This document serves to clarify the order in which the project's *features* will be completed that anyone familiar with the project can read to understand what how the features will be prioritized and who will be taking the lead on each feature. In this comprehensive list, called the [**Backlog**](https://en.wikipedia.org/wiki/Scrum_(software_development)#Product_backlog), features should be described as [**User Stories**](https://en.wikipedia.org/wiki/User_story), that refer to user [**personas**](https://www.interaction-design.org/literature/topics/personas), each of which will be broken down into a set of one or more tasks (Gitlab issues) that you feel confident can get down during a single Sprint. It helps ensure the team understands the client's priorities and demonstrates that the work can reasonably get done.

In your repository Wiki, describe the features you intend to complete as part of this project and during which Sprint you expect them to get done.

* **User Stories Backlog**. Create a [**Backlog**](https://en.wikipedia.org/wiki/Scrum_(software_development)#Product_backlog) of as many [**User Stories**](https://en.wikipedia.org/wiki/User_story) as you can come up with based on the project's scope determined by your [**Project Contract**](https://www2.cs.duke.edu/courses/compsci408/fall19/assign/index.php#ProjectContract). *Note this Backlog should be updated throughout the semester as new possible features are discussed*.
* **Feature Deliverables for each Sprint**. Based on the scope of the project and your design goals, prioritize specific features during each Sprint during the rest of the semester. Your goal for each Sprint is to have a working app to demo to the client made up of related features that provide clear value to the Client, rather than a set of "technical tasks" whose value may be hard to demonstrate in such a way that the client can appreciate. Features will likely include both a user interface component as well as backend support and be reasonably sized enough that you have confidence they can get done during a Sprint.
* **Team Roles for each Sprint**. Take responsibility for specific [**team roles**](https://www2.cs.duke.edu/courses/compsci408/fall19/assign/roles.php) during each Sprint during the rest of the semester. These roles may be fixed, but more likely will rotate among team members during the entire semester.

User Stories Template:

* As a curator, I want [feature] so that [benefit]
* As a visitor, I want [feature] so that [benefit]

Sprint 2/Prototype:

* Create project structure
* Create static pages which replicate wireframe pages.
  + Sign in page: Edward
  + Registration page: Edward
  + All Projects page: Sam
  + Project page: Sam
  + Create new project page: Sam
  + Update artwork page: Will
  + Upload new artwork page: Will
  + Presentation page: Santo
  + Interactivity/3D Model page: Santo
* Roles:
  + Edward Zhuang: Business Analyst and backend developer.
  + Santo Grillo: Project Manager, front end developer
  + Will Ye: Technical Lead and general full-stack developer
  + Sam Chan: Quality Assurance Lead. More of a backend developer but willing to take on any role

Sprint 3/Baseline Prototype:

* User authentication (Registration/Login of users)
  + Allow users to register accounts
  + Allow users to sign in
  + Each user has personalized saved states, profile characteristics/preferences, project access, etc.
* Database/Remote data store set up and storage
  + Create/Remove new projects
  + Add artworks to project
  + Attach media/information to artworks
* Presentation
  + Allow curators to “present” a project in a manner easily accessible to the visitor.
* Roles:
  + Edward Zhuang: Business Analyst and backend developer.
  + Santo Grillo: Project Manager, front end developer
  + Will Ye: Technical Lead and general full-stack developer
  + Sam Chan: Quality Assurance Lead. More of a backend developer but willing to take on any role

Sprint 4/Alpha:

* 3D Model display basic implementation (stretch goal 1)
* Roles:
  + Edward Zhuang: Business Analyst and backend developer.
  + Santo Grillo: Project Manager, front end developer
  + Will Ye: Technical Lead and general full-stack developer
  + Sam Chan: Quality Assurance Lead. More of a backend developer but willing to take on any role

Sprint 5/Beta:

* 3D Model display and user interaction/manipulation (stretch goal 2)
* Roles:
  + Edward Zhuang: Business Analyst and backend developer.
  + Santo Grillo: Project Manager, front end developer
  + Will Ye: Technical Lead and general full-stack developer
  + Sam Chan: Quality Assurance Lead. More of a backend developer but willing to take on any role

Sprint 6/Production:

* Themify/Beautify webpage
  + Logos, colors, dynamic content, (animations?), etc.
* Roles:
  + Edward Zhuang: Business Analyst and backend developer.
  + Santo Grillo: Project Manager, front end developer
  + Will Ye: Technical Lead and general full-stack developer
  + Sam Chan: Quality Assurance Lead. More of a backend developer but willing to take on any role