

TEAM Participation: Team# BS-3

Team Member Name	Participated?	How much? 100%, 75%, 50%, 25%, 0%
Johnny C	yes	100%
Chad	yes	100%
Declan	yes	100%
John N	yes	100%

First, read slides of Requirements (provided on canvas on reqs-hierarchy)

Also, look at <https://www.scaledagileframework.com/>

Q1. Give three examples of Functional Requirements

- Map support
- Chat Support
- Database to store account information

Q2. Give three examples of NON-functional requirements.

- add proximity to find users within a radius
- add chat regulation to avoid verbal abuse
- Secure database to protect user data

Q3. Give two examples of INVERSE requirements.

- should not crash
- should not store personal location data

Q4. What's the difference between **stakeholders** and **actors** of a system?

stakeholder is a person/entity personally affected by the outcome of the project. But, an actor is a person/entity interacting with the system.

Q5. List Three Actors for your project.

- Admins
- players (Users)
- Guests

Q6. For each actor, list two needs and two wants

Actor-1: Admin

Actor-2: Players

Actor-3: Guests

Q7. List four features of your system and briefly describe their benefits and acceptance criteria.

1. A Customizable radius map to find people in your area to play.
Need to implement the library to pull in the correct people
2. A chat system to talk with games you've joined. Chat must be instant and reliable.
3. Ranking system to pair similarly skilled players.
Record and skill level all sum to create overall score for match rankings.
4. Add Events to calendar apps to schedule and remind users of the game. If we see it's creating the correct event in the calendar

Q8. For each feature of your system (from Q7), list two use-cases using the template: As a <actor/user-role>, I want <activity>, so that <value>. Also, try to give a time-estimate for each user-story in terms of weeks.

Feature1: Custom Map

- As a player I want a customizable radius map so I can adjust the map to play where I want, 2 weeks
- As an admin I want a customizable radius map to view players in ~~an area~~ an area, 2 weeks

Feature2: Chat

- As a player I want to be able to chat, so that we can discuss game details, 1 week.
- As an admin I want to be able to moderate chats, so that player don't verbally abuse others, 1 week

Feature3: Ranking System

- As a player I want to see my rankings so that I can compete with other players, 2 weeks
- As an admin I want to be able to adjust the rankings, so that players do not abuse the ranking system, 1 week

Feature4: Events

- As a player I want to be able to create events, so that other players can join, 1 week.
- As a player I want to be able to export events, so that I can set it up easily with a calendar app.

Q9. What's the difference between enabler story and user-story?

The difference between enabler stories and user stories is that an enabler story focuses more on components behind the scenes where as user stories are directly involved with the user. A simpler way to say this is that the enabler story focuses on the backend functionality of a program, while the user....

... while the user story is more Frontend, which the user sees.

Q10. Write four initial enabler stories for your team's project. Give time estimates in weeks for each enabler story.

1. Users want to be able to login in and create accounts. Have users only be able to make 1 account per email. Test amount of accounts per email. Test system for not allowing multiple accounts per email. Test app notification system for accounts.
2. Users want to be able to chat with other users. Have users briefly interact by chat on demo 3. Test users to send messages. Test for users to receive messages. Test chat for users to interact with photos and videos as well.
3. Users want to be able to meet up. Have users be able to meet by location in maps by demo 3. Test to see if users have shared courts available. Test for the number of available courts.
4. Users want to chat and feel safe. Have users interact safely by chat on demo 4. Test for the amount of reported and flagged users. Test system for banning inappropriate users on the app.