

This document contains everything left in the product backlog after sprint 4

My team and I (the past product owner) used Jira to manage the product backlog but we couldn't find a way to export the product backlog out of Jira so I apologize for the long document.

I also added notes to each item. Feel free to listen to them or ignore them.

The product owner needs to reprioritize all items and you will not finish everything in 4 sprints

Disclaimer: I've added features my team might have completed during sprint 4. In the notes below each feature I explicitly state if it was worked on in sprint 4.

## Features

1. As an Admin, I want to have secure access to the site so that I can make changes to all aspects of the hunts

Acceptance Tests/Criteria:

- The admin must have a unique username
- The admin must have a secure password
- The admin username and password must be saved in a safe location
- The admin account should be protected against multiple login attempts
- The admin login process should be protected against SQL injection and XSS
- Optional enable 2FA
- Optional unfamiliar location detection

Notes: This needs to be broken down into multiple stories

2. As an Admin, I want to be able to edit an existing hunt

Acceptance Criteria

- The admin can only edit pending hunts
- The admin can edit any part of the hunt except the status and creation date

Notes: This feature is most likely done but we never tested it or verified it

3. As an admin, I can set the invitation message players receive when creating a new hunt so players know how to join a hunt.

#### Acceptance Criteria

- The invitation message should include the hunt name, theme, and how to join the hunt
- The invitation message must be friendly and easy to read

Notes: This story might be done but it should be tested

4. As a player, I want to be able to see on the map which locations I've completed so I can track the progress of the hunt

Prerequisites There should be a map with the locations of tasks

#### Acceptance criteria

- Locations have an indicator that shows where the player has been (ex. if using colors green for not visited, gray for visited)

Notes: I think this is good as long as the prerequisite still works

5. As a Player, I want to join a hunt so I can participate

#### Description:

- All players have an access code that is unique to them and a specific hunt
- The player enters that code on the hunt URL page to play

#### Acceptance criteria

- Access codes are sent to the Player's phone as a text message
- Access Codes are unique to each player.
- The URL for the game is sent to each Player's email at the same time as their access code is sent to their phone.

Notes: This story needs to be redone with the development team

6. As an admin, I must set the start and end date for a new hunt so I can create a new hunt

#### Acceptance Criteria

- The admin must not be able to set the start date after the end date
- The admin can't set the start date or end date to a past date
- A hunt is "pending" until it reaches the start date then it turns "active"
- The start and end date is visible on the server

Notes: This story is most likely done but should be tested again

7. As an admin, I can order the list of tasks that appear to players during the hunt so I can make hunts different

#### Acceptance Criteria

- The admin can choose from fixed order, random order, or incremental order
  1. Fixed order shows all the tasks in the same order for all players
  2. Random order shows all the tasks in a different order for all players
  3. Incremental shows only one task at a time
- Once the hunt is active the order of tasks can't change

Notes: This should be multiple stories

8. As an Admin I must assign tasks players are to perform for a new hunt so a hunt can be played

#### Acceptance Criteria

- Tasks must have a label that's readable to the player displayed indicating what a player must do
- Tasks have a completion indicator
- There should not be duplicate tasks in a hunt

Notes: This story is missing information like how the admin assigns tasks

9. As an Admin, I want to be able to see all the hunts in the system and their status so that I can manage them effectively

Acceptance Criteria

- Admin can sort hunts by date (oldest and newest)
- Admin can sort hunts by active, pending, or expired

Notes: I think this story is good it might already be done

10. As an Admin, I must be able to assign multiple-choice and single-answer trivia questions to a hunt

Acceptance Criteria

- Not written

Notes: This was part of the original story about hunt tasks

11. As an Admin I can text players their access code to use with an invitation link to join the hunt so players can join a hunt

Acceptance Criteria

- Text messages should be friendly and easy to read
- The access code should only work when the hunt is active
- Anyone with the access code can play the hunt at the hunt link

Notes: This needs to be broken into more stories

12. As an Admin, I want to be able to invite one or more people to play in a specific hunt so that I can control/manage who is involved

Acceptance Criteria

- An admin can invite a player to a hunt via SMS or Email

Notes: This needs more details and might need to be broken down more

13. As an Admin, when I start a hunt I want players to be notified the hunt has begun so players know to start the hunt

Acceptance Criteria

- Not written

Notes: This might need to be broken down further

14. As an admin, I want to be able to edit a QR code when 'Edit a Task'

Acceptance Criteria

- The QR code must be able to be changed when the admin edits a task
- The task must still work after the QR is changed

