Desperate House Pi

by Team Desperate House Pi

Release: Desperate House Pi
Release Date: 12/5/2013
Revision: 1
Revision Date: 10/8/2013

High Level Goals:

- Have an interface in order to interact with the personality, "crust", object
- Have a crust be manipulable according to a user's wishes
- Have the interface be able to be easily adapted to multiple platforms through use of a verbose API
- Have the crusts be able to interact with other crusts and keeps logs of these interactions
- Have a crust develop over time

User stories for Release:

- User stories in the sprints below are prioritized with the top-most story being the most important and the last one being least important or possibly put off into other sprints.
- Sprint 1:

As a...	I want to...	So that...	SP
Owner	Have personalities	There is something in the product	13
Developer	Have a flexible code structure	I can adapt to spontaneous changes that arise throughout development	5
User	Manage my personality	I can have control over my game	3
User	View my object's interactions in a log	I can see what it has been up to	1
Owner	Have needs	It is more challenging for players	8
User	Not have to worry about my object's needs	I don't have to worry about it dying	7
Owner	I want users to be able to put in their own personality	They can have hypothetical interactions with other crusts	2

- Sprint 2:

As a...	I want to...	So that...	SP
User	Be able to read a user manual and documentation on this product	I can better understand the product	5
User	Get alerts when my crust needs something	I can interact with the game on a daily basis	1
Owner	Have a crust with multiple growth stages	I can have goals and watch it grow	2
User	Have my crust grow with each stage	I can see them develop into a different crust	5
Developer	Have a verbose API to interact with the objects	I can port it to other interfaces	13
Developer	I want to have comments for each java function as if in the style of a header file in C	I can easily understand the underlying goal of each set of code	3
Owner	Watch my crust to do things while i'm idle	It feels more lively	2
Owner	Have crusts able to interact with one another	So that users can get a social experience from interacting with the application	13

- Sprint 3:

As a...	I want to...	So that...	SP
Tester	Easily be able to reliably validate input and output in an automated fashion	I can more easily develop for this platform	3
User	Block interactions with other users	I can monitor who is interacting with me	1
User	Know what makes my personality less likable	Do things to make it more likable	1
Owner	Have animations for the user's crust and his interations	The final project will look nice and entertaining for the user	13
Owner	To see a graphical output of the developed social network	The crust's interactions are easier to perceive	13
User	Have the crust recognize holidays/birthdays	I can celebrate and party!	2

Product Backlog:
- Being able to make an Android application example out of using the API so that it can be a mobile social game that people can have on hand.
- Being able to place the application on a Raspberry Pi robot which can then roll around and detect other crusts by how close they are to one another.
- Being able to send crusts off on adventure's and to have special events in order to better themselves.

As a...	I want to...	So that...	SP
Owner	Be able to put my personality into a robot	It is like a real pet	55
User	Be able to have my crust be able to get upgradeable weapons	It can slay dragons	34
User	Be able to have my crust available via an Android application	It is always on hand	21

Project Presentation:
- This should be included in our Github repository.