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Desperate House Pi

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An application platform for developing a personality, or “crust”, which would then be able to interact with other machines and their personalities. In this way a crust can be created and interacted with while artificial social networks can be easily generated, observed and altered.

Desperate House Pi

- Sprint 1 user stories:
 - As an owner, I want there to be personalities, so that there is something in the product to interact with. (Crust creation and interaction)
 - As a developer, I want the code to have a flexible code structure, so that I can adapt to spontaneous changes that may arise during development. (Crust creation and interaction)
- Sprint 2 user stories:
 - As a user, I want to be able to read a user manual and documentation on this product, so that I can better understand this product. (Everything)
 - As a developer, I want a verbose API to interact with the crust and it's counterparts, so that I can easily port it to my own interfaces and platforms. (Crust interaction and beginnings of social interaction)
- Sprint 3 user stories:
 - As a user, I want to easily be able to validate input and output to functions in an automated fashion, so that I can more easily develop for this platform. (Everything)
 - As an owner, I want personalities to be able to interact with one another, so that users can get a social experience from interacting with this application. (Social network generation, observation and alteration)