User Stories for Mindmap App

User Stories

Introduction

This document outlines the user stories for the Mindmap App. These stories capture the requirements and expectations of our target users, represented by personas. The goal is to create a state-of-the-art mindmapping application that is efficient, customizable, and user-friendly.

Personas

- **Devon, the Student**: Needs to quickly create and organize study notes and share them with classmates.
- **Andre, the Project Manager**: Needs advanced features for collaborative planning and reporting.
- **Sam, the Developer**: Values customization, extensibility, and performance.

Core Features

High Priority

- **User Story**: As Devon, I want to create, edit, and delete mindmaps so that I can organize my ideas effectively.

  Acceptance Criteria:

  - I can create a new mindmap from the main dashboard.
  - I can edit the title and contents of a mindmap.
  - I can delete a mindmap by selecting it and confirming the deletion.

- **User Story**: As Devon, I want to add, move, and delete nodes within a mindmap so that I can structure my thoughts in any way I see fit.

  Acceptance Criteria:

  - I can add a new node by clicking the add button or using a keyboard shortcut.
  - I can move nodes by dragging them to a new location.

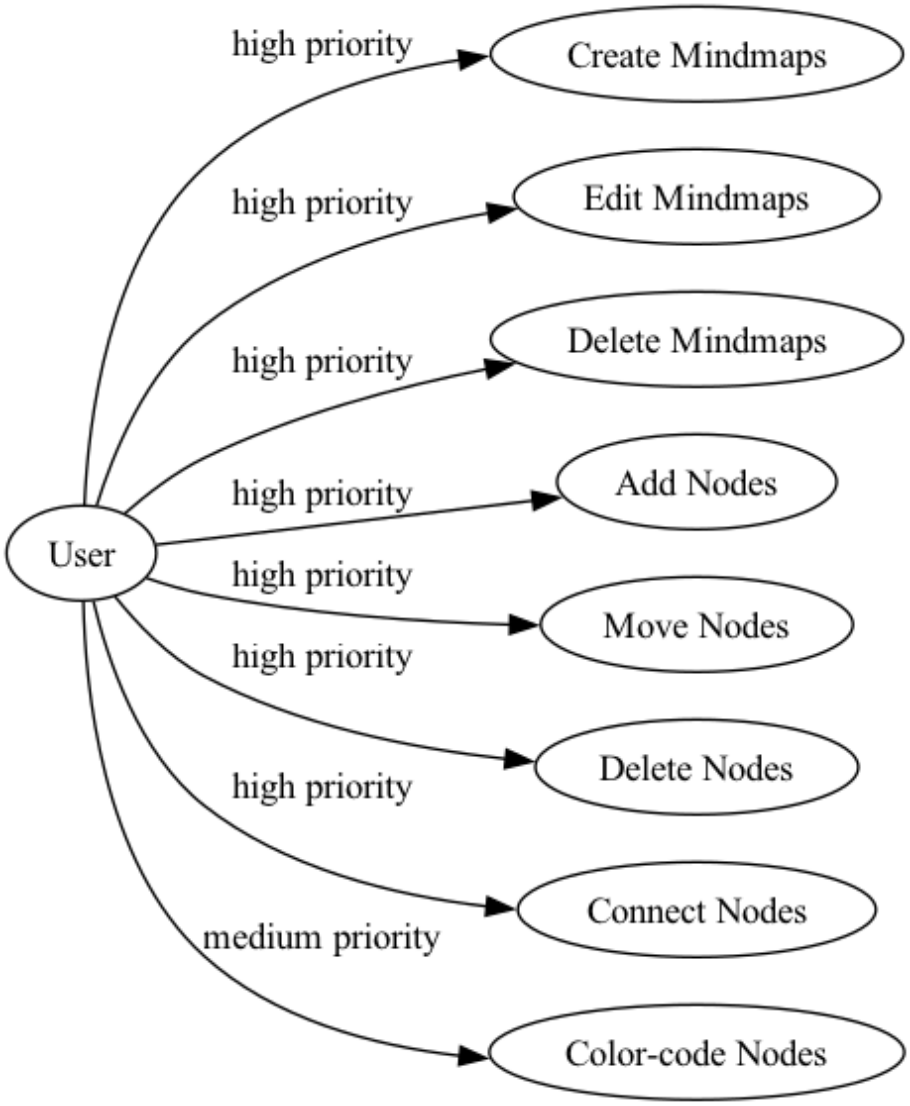

Figure 1: Core Features Diagram

  - I can delete a node by selecting it and pressing the delete button.

