

## Final Production Backlog

Priority	Estimate	Sprint	User Type	Story
1	Small	2	Official	<p>I want the software to handle upwards of 10000 ballots.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> <li>-Election can handle upwards of 10000 ballots in a reasonable time with no errors</li> </ul> <p>When Done?:</p> <ul style="list-style-type: none"> <li>-Tested with large amounts of ballots to make sure no issues occur</li> </ul>
2	Small	2	Official	<p>I want information such as date, type of election, the candidates, the the number of seats, and the winners written to a short report file.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> <li>-All information is correctly stored in file</li> <li>-No useless/ irrelevant information stored in file</li> </ul> <p>When Done?:</p> <ul style="list-style-type: none"> <li>-Team agrees on information stored in file</li> <li>-Election will run correctly with no errors when this is implemented</li> </ul>
3	Small	2	Official	<p>I want a short report file created in the same directory as the audit file with no unnecessary overlapping information as the audit file. This file needs to have good format and can be printed off and given to the election officials.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> <li>-File stored in same directory as audit file</li> <li>-File contains correct information</li> </ul> <p>When Done?:</p> <ul style="list-style-type: none"> <li>-Team agrees on format of information stored</li> <li>-File created successfully and does not mess up election</li> </ul>
4	medium	2	Official	<p>I want to refactor the current GUI to use a single JFrame object as its parent frame, as opposed to creating its own new one everytime.</p> <p>Acceptance criteria:</p> <ul style="list-style-type: none"> <li>-GUI does not close after a ballot is inputted</li> <li>-GUI gives correct information of election</li> </ul> <p>When Done?:</p> <ul style="list-style-type: none"> <li>-GUI does not slow election and ballots inputted are successfully used in the election</li> </ul>

5	Small	2	Official	<p>I want to add input election details to the GUI such as type, candidates, seats, and party.</p> <p>Acceptance criteria:</p> <ul style="list-style-type: none"> <li>-GUI displays information about the election</li> </ul> <p>When Done?:</p> <ul style="list-style-type: none"> <li>-GUI displays correct info about the election and users can clearly understand the type of election and who they are voting for.</li> </ul>
6	medium	2	Official	<p>I want to add functionality to the GUI ballot input so users can actually vote on candidates. Election will take ballots from the GUI</p> <p>Acceptance criteria:</p> <ul style="list-style-type: none"> <li>-Ballots successfully used in election from GUI</li> <li>-Election does not start until all ballots are entered</li> </ul> <p>When Done?:</p> <ul style="list-style-type: none"> <li>-Ballots can be easily added to the election without error or massively slowing down the election.</li> </ul>
