

User Story #1 - User can register an account

- User can click a link and be taken to a separate page to register an account
- User can enter an email and password on this screen and create an account
- User will have to enter their chosen password twice to verify it

Acceptance Testing

Test 1: When “register” link is clicked, the site successfully redirects to the register page.

Test 2: When invalid info is entered into text fields (invalid emails) an error is displayed

Test 3: When the password fields don't match, an error is displayed

Test 4: You can successfully create an account when all info is valid

Difficulty: 4

User Story #2 - User can login using account

- User can navigate to a login page, where they will be prompted to enter their email and password
- User can enter a valid email and password, and be redirected to a new page to manage their bridges. If email or password is invalid, an error will be displayed

Acceptance Testing

Test 1: If valid email and password is entered, you are redirected to a page to manage your lights

Test 2: If invalid info is entered, an error message is displayed onscreen and you are not redirected

Difficulty: 4

User Story #3 - User can manage or register bridges

- User will supply a name and location for each registered bridge, an IP address, and a port number
 - A user can also specify a username for a bridge, user: newdeveloper will be the default otherwise
- User will be able to add, edit, and remove bridges on the server.
 - Whenever a bridge is added or edited, a test request will be made

Acceptance Testing

- Server will add/edit/remove bridges as the users specifies
- A test request is issued every time a change is made to a bridge
- User can register bridges by entering a name, location, IP address, port number, and an optional username

Difficulty: 3

User Story #4 - User can manipulate lights state

- User can select lights by name and view their state
- User can select a light by name and toggle it on or off
- User can create lights
- User can delete lights

Acceptance Testing

Test 1: You can successfully select a light and toggle it on and off

Test 2: You can successfully create a new light

Test 3: You can successfully delete a specific light

Test 4: You can view all the lights names you have created

Difficulty: 5

User Story #5 - User can manipulate lights attributes

- User can rename lights
- User can change saturation of specific light
- User can change brightness of specific light
- User can change color of specific light

Acceptance Testing

Test 1: You can successfully rename a light

Test 2: You can successfully change a lights color

Test 3: You can successfully change a lights saturation and brightness

Difficulty: 5

User Story #6 - User can group lights together

- User can get a group lights from a selected bridge, create new groups, get and set group attributes, set group states, and delete groups
 - Server will support group states setting just like an individual light.

Acceptance Testing

- A user can create, modify, delete, and group lights into a group

Difficulty: 6

User Story #7 - User can schedule lights

- Schedule changes to occur at later time in future
 - create, update, and delete non-recurring schedules
 - Individual and group state changes need to be schedulable

Acceptance Testing

- Schedules can be created, updated, & deleted
- All changes are able to be scheduled

Difficulty: 5

User Story #8 - User needs to store persistent data

- Store some data persistently; must be available from session to session
 - user account data and bridge data.
 - light, group, and schedule data is persistent from the bridge
 - pull current state data from appropriate bridge, allow user adjustment to state, and then push new state back
 - Respond to error situations gracefully

Acceptance Testing

- Data is stored and can be retrieved by a user
- Accounts and bridge data will be stored

Difficulty: 3

Additional:

- Preset light settings/patterns user can select
- Have second authentication sent to phone
- User can alter color/layout of web page

Difficulty: 2