

# Backlog for the product GameBridge

(Context) Sequencer

## SEQUENCER

①

EE \$\$\$ <3<3<3  
Register User

EE \$\$\$ <3<3<3  
Game detailed  
page

E \$\$\$ <3<3<3  
Register Game

②

EE \$\$\$ <3<3<3  
Game List page

E \$\$ <3<3<3  
Login

**MVP**

E \$\$\$ <3<3<3  
Search Option

③

EEE \$\$\$ <3  
Search for  
external  
Libraries

E \$\$\$ <3<3<3  
Detailed Filters

E \$\$ <3<3  
Game purchase  
date

④

EE \$\$\$ <3<3<3  
Game information  
(Genre, publisher,  
description, director,  
company and rating)

EE \$\$\$ <3<3<3  
Register Private  
notes about  
games

**INCREMENT**

EE \$\$\$ <3<3<3  
User Screen

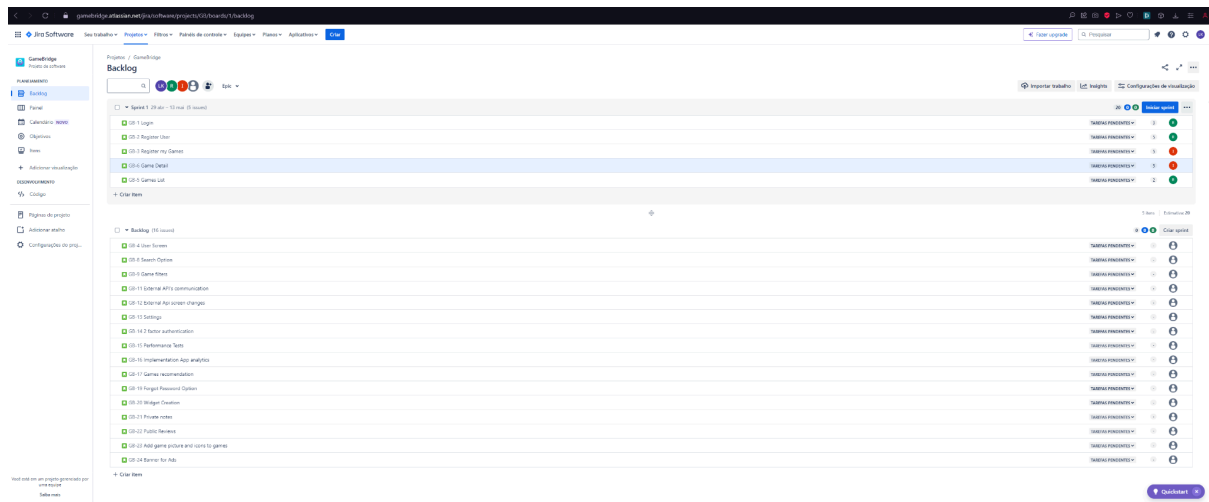
⑤

E \$\$ <3<3<3  
Games logo or  
cd pictures for  
icons

EE \$\$\$ <3<3<3  
Ads banners

EE \$\$\$ <3<3  
Put Public  
reviews on  
games

# Product Backlog



## DoR and DoD

### Informações

#### Definition of Ready (DoR)

- The user stories must be **written** in **BDD (behaviour driven development)**
- The user stories must be **estimated**
- The user stories must be **refined**
- The user stories must be **validated** by the product team
- Environment **available** and Devs with **access**
- **Designed** architecture

#### Definition of Done (DoD)

- Validated unit tests
- Validated performance tests
- Acceptance criteria met
- Revised code Review
- Test Automation
- Pair test carried out
- Product owner accepts the story
- App stability

# Sprint 1

<input type="checkbox"/> Sprint 1 29 abr – 13 mai (5 issues)	20	<span></span> <span></span> <span></span>	Iniciar sprint	...
<input checked="" type="checkbox"/> GB-1 Login	TAREFAS PENDENTES	3	<span></span>	
<input checked="" type="checkbox"/> GB-2 Register User	TAREFAS PENDENTES	5	<span></span>	
<input checked="" type="checkbox"/> GB-3 Register my Games	TAREFAS PENDENTES	5	<span></span>	
<input checked="" type="checkbox"/> GB-6 Game Detail	TAREFAS PENDENTES	5	<span></span>	
<input checked="" type="checkbox"/> GB-5 Games List	TAREFAS PENDENTES	2	<span></span>	
+ Criar item				

