## **Product Backlog (Requirements Document)**

The Product Backlog should be in the form of a word or pdf document. At the beginning of the document, clearly state the name of your project and the members of your team.

The main body of your Product Backlog document must have the following sections:

* *Problem Statement:* Begin with a clear and well-defined problem statement (one or two sentences). Be as detailed as you can. You can reuse/refine the problem statement from your Project Charter document.
* *Background Information:* Explain the problem background, the domain, and targeted users. Mention whether there are any applications or systems that are similar to your planned project. Discuss the limitations of the other solutions and how you will address each limitation.
* *Requirements:* Divide this section into two subsections, Functional Requirements and Non-Functional Requirements. Format the requirements into \user stories" (e.g. “As a \_\_\_\_, I would like to \_\_\_\_.") and, when appropriate, mark a requirement by adding “(if time allows)" next to it. Provide as much detail for each requirement as you can right now. In the Non-Functional Requirements subsection, please discuss performance and platform requirements such as response time, scalability, usability, security, etc. This can be either in a “user story" format with detailed explanations or just a discussion for each requirement. All requirements but the ones marked as “(if time allows)" should contain enough work for the semester so that each team member will have to spend around 10 hours/week for the project. If not, points will be deducted and the team will be asked to resubmit the backlog with an adequate amount of work. Make sure to include as complete a list of requirements as you can right now. Create as many user stories as you would like, even if there is not enough time to finish all of them. It is better to have too many user stories than too few.

When writing the document, be sure to edit for grammar/spelling, style, clarity, and whether the right information is in the right section.

**Project Salvo**

Problem statement: We are building a survival strategy game that is revolved around controlling a group of survivors.