**Product Backlog**

**for**

### Interactive Map of UWO (with Plants)

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**Product Description**

The product is an app that allows users to view UWOsh and interact with the plants on campus. This app would allow users to learn more about the plants around UWOsh and also find where they are. This app is focused on people interested in nature. This app would solve the problems nature lovers have when trying to find plants on campus or wanting to learn more.

**Functional Requirements**

Write up the functional requirements for your project using multiple user stories, each of which follows the template:

As a [kind of stakeholder],  
So that [I can achieve some goal],   
I want to [do some task]

Each of your user stories must also:

1. Be SMART. Pay special attention to *Specific* and *Measurable*. If your user stories have any ambiguity about this, further clarify them until they are clearly specific and measurable.
2. Have story points associated with it. Use 1, 2, 3 or 5 story points.
3. Be numbered and arranged in order of priority.
4. As a User,  
   So that I can track plants on UWOsh Campus,   
   I want to be able to search all available plants.

Story points:

1. As a User,  
   So that learn more about plants,   
   I want to click on a plant and get their basic information.

Story points:

1. As a User,  
   So that find new plants to learn about,   
   I want to be able to locate myself and see all nearby plants.

Story points:

**Proposed Technical Setup**

This project will be implemented in .NETMAUI using a SQL database.

**Lo-Fi User Interface**

What will the UI look like? Submit a **storyboard** using diagrams containing rough sketches of your product's user interface. These diagrams should depict the major UI used to implement the user stories you submit. For example, if one of your user stories was to allow a user to initiate a stock purchase, you should draw the initial UI that is presented when the user wishes to purchase a stock, along with any other major windows, messages, etc. that appear as the user navigates through this use case. The diagrams can be drawn by hand or computer. If a window leads to a dialog box, drop-down box, etc., include it as a sub-diagram. Your diagrams do not need to be pretty to get full credit, but they should be clear and legible. The main point is to illustrate your thoughts about what information should be shown and how the user will use the software.