

Story ID	Story	Story Points	Priority	Completed	Status	Comments
<b>M00</b>	<b>As a user I would like to be able to add a widget to the dashboard</b>		1 - Hi		(1) Open	Example story with 4 ACs
M00.1	Widget class that all widgets inherit from		2 - Med		(0) N/A	
M00.2	Widget can be added by clicking a "plus" icon		2 - Med		(0) N/A	
M00.3	A "minus" icon appears when there are over 0 widgets		2 - Med		(0) N/A	
M00.4	Clicking the minus icon allows user to select a widget to remove.		2 - Med		(0) N/A	
<b>M01</b>	<b>As a user I would like to be able to resize widgets</b>		1 - Hi			
	Widget can be resized		2 - Med			
<b>M02</b>	<b>As a user I would like to be able to position widgets</b>		1 - Hi			
	Widget can be repositioned via drag and drop (Should we have a move icon?)		2 - Med			
	Widgets line up in columns on the page, columns can have different widths		2 - Med			
<b>M04</b>	<b>Widget menu for premade widgets / custom made widgets (Designed by user)</b>		2 - Med			Likely not possible until Iteration 2
	Best categories widget (Displays the top three performing goals)		3 - Lo			
	Worst categories widget (worst 3 performing areas)		3 - Lo			
	Ability to add a custom widget		2 - Med			
<b>M05</b>	<b>Widgets and widget positions and sizes are saved between runtimes.</b>		1 - Hi			Iteration 3 or 4? Maybe 2?
	Dashboard looks the same when program is closed and reloaded.		1 - Hi			
M03	Unit test coverage analysis / number of controllers that need tests (SPIKE)		1 - Hi			