User stories

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# Format

**As a** <type of user>**, I want** <some goal> **so that** <some reason>.

Example

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# Administrator

## AUS 1

**As an** administrator**, I want** to create and configure a tournament **so that** I can indicate how it is going to be play and I can keep all the information related to it organized and available to any person willing to view it.

# Guest

## GUS 1

**As a** guest**, I want** to register **so that** I can become a participant. [Details](#_ak5cefv2w9zn).

Use cases

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# GUS 1

## User story

**As a** guest**, I want** to register **so that** I can become a participant. [Original](#_bo3alle3a9mh).

## Actor

Guest

## Preconditions

None.

## Postconditions

The guest successfully registered himself or herself in the application.

## Main flow (User, System, Communication)

1. The guest informs the system that he or she wants to register.
2. The system asks for the required values username, firstname, lastname, email, language, password, password confirmation, and for an optional picture.
3. The guest provides all the values and confirms that he or she is done.
4. The system validates the values, registers the guest

* and sends an account confirmation email.

1. The guest opens his or her email and confirms to the system his or her account.
   1. The system recognize the url is validate and the account is activate
2. The system enables his or her account.
3. Close () The system confirms to the user the account was enabled and can login in the app

## Alternative flows

* 1. At any moment the system detects that there is an internal error, informs the administrators about this and asks the guest to wait for a few minutes and try again.
     1. The guest waits a few minutes and continues with his or her register process.
        1. The system continues without more errors.
           1. The guest continues with his or her previous flow.
        2. The system still presents a internal error.
           1. Jump to ∗.a.
  2. At any moment the system detects that there is a communication error, asks the guest to inform the administrators about this and to wait for a few minutes and try again.
     1. The guest informs the administrators and waits a few minutes and continues with his or her register process.
        1. The system continues without more errors.
           1. The guest continues with his or her previous flow.
        2. The system still presents a communication error.
           1. Jump to ∗.b.

1. 1. The system validates the guest’s values and finds out that there are missing required values, or that the username is not valid ([Username validation](#_nx3qwvb9fosv)), or that the username is taken, or that the email is in use by other guest, or that the password confirmation is incorrect, or that the picture is not in an allowed format (jpeg, jpg, png, gif), or that the picture is too heavy (Max 1024KB). Then it informs the guest the values that need to be fixed and asks for them again.
      1. Jump to step 3.

## Mockup



Definitions

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# Username validation

A valid username must comply with the following regex expression: ^[a-z0-9][a-z0-9\_]\*$

# Password security criteria

The following are the rules that a password must comply:

* It must have at least 1 lowercase character.
* It must have at least 1 uppercase character.
* It must have at least 1 number.
* It must have at least 1 symbol.
* It must be at least 10 characters long.

Review (in Spanish ;\_)

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Labor

* Intención y valor Ejemplo: (FESTA)
* Intención: Bailar Canción
* Valor: Acción que ejecuta la música sonando
* *Narrativa no coincide con la intención y valor, la navegación y diálogo y los mensajes que el usuario ve cuando realiza las tareas.*
* Resumen: Qué es lo que el usuario quiere escuchar que es un cierre.
  + Identificar los cierres
  + Cada historia tiene un cierre.
  + Manejo de la incertidumbre del usuario

1. Forma (Interfaz)
2. Datos (MM, BD)
3. Labor (US) {Cierre de Usuario (Valor), Cierre Negocio ($)}
4. Comunicación
5. *Lugar*

Framework adaptado de Norman

1. Exponer la intención y el valor
2. El usuario debe reconocer la labor
3. El sistema debe permitir al usuario ejecutar la labor
4. El sistema debe reaccionar ante esa labor
5. El sistema debe generar un resultado
6. El usuario debe reconocer que ese resultado es el valor que espera

Tareas Definición

* Tarea de Usuario: El usuario tiene en mente, o se requiere así mismo para realizarla.
* Tarea de Sistema: El sistema ejecuta en la lógica, no se requiere del usuario. Ej (generar, priorizar, recomendar, cajero electrónico)
* Tarea de Comunicación: Involucrar tanto al usuario como al sistema.

Paradigmas

* Objeto ~ Acción
  + Eg: Bandeja de correos
    - Selecciona el objeto el cual tiene un conjunto de acciones.
* Acción ~ Objeto
  + Eg: Copiar Formato Word

Subjetividad

* Usuario
* Cliente
* Experto de Negocio
* Desarrollador (&)