

SARDAR PATEL INSTITUTE OF TECHNOLOGY

Munshi Nagar, Andheri (W), Mumbai - 400058

DEPARTMENT OF MASTER OF COMPUTER APPLICATION

BATCH: D

ROLL NO: 2022510053

NAME: Aditya Salunke

EXPERIMENT NO: 02

EXPERIMENT TITLE: Prepare User Stories

Objective:

1.To understand how to write a user story

EXPERIMENT TITLE: Writing a user story for given case study.

Objective:

1. To understand difference between Epic and a User Story

2. To write the Acceptance criteria from developers' point of view.

3. To create a CRC and Product backlog.

PI1:	PI2:	PI3:	PI4:	PI5:	Marks Per	Sign
On	Case	Identification	Documentation	Lab	Experiment	
Time	study	of	[Template]/	Ethics		
	Analysis	Problem	[specification]			
	(Solution)	Parameters				
		(Notations)				
0.5	1	2	1	0.5	5	



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EPIC ID	As a User	I WANT TO	USER STORY ID	USER STORY ID	USER STORY ID
			1	2	3
User	User	Select an	Choose	Play	View The
		opponent to	an	against an	winner of
		play against,	opponent	opponent	the game
		Play against			session
		him,			
		View the			
		winner of the			
		game session			

User Story ID	As a <type of="" user=""></type>	I want to <perform< th=""><th>So that I can <achieve< th=""></achieve<></th></perform<>	So that I can <achieve< th=""></achieve<>
		some tasks>	some goal>
1	Average	To choose my	So that I can
	player	opponents	play against
			them
2	Professional	To play	So that I can
	player	against bots	improve my
			skills
3	Average	View result of	To determine
	Player	the game	who won



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EPIC ID	EPIC	USER STORY	ACCEPTANCE CRITERIA
1	As an Average Player	I want to choose my opponents to play against	Ensure player is able to: Choose his opponents (Bots, Player) he is able to play the game He is able to view the result of the game
2	Professional Player	To play against bots to improve his skills	Ensure he is able to Play against bots with various level of difficulty View the result of the game



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Class Responsibility Collaborator

Player				
Project ID	Project			
 Choose Opponents 				
 Play against Bots or 				
players				
 View the result of the 				
game to determine who				
won				

Project				
 Project Id 	Team			
 Project Name 				
 Project Members 				
 Project Location 				
 Project Status 				



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Product Backlog

User Story Id	As a <type of="" user=""></type>	I want to <perform some task ></perform 	So that I can <achieve goal="" some=""></achieve>	Priority	Sprint	Status
1	Average player	To choose	So that I can	High	2	Done
		my	play against			
		opponents	them			
2	Professional	To play	So that I can	High	1	In
	player	against	improve my			Progress
		bots	skills			
3	Average Player	View	To determine	Medium	1	In
		result of	who won			Progress
		the game				



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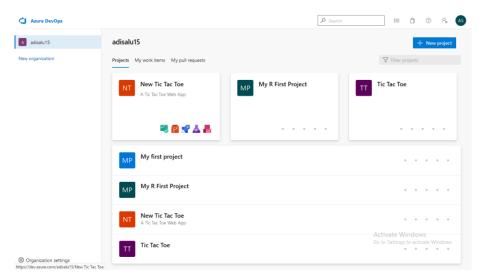
Step 1: Create an account with Microsoft Azure https://azure.microsoft.com/en-us/free/students/

In case of any error kindly create account in

https://www.microsoft.com/en-in/education/products/office

https://azure.microsoft.com/en-us/services/devops/

Step 2: You will be redirected to following webpage when you select Azure DevOps



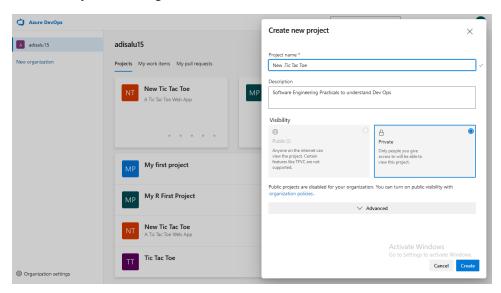


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Step3: Click on New Project to the rightmost of Window



Assign Project Name, Desc, Set mode to Private

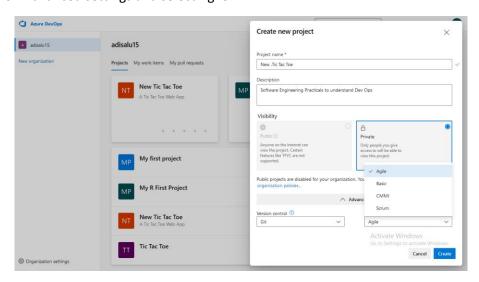


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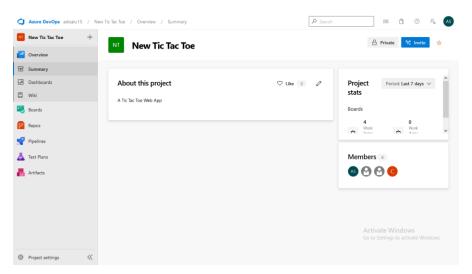
Step 5: Click on Advanced settings and select Agile



Version control: - Git #Kindly create an account in GitHub also

Work Item Process: Agile." Create"

