**User Stories**

*Project XXX*

*Version 1: Initial Draft*

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# Template

|  |  |
| --- | --- |
| *Short Title of User Story* | |
| **ID** | Identifier |
| **Priority** | E.g., Core und Extension |
| **Description** | The User Story (1 or 2 sentences) |
| **Additional Aspects** | Additional points to consider during implementation and testing |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

2. Screens

|  |  |
| --- | --- |
| *Home* | |
| **ID** | 1 |
| **Priority** | Core |
| **Description** | Auswahl zu Training, Statistik und Einstellungen |
| **Additional Aspects** | Relative größe auf verschiedenen Geräten |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
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|  |  |
| --- | --- |
| *Training* | |
| **ID** | 2 |
| **Priority** | Core |
| **Description** | Auswahl zwichen den verschiedenen Spielen |
| **Additional Aspects** | Relative größe auf verschiedenen Geräten |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *Statistik* | |
| **ID** | 3 |
| **Priority** | Core |
| **Description** | Anzeige der Rekorde in den verschiedenen Trainingsspielen |
| **Additional Aspects** | Relative größe auf verschiedenen Geräten |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *Einstellungen* | |
| **ID** | 4 |
| **Priority** | Core |
| **Description** | Verschiedene Einstellungs möglichkeiten |
| **Additional Aspects** | Relative größe auf verschiedenen Geräten |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *Kopfrechnen* | |
| **ID** | 5 |
| **Priority** | Core |
| **Description** | Bildschirm berühren um Spiel zu starten, im Spiel die Zeit sehen |
| **Additional Aspects** | Relative größe auf verschiedenen Geräten |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *Memory* | |
| **ID** | 6 |
| **Priority** | Core |
| **Description** | Bildschirm berühren um Spiel zu starten, im Spiel die Zeit sehen |
| **Additional Aspects** | Relative größe auf verschiedenen Geräten |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *Reaktion* | |
| **ID** | 7 |
| **Priority** | Core |
| **Description** | Bildschirm berühren um Spiel zu starten, im Spiel die Zeit sehen |
| **Additional Aspects** | Relative größe auf verschiedenen Geräten |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

3. Buttons

|  |  |
| --- | --- |
| *NextPage* | |
| **ID** | 11 |
| **Priority** | Core |
| **Description** | Button um auf eine andere Seite zukommen |
| **Additional Aspects** | Richtige weiterleitung |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *BackToPage* | |
| **ID** | 12 |
| **Priority** | Core |
| **Description** | Button um zurück zugehen |
| **Additional Aspects** | Immer zurück kommen |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

4. Spiele

|  |  |
| --- | --- |
| *Kopfrechnen* | |
| **ID** | 21 |
| **Priority** | Core |
| **Description** | Spiel1: verschiedene Kopfrechenaufgaben so schnell wie möglich, auswahl an verschiedenen Ergebnissen. Bei falscher Antwort gibt es Strafsekunden |
| **Additional Aspects** | Ergebnisse richtig abgleichen, Zeitmessung |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *Memory* | |
| **ID** | 22 |
| **Priority** | Core |
| **Description** | Position von verschiednen Bildern merken und paare finden |
| **Additional Aspects** | Zeitmessung, nur zwei Paare |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *Reaktion* | |
| **ID** | 23 |
| **Priority** | Core |
| **Description** | Punkte auf dem Bildschirm so schnell es geht antippen |
| **Additional Aspects** | Schnelles Interface, Sichtbare Punkte, Zufällige Plätze |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

5. Einstellungen

|  |  |
| --- | --- |
| *Darkmode* | |
| **ID** | 31 |
| **Priority** | Extension |
| **Description** | Wechsel zwichen hellem und dunklem Farbeschema |
| **Additional Aspects** | Überall zugriff auf Farbschema |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

|  |  |
| --- | --- |
| *Sounds* | |
| **ID** | 32 |
| **Priority** | Extension |
| **Description** | Geräuche der App aktivieren oder deaktivieren |
| **Additional Aspects** | Sound funktionen, globale de-/aktivierung |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |

6. Statistik

|  |  |
| --- | --- |
| *Swiping* | |
| **ID** | 41 |
| **Priority** | Extension |
| **Description** | Wischen zwichen den Statistiken der verschiedenen Spielen |
| **Additional Aspects** | Richtige zuordnung |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
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|  |  |
| --- | --- |
| *Rekorde* | |
| **ID** | 42 |
| **Priority** | Core |
| **Description** | Anzeige der Bestzeit mit Datum |
| **Additional Aspects** | Sicherung und Speicherung der Daten |
| **Wireframe(s)** | How should the user interface look like? |
| **Required** | What must be delivered by 3rd parties (access to an API, graphical assets, etc.)? |
| **Dependencies** | Dependencies to other user stories |
| **Definition of Done / Acceptance Criteria** | What must be completed to accept the user story (e.g., code review, testing) |
| **Developer Tasks** | From the developers’ point of view: Which tasks must be completed to completely realize the user story? |
| **Open Issues** | Open issues and questions to be discussed / clarified with the product owner or other stakeholders |