# Backlog

<input type="checkbox"/> Backlog (16 issues)	<span></span> <span></span> <span></span>	Criar sprint
<input checked="" type="checkbox"/> GB-4 User Screen	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-8 Search Option	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-9 Game filters	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-11 External API's communication	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-12 External Api screen changes	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-13 Settings	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-14 2 factor authentication	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-15 Performance Tests	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-16 Implementation App analytics	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-17 Games recommendation	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-19 Forgot Password Option	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-20 Widget Creation	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-21 Private notes	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-22 Public Reviews	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-23 Add game picture and icons to games	TAREFAS PENDENTES	<span></span>
<input checked="" type="checkbox"/> GB-24 Banner for Ads	TAREFAS PENDENTES	<span></span>

# Sprint 1 - Detail

## GB-1

GameBridge

Projeto de software

PLANEJAMENTO

Backlog

Panel

Calendário

CityViews

Items

Adicionar visualização

DESENVOLVIMENTO

Código

Páginas de projeto

Adicionar status

Configurações do proj...

Atividade

Motor: 

Tudo

Comentários

Histórico

Mais recentes primeiro

LF

Adicionar comentário...

Dica de nome: aperte 'M' para fazer comentários

Projeto

GameBridge

Adicionar pát

GB-1

Login

Anexar

Adicionar item filho

Vincular item

...

Descrição

As a user, I want to log in to the platform so that I can access the app

Acceptance Criteria

BDD Scenario 1: Successful Login

Given the user is on the login screen

When the user enters their registered email and password and submits the form

Then the user should be successfully logged in and directed to the app's main interface.

BDD Scenario 2: Missing Email or Password

Given the user is on the login screen

When the user tries to submit the form without entering their email or password

Then an error message should be displayed indicating that both email and password are required, and the login should not proceed.

BDD Scenario 3: Incorrect Email or Password

Given the user is on the login screen

When the user enters an incorrect email or password combination

Then an error message should be displayed indicating that the login credentials are incorrect, and the login should not proceed.

Informações

Definition of Ready (DoR)

The user stories must be written in BDD (behaviour driven development)

The user stories must be estimated

The user stories must be validated by the product team

Environment available and Devs with access

Designed architecture

Definition of Done (DoD)

Validated unit tests

Validated performance tests

Acceptance criteria met

Reviewed code-Review

Test Automation

Pair test carried out

Product owner accepts the story

App stability

Responded

ronaldo

Adicionar a mim

Por

INVO

Nenhum

Sprint

Sprint 1

Story point estimate

3

Verões

Balance

Leonardo Klumpp

Quickstart

# GB-2

EquipesPlanosAplicativosCriar

Fazer upgradeQ

ProjetosGameBridgeAdicionar paiGB-2

Register User

AnexarAdicionar item filhoVincular item...

Descrição

As a user, I want to register on the platform so that I can log in to the app.

Acceptance Criteria

BDD Scenario 1: Successful Registration

- Given the user is on the registration screen
- When the user fills in the required fields with valid information (name, email, and date of birth) and submits the form
- Then the user should be successfully registered and directed to the login screen.

BDD Scenario 2: Missing Required Fields

- Given the user is on the registration screen
- When the user tries to submit the form without filling in all the required fields
- Then an error message should be displayed indicating the missing fields, and the registration should not proceed.

BDD Scenario 3: Invalid Email

- Given the user is on the registration screen
- When the user enters an invalid email format (e.g., missing '@' symbol, incorrect domain)
- Then an error message should be displayed indicating that the email format is invalid, and the registration should not proceed.

BDD Scenario 4: Duplicate Email

- Given the user is on the registration screen
- When the user enters an email that is already registered in the system
- Then an error message should be displayed indicating that the email is already in use, and the registration should not proceed.

