FEATURE [1]	USER STORY [2]	PRIORITY [3]	VALUE [4]	RISK [5]	ESTIMATE [6]	RELEASE [7]	ACCEPTANCE	DEPENDENCIES	REQUESTOR	NOTES [8]	VALUE/RISK MATRIX
[High Level Piece of Functionality]	As a [archetype], I want to be able to [do a thing], so that I can [achieve a goal]	1 High	1 High	1 High	1 High	MVP	[A list of acceptance tests]	[Any thing that must be done prior to this story]	[Who asked for this feature]	[Any relevant notes]	Strategic
UI	As a developer, I want to implement a user interface that provides access to all app functionalities, so that users can interact with the system easily	2 Med	2 Med	4 Low	2 Med				developer	simple and user friendly	
Control From App	As a user, I want to manage all my home devices through the app, so that I can monitor and control them remotely	1 High	1 High	4 Low	1 High			implement devices	user	available for all devices' brands	
Control From App	As a user, I want to configure and start device programs from the app, so that I can automate tasks without manual interaction.	3 Med	3 Med	4 Low	3 Med				user		
Control From App	As a user, I want to set specific values (e.g., temperature) for configurable devices from the app, so that I can personalize their operation.	3 Med	3 Med	4 Low	4 Low				user		
Notifications Delivery	As a user, I want to receive notifications when a device is active while I'm away, so that I can take corrective actions remotely.	2 Med	2 Med	4 Low	3 Med			Implement Im away functionality	user	possibility to set "no disturb" function	
Control From App	As a user, I want to group devices by room, so that I can manage and monitor them in a structured way.	2 Med	1 High	4 Low	3 Med				user		
Control From App	As a user, I want to create and manage device groups (e.g., light groups), so that I can control them collectively.	3 Med	2 Med	4 Low	3 Med			implement devices	user		
Database	As a user, I want to view the history of all actions in the app, so that I can keep track of what happens in my home.	2 Med	2 Med	4 Low	3 Med			Database first	user		
Database	As a developer, I want to connect a database to the system, so that all relevant data can be stored and queried.	1 High	1 High	4 Low	2 Med			Device first	developer		
Control From App	As a user, I want to enable an alarm mode with motion detection, so that I can be alerted of any intrusions when I'm away.	2 Med	2 Med	4 Low	3 Med			Implement Im away functionality and motion devices	user		

USER STORY [9]	Description [10]	Non-funct req [11]
As a developer, I want to implement a user interface that provides access to all app functionalities, so that users can interact with the system easily	The user interface should include access points to all main features, such as device control, status monitoring, notifications, logs, and configuration settings.	- The UI must be responsive and work on different screen sizes (mobile, tablet, desktop). - Usability: intuitive
As a user, I want to manage all my home devices through the app, so that I can monitor and control them remotely	Users should be able to view all connected smart devices, check their current status, and control them individually or collectively from within the app.	
As a user, I want to configure and start device programs from the app, so that I can automate tasks without manual interaction.	The app should allow users to start predefined programs directly from the interface without needing physical interaction with the devices.	- The system must log all executed programs reliably for later review
As a user, I want to set specific values (e.g., temperature) for configurable devices from the app, so that I can personalize their operation.	Users should be able to define parameters such as temperature, power level, or duration for compatible devices (e.g., thermostat, oven, washing machine) through the app.	
As a user, I want to receive notifications when a device is active while I'm away, so that I can take corrective actions remotely.	The system should notify users if devices remain active after the user sets the “I’m away” status, helping prevent energy waste or hazards.	
As a user, I want to group devices by room, so that I can manage and monitor them in a structured way.	The app should display devices according to their physical location (e.g., kitchen, bedroom), improving clarity and navigation for users.	
As a user, I want to create and manage device groups (e.g., light groups), so that I can control them collectively.	Users should be able to define custom groups of devices and apply commands (e.g., turn off all bedroom lights) to the entire group at once.	- Group data must be stored persistently in the database
As a user, I want to view the history of all actions in the app, so that I can keep track of what happens in my home.	The system should log all user interactions and device status changes, which users can review in a chronological timeline for accountability or debugging.	- Logs must be stored for at least 12 months
As a developer, I want to connect a database to the system, so that all relevant data can be stored and queried.	A persistent storage layer should be added to record device states, user actions, logs, and configurations, supporting both operational use and analytics.	
As a user, I want to enable an alarm mode with motion detection, so that I can be alerted of any intrusions when I’m away.	When the alarm mode is active, the system should monitor motion sensors and alert the user immediately in case of suspicious movement.	

