RTM ID	Description	Scenarios	Priority Status	Requirements Phase			
				Has Prototype?	Story Point	Value Point	BFTB
SPRINT 1							
Use Case 1.1	Add Task: The student must beable to add task/s in the planner. The task should have a name, description, deadline, venue, and person-in-charge.	S1: Successful add	Must Have	yes	55	10	0.18
		S2: Invalid deadline	Must Have	yes			
		S3: Invalid Person-in-Charge	Must Have	yes			
Use Case 1.3	Delete Task: In the instances that an event related to a task is canceled, or perhaps the person-in-charge deems the task unnecessary for some reason, then the student should be able to simply delete the task.	S1: Manual delete	Must Have	yes	55 (1/3)	10 (1/3)	0.06
Use Case 3.0	View Schedule: The student, and only the student, can view his or her complete schedule. The person-in-charge will only see the task that he or she assigned to the student.	S1: Empty Schedule	Must Have	yes	13	10	0.77
		S2: Populated Schedule	Must Have	yes			
						TOTAL:	1.01
SPRINT 2							
Use Case 3.1	View Task: The student can view any task in his or her schedule. The person-in-charge, on the other hand, will only see the task that he or she assigned to the student.	S1: Successful view	Must Have	no	21	10	0.48
Use Case 1.3	Delete Task: In the instances that an event related to a task is canceled, or perhaps the person-in-charge deems the task unnecessary for some reason, then the student should be able to simply delete the task.	S2: Auto-delete: Task Expiration	Must Have	no	55 (2/3)	10 (2/3)	0.12
		S3: Auto-delete: Task Completion	Must Have	no			
Use Case 1.2	Edit Task: In the instances where there are changes in a certain task, such as a change in venue or deadline, the student must be able to edit the information in the task. The student cannot change the name of the person-in-charge.	S1: Successful edit	Must Have	no	55	10	0.18
		S2: Invalid deadline	Must Have	no			
						TOTAL:	0.78
SPRINT 3							
Use Case 4.0	Input Password: When the student adds a task, the person-in-charge of that task needs to input a password. This will serve as the verification key later if that particular task is accomplished by the student.	S1: Correct/ Valid password	Must Have	no	34	8	0.24
		S2: Incorrect password	Must Have	no			
Use case 6.0	Confirm Completion of task: The person-in-charge is the only one who can confirm if a task is completed. If the person does not input the password for the task, then that task will remain incomplete, and the student will be unable to reap the rewards in that task.	S1: Successful confirmation	Must Have	no	34	9	0.26
		S2: Failed confirmation	Must Have	no			
Use Case 2.0	Buy Pet's Neccessities: Caring for the pet means purchasing items needed for the pet's continued survival and happiness. Purchasing items require money, something that the student can only get through completing tasks.	S1: Successful purchase	Must Have	no	55	6	0.11
		S2: Insufficient Balance	Must Have	no			
						TOTAL:	0.61
SPRINT 4							
Use Case 7.0	Update Hunger level: Since it is important to keep the pet alive, the student must know the status of his pet, in particular, its hunger level. The hunger level is time dependent.	S1: Pet is not fed for a period of tim	Must Have	no	8	6	0.75
		S2: Pet is being fed	Must Have	no			
						TOTAL:	0.75
SPRINT 5							

Use Case 5.0	Update Money Balance: A student gets money from completing tasks, and loses money from buying pet items. The money balance must be updated frequently.	S1: Subtract Amount	Must Have	no			8	6	0.75
		S2: Add amount	Must Have	no				
Use Case 5.1	Subtract amount: If a student purchases items in the pet store, then the money balance will decrease.	S1: Successful purchase	Must Have	no				
Use Case 5.2	Add amount: If a student completes a task, then the money balance will increase. The student can gain more money by accepting more difficult tasks	S1: Reward	Must Have	no				
						TOTAL:		0.75