BDD Scenario 5: Invalid Date of Birth

- Given the user is on the registration screen
- When the user enters a date of birth that indicates they are underage (e.g., under 18 years old)
- Then an error message should be displayed indicating that the user must be at least 18 years old to register, and the registration should not proceed.

LKAdicionar comentário...

Dica de ouro: aperte M para fazer comentários

Tarefas pendentesAções

Informações

Definition of Ready (DoR)

- The user stories must be **written** in BDD (behaviour driven development)
- The user stories must be **estimated**
- The user stories must be **refined**
- The user stories must be **validated** by the product team
- Environment **available** and Devs with **access**
- Designed** architecture

Definition of Done (DoD)

- Validated unit tests
- Validated performance tests
- Acceptance criteria met
- Revised code Review
- Test Automation
- Pair test carried out
- Product owner accepts the story
- App stability

ResponsávelronaldoAtribuir a mim

PaiNOVONenhum

SprintSprint 1

Story point estimate5

Versões

RelatorLeonardo Kleuser

Criado ontemAtualizado há 2 horas

Configurar

# GB-3

ntroleEquipesPlanosAplicativosCriar

Fazer upgradeQ Pisk

ProjetosGameBridgeAdicionar paiGB-3

Register my Games

AnexarAdicionar item filhoVincular item...

Descrição

As a logged-in user, I want to register a game so that it is stored within the app

Acceptance Criteria

BDD Scenario 1: Successful Game Registration

- Given the user is logged into the app and navigates to the game registration screen
- When the user fills in the required fields (game name and platform) and submits the form
- Then the game should be successfully registered and stored within the app's database, and the "Last Access" field should be updated with the current date.

BDD Scenario 2: Missing Game Name or Platform

- Given the user is on the game registration screen
- When the user tries to submit the form without entering the game name or selecting a platform
- Then an error message should be displayed indicating that both the game name and platform are required, and the registration should not proceed.

BDD Scenario 3: Multiple Platforms Selection

- Given the user is on the game registration screen
- When the user selects multiple platforms for the game
- Then the game should be registered for each selected platform within the app's database.

BDD Scenario 4: Optional Purchase Date

- Given the user is on the game registration screen
- When the user enters the purchase date for the game (optional) and submits the form
- Then the game should be successfully registered with the provided purchase date, and the "Last Access" field should be updated with the current date.

BDD Scenario 5: Canceling Game Registration

- Given the user is on the game registration screen
- When the user decides to cancel the registration process
- Then any entered information should be discarded, and the user should be returned to the previous screen without any changes being made.

LKAdicionar comentário...

Dica de ouro: aperte M para fazer comentários

Tarefas pendentesAções

Informações

Definition of Ready (DoR)

- The user stories must be **written** in BDD (behaviour driven development)
- The user stories must be **estimated**
- The user stories must be **refined**
- The user stories must be **validated** by the product team
- Environment **available** and Devs with **access**
- Designed** architecture

Definition of Done (DoD)

- Validated unit tests
- Validated performance tests
- Acceptance criteria met
- Revised code Review
- Test Automation
- Pair test carried out
- Product owner accepts the story
- App stability

ResponsávelIanAtribuir a mim

PaiNOVONenhum

SprintSprint 1

Story point estimate5

Versões

RelatorLeonardo Kleuser

Criado ontemAtualizado há 18 horas

Configurar

Projetos / GameBridge / Adicionar pai / GB-3

- When the user tries to submit the form without entering the game name or selecting a platform
- Then an error message should be displayed indicating that both the game name and platform are required, and the registration should not proceed.

### BDD Scenario 3: Multiple Platforms Selection

- Given the user is on the game registration screen
- When the user selects multiple platforms for the game
- Then the game should be registered for each selected platform within the app's database.

### BDD Scenario 4: Optional Purchase Date

- Given the user is on the game registration screen
- When the user enters the purchase date for the game (optional) and submits the form
- Then the game should be successfully registered with the provided purchase date, and the "Last Access" field should be updated with the current date.

### BDD Scenario 5: Canceling Game Registration

- Given the user is on the game registration screen
- When the user decides to cancel the registration process
- Then any entered information should be discarded, and the user should be returned to the previous screen without any changes being made.

