Product Backlog

Version Control

Version	Description	Author	Date (DD/MM/YYYY)
1.0	Create a separate page for Product backlog	Sejin Kim	29 Sep 2020
1.1	Add Sprint column	Isaac Pedroza Aguirre	06 Oct 2020
2.0	Product backlog ver 2.0	Sejin Kim	31 Oct 2020

Product backlog (ver. 2.0)

The story points determine the complexity of the user story. The user stories are ordered by importance. ones not assigned to any sprints are for the future extension.

#	As a	I want	so that	Importance	Story points	Sprint
1	Participant in the competition	my robot to locate the position of the opponent robot's armour in the pictures	my robot is informed about where to shoot.	Mandatory	39	Sprint 1
2	Participant in the competition	my robot to identify what is the type of the armour pad the enemy is showing	my robot is informed about how many points it can score if it successfully shoots to the identified armour.	Mandatory	30	Sprint 1
3	Member of the robotic team	to have a Graphic User Interface (GUI) of the software	I can evaluate the computer vision algorithms more easily.	Desirable	36	Sprint 2
4	Member of the robotic team	the two algorithms to work in conjunction	my robot can locate and identify the opponent's armour faster.	Desirable	16	Sprint 2
5	Member of the robotic team	to have a second armour location algorithm implementation	I can have a different algorithm for performance comparison.	Optional	24	--
6	Member of the robotic team	to have a second armour identification algorithm implementation	I can have a different algorithm for performance comparison.	Optional	24	--
7	Participant in the competition	my robot to locate multiple armours in the image	my robot can have more information to make the next movement.	Optional	30	Sprint 2
8	Participant in the competition	my robot to identify the type of multiple armours appeared in the image	my robot can have more information to make the next movement.	Optional	30	Sprint 2

Product backlog (ver. 1.1)

The story points determine the complexity of the user story. The user stories are ordered by importance: Mandatory (must have), Desirable (should have), Optional (could have). The user stories highlighted by green represent the user stories already done, while the yellow ones are in development.

#	As a	I want	so that	Importance	Story Points	Sprint
1	Participant in the competition	my robot to locate the position of the opponent robot's armour in the pictures	my robot is informed about where to shoot.	Mandatory	39	Sprint 1
2	Participant in the competition	my robot to identify what is the type of the armour pad the enemy is showing	my robot is informed about how many points it can score if it successfully shoots to the identified armour.	Mandatory	30	Sprint 1
3	Member of the robotic team	to have a Graphic User Interface (GUI) of the software	I can evaluate the computer vision algorithms more easily.	Desirable	36	Sprint 2
4	Member of the robotic team	the two algorithms to work in conjunction	my robot can locate and identify the opponent's armour faster.	Desirable	16	Sprint 2
5	Member of the robotic team	to have a second armour location algorithm implementation	I can have a different algorithm for performance comparison.	Optional	24	Sprint 2
6	Member of the robotic team	to have a second armour identification algorithm implementation	I can have a different algorithm for performance comparison.	Optional	24	Sprint 2
7	Participant in the competition	my robot to locate multiple armours in the image	my robot can have more information to make the next movement.	Optional	30	-
8	Participant in the competition	my robot to identify the type of multiple armours appeared in the image	my robot can have more information to make the next movement.	Optional	30	-

Product backlog (ver. 1.0)

The team's initial product backlog can be described as a table below. To aid in understanding, each user story has a number to represent its order.

#	As a	I want	so that	Importance	Story Points
1	Participant in the competition	my robot to locate the position of the opponent robot's armour in the pictures	my robot is informed about where to shoot.	Mandatory	39
2	Participant in the competition	my robot to identify what is the type of the armour pad the enemy is showing	my robot is informed about how many points it can score if it successfully shoots to the identified armour.	Mandatory	30
3	Member of the robotic team	to have a Graphic User Interface (GUI) of the software	I can evaluate the computer vision algorithms more easily.	Desirable	36
4	Member of the robotic team	the two algorithms to work in conjunction	my robot can locate and identify the opponent's armour faster.	Desirable	15
5	Member of the robotic team	to have a second armour location algorithm implementation	I can have a different algorithm for performance comparison.	Optional	24
6	Member of the robotic team	to have a second armour identification algorithm implementation	I can have a different algorithm for performance comparison.	Optional	24
7	Participant in the competition	my robot to locate multiple armours in the image	my robot can have more information to make the next movement.	Optional	30
8	Participant in the competition	my robot to identify the type of multiple armours appeared in the image	my robot can have more information to make the next movement.	Optional	30