

User Story Example

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1 Preface

The goal of this document is to give everyone an idea of what could be an user story well detailed for a very smooth implementation for the frontend and backend. At the end of the document, the reader should have no question because all of them are already answered in the document. For this example, I will take something that everybody know : the chat of messenger.

2 Prerequisite

I consider the app installed by the users on their phone and already have an account setup. An account alias user has **an username** and a **password**.

3 Limitation

I will limit the function to **a chat** when a **logged user** can read and write a **message**. There is no search on the previous **message**. No edit or delete of the **message**. I will also not talk about the login functionalities. It's part of another functionalities who will describe how to login, not here.

4 Goal

The goal is to allow a **logged user** to send a **message** to another **logged user**.

5 Personna

There is only two kind of user possible in this function :

- **Logged user**
- **Not logged user**

6 Permissions

6.1 Permission of an user on his message

	Read	Write
Logged user	Yes	Yes
Not logged user	No	No

6.2 Permission of an user on the message of someone else

	Read	Write
Logged user	Y	No
Not logged user	No	No

7 Flowchart

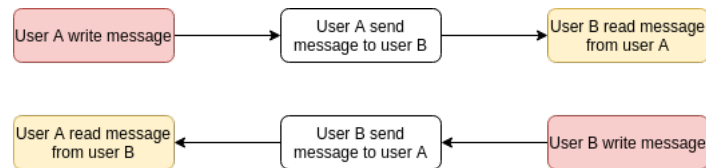


Figure 1:

8 Stories

For those stories, we will follow those users :

username	password
Robert	azerty
Nicolas	drtyu

8.1 Robert want to send a message to Nicolas - both logged and present

Robert and Nicolas are logged in the app and chatting together.

- *Robert logged to his account by using his username and password.*
- Once logged, Robert write a **message** by typing on the keyboard and press the button send for sending the **message**
- The **message** of Robert is shown to the app of Nicolas.

8.2 Robert want to send a message to Nicolas - Nicolas not logged

Robert is logged in the app but Nicolas is not logged.

- *Robert logged to his account by using his username and password.*
- Once logged, Robert write a **message** by typing on the keyboard and press the button send for sending the **message**
- The **message** of Robert is waiting for Nicolas to logged before he can see it. [A notification can be shown on the phone of Nicolas.](#)

8.3 Robert want to send without logged or has no account

Robert want to send without logged or has no account

- *Robert cannot access the app for sending a **message**.*

8.4 Robert want to send a message to Nicolas but lost internet

Robert send a **message** but lost internet just before sending a **message**

- *Robert logged to his account by using his username and password.*
- Once logged, Robert write a **message** by typing on the keyboard and press the button send for sending the **message**
- The **message** is waiting on the app of Robert for **30 seconds max.**
- Once Robert get internet back, the **message** is sent to Nicolas.
- If robert does not have internet before the end of the 30s, the **message** is deleted and will not be send.

9 Code

- **Bold text** : A bold text indicate more details are given into the definition section.
- **Italic text** : An italic text indicate a fonctionnality describe in another document.
- **Blue text** : A blue text indicate a fonctionnality not needed by the client but could be a good thing to have.
- **Red text** : A red text indicate a parameter the client can change.

10 Definitions

- **Logged user** : An user who has connect logged to the app with his username and password.
- **Not logged user** : An user who has connect to the app and try to do some action.
- **username** : The name that will be use in the application and the name use for login
- **password** : The password use by the user for login to the app
- **message** : A paragraph with a date for ordering the message by latest
- **chat** : Exchange of message

11 Question

This part should stay empty after the project has started. If modifications or questions are added here, it means the document was poorly made in the first place. No questions should result after reading the document because all question are already answered in the document.