

# Pistachio

**Deliverable:** Product Backlog

**Team:** Pistachio

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## 1. Largest User Story

The largest user story that can be broken down into multiple user stories would be the setting up the initial tap sequence. A user would need to enter their tap sequence a couple of times so we can get an accurate average. This story has already been broken down into different user stories.

Another large user story would be viewing user statistics after a valid passkey entry. This story is larger than expected because it requires the passkey validation algorithm, comparing a stored passkey to a newly entered passkey, to be implemented. On top of this, it requires setting up storage for statistics on the device/in the application.

## 2. User story Fibonacci size

	User Story	Estimated user story points
1	Setting Passkey	3
2	Testing Passkey	3
3	Starting Attempt	3
4	Stopping Attempt	3
5	Viewing Statistics	5
6	Escaping Statistics	1
Total		18

1. Setting a passkey: estimated complexity 3.
  - a. creating averaged passkey attempt: 2
  - b. saving passkey: 1
2. Testing a passkey: estimated complexity 3.
  - a. getting attempt from user: 1
  - b. comparing to saved passkey: 2
3. Starting a passkey attempt: estimated complexity 3.
  - a. starting attempt timer: 1
  - b. getting each screen press parameter: 2
4. Stopping a Passkey attempt: estimated complexity 3.
  - a. stopping attempt timer: 1
  - b. saving sequence with screen press parameters: 2
5. Viewing User statistics after valid passkey entered: estimated complexity 5.
  - a. creating statistics algorithms: 2
  - b. adding new attempt to averaged statistic: 2
  - c. displaying current statistics: 1
6. Escaping User Statistics Screen: estimated complexity 1.

**Total Size: 18**

### **3. User Story Pre/Post Conditions**

- 1. Setting a passkey**
  - a. Precondition: The application must not have a passkey set
  - b. Postcondition: The application will now have a passkey to test
- 2. Testing a passkey**
  - a. Precondition: The user must have a user account and passkey saved to it
  - b. Postcondition: The system authenticates
- 3. Starting a passkey attempt**
  - a. Precondition: The user is logged into the application and selected to enter a passkey attempt
  - b. Postcondition: The start button will change to a stop button and the system will start recording the screen inputs in the input area of the screen
- 4. Stopping a Passkey attempt**
  - a. Precondition: the user must have started a passkey attempt by pressing the start button

- b. Postcondition: The system will display if they attempt was a valid match to the saved passkey or not a match
- 5. Viewing User statistics after valid passkey entered**
  - a. Precondition: The user must have entered a matching passkey attempt to their saved passkey and have answered the query on if it was a valid attempt.
  - b. Postcondition: Once the user is done viewing the statistics they will be able to get to their home screen by pressing the back button
- 6. Escaping User Statistics Screen**
  - a. Precondition: The user must have entered a matching passkey attempt, the query must have been answered, and the statistics must be displayed
  - b. Postcondition: The user will be back at their home screen.

## **4. First Iteration User Story Subset**

### **Starting a passkey attempt (3pts).**

In order to start a passkey entry, the user will have to have the ability to log into the application. The application will have the ability to take user input as a sequence, and give the user the option to input a passkey once the application has loaded to a Home page. Once the user presses a button to enter a passkey, a box to enter a sequence will appear with a “Start” button at the bottom. Pressing “Start” will allow the user to begin to enter their sequence, and the “Start” button will change to a “Stop” button. The application will begin recording the sequence in a file.

### **Stopping a passkey attempt (3pts).**

In order to stop a passkey entry, during the process of a user entering a sequence, they will hit the “Stop” button. At that point, the sequence stop recording and the file will close. The tap screen will disappear and the user will be back at the Home screen.

### **Functionality after first iteration:**

At the end of the first iteration, a user will be able to log into the application and enter a sequence into a tap screen. That sequence will be stored on the device on which the application is being run.

## 5. User Interface Mock-up

