User Stories

Preface:

This document includes the user stories that is the target function for the application. It follows the Agile Web development that outline the user stories for sprint 2.

User Stories (and Sprint 1 Acceptance Criteria)

Imagined users, with their Users Stories, below, are listed in three different categories:

* The round points note User Stories due for completion by Sprint 1. If the tasks have not finished in sprint 1, we should keep these points in sprint 2.
* The square points note User Stories are due by the end of the project. It should be finished in this project.
* The hollow point notes desirable User Stories but are these are specifically beyond the scope of the project, but it is the extra features that we want to have.

# Players

|  |  |
| --- | --- |
| As players, we should able to… | |
| Do...   * Login to the Web application with Authentication * Create a new account | So that we can...   * Know that the own data is private * Access to the Web application |
| * Choice the quiz to work on * View the questions * Submits the answers * View the quiz result * View the aggregated statistics | * Pick the suitable quiz to do * Work on the quiz * Store the answer in the database * Know how well we are * Compare the result with the others |
| * Include the timer in the quiz * Login with Facebook/Google | * Count the time we used * Easier to register |
| Acceptance Tests for Sprint 1:   * Login to the Web application with Authentication * Login to the Web * Verification for the users * Create a new account * A new user store in the database * No conflict with the database users | |

# Administrators

|  |  |
| --- | --- |
| As Sarah, the **Administrator**, I want to be able to... | |
| Do...   * Login to the Web application with Authentication | So that I can...   * Access to the data for the Administrators |
| * Add or delete question sets * Assess responses * Add and delete users * View the quiz result * View the aggregated statistics | * Adjust the difficulty of the quiz * Solve the problems from the players * Manage the players * Adjust the difficulty of the quiz * Compare the result with the players |
| Acceptance Tests for Sprint 1:   * Login to the Web application with Authentication   - Login to the Web  - Verification for the users | |