

Group Name: The Generic Company
Product Owner: Kasim Rashid
Scrum Master: Jackie Giang
Members: David Ramirez, Trevor Holm, Carter Alemania

Project 1 Agile Stories

Stories:

- 1) As a student and an admin, I want to be able to login. If you log in as a student you go to a different home page and vice versa if you login as an admin. To prove this we will show the professor the log in in the app.
 - a) Description:
 - The student and admin should be able to log in to proceed with the program. Depending on who logs in, there should be different options and functions for both the student and admin. When the user enters in the wrong password and username,
 - b) Tasks:
 - Create a GUI for the login page
 - Create a different username and password for both the student and the admin
 - After logging in, it should proceed to the homepage.
 - c) Tests:
 - With the GUI, use different usernames and passwords to validate that the login page works
 - d) Assignee: Trevor
 - e) Estimation: 3
 - f) Priority: Sprint 1
 - g) Done: Successfully log in with the required username and password, and provide different menus depending on who logs in.
All tasks done, and the conditions are met and finished.
- 2) As a student, I want to see a homepage where all the basic options are laid out so I can decide what to do.
 - a) Description:
 - The student should be able to select from a menu of options each with their own specific function.
 - b) Tasks:
 - Create options that exist on the menu screen that provides user functionality (add college to list, view colleges on list, etc)
 - c) Tests:
 - Using g++ check compilation and create test cases to verify the functionality of the program (attempt to add colleges to list, view colleges within the list, etc.)
 - d) Assignee: Jackie
 - e) Estimation: 2
 - f) Priority: Sprint 1

- g) Done: When the database can dynamically hold numerous colleges and accurately perform the function mentioned above.
- 3) As a student, I want the home page to look good and presentable so that I feel like it is a professional app.
- a) Description:
 - The student and admin should be presented after logging in to a homepage that allows each respective user to access the program.
 - b) Tasks:
 - Create a homepage that shows a comprehensive list of colleges that are available to tour
 - Provide all the necessary information on each respective college's souvenirs
 - c) Tests:
 - After logging in, check to see if all colleges are present
 - Login to through both the admin and student, and test to see if the homepage presents for both logins.
 - d) Assignee: Trevor
 - e) Estimation: 1
 - f) Priority: Sprint 1
 - g) Done:
A homepage that shows all the initial information about colleges and souvenirs concisely and is easy to maneuver with minimal issues. All tasks are done, and the homepage doesn't conflict with anything.
- 4) As a student, I want there to be a database of campuses, souvenirs and the location qt lite so that we can display them.
- a) Description: a database that will hold the data of the campus, it should be dynamic and have the ability to add and remove campuses, souvenirs, and locations as needed.
 - b) Tasks: create a database that has the ability to hold campuses, souvenirs and locations that are dynamic.
 - c) Tests: be able to open qt lite and look through the database of campuses.
 - d) Assignee: Kasim
 - e) Estimation: 6
 - f) Priority: Sprint 2
 - g) Done: when there is a database that dynamically holds any amount of campuses, their souvenirs and locations.
- 5) As a student, I want a button that displays the campuses that are in the database so that the user can see the options.
- a) Description:
 - A view campuses option to display the colleges that the user is currently interested in or want to visit as well as other information that will make their experience more convenient.
 - b) Tasks:

- Create a view campus or campus select option to display campuses that the user currently is interested in (displays colleges currently stored in the users database, standard information of the colleges, as well as approximate location, optimize tour path, etc.)
 - c) Tests:
 - Check functionality by creating test cases that cover all the criteria listed above (various selections of colleges, viewing the added colleges, viewing information, etc.)
 - d) Assignee: Jackie
 - e) Estimation: 4
 - f) Priority: Sprint 2
 - g) Done: When the "display campus" button is fully functional, enabling user to view their database of selected campuses and provide additional information from there.
- 6) As an administrator, I want a button on the main page that allows the user to add campuses and that campus's souvenirs to the campus database so that the user can customize their trip.
- a) Description: on the admin homepage there will be a button that allows the admin to add a new campus, souvenirs, and location to the database.
 - b) Tasks: create a button on the admin homepage that lets the admin add a campus, souvenirs, and locations to the database.
 - c) Tests: the button should be functional and allow the user (admin) to add to the database.
 - d) Assignee: Kasim
 - e) Estimation: 6
 - f) Priority: Sprint 2
 - g) Done: When the "add Campus" button is fully functional, it should let the admin add a campus, souvenirs, and location.
- 7) As an admin, i want to be able to add souvenir to any given campus so that I can change the souvenirs
- a) Description:
 - The admin should be able to add souvenirs to colleges.
 - The admin should be able to also remove souvenirs.
 - The admin should be able to adjust prices.
 - The admin should be able to add souvenirs and prices from an input file.
 - b) Tasks:
 - As an admin, I can add and remove souvenirs from colleges while also being able to edit their prices either manually or through an input file.
 - c) Tests:
 - Verify that an admin can add souvenirs to colleges manually.
 - Verify that an admin can remove souvenirs from colleges.
 - Verify that an admin can adjust the prices of souvenirs manually.
 - Verify that an admin can add souvenirs and their prices through an input file.

