---- USER STORY ----

#1 As a user, I can enter a testimonial

a) Description:

Guest users may enter testimonials that are logged into a database of some sort – persisting through executions of code.

A cancelation confirmation will be emailed to the site user

b) Tasks:

Ask customers to provide testimonials that can be submitted by guest users.

c) Tests:

Verify that the testimonial persists through implementations of code and can be viewed.

d) Assignee:

TBD, develop filing implementation to store testimonials that can be later viewed // outfile

e) Estimation: 2

f) Priority: 10

g) Done:

Guest user is able to store a testimonial that can be reviewed later for purposes of organization need.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#2 As the developer provide a contact us with team name and logo

a) Description:

Determine a suitable contact us form and graphic for organization representation

b) Tasks:

Determine what contact us form to allow, what details will be required

As well as where to make contact us available from per web design standards.

I.e. footer of a bootstrap web page, or have an individual branch from a main thread.

c) Tests:

Verify that the contact us form functions, test sending messages

Error check that fields can have errors and !prompt the user to correct errors prior

To sending.

d) Assignee:

TBD, test the contact us after its implemented and error check the contact us fields

To insure response is possible for user.

e) Estimation: 3

f) Priority: 9

g) Done:

A visitor / user is able to contact organization with questions or relevant information

and efforts are made to insure a response to every contact us is capable.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#3 As the developer or user display -all- graphical objects [including text].

a) Description:

Objects will be rendering within a window, this window

Implementation will require dimensions of at least 1000 [horizontal] pixels by 500 [vertical] of [top left would be (0,0) with bottom right being (1000, 500) graphically.

-Each rendered object must show an shape id above rendered shape-

b) Tasks:

This is four fold

1. Create a rendering window to showcase objects with specified dimensions above.

1-a) This is directly related to user story #4 regarding file input/output.

1. Render object id above each rendered object.

2-a) Determine best practice for object too far vertically north to display object id. [i.e. show object id below. // if (object == (x,x)) et al.

c) Tests:

Verify objects will render within dimensions specified for program implementation

Verify each object rendered shows an render id above, determine best practice for when object is too far horizontal or vertical, verify that objects render into window from user story #4 file.

d) Assignee:

TBD, Implement design for window of rendering and orienting object id above rendered objects.

e) Estimation: 10

f) Priority: 1

g) Done:

User is able to render objects to designed implementation window that will be stored in a file per user story #4. Test all objects from file. Make sure the object ids render above objects unless and determine best practice for handling object id not displaying above margin / border of render window.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#4 As the developer implement shapes being read from a shape file that tracks all currently rendered shapes.

a) Description:

Shape file shapes will be identified by their type: “line, polyline, polygon, rectangle, ellipse, text.” Each shape has a dimension, pen color, pen width, pen style, pen cap style, pen join style, brush color, brush shape. Text has properties: shape dimensions, text string, text color, text alignment, text point size, text font family, text font style, text font weight. All shapes must have a unique id that is displayed above their corresponding shapes per user story #2 That unique id should be determined from this file.

b) Tasks:

Implement the details of the description per each shape i.e. create file with all detailed items.

c) Tests:

Test each faculty of the shape file – make sure each shape can be read from a file, and is recorded as tracked i.e. through 1 or 0 itemization perhaps.

d) Assignee:

TBD, create file that shapes can be read from, implement organizational structure and detail nuance as stated per description i.e. pen join style.

e) Estimation: 20

f) Priority: 2

g) Done:

The shape file identifies each shape by type as detailed from description as well as additional properties as detailed by description

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#5 As an Administrator, I can move shapes [including text] rendered via a move shape form [?]

a) Description:

A site administrator can move shapes rendered with a form, only an administrator has this functionality. These changes must be visible in rendering screen

b) Tasks:

Implement form that allows the moving of shapes rendered – establish this privilege for administrators only, will require making a work group “administrator” – determine best practice for implementing administrator field.

