

User Stories, Tasks, and Story Points for *Triplex*

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User Story #1 (*Story Points: 1*):

As a client I would like the developer to go along with the games stored on Steven Lambert's Github site so that it agrees to the tentative agreement created

Tasks:

Use Steven Lambert's Github site for games.

User Story #2 (*Story Points: 1*):

As a client, I would like to have a creative name and theme for the Suite of Games so that the users are interested.

Tasks:

Find a creative name and have a theme.

User Story #3 (*Story Points: 4*):

As a client I want the interface to consist of three games so that the users have a variety.

Tasks:

Create an interface that would have three games

User Story #4 (*Story Points: 2*):

As a user I want to be able to choose my desired game through an interface so that I could play whichever game I want.

Tasks:

Be able to choose desired game through the interface

User Story #5 (*Story Points: 4*):

As a client I want there to be a single interface so that no pop-ups are not used and new windows aren't opened so that it is convenient for the users and we won't lose any.

Tasks:

Have a single interface for all games.

User Story #6 (*Story Points: 16*):

As a client I want there to be a tabbed interface where tabs load a new page without exiting the SOGGIE domain again so that it is convenient for the user.

Tasks:

Design a tabbed interface.

User Story #7 (*Story Points: 1*)

As a client I want there to be a consistent and intuitive user interface so that players are able to easily navigate and select games.

Tasks:

Be consistent with design

User Story #8 (*Story Points: 4*)

As a client I want all the games to operate as a cohesive unit so that users could easily operate

Tasks:

Have the games operate as a cohesive unit

User Story #9 (*Story Points: 1*)

As a client I want there to be a “coolness factor” that could include interesting visuals and colors so that users enjoy their experience while playing the game.

Tasks:

Include various visuals and colors

User Story #10 (*Story Points: 2*)

As a developer I want the interface to cover the dashboard when games are played and the stats to remain on the side or at the top so that the user would easily be able to access that information.

Tasks:

Have the game cover dashboard while playing

User Story #11 (*Story Points: 2*)

As a developer I want the games to slide into the dashboard and appear via some interesting effect so that the “coolness factor” is maintained.

Tasks:

Have visual effects in which games slide into the dashboard

User Story #11 (*Story Points: 2*)

As a developer I want the customer to have a login page before playing the game so that their information is saved and retrievable.

Tasks:

Include a login page

User Story #12 (*Story Points: 4*)

As a developer I want the customer's information to be held in a database so that it can be easily retrieved when the user logs in

Tasks:

Store user information in a database

User Story #13 (*Story Points: 4*)

As a developer I want to store the customer's stats in a cookie so that the login could be accomplished through a stub to a login method.

Tasks:

Use cookie for customer stats

User Story #14 (*Story Points: 2*)

As a client I want the users to be allowed to create their own name and password so that they would be able to remember their information easily.

Tasks:

Allow users to create their own name and password

User Story #15 (*Story Points: 8*)

As a client I want the to allow the customers to be able to login through their Google and Facebook accounts so that they wouldn't have to remember their passwords

Tasks:

Allow users to login through Google and Facebook

User Story #16 (*Story Points: 4*)

As a client, I want a separate login controller so that it is not mixed in with the GUI or game logic.

Tasks:

Have a separate login controller

User Story #17 (*Story Points: 16*)

As a user, I want to be able to auto-login so that I can get into the game quicker.

Tasks:

Implement an auto-login feature that stores users details in a cookie to readily access.

User Story #18 (*Story Points: 2*)

As a user, I want to be greeted when I enter the app so I feel welcome.

Tasks:

Add a welcome message to the screen when a user signs in.

User Story #19 (*Story Points: 2*)

As a user, I want to be able to find the games easily, so that I can avoid being distracted by the interface.

Tasks:

Add padding and spacing around all menu and game options in the global interface for easy navigation.

User Story #20 (*Story Points: 9*)

As a developer, I want to be able to easily add and remove games so I do not have to spend time refactoring my design.

Tasks:

Implement a common parent class for all games
Implement games as modular, separate pieces of code.
Make the GUI interface handle a varying quantity of games.

User Story #21 (*Story Points: 16*)

As a developer, I want to be able to have all of the games and functions communicate in a standardized way so that I can, in the future, change 3rd party components of the app easily.

Tasks:

Implement an event-driven architecture for communication.

User Story #22 (*Story Points: 2*)

As a developer, I would like to be able to see prior changes that were made to the codebase, so that I can revert fatal errors.

Tasks:

Build project on version control system of Git, host on Github.

User Story #23 (*Story Points: 8*)

As a developer, I want to have a test fake database (in one place) that returns false data so that I can test if the sign in process would work with a real database.

Tasks:

Implement a test function that takes real database queries and returns fake login data to test the sign up process.

User Story #24 (*Story Points: 1*)

As a client, I want the database code in a single space so it can be swapped out easily.

Tasks:

Migrate all test database code to a separate file.

User Story #25 (*Story Points: 4*)

As a client, I want the GUI to only call controller's methods, so that I can make money from mobile gamers.

Tasks:

Implement a controller that handles all of GUI's methods.

User Story #26 (*Story Points: 4*)

As a user, I want to be able to use the app on a mobile device so that I can use it everywhere on my phone.