### BDD Scenario 6: Optional Paid Price Field

Given the user is on the game registration screen

When the user enters the price paid for the game (optional) and submits the form

Then the game should be successfully registered with the provided price paid, formatted automatically into Brazilian currency (R\$), and the "Last Access" field should be updated with the current date.

### BDD Scenario 7: Invalid Paid Price Format

Given the user is on the game registration screen

When the user tries to submit the form with an invalid price format for the price paid field (e.g., non-numeric characters)

Then an error message should be displayed indicating that only numeric values are allowed for the price paid field, and the registration should not proceed.

Atividade

Mostrar: 

Tudo

Comentários

Histórico

Mais recentes primeiro 17

LK

Adicionar comentário...

Dica de ouro: aperte para fazer comentários

Tarefas pendentes

Ações

Informações

Definition of Ready (DoR)

- The user stories must be **written** in **BDD (behaviour driven development)**
- The user stories must be **estimated**
- The user stories must be **refined**
- The user stories must be **validated** by the product team
- Environment **available** and Devs with **access**
- Designed** architecture

Definition of Done (DoD)

- Validated unit tests
- Validated performance tests
- Acceptance criteria met
- Revised code Review
- Test Automation
- Pair test carried out
- Product owner accepts the story
- App stability

Responsável 

1

 Ian

Pai 

NOVO

 Nenhum

Sprint 

Sprint 1

Story point estimate 

5

Versões

Relator 

LK

 Leonardo Kleuser

Criado ontem

Atualizado há 18 horas

Configurar

# GB-5

Projetos / GameBridge / Adicionar pai / GB-5

## Games List

Anexar

Adicionar item filho

Vincular item

...

Descrição

As a logged-in user with games registered in the app, I want to access a list of my registered games so that I can select them to view their details.

### Acceptance Criteria

### BDD Scenario 1: Viewing Registered Games List

- Given the user is logged into the app
- When the user navigates to the list of registered games
- Then the user should see a list of their registered games, with each game's name displayed prominently on the right side of the screen and the date of last access displayed less prominently on the left side of the screen.

### BDD Scenario 2: Selecting a Game

- Given the user is on the list of registered games
- When the user clicks on a game from the list
- Then the user should be redirected to the game detail screen for the selected game.

### BDD Scenario 3: No Registered Games

- Given the user is logged into the app
- When the user navigates to the list of registered games but has no games registered
- Then a message should be displayed indicating that the user has no registered games.

### BDD Scenario 4: Returning to Registered Games List

- Given the user has accessed the list of registered games before
- When the user returns to the app and navigates to the list of registered games again
- Then the list of registered games should be displayed, and the user should be able to select a game as before.

Atividade

Mostrar: 

Tudo

Comentários

Histórico

Mais recentes primeiro 17

LK

Adicionar comentário...

Dica de ouro: aperte para fazer comentários

Tarefas pendentes

Ações

Informações

Definition of Ready (DoR)

- The user stories must be **written** in **BDD (behaviour driven development)**
- The user stories must be **estimated**
- The user stories must be **refined**
- The user stories must be **validated** by the product team
- Environment **available** and Devs with **access**
- Designed** architecture

Definition of Done (DoD)

- Validated unit tests
- Validated performance tests
- Acceptance criteria met
- Revised code Review
- Test Automation
- Pair test carried out
- Product owner accepts the story
- App stability

Responsável 

5

 ronaldo

Pai 

NOVO

 Nenhum

Sprint 

Sprint 1

Story point estimate 

2

Versões

Relator 

LK

 Leonardo Kleuser

Criado ontem

Atualizado há 19 horas

Configurar

# GB-6

Projetos / GameBridge / Adicionar pai / GB-6

Game Detail

AnexarAdicionar item filhoVincular item

Descrição

As a logged-in user with games registered in the app, I want to access a registered game so that I can view its information and the platforms it was acquired on.