Notes: QR codes need to be implemented before doing this story

15. As an admin, I want to be able to generate a QR code when "Creating a Task"

Acceptance Criteria

- Tasks can have a QR code generated when creating a task
- Generating a QR code must not "break" a task

Notes: This story is missing details

16. As a player, I want to be able to easily enter the access code on my first attempt, so I don't have to retry entering access codes

Acceptance Criteria

- If a player enters the right access code on the correct join hunt page they should join the hunt.
- If a player enters in the access code and any number of white space. They should still be given access to the hunt

Notes: Missing details

17. As a Player, I want to be able to easily record in the game that I completed one of the tasks in the hunt so that I can get credit for my progress

#### Description

- For the first release, all tasks are locations the player must go to
- If the player has location enabled, they can hit "I am here" to compare their location to the lat/long associated with the lists of locations in the hunt (must be within 50 feet)
- If the player has a camera enabled, they can hit "scan QR Code" to read the QR code symbol located at the hunt location. Alternatively, the player can enter the text that appears below the QR code symbol located at the hunt location
- The player should be given a status of their submission
  - A valid entry updates its status on the server with a timestamp and progress is recorded
  - An invalid entry does not record the progress
  - If the player submission can't be validated then something went wrong (ex. internet connection dropped)

#### Acceptance Criteria

- None

Notes: This needs to be broken down into multiple stories

18. As a player, I should be able to scan a QR code during a hunt to complete a task

#### Acceptance Criteria

- None

Notes: Needs acceptance criteria

19. As a Player, I need access to a web page in order to play a hunt

#### Acceptance Criteria

- None

Notes: I think this was supposed to be a web page hosted on a server

20. As an admin, I want to be able to quickly create accounts for a list of people so that I don't have to enter each person manually

#### Acceptance Criteria

- The admin can create a new account using a person's email address and phone number
- The admin can assign an access code unique to that player for that hunt (can be duplicated for that player across multiple hunts)
- The admin can find an existing account using a person's email address and phone number
- The admin can find an existing account using a person's access code
- The admin can Invite someone to participate in a hunt by sending the hunt's URL and an invitation message to their email, then send their unique access code to their phone via text message

Notes: This needs multiple stories

21. As an admin, I want to be able to send notifications to a subset of players in a hunt so that I can keep them updated on any changes or alerts

#### Acceptance Criteria

- The admin can send notifications via email or text messages
- The admin can select all or a subset of players in the hunt
- The admin manually enters the notification text

Notes: Some aspects of this story are in other stories

22. As a Player, I want to be able to see how well I'm doing compared to other players so that I can be competitive

#### Acceptance Criteria

- Players can log in and see a list of tasks associated with the hunt

- The list is automatically ordered to show unfinished tasks first

Notes: This is missing details and more stories

23. As a Player, I want to be able to team up with other people so we can participate in the hunt as a group

Acceptance Criteria

- More than one person can use the same access code at the same time on different devices in order to “play as a team”
- Player screens need to be refreshed automatically so they can see the progress other team members have made

Notes: Missing details and more stories

24. As a Player, I want to be able to customize my username and profile picture so that I can manage my identity

Acceptance Criteria

- None

Notes: Missing everything

25. As an Admin, I want to be able to see an error message when creating a new hunt when the start date is set after the end date

Acceptance Criteria

- The admin needs to see an error message saying the start date and end date are invalid if the start date is set after the end date

Notes: Good but might be missing details

26. As an Admin I can email players an invitation message and link to join a hunt so players can join a hunt

Acceptance Criteria



- As an Admin I need a location to enter player emails
- As an Admin I need a location to enter in an email message
- As an Admin I need an action to send the email message to the player
- Optional As an admin I want a link to send players that brings them to the access hunt page

Notes: This was a user story my team pulled in for sprint 4. This might get done, but it probably still needs more testing.

27. As a player, I want to be able to see a map of campus so I can determine where to go next

Acceptance criteria

- As a player when I join a hunt I want to be able to find a map of the location of the hunt
- As a player, I want to be able to easily see a map of the hunt

Notes: Could be detailed more. This user story most likely got completed in sprint 4

28. As a player, I want to see the location of tasks so I can determine where to go next

Prerequisites There should be a working map

Acceptance Criteria

- The map needs to show the location players should go to complete tasks
- (Optional) The map could order the locations in the most optimal path to complete the scavenger hunt to prevent backtracking

Notes: This story might have been completed in sprint 4

## Research Items

1. Research how to implement a QR code

Note: This never got researched because I never prioritized QR codes



