [x] Low confidence (1-2) decreases score slightly
- [x] Open blockers decrease score based on severity
- [x] Score bounded between 0-100
- [x] Score updates in real-time as data changes

**Priority:** P0 (Must Have)

**Complexity:** Medium

---

### User Story 7.2: Color-Coded Health Indicators

**As a** user

**I want** health scores to be color-coded

**So that** I can quickly identify healthy vs at-risk objectives

**Acceptance Criteria:**

- [x] Green indicator for health score 80-100 (healthy)
- [x] Yellow indicator for health score 60-79 (warning)
- [x] Red indicator for health score 0-59 (at risk)
- [x] Color indicators displayed on objective cards
- [x] Color indicators on dashboard summary
- [x] Consistent color scheme throughout app

**Priority:** P0 (Must Have)

**Complexity:** Low

---

## User Story 7.3: Dashboard Summary Statistics

**As a** user

**I want to** see summary statistics on my dashboard

**So that** I understand overall team/objective health

**Acceptance Criteria:**

- [x] Active objectives count card
- [x] Average health score card
- [x] Open blockers count card
- [x] Summary cards clickable to detailed views
- [x] Statistics update in real-time
- [x] Admin sees organization-wide stats
- [x] Team members see personal stats

**Priority:** P0 (Must Have)

**Complexity:** Low

---

## User Story 7.4: Recent Activity Feed

**As a** user

**I want to** see recent activity across objectives

**So that** I stay informed about team progress

**Acceptance Criteria:**

- [x] Activity feed on dashboard home
- [x] Shows latest 5-10 activities
- [x] Activity types: pulse checks, blockers, progress updates, assignments
- [x] Relative timestamps ("2 hours ago")
- [x] Clickable activities navigate to related objective
- [x] Real-time updates (refresh on page load)

**Priority:** P1 (Should Have)

**Complexity:** Low

---

## User Story 7.5: Export Objective Data

**As an** admin

**I want to** export objective data to CSV/Excel

**So that** I can analyze data externally or create reports

**Acceptance Criteria:**

- [ ] Export button on objective detail page
- [ ] Export includes objective details, metrics, pulse checks, blockers
- [ ] CSV format with proper headers
- [ ] Filename includes objective name and date
- [ ] Anonymous pulse checks remain anonymous in export
- [ ] Success message with download link

**Priority:** P2 (Nice to Have)

**Complexity:** Medium

**Status:** Future Enhancement

---

## Epic 8: Notifications & Alerts

---

### User Story 8.1: Pulse Request Notifications

**As a** team member

**I want to** see notifications for new pulse requests

**So that** I can respond promptly

**Acceptance Criteria:**

- [x] Notification badge on navbar bell icon
- [x] Badge shows count of pending pulse requests
- [x] Clicking bell navigates to pulse requests inbox
- [x] Badge updates when request is responded to
- [x] Badge clears when all requests completed

**Priority:** P1 (Should Have)

**Complexity:** Low

---

### User Story 8.2: Blocker Alerts

**As an** admin

**I want to** be alerted when critical blockers are reported

**So that** I can address them immediately

**Acceptance Criteria:**

- [ ] Notification appears when critical blocker reported
- [ ] Email notification sent to objective owner and admins
- [ ] Notification includes blocker title and objective
- [ ] Link to blocker in objective detail page
- [ ] Notification dismissable

**Priority:** P2 (Nice to Have)  
**Complexity:** Medium  
**Status:** Future Enhancement

---

## User Story 8.3: Objective Due Date Reminders

**As a user**

**I want to** receive reminders as objective due dates approach

**So that** I can ensure timely completion

**Acceptance Criteria:**

- [ ] Reminder sent 7 days before target date
- [ ] Reminder sent 1 day before target date
- [ ] Reminder sent on target date if not completed
- [ ] Email and in-app notifications
- [ ] Reminders only for active objectives
- [ ] User can configure reminder preferences

**Priority:** P2 (Nice to Have)  
**Complexity:** Medium  
**Status:** Future Enhancement

---

## Epic 9: Search & Filtering

---

### User Story 9.1: Search Objectives

**As a user**

**I want to** search for objectives by keyword

**So that** I can quickly find specific goals

**Acceptance Criteria:**

- [x] Search bar on objectives list page
- [x] Real-time search as user types
- [x] Searches objective titles and descriptions
- [x] Case-insensitive search
- [x] Clear button to reset search
- [x] Empty state when no results found

**Priority:** P1 (Should Have)  
**Complexity:** Low

---

### User Story 9.2: Filter Objectives

**As a user**

**I want to** filter objectives by various criteria

**So that** I can focus on specific subsets

**Acceptance Criteria:**

- [x] Filter by status: active, completed, paused, all



- [x] Filter by health score range: healthy, warning, at risk
- [x] Filter by owner
- [x] Filter by has open blockers (yes/no)
- [x] Multiple filters can be combined
- [x] Active filters displayed as chips
- [x] Reset filters button

**Priority:** P1 (Should Have)

**Complexity:** Medium

---

## User Story 9.3: Sort Objectives

**As a** user

**I want to** sort objectives by different criteria

**So that** I can prioritize my attention

**Acceptance Criteria:**

- [x] Sort by creation date (newest/oldest)
- [x] Sort by health score (high to low / low to high)
- [x] Sort by progress (high to low / low to high)
- [x] Sort by target date (soonest first)
- [x] Sort selection persists during session
- [x] Default sort: creation date (newest first)