[1] This column should represent a large amount of work that will need to be broken down into several to dozens of user stories. You could easily swap out the work feature for any other term that your organization uses for a major grouping of stories such as “epic” or “theme”. Terminology is not relevant as long as you have a means of grouping your stories in a logical way so that we can do some analysis on groupings of stories in the other sheets.

[2] Stories are the fundamental means of communication, planning and negotiation between the scrum team, business owners, and product owner. Each story should follow the “INVEST” principle (stories should be: Independent, Negotiable, Valuable, Estimable, Sized appropriately, Testable). One standard format is the: “As a , I would like to , So that ”. The way you construct your stories is less critical than ensuring that you are answering three things: who, what, and why.

[3] A relative measure of when the business would like to see a story released as compared to the other stories. This should always be provided by the business owners or stakeholders. In the template, we allow for values 1-4 where 1 is high priory and 4 is low. The “ordered” vs. “prioritized” debate aside, the fact remains that outside of your scrum team, business owners tend to have particular features that due to complex political or external competitive pressures may need to prioritized ahead of other features that will deliver more user value. It is certainly worth noting that in many projects the line between priority and value may be so fine that this column becomes redundant and unnecessary.

[4] A relative measure of how much a story will enrich a user’s experience when interacting with the product. To keep things simple we are also only allowing for 4 options of 1-4 where 1 is high value and 4 is low value. How you determine value may vary. When possible, try to utilize measurable metrics, or at least have the perspective of multiple stakeholders taken into account.

[5] Risk can be assessed by how much negative impact a story could potentially have on a user’s experience should the story not be properly implemented, or how much impact this story could have on other existing processes and systems directly tied to the functionality described in the story. High risk stories may require careful planning and additional specialized skills in order to mitigate risk and implement properly. In keeping with the previous two columns we are also using the same 1-4 scale, though here 1 could be perceived as generally negative whereas in the previous columns 1 could be considered positive.

[6] The relative amount of work needed to complete a story as compared to other stories. This strictly belongs to the delivery team and the delivery team only. At this stage of a project you would want to keep estimates rough. Remember, your delivery team will continue to refine each story’s estimation as it gets closer to being included in an active sprint backlog. At this stage of production, I would recommend using the “t-shirt size” method of sizing (XSm, Sm, Md, Lg, XLg, XXLg). As the stories approach working their way into a sprint backlog, the team may want to re-estimate using Fibonacci sequence values in the team’s project tracking software (Jira, VSO, etc.) for increased fidelity of a story’s relative size.

[7] This column is meant to aid in refining the product’s roadmap. This column should not be populated for a story until after the columns mentioned above have been evaluated.

[8] The notes column could be used for any additional relevant context that might inform decisions made on the values provided in the columns. Personally I like to take any opportunity to tie specific stories and features to the goals associated to the vision statement of the product.

[9] Stories are the fundamental means of communication, planning and negotiation between the scrum team, business owners, and product owner. Each story should follow the “INVEST” principle (stories should be: Independent, Negotiable, Valuable, Estimable, Sized appropriately, Testable). One standard

format is the: “As a , I would like to , So that ”. The way you construct your stories is less critical than ensuring that you are answering three things: who, what, and why.

[10] Stories are the fundamental means of communication, planning and negotiation between the scrum team, business owners, and product owner. Each story should follow the “INVEST” principle (stories should be: Independent, Negotiable, Valuable, Estimable, Sized appropriately, Testable). One standard format is the: “As a , I would like to , So that ”. The way you construct your stories is less critical than ensuring that you are answering three things: who, what, and why.

[11] Stories are the fundamental means of communication, planning and negotiation between the scrum team, business owners, and product owner. Each story should follow the “INVEST” principle (stories should be: Independent, Negotiable, Valuable, Estimable, Sized appropriately, Testable). One standard format is the: “As a , I would like to , So that ”. The way you construct your stories is less critical than ensuring that you are answering three things: who, what, and why.