Step 6: You will be able to see this welcome screen





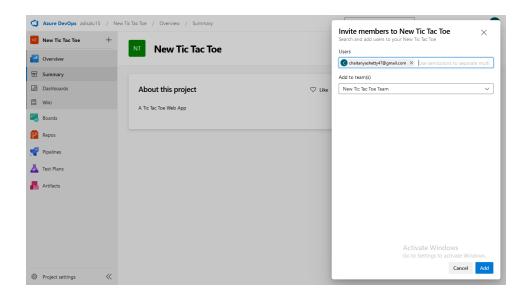
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Step 7: Click on the Blue Invite Option Button situated at the top right of the screen

Type The member email address and click ADD



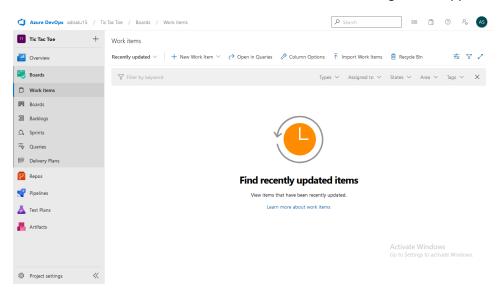


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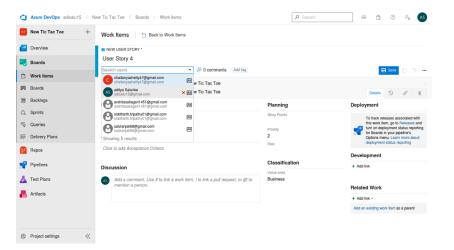
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Step 8: Now Click on the Boards Button located in the left sidebar, Following Screen Appears



Step 9: Click on Work items-> New Work item -> User Story

Step 10: Assign a User Story to a member

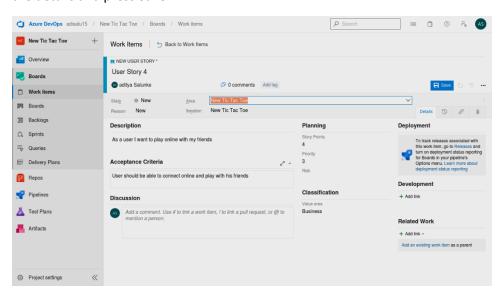




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Step 11: Fill the details and press Save

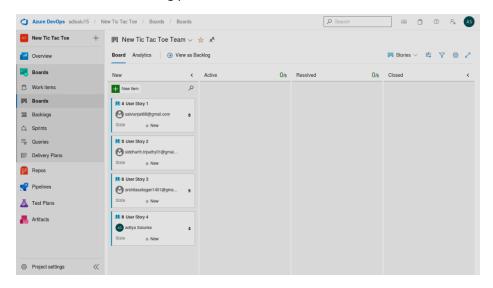




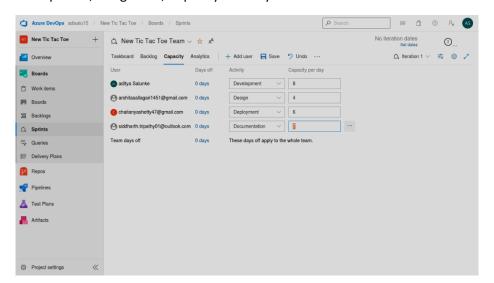
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Step 12: Now Click on Boards -> Backlog present in the sidebar



Step 13: Click on "Sprints", Assign role, Capacity and Days off to each Member

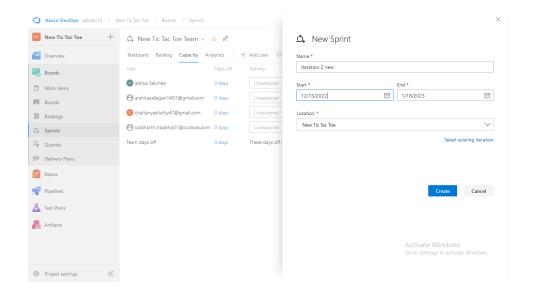




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Step 14: Now click on Set Date ->Set name-> set start and end date->Click Create

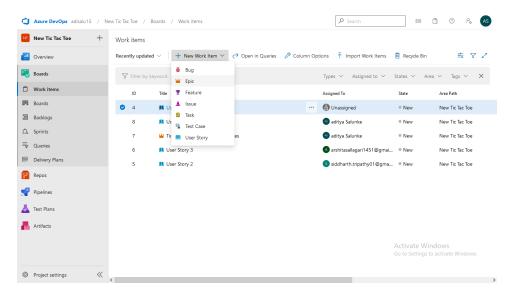




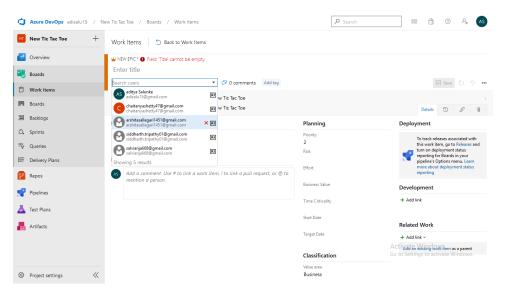
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Step 15: Click on Work items-> New Work item -> Epic



Step 16: Assign to a member

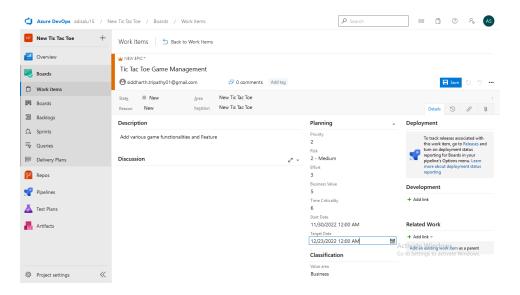




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Step 17: Fill the Appropriate Details and click Save



Epic has been created