**DUBLIN BIKES PROJECT - Group 18 / 8TEAM**

**USER STORIES**

User stories describe high-level demands from users of the final product. They provide context for the functionality of the features. User stories detail product requirements. These large scale, long-term requirements are broken up into tasks and subtasks, given an estimated timescale and are well understood.

Who will use a feature(s), what do they need from the product, how will the feature provide benefits/value?

As a <type of user>, I want <some goal> so that <some reason>

TYPE OF USERS: site visitor, commuter, site administrator, site editor, application owner etc.

TYPE OF GOALS: Various functionalities

* As a site admin, I want access to a database so that I can store relevant data for users.
* As a site admin, I want display scraped data so that the site provides users with updated information.
* As a commuter, I want to know if bikes are available nearby so that I can cycle home.
* As a commuter, I want to view weather information so that I can decide if I want to get the bus.
* As a site visitor, I want to view information about station usage so that I know when it is easier to get a bike from a nearby station.
* As a site visitor, I want to view station info for a particular day/hour so that I know when the station will have bikes available.

Examples of user stories:

<https://www.mountaingoatsoftware.com/agile/scrum/scrum-tools/product-backlog/example>

<https://www.scrumalliance.org/community/articles/2011/august/5-common-mistakes-we-make-writing-user-stories>

designing backlog slideshare: https://www.slideshare.net/rpannone/creating-a-product-backlog