- d) Assignee:
 - Davis, implement the front-end and back-end UI and code in order to use these features in the program.
 - e) Estimation: 4
 - f) Priority: Sprint 2
 - g) Done: An admin should be able to use all the features to make small and large changes to colleges' souvenirs. Should be able to rename a souvenir, change the price, add or delete any souvenirs and keep the changes after closing the program.
- 8) As an administrator, I want another button on the main page that allows the user to remove campuses from the campus database so that the user can customize their trip.
- a) Description: there should be a button on the admin homepage that allows the admin to remove the campuses from the databases
 - b) Tasks: add a button that allows the admin to remove campuses from the database directly.
 - c) Tests: try out the button and make sure that the campus was deleted by opening up qtlite
 - d) Assignee: Kasim
 - e) Estimation: 3
 - f) Priority: Sprint 2
 - g) Done: when there is a functioning button that lets the admin removes a campus from the database
- 9) As a student, I want a button on the main page that allows me to select and unselect campuses.
- a) Description: there should be a button on the user main page that allows them to select and unselect campuses to their list
 - b) Tasks:
 - i) Create an add button that will add a college to their list
 - ii) Create a remove button that will remove a college from their list
 - c) Tests:
 - i) Being able to click a button that removes a college
 - ii) Being able to add a button that adds a college
 - d) Assignee: Carter
 - e) Estimation: 4
 - f) Priority: Sprint 2
 - g) Done:
 - i) A user is successfully able to add and remove a college from their list when choosing their trip
- 10) As an administrator, I want a button on the main page to show the student the quickest and most efficient way to the campuses(even after they add new campuses), and the travel time so that the student can plan his trip better.
- a) Description:

- Without choosing any campuses, there should be a button that calculates a trip for the student that will go through all the campuses, even with user or administrator added campuses

b) Tasks:

- In the homepage, add room for a button called "Calculate Quickest Trip From Starting Location" that takes a starting location, and runs through all campuses (both added and from the initial list)

c) Tests:

- Test the button using qt and ensure that the program outputs the proper/accurate results

d) Assignee: Trevor

e) Estimation: 6

f) Priority: Sprint 2

g) Done:

- Once the trip has been setup and decided on, the GUI will show the total distance that is the shortest distance needed to get to each college efficiently.
- Verify the distances match with the distances in the database.

- 11) As an administrator, I want to be able to add/remove colleges either manually or through an input file.

Priority (Decides which sprint we want to finish it in), Description, Task, Tests, Assumptions

EX: #4 "As an admin, I want to move shapes and text so I can modify the window"

a) Description:

The admin should be able to move shapes and text within the window by entering an x and y coordinate to move to.

The moved shape/text will be rendered in its new location.

The moved shape/text's parameters should not change outside of its position.

b) Tasks:

As an admin, I can enter a new coordinate for a shape/text so that it moves to the location on the render window.

c) Tests:

Verify that the admin can move the shape/text, with the new coordinates being updated in the private member.

Verify that the parameters of the shape/text remains consistent after the move.

Verify that the shape/text's new location will be reflected in the rendering window.

Verify that the shape/text can't go out of the bounds of the rendering area.

d) Assignee: Trevor

Davis, create the function used to allow the shape/text to move through the input of the admin.

e) Estimation: 10

f) Priority: 5

g) Done:

An admin is able to change the location of a rendered shape/text within the rendering area.

All tasks, text conditions satisfied.

(2) Identify stories to be assigned to sprint 1

Story 1

(3) Team Rules

- a) Communicate with one another (give timely updates)
- b) Obviously be respectful of each members views and opinions
- c) Know that you are responsible for your task

(4) Develop Coding Standards

- a) C++, QT, GitHub,
- b) Add detailed comments using `///`
- c) Make sure to always push your files to your designated branch
- d) Always pull the latest files from Github to eliminate any merge conflicts
- e) Always comment updates when you push to GitHub to keep other members in the loop
- f) Try to keep things clean and simple and be mindful of others coding styles
- g) Discuss with other members before merging to main branch
- h) Use three letter variables
- i) Use detailed function names
- j) Leave spaces in between functions to keep the code clean

(5) Planning Poker

- Demonstrated during class.