

	A	B	C	D	
1	Type	ID	Summary	Story Points	
2	User story	SIM-10	Create web app and connect to signaling server to generate ice candidates	8	
3	Acceptance criteria		The web app can establish a WebRTC connection between two peers using ICE candidates. The web app can exchange media streams between peers.		
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6	User story	SIM-12	Create UX & UI for users to create and join rooms	8	
7	Acceptance criteria		The UX and UI of the app are intuitive and easy to use for users. The create room flow is easy to use and includes all necessary settings for creating a new room The join room flow is easy to use and includes all necessary authentication details for joining an existing room		
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10	User story	SIM-13	Research on SFU server for group calling feature	8	
11	Acceptance criteria		The SFU server can able to support a maximum number of participants in group calls and able to handle a variety of audio and video capabilities with different devices and network conditions.		
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15	User story	SIM-11	Create connection between two peers and enable video and audio calling	20	
16	Acceptance Criteria		Users should be able to initiate a video or audio call between two peers. Users should be able to receive an incoming call from another peer.		
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19	User Story	SIM-24	Database analysis and Development	5	
20	Acceptance criteria		The database should be capable of storing and retrieving user information, such as usernames. The database should be able to handle a large number of concurrent calls and users, without any performance degradation or system crashes.		
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23	User Story	SIM-26	Connect business layer and database layer(MYSQL DATABASE)	5	
24	Acceptance criteria		The business layer should be connected to the application, allowing for the proper handling of business logic and rules. The database layer (MySQL) should be connected to the application, allowing for the proper storage and retrieval of data related to the group call, such as participant details.		
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