

Not Fast, Just Furious



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Product Backlog v1.1

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Changelog

Version 0 (Oct 15) - deliverable 2

- Initial release, contains personas, user stories, sorted user stories (by category)
- Has 4 personas: Elitist, Diligent, Average, Inattentive students

Version 0.1 (Oct 19) - deliverable 2

- Added back missing persona for Professor

Version 1 (Oct 20) - deliverable 3

- Merged the 4 student personas into 1 student
- Added a page of user stories sorted by order of development
- Removed unneeded persona points
- Removed unneeded user stories

Version 1.1 (Oct 23) - deliverable 3

- Added the changelog
- Broke down upcoming user stories down into tasks, along with story points

Personas

Sohee Kang - Professor (The Client)

- Female, middle age
- Cares deeply about her students, dedicated to her work and maintains a professional attitude whenever required
- Strong willed but can be convinced to compromise
- While she is dependant on technology she has limited experience with more advanced things and does not have the time to learn
- Has high expectations of technology's ability to solve her problems and sees technology as a potential solution to her problems rather than a problem in itself
- Prefers simple, fast interfaces but would also like to have options that provide more control over the program
- Willing to compromise on non-essential features, in order to get a working product on time.
- Will not be disappointed by a less than ideal program on the condition that it does work to an acceptable level of quality
- Understands the benefits of technology but prefers for it to be as simple as possible to the user

Summary: Stubborn at times but is willing to compromise on some things. Willing to have someone uses new technologies if she sees a significant benefit in it.

Diligent Student : Elizabeth

- Redoes assignments/finds outside questions in order to improve herself
- Wants solutions to be posted/viewable after deadline to compare
- Willing to help others should they come to her for help
- Willing to try new study methods to improve learning but prefers pen and paper over technology
- Prefers to work on paper, old fashioned
- Always on top of their studies
- Minor in statistics

User Stories

P: I want to be able to create problems without LaTeX or PERL
P: I want to be able to create sets of problems and upload them
P: I want to be able to edit an assignment
P: I want to be able to set a deadline for assignments
P: I want to make assignments visible to students
P: I want the assignment to be individualized
P: I want students to be able to receive the assignments
P: I want students to be able to submit their completed assignments
P: I want grades to be computed and uploaded automatically
P: I want to be able to add/remove students from the class
P: I want only students who are in the class to be able to access the system

S: I want to be able to view the class average, to compare my own grades to the class
S: I want to receive bonus marks for finishing an assignment early

S: I want to see the correct answers after the deadline has passed so I can compare them and see what I did wrong so that I can improve for next time
S: I want to be able to retry my assignments to get higher grades

S: I want to be able to see my mark as soon as possible so I don't need to go check it later
S: I want the assignment to be as easy to access as possible

Sorted User Stories by category

Assignment Setup

P: I want to be able to create simple problems that use addition/subtraction without LaTeX or PERL

P: I want to be able to create sets of problems and upload them

P: I want to be able to (delete/edit) an assignment

P: I want to make assignments visible to students

P: I want to be able to set a deadline for assignments

Accessing Assignments

P: I want students to be able to receive the assignments

P: I want students to be able to submit their assignments

Grades

P: I want grades to be computed and uploaded automatically

S: I want to be able to see my mark as soon as possible so I don't need to go check it later

S: I want to be able to view the class average, to compare my own grades to the class

Retrying Assignment

P: I want students to be able to retry assignments

S: I want to be able to retry my assignments to get higher grades

Extras

P: I want the assignment to be individualized

P: I want to be able to create complex problems without LaTeX or PERL where I can use mathematical symbols such as summation.

Class Management

P: I want to be able to add/remove students from the class

Sorted User Stories by order of development

These user stories will be split into sprints on next page

P - indicates professor

S - indicates student

Initial setup (what needs to get done first)

P: I want to be able to create simple problems that use addition/subtraction without LaTeX or PERL

P: I want to be able to create sets of problems and upload them

Next steps

P: I want to be able to add students to the class

P: I want students to be able to receive the assignments

P: I want students to be able to submit their assignments

Future sprints

P: I want to be able to set a deadline for assignments

S: I want to be able to see my mark as soon as possible so I don't need to go check it later

Future sprints → "starting to do some extras"

P: I want the assignment to be individualized

P: I want grades to be computed and uploaded automatically

P: I want to be able to maintain (delete/edit) an assignment

P: I want students to be able to retry assignments

S: I want to be able to retry my assignments to get higher grades

P: I want to make assignments visible to specific students

P: I want to be able to create complex problems without LaTeX or PERL where I can use mathematical symbols such as summation.

S: I want to be able to view the class average, to compare my own grades to the class

User Stories broken into tasks

Format:

(U1) P: (8)

means User Story 1; Professor; 8 story points

T1: (3)

means Task 1; 3 story points

(U1) P: (13) I want to be able to create simple problems that use addition/subtraction without LaTeX or PERL

T1: (1) Create a window where data can be entered

Is a dependency for everything GUI related

Uses JavaFX library

T2: (8) Save data in some format

Design ways to store in database or objects (ex. ER diagram, UML diagram)

Will be discuss more in depth when we regroup

T3: (1) Output that data back onto the screen

T4: (1) Be able to give input

T5: (1) Check if it matches with answer

Temporary simple input validation

Will not need to be with simple problems right away.

Just check if given input matches stored input

T6: (1) Output result

(U2) P: (8) I want to be able to create sets of problems and upload them

T1: (2) Be able to upload individual questions through the GUI

Question and Answer inputs

T2: (2) Be able to upload ASSIGNMENT files through GUI

T3: (2) Create Object to store Questions

With Question and Answer variables

T4: (2) Parse CSV file and store it

"Question", "Answer"

(U3) P: (8) I want to be able to add students to the class

T1: (2) Be able to upload individual students through GUI

StudentNumber, FirstName, and LastName inputs

T2: (2) Be able to upload STUDENT files through GUI

T3: (2) Create Object to store Students

With StudentNumber, FirstName, and LastName variables

T4: (2) Parse CSV file and store it

StudentNumber, FirstName, LastName

(U4) P: (4) I want students to be able to receive the assignments

Dependent on U3

T1: (1) Create basic assignment page for student

Create new Scene for this

T2: (3) Add n number of questions to assignment page

n should be set when the assignment is first created by professor

(U5) P: (3) I want students to be able to submit their assignments

Dependent on U4

T1: (1) Student can input answers for each question

T2: (1) Students answers can be stored

T3: (1) Students answers can be compared with true answer

(U6) P: (3) I want to be able to set a deadline for assignments

Dependent on U2

T1: (2) Be able to add a deadline

Either with new input box when uploading ASSIGNMENT file or last line of
ASSIGNMENT file

T2: (1) Be able to check deadline to current time

T3: (1) Stop students from submitting after deadline

(U7) S: (1) I want to be able to see my mark as soon as possible so I don't need to go check it
later

T4: (1) Display total result of assignments right away and store it

P: I want the assignment to be individualized

P: I want grades to be computed and uploaded automatically

P: I want to be able to maintain (delete/edit) an assignment

P: I want students to be able to retry assignments

S: I want to be able to retry my assignments to get higher grades

P: I want to make assignments visible to specific students

P: I want to be able to create complex problems without LaTeX or PERL where I can use
mathematical symbols such as summation.

S: I want to be able to view the class average, to compare my own grades to the class