User Story/Release Revisions due to Customer Feedback

* Ordering of Initial Stories modified. Initially we were planning on just planning on having only the panel wattage as an input, with this being displayed as an output, but after talking with the tutor this was deemed redundant, as it provided no client value and would need to be redone later.
* Stories to do with user inputs (in particularly, panel facing, panel elevation, system size and daylight hours) were moved up to be implemented before a results page was shown to provide maximum value to the client.
* The panel degradation story was removed, as it was deemed redundant. This information was clearly displayed graphically through the use of other stories.
* The acceptance test for the "total panel generation" story was modified to only require additional power for 10 years, as opposed to the lifetime of the product. This made the results much more reasonable, as the user was not generating 300-400% more power than required for the first few years.
* Additional stories were added for usability purposes. Naive testers found the system difficult to understand and input data, so an information page was added, and form validation was included in the first release so no incorrect data could be entered.
* The acceptance test for the climate information story was modified. At first, it was going to be an input box to allow users to enter the information, but no users knew what appropriate values were. This was substituted for a combo box showing each of the states in Australia (information users should have easy access to).
* A second return on investment story was added to the release. Knowing the return from the panels seemed somewhat pointless without a point of comparison. An additional story was added so that the user could compare the panel investment with a regular bank loan over the life of the product.
* Additional, formal, acceptance tests were added to applicable stories as requested by the customer.
* An additional story was added to the release for usability purposes. sections were grouped together and pages displayed in a much more readable fashion. In addition, graphs were used as users found it difficult to visualise the data displayed in the tables.
* An additional user story was added to the release for usability purposes. Many users found it difficult to get the general "feel" for the results when they had to sift through large amounts of outputs. A summary story was added to provide simple totals and averages for the system.