**Priority:** P1 (Should Have)

**Complexity:** Low

---

## Epic 10: User Experience & Accessibility

### User Story 10.1: Responsive Design

**As a** user on any device

**I want** the application to work well on mobile, tablet, and desktop

**So that** I can access Acrux anywhere

**Acceptance Criteria:**

- [x] Mobile-first responsive design
- [x] Touch-friendly buttons and controls (min 44px)
- [x] Readable text on all screen sizes
- [x] Optimized layouts for mobile, tablet, desktop
- [x] Hamburger menu for mobile navigation
- [x] No horizontal scrolling on mobile

**Priority:** P0 (Must Have)

**Complexity:** High

---

## User Story 10.2: Keyboard Navigation

**As a** keyboard user

**I want to** navigate the application using only keyboard

**So that** I can use Acrux without a mouse

**Acceptance Criteria:**

- [x] Tab order follows logical flow
- [x] All interactive elements keyboard accessible
- [x] Visible focus indicators
- [x] Escape key closes modals
- [x] Enter key submits forms
- [x] Skip to main content link

**Priority:** P1 (Should Have)

**Complexity:** Medium

---

## User Story 10.3: Screen Reader Support

**As a** visually impaired user

**I want** the application to work with screen readers

**So that** I can use Acrux independently

**Acceptance Criteria:**

- [x] Semantic HTML structure (headings, landmarks)
- [x] ARIA labels on interactive elements
- [x] Alt text for all images
- [x] Error messages announced
- [x] Loading states announced
- [x] Form labels properly associated

**Priority:** P1 (Should Have)

**Complexity:** Medium

---

## User Story 10.4: Loading States

**As a** user

**I want to** see loading indicators during data fetches

**So that** I know the app is working

**Acceptance Criteria:**

- [x] Spinner/skeleton loaders during data fetches
- [x] Button loading states during submissions
- [x] Page-level loading for route transitions
- [x] Smooth transitions (no jarring flashes)
- [x] Timeout handling for long loads
- [x] Error states for failed loads

**Priority:** P1 (Should Have)

**Complexity:** Low

---

## User Story 10.5: Error Handling

**As a** user

**I want** clear error messages when something goes wrong

**So that** I understand what happened and how to fix it

**Acceptance Criteria:**

- [x] Field-level validation errors
- [x] Form-level error summaries
- [x] Network error messages
- [x] Server error messages (user-friendly)
- [x] Error messages dismissable
- [x] Retry options for transient errors

**Priority:** P0 (Must Have)

**Complexity:** Low

---

## Epic 11: Security & Privacy

---

### User Story 11.1: Anonymous Submissions

**As a** team member

**I want to** submit pulse checks and blockers anonymously

**So that** I can provide honest feedback without fear

**Acceptance Criteria:**

- [x] Anonymous checkbox on pulse check modal
- [x] Anonymous checkbox on blocker modal
- [x] Default state: anonymous submissions enabled
- [x] Anonymous submissions show "Anonymous" instead of name
- [x] User identity not stored for anonymous submissions
- [x] Admins cannot see who submitted anonymously

**Priority:** P0 (Must Have)

**Complexity:** Low

---

### User Story 11.2: Role-Based Access Control

**As a** system

**I want to** enforce role-based permissions

**So that** users only access features appropriate for their role

**Acceptance Criteria:**

- [x] Team management page accessible to admins only
- [x] Objective editing restricted to owner and admins
- [x] Objective deletion admin-only
- [x] Team member role changes admin-only
- [x] Unauthorized access attempts show 403 error
- [x] UI hides unauthorized features

**Priority:** P0 (Must Have)

**Complexity:** Medium

## User Story 11.3: Secure Session Management

**As a user**

**I want** my session to be secure

**So that** my account is protected from unauthorized access

### Acceptance Criteria:

- [x] HTTP-only cookies for session tokens
- [x] Session tokens expire after inactivity
- [x] CSRF protection on all forms
- [x] Logout invalidates session immediately
- [x] Sessions tied to single browser/device
- [x] Secure password hashing (bcrypt)

**Priority:** P0 (Must Have)

**Complexity:** Medium

## User Story Summary by Priority

### P0 - Must Have (MVP Critical)

- All authentication stories (1.1-1.3)
- Core objective management (2.1-2.4, 2.6)
- Metrics (3.1, 3.2, 3.4)
- Pulse checks (4.1, 4.2)
- Blockers (5.1-5.3, 5.5)
- Team assignments (6.6)
- Health scores (7.1-7.3)
- Anonymous submissions (11.1)
- RBAC (11.2, 11.3)
- Responsive design (10.1)
- Error handling (10.5)

### P1 - Should Have (Important but not blocking)

- Profile management (1.4, 1.5)
- Objective deletion (2.5)
- Pulse requests (4.3, 4.4)
- Blocker editing (5.4)
- Team management (6.1-6.5)
- Recent activity (7.4)
- Search/filter (9.1-9.3)
- Accessibility (10.2-10.4)

## P2 - Nice to Have (Future enhancements)

- Metric history (3.3)
  - Pulse request status tracking (4.5)
  - Data export (7.5)
  - Alerts/notifications (8.2, 8.3)
- 

## Implementation Status

---

**Completed:** 90% of P0 and P1 stories

**In Progress:** Team invitation acceptance flow

**Backlog:** P2 stories for future releases

---

Last Updated: 2025-10-03

Product Version: 1.0 (MVP)