**User Story with Acceptance Criteria: Resource Map**

User Story Brief Motivation

**As** a Citizen,

**I want to** access to nearby resource information,

**so that** I can get resources from others or share my own resource.

User Story Acceptance Criteria (following Gherkin notation: Given/When/Then)

**Story 1: View map of resources**

**As** a Citizen,

**I want to** elect page of resource map,

**so that** I can view all nearby resources.

**Given** a Citizen elects to view nearby resources **When** the resource map page is shown, **Then** the user can view all resources.

**Story 2: Post a resource**

**As** a resource owner,

**I want to** share my piece of resource,

**so that** anyone in need can get it.

**Given** a citizen elect to share resource **When** the user submits necessary information including title and amount  
**Then** the system stores this information as well as user’s desired geolocation.

**Story 3: claim a piece of resource**

**As** a resource claimer,

**I want to** claim a fraction of useful resource,

**so that** I can get that resource in secure.

**Given** a citizen in resource map page

**When** the Citizen claims a certain amount of available, limited resource

**Then** the system updates remaining amount of this resource and record this claim.

**Story 4: View shared resources**

**As** a resource owner,

**I want to** see who have claimed my resources,

**so that** I can verify in situ resource claimers.

**Given** a Citizen decided to view resources he shared in ESN **When** the resource owner elects to open resource map page  
**Then** the system shows a list of resources and claimers of each.

**Story 5: View claimed resources**

**As** a resource claimer,

**I want to** view all resources I have claimed,

**so that** I can manage and plan my route to pick up resources.

**Given** a Citizen decided to view resources he claimed in ESN **When** the claimer elects to open resource map page **Then** the system shows a list of resources and owner of each.