Tasks:

Add mobile support for GUI.

User Story #27 (*Story Points: 2*)

As a user, I want the theme of games to be interchangeable so that I can love the view I see.

Tasks:

Make interchangeable themes for every game.

User Story #28 (*Story Points: 1*)

As a client, I want to enforce themes that appeal to women so that the website has a more female user base.

Tasks:

Make women centered themes (high tech, flowery, powerful pink).

User Story #29 (*Story Points: 16*)

As a client, I want to make money by displaying ads so that I can keep the website as a free-to-play site.

Tasks:

Implement API to deliver ads to the website.

User Story #30 (*Story Points: 8*)

As a client, I want an admin login to be able to change the duration of the ads so that the same ads do not play over and over.

Tasks:

Create admin login to change ad length.

User Story #31 (*Story Points: 2*)

As a client, I want the admin login username to be SoggieMuffins and the password to be password1234 so that any admin can have access to change the length of ads easily.

Tasks:

Set admin login to specific values so any admin can login.

User Story #32 (*Story Points: 4*)

As a client, I want customers and admins to have secure login so that their account cannot be seen by those who wish to harm the site.

Tasks:

Create a secure login form.

User Story #33 (*Story Points: 2*)

As a client, I want the passwords to be hashed and salted and stored in a database so that every login can be checked and verified.

Tasks:

Hash passwords for users and admins.

User Story #34 (*Story Points: 6*)

As a client, I want medium quality graphics and sound effects for my games so that the games are engaging and immersive.

Tasks:

Create sound effects for games.

Create mid-quality graphic games.

User Story #35 (*Story Points: 2*)

As a client, I want game assets to be less than 100kb in size so that they load quickly over the internet.

Tasks:

Create small game files for speedy load times.

User Story #36 (*Story Points: 2*)

As a client, I want the sounds to be engaging and functional as opposed to decorative so that the user can stay engaged and not be distracted by unnecessary noise.

Tasks:

Create necessary sounds.

User Story #37 (*Story Points: 4*)

As a user, I want a mute button so that I can take away the sounds of the game and to have this preference carry across the site.

Tasks:

Implement mute button that carries across the site.

User Story #38 (*Story Points: 4*)

As a user, I want the games to be single player so that I only have to use one hand for the 4 keys necessary.

Tasks:

Create only single player games (computer-based opponents).

User Story #39 (*Story Points: 8*)

As a user, I want to be able to use any form of input device to play these games so that I can use my tablet or phone to play these games.

Tasks:

Implement different platform controls (controller, mobile, etc).

User Story #40 (*Story Points: 2*)

As a user, I want a pause button so that I can pause the game and resume when I have more time.

Tasks:

Implement pause button for games.

User Story #41 (*Story Points: 8*)

As a user, I want to be able to save the state that the game is in so that I start from that point later on.

Tasks:

Add a save button on the pause menu, and let the user click / load into a save file when re-opening the game.

User Story #45 (*Story Points: 4*)

As a user, I want to be able to keep save files, and have the choice to delete a save file so that I can start a new game.

Tasks:

On this save file menu screen, add a delete button that deletes a save file, as well as add a new game button

User Story #46 (*Story Points: 4*)

As a user, I want the suite of games to be a stable playing experience, that I don't have to deal with frequent crashes / bugs

Tasks:

Assure that the games have minimal crashes and bugs that make the playing experience less smooth

User Story #47 (*Story Points: 4*)

As a user, I want to be able to click to find an easter egg on the pause menu, so that I can feel the care that went into the project

Tasks:

Add a small, semi hidden button in the corner of the pause screen that when clicked pops up some kind of easter egg message with an accompanying image

User Story #48 (*Story Points: 2*)

As a first time user, I want there to be abundant help screens / instructions, so that I can learn how to play the games easily.

Tasks:

Add a help screen that shows up before a player's first time opening the game

User Story #49 (*Story Points: 1*)

As a user, I want there to be a help icon that I can hover over to see details on how to log into my account.

Tasks:

On the login screen, add an icon that the user can hover over that shows log in instructions

User Story #50 (*Story Points: 4*)

As a client, I want there to be error messages that detail what bug the program has run into during gameplay, so that I know where the error could be coming from.

Tasks:

When the program runs into an error, display an error message on screen that accurately describes what the specific error that's being run into is

User Story #51 (*Story Points: 1*)

As a frequent user, I want the error messages to be entertaining / humorous so that my mood is lightened when I run into errors.

Tasks:

Word these error messages in an entertaining manner

User Story #52 (*Story Points: 8*)

As a developer, I want the suite of games to be well defined in terms of testability, so that I can more easily test individual components of the program.

Tasks:

Write out extensive test functions for each component of the program.

User Story #53 (*Story Points: 4*)

As a developer, I want the entire program to be easy to change, so that new changes do not introduce new bugs or regressions.

Tasks:

Write code in a way that makes it easy to make new changes, like well organizing functions / classes to fulfill one purpose each.

User Story #54 (*Story Points: 4*)

As a developer, I want the games to be designed for scalability, so that I can be able to add new games without affecting the stability of the program.

Tasks:

Write code in a way that separates games for the purpose of scaling upwards, make it easy to add a new game to the suite
