STORY 01 - Creating Users

Description

As a person,

I want to register as a user in the application,

So that I can use the app.

Wireframe

User	Name	Email	Password	IsParent
1	John Doe	john.doe@gmail.com	john1234	True
2	John Doe Jr	john.doe.jr@gmail.co	johnjr1234	False

- A user must have a name, password, email and indicate if they are a parent or not.
- "Name" must not be empty
- "Password" must be 8 characters
- "Email" must be a valid format
- "IsParent" must be true or false
- Appropriate error messages must be displayed when these values are incorrect.

STORY 02 - Creating A Family

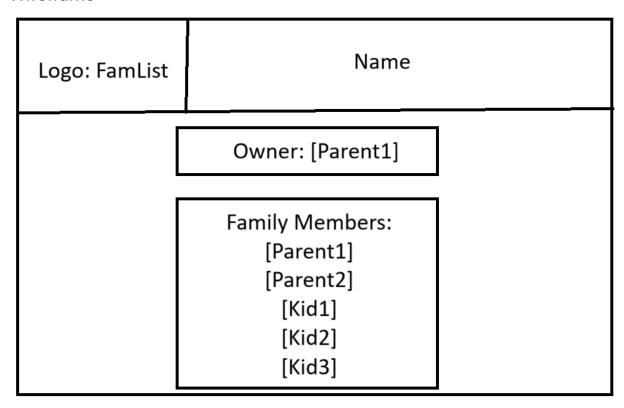
Description

As a parent,

I want to create a family in the application,

So that I have a family.

Wireframe



- A user can only create a family if they're a parent.
- A family must have a name, a list of family members and an owner.
- Name must not be empty
- Owner must be the person that created the family
- The list of family members must be empty but the owner will be added to the list.
- Only parents can add members to the list.
- Appropriate error messages must be displayed when these values are incorrect.

STORY 03 - Creating Shopping list

Description

As a family owner,

I want to create a shopping list,

So that everyone in the family can add items to the shopping list.

Wireframe

Shopping List						
	Item Name	Quantity	Created at: [Date]			
	Item 1	12x	Last Update: [Date]			
	Item 2	1x	Updated by: [User]			

- A shopping list has a list of items, a creation date, a date which shows the last update and who updated it.
- The list of items is empty initially
- When adding the same item twice the quantity of the item is increased instead of adding the same item twice.
- The creation date is the date of when the shopping list was created.
- When an item is added to the shopping list it shows a date of when the list was last updated and by whom.
- Appropriate error messages must be displayed when these values are incorrect.

STORY 04 - Creating Item

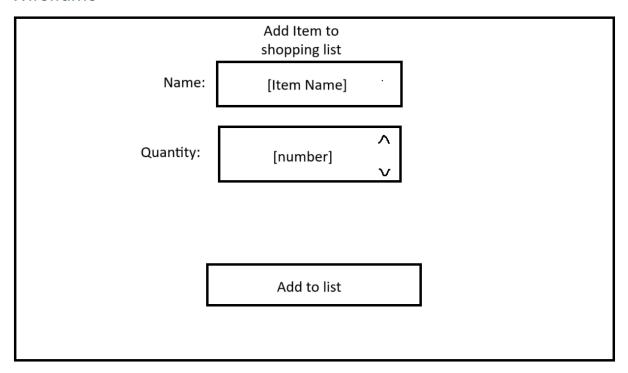
Description

As a family member,

I want to create an item,

So that I can add this item to the shopping list.

Wireframe



- An item has a name and a quantity
- Name cannot be empty
- Quantity cannot be 0
- When an item with the same name is added to the same shopping list, the quantity goes up by the quantity of the new item.
- Appropriate error messages must be displayed when these values are incorrect.