Acceptance Criteria

BDD Scenario 1: Viewing Game Details

Given the user is logged into the app and navigates to the game detail screen

When the user selects a registered game from their list of games

Then the user should be presented with the game's details, including the game's name, the platforms it was acquired on, and the purchase date (if available). Additionally, the "Last Access" field should be updated with the current date.

BDD Scenario 2: Editing Game Name

Given the user is on the game detail screen

When the user edits the game's name and saves the changes

Then the game's name should be successfully updated in the app's database, and the "Last Access" field should be updated with the current date.

BDD Scenario 3: Editing Platforms

Given the user is on the game detail screen

When the user edits the platforms the game was acquired on and saves the changes

Then the game's platforms should be successfully updated in the app's database, and the "Last Access" field should be updated with the current date.

BDD Scenario 4: Editing Purchase Date

Given the user is on the game detail screen

When the user edits the purchase date of the game and saves the changes

Then the game's purchase date should be successfully updated in the app's database, and the "Last Access" field should be updated with the current date.

BDD Scenario 5: Accessing Game Details Again

Given the user has accessed the game detail screen before

When the user accesses the game detail screen again

Then the "Last Access" field should display the date and time of the last access to the game detail screen.

Adicionar comentário...

Dica de ouro: aperte M para fazer comentários

Tarefas pendentes

Ações

Informações

Definition of Ready (DoR)

The user stories must be **written** in **BDD (behaviour driven development)**

The user stories must be **estimated**

The user stories must be **refined**

The user stories must be **validated** by the product team

Environment **available** and Devs with **access**

**Designed** architecture

Definition of Done (DoD)

Validated unit tests

Validated performance tests

Acceptance criteria met

Revised code Review

Test Automation

Pair test carried out

Product owner accepts the story

App stability

Responsável

1 Ian

Atribuir a mim

Pai **NOVO**

Nenhum

Sprint

Sprint 1

Story point estimate

5

Versões

Relator

1 Leonardo Kleuser

Criado ontem

Configurar

controle Equipes Planos Aplicativos Crie

Fazer upgrade

Projetos / GameBridge / Adicionar pai / GB-6

BDD Scenario 3: Editing Platforms

Given the user is on the game detail screen

When the user edits the platforms the game was acquired on and saves the changes

Then the game's platforms should be successfully updated in the app's database, and the "Last Access" field should be updated with the current date.

BDD Scenario 4: Editing Purchase Date

Given the user is on the game detail screen

When the user edits the purchase date of the game and saves the changes

Then the game's purchase date should be successfully updated in the app's database, and the "Last Access" field should be updated with the current date.

BDD Scenario 5: Accessing Game Details Again

Given the user has accessed the game detail screen before

When the user accesses the game detail screen again

Then the "Last Access" field should display the date and time of the last access to the game detail screen.

BDD Scenario 6: Editing Paid Price

Given the user is on the game detail screen

When the user edits the price paid for the game and saves the changes

Then the game's price paid should be successfully updated in the app's database, formatted automatically into Brazilian currency (R\$), and the "Last Access" field should be updated with the current date.

BDD Scenario 7: Invalid Paid Price Format

Given the user is on the game detail screen

When the user tries to submit changes with an invalid price format for the price paid field (e.g., non-numeric characters)

Then an error message should be displayed indicating that only numeric values are allowed for the price paid field, and the changes should not be saved.

Atividade

Mostrar: Tudo Comentários Histórico

Mais recentes primeiro 17

Adicionar comentário...

Dica de ouro: aperte M para fazer comentários

Tarefas pendentes

Ações

Informações

Definition of Ready (DoR)

The user stories must be **written** in **BDD (behaviour driven development)**

The user stories must be **estimated**

The user stories must be **refined**

The user stories must be **validated** by the product team

Environment **available** and Devs with **access**

**Designed** architecture

Definition of Done (DoD)

Validated unit tests

Validated performance tests

Acceptance criteria met

Revised code Review

Test Automation

Pair test carried out

Product owner accepts the story

App stability

Responsável

1 Ian

Atribuir a mim

Pai **NOVO**

Nenhum

Sprint

Sprint 1

Story point estimate

5

Versões

Relator

1 Leonardo Kleuser

Criado ontem

Configurar