c) Tests:

Test that a guest user cannot move shapes and that the move shape form determined by creator functions properly.

d) Assignee:

TBD, Create move form and create administrator work group so that only an administrator has access to moving of rendered shapes.

e) Estimation: 15

f) Priority: 3

g) Done:

Only an administrator can move shapes, the shapes move properly to desired location, these shapes respond only to their unique id

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#6 As an administrator, I can add and remove shapes

a) Description:

Similar to user story #5 however, this time is about adding or removing shapes with a form. All changes must be visible in rendering area. Only an administrator has this capability.

b) Tasks:

Create a form allowing the adding and removing of shapes via, most likely their unique id or other suitable option. Allow this capability only to the administrator.

c) Tests:

Test that these addings and removings are allowed and visible in rendered area.

d) Assignee:

TBD, most likely this should be worked on by those who worked on the moving shape form, Verify that the shapes have been added and removed and are only done so by an administrator.

e) Estimation: 10

f) Priority: 4

g) Done:

An administrator is able to add and remove all the shapes and this is visible within the rendering window.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#7 As a user [perhaps administrator only] Produce a shape listing report sorted by shape unique id at any part of program operation – list all properties of each shape i.e. line, pen style etc.. (see user story #4)

a) Description:

List all the shapes by their id and shape properties

b) Tasks:

Create a form allowing the adding and removing of shapes via, most likely their unique id or other suitable option. Allow this capability only to the administrator.

c) Tests:

Test that this report can be produced at any point during program implementation.

d) Assignee:

TBD, most likely this should be worked on by those who worked on user story #2 as it will provide background of shape properties requiring implementation, if not from those persons see user story #2

e) Estimation: 10

f) Priority: 5

g) Done:

A shape listing report can be produced sorted by shapes unique id at any point during program run time. This report includes all shape properties.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#8 As a user, like user story #7 create a shape listing report of shapes only by AREA.

a) Description:

List all the shapes by their Area – include the shape type, Id, and area. Perhaps best that assignee of user story #7 work on user story #8

b) Tasks:

Create a listing report of rendered shapes by their area, include the shape type, id, and area of shape.

c) Tests:

Verify the shape listing report prints.

d) Assignee:

TBD, most likely this should be worked on by those who worked on user story #7 as it will provide background of organizing structure requiring implementation, if not from those persons see user story #7

e) Estimation: 10

f) Priority: 6

g) Done:

A shape listing report can be produced sorted by shapes type, AREA, and unique id at any point during program run time.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#9 As a user, like user story #7 and #8 create a shape listing report of shapes only by PERIMETER.

a) Description:

List all the shapes by their Perimeter – include the shape type, Id, and area. Perhaps best that assignee of user story #7 & #8 work on user story #9

b) Tasks:

Create a listing report of rendered shapes by their perimeter, include the shape type, id, and perimeter of shape.

c) Tests:

Verify the shape listing report prints.

d) Assignee:

TBD, most likely this should be worked on by those who worked on user story #7 & #8 as it will provide background of organizing structure requiring implementation, if not from those persons see user story #7 & #8

e) Estimation: 10

f) Priority: 7

g) Done:

A shape listing report can be produced sorted by shapes type, PERIMETER, and unique id at any point during program run time.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer

---- USER STORY ----

#10 As a user administrator or otherwise, all changes are saved between executions.

a) Description:

For every user story listed, adding, removing, moving shapes etc.. These changes should all be evidenced from execution to execution. Review each user story to be sure of what exactly will be saved to best implement this user story.

b) Tasks:

Implement method to save all changes implemented through executions of this program

c) Tests:

Verify saves are implemented for every user story with a varied base of test cases.

d) Assignee:

TBD, implement and verify all implementation save.

e) Estimation: 15

f) Priority: 9

g) Done:

The values of previous iterations will be stored for next executions to edit. Only one save state is required.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer