USER STORIES

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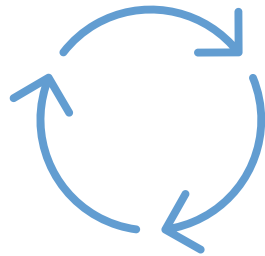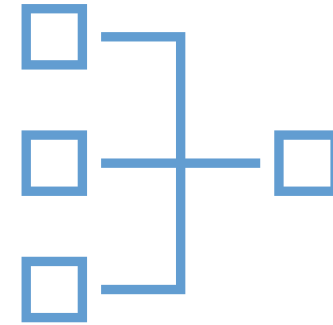Advanced Software Engineering (Lab)

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What will we do?

- I will describe a certain product
- You will write user stories about it in small groups
- All together, we will merge groups' user stories
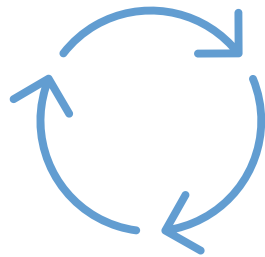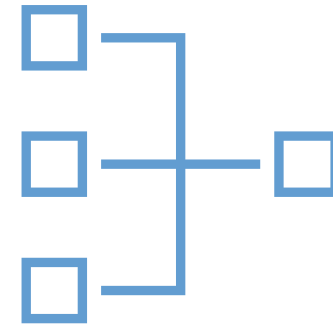- and we will assign them a priority

User stories

1. Definition
2. Breaking down
3. Priority assignment
4. Dependancies individuation
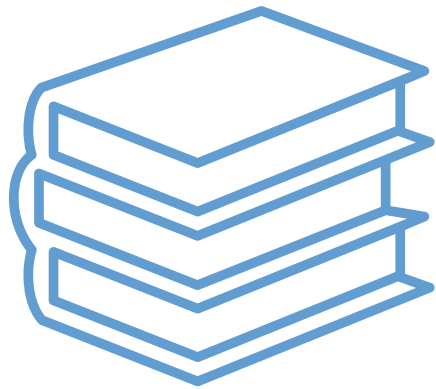5. Acceptance criteria definition

User stories

1. <mark>Definition</mark>
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3. <mark>Priority assignment</mark>
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5. Acceptance criteria definition

User stories - Definition

- As <role>

- I want to <action>

- So that <value>

The product

The product - Gacha collection

The product is a backend for managing a collection composed by digital object called 'gachas'.

The users of such backend are players and administrators.

The product - Gacha collection

The players' objective is to collect all the gachas.

Each player has in-game currency to:

- Roll for a gacha.
- Buy gachas from the auction market.

The in-game currency is exchanged for real money.

The product - Gacha collection

The backend is managed by administrators.

They have full control over the system, including the ability to view and modify individual player information, manage system-wide settings, and update game content (e.g., adding new gachas to the collection).

The gachas

A gacha is a digital object having:

- An image representing it.
- A percentage of rarity to be rolled.

The gacha market

Auction based with in-game currency.

To sell:

• Auction off a gacha with a base price and a time limit.

To buy:

• Bid on an auction gacha.

When an auction ends, the user with the highest bid receives the gacha, and the user who created the auction receives the bid amount.

Today's Lab

1. Create groups with people near you, at least 4 people per group.

2. Generate 10 user stories for players and 5 for administrators.

3. Try to sort them by relevance.

4. After a while, we well merge all the user stories.

5. We will give them priority levels.

Lab take away

❑ Learn to create users stories for a product

❑ Assign priority to user stories

Project take away

❑ Today's product will be the course project

❑ The implementation should address the user stories that will be published

❑ On the website there is a link to a shared Google Sheet related to group creation and enrollment