**CS411: User Stories**

**Login / New User -**

As a user, I want to login to my account in order to access the services that the app provides.

When the user opens the web app, the user will be taken to the homepage. In the homepage, the user will be prompted to login using third party authentication. After the user successfully logged in, the user will be taken to the main page of the website where they will be able to access all the services of the app.

One case that might result in an unsuccessful login is if the user does not own any social media account. In order to make sure that our users without any social media platform can access our app, we can provide two schemes for login/signup: one through email and one through social media platform.

**Picking location, sports, and scheduling-**

As a logged-in user, I want to specify my activity preferences in order to receive personalized game notifications based on my interests.

After creating an account and logging in, the user will be taken to a questionnaire page for personal information. The user will have the option to grant access for push notifications from the app. The first item will require the user to enter a zip code for location, and the user will also have the option to provide access to their current location (GPS tracking). The second item will require the user to mark off blocks for when he/she is available on a week schedule. Alternatively, the user can give the system access to connect to Google calendar for a schedule. The third item will require the user to check off activities he/she is interested in playing (such as basketball, frisbee, catch, etc). Altogether, these three pieces of information will act as inputs in the system to produce notifications that alert the user of when a pick-up game he/she might be interested in is being organized.

A possible exception to this user story is if a user does not complete the questionnaire. This could occur if the app malfunctions and does not automatically navigate to the questionnaire page. In this situation, the user will have all activities checked off until he/she manually filters it.

**Joining a group already formed based on notifications -**

As a logged-in user, I want to receive notifications in order to find a preexisting game based on my preferences.

Once logged in to the app, there is the option of either creating or joining a group that has already locked down on a game/activity. In order to know that, the logged-in user should be able to receive notifications of the current/active searches from people creating a game, giving them the option to join the game.

As the logged-in user searches for groups based on the notification preferences, they should follow the steps listed in the notification to allow them to join a group. The notice then leads to information on the app about the group and the activity that the group is centered around. The user will see the other group members and will also be able to communicate with them through a group message so that all users can agree on a time and location to meet up for the activity. The user should also have the option to exit/leave a group if they are no longer interested in the activity among other reasons.

If there are no active searches, the user should not receive any notifications, so they would have to start their own game in order to find others to play pickup with.

**Creating a game-**

As a logged-in user, I want to initiate a game in order to find other users to play pickup with.

Once logged into the app, a user will have the option to either create or join a preexisting game based on their preferences. In creating a game, users will specify a sport, the time they wish to start and end, the number of players needed, and the skill level they are looking for in companions. The number of players must be at least one other than the creator. After hitting create, the user will have to wait for others to locate their game by either receiving a notification or searching for a group. The group will close when it reaches the number of users specified by the creator. The user will be able to see the other group members and communicate with them in order to decide a time and location to meet up for the activity.

A possible exception to this user story would be if the user does not specify the sport and time that they want to play. In this case, the app would redirect the user back to the information page so that the user could fill out this information. If the user does not specify a maximum number of players, the join feature will close when the game is scheduled to begin. If the skill level is left blank, it will default to all skill levels.

Another possible exception to this user story would be if no one was available to join the group by the designated start time of the game. In this case, the user would receive a notification that people are currently unavailable, and would be encouraged to try again later or join a preexisting game.

**Search and Join -**

As a logged-in user, I want to search for games currently taking place in order to join a game.

Once logged into the app, a user will be able to search for games to join based primarily on a sport, and their current location. If desired, the user can also filter their results based on the skill level specified for the group. The results will display games currently awaiting players. From there, the user will be able to join a group of their choosing, see other members in the group, and communicate through a group message in order to choose a time and place to meet up.

An exception to this user story would be if the search returns no results. In this case, the user would be to encouraged to try again later, change their filters, or create their own game.

**Previous Events List -**

As an logged-in user, I want to view previous games/events in order to consider changing my preferences.

As various users create and join games, there shall be some form of logging ability to capture all this data, excluding personal information. Once obtained the data of a game (whether it was successful or not), it shall be uploaded to the database and then update the “Previous Events List”. This list is to show all users the past games that have taken place and the locations in which they took place. This can be a tool for users to track the tendencies of when specific games are created and the locations they take place. It can be a great tool to help users update and modify their preferences to have higher chances of receiving more notifications based on their updated preference settings. This shall not be unique to the user. Instead the aim is to be a public component of the app that shall be available for all users.