**SETaP Week 4: Markdown and User Stories**

This tutorial will introduce markdown and the concept of user stories.

**User Stories** are informal descriptions of software features from the perspective of the client/end users. Here are some examples of user stories:

* “*As a student, I want to purchase monthly parking permits online*”
* “*As a students, I need to be able to pay for the permit via PayPal or debit card”*
* *“I must be notified 2 days in advance of my permit expiration date”*
* *“I should be able to renew the permit automatically”*
* *“Renewing the permit automatically should reuse all data in my account and ask me to confirm the new expiration date of the permit”*
* *“I should be able to change the details of my car at any time”*

**Markdown** is a lightweight markup language used to format plain text documents. More details about the language are available [here](https://www.markdownguide.org/getting-started/).

The basic syntax of the language is described [here](https://www.markdownguide.org/basic-syntax/).

Here is the structure of this tutorial:

1. Read the scenario corresponding to your team ID, eg. team 3C reads scenario C, team 1A reads scenario A.
2. Imagine you need to develop the system described in the scenario, and so you need to understand what a potential client wants from this system. Identify one unique question per team member you want to ask this potential client.
3. Each team member asks one question and takes notes of the answer provided by the interviewee.
4. Create a repository as part of your team organisation. Name is SetapWeek4. Add all team members as collaborators.
5. Add a file to your SetapWeek4 repository. Name is Scenario<insert scenario letter>UserStories.md. This is the extension of a file written in Markdown.
6. Each team member will add their own notes as short descriptions of what the interviewee wants from the system. These notes are user stories.
7. Submit the link to the repository created via [this form](https://forms.gle/mAfmcfFEkUTqEmkb9).

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**Scenario A. Pre-Script**

“Pre-Script is a brand new project aimed at the development of a smartphone app that reminds users when their prescriptions are due to be picked up or renewed. Forgetting to take medicine can be fatal and is a problem for those in society who are the most vulnerable, such as the sick and elderly. By creating Pre-Script we can help patients and their carers ensure they are taking the prescriptions they need, when they need them.” (Team 2A, 2019)

**Scenario B. Weather BeatZ**

“We shall be developing a music streaming app that will play music based on the current weather if so desired, Weather BeatZ. We believe that there is a gap in the market for a particular sort of music application. Most music streaming apps are content with allowing the user to sort through their songs based on most listened to tracks, suggested genres, popular top charted music, and music in rotation within their playlists. We have thought of allowing users to access a music application that gives them the ability to listen to music based on the current state of the weather. With the implementation of weather, we could allow the music to enhance the mood of the user, and the weather to give more vibrance to the music; thus both complementing each other and the sound and imagery the user would be experiencing.” (Team 9A, 2019)

**Scenario C. Bill splitting app**

“We are making a budgeting system that allows people to keep track of how much they owe the people in their group. The main target audience is for house sharers such as students or parents. It is useful for students as it will allow for easy management of money and will make sure no one is underpaying or overpaying. The motivation for this app came from us all being university students in shared housing and it would be helpful to easily share bills.” (Team 1C, 2019)

**Scenario D. PC Part Search Tool**

“The system will provide the user with the ability to search for and compare PC components.” The target audience for this system is senior citizens with specific budgets and limited IT experience. The motivation for building this system is to provide end users with an easy to learn interface for identifying, comparing, and purchasing PC components. (Team 4B, 2019)

**Scenario E. EcoCalculator**

“The application that we will be developing will be an EcoCalculator. The application will allow the user to track their carbon footprint and give the user suggestions on how they can reduce their carbon consumption.” The target audience for this app is commuters and/or people who travel for work regularly. (Team 4D, 2019)