- **User Story**: As Andre, I want to be able to connect nodes with lines and arrows so that I can indicate relationships between ideas.

  Acceptance Criteria:

  - I can create a connection by selecting two nodes and using a connecting tool.
  - I can modify or delete connections.

Medium Priority

- **User Story**: As Devon, I want to be able to prioritize and organize nodes by color-coding them so that I can visually distinguish different categories.

  Acceptance Criteria:

  - I can assign colors to nodes easily through a right-click menu or toolbar option.
  - The color palette is customizable.

Customization and Extensibility

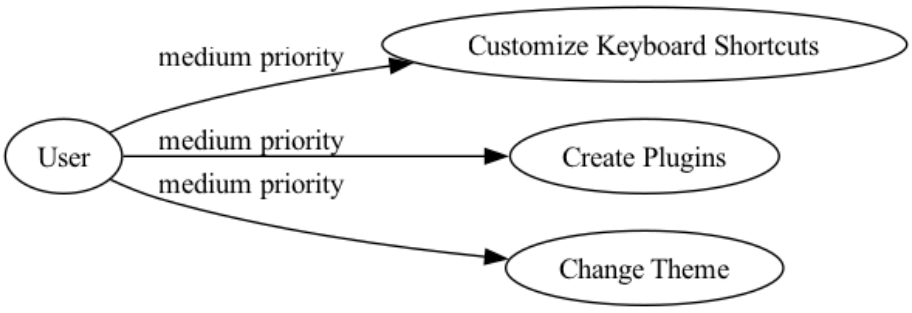

Figure 2: Customization Diagram

Medium Priority

- **User Story**: As Sam, I want to customize keyboard shortcuts and key-bindings so that I can use the application more efficiently based on my workflow.

  Acceptance Criteria:

  - I can access a settings menu to customize keyboard shortcuts.
  - My custom shortcuts are saved and persist across sessions.

- **User Story**: As Sam, I want to create plugins and extensions so that I can add new functionality to the application.

Technical Feasibility: Requires implementing a plugin architecture using a framework like Electron with support for APIs.

Acceptance Criteria:

- There is an API or SDK for creating plugins.
- I can install, enable, and disable plugins through an extensions manager.

- **User Story**: As Andre, I want to change the theme and appearance of the UI so that it suits my preferences.

  Acceptance Criteria:

  - I can select from predefined themes in the settings menu.
  - Advanced users can create and apply custom themes.

Collaboration and Sharing

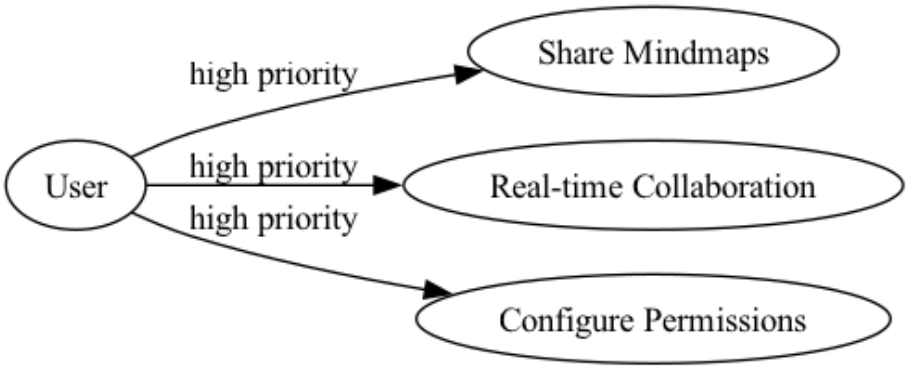

Figure 3: Collaboration Diagram

High Priority

- **User Story**: As Andre, I want to share my mindmaps with others so that I can collaborate and get feedback.

  Acceptance Criteria:

  - I can share a mindmap link that others can access.
  - I can set permissions (view, edit) for shared mindmaps.

- **User Story**: As Andre, I want real-time collaboration features so that multiple users can work on the same mindmap simultaneously.

  Acceptance Criteria:

  - Multiple users can edit the same mindmap in real-time.

  - Changes made by collaborators are reflected immediately.

- **User Story**: As Andre, I want to create and configure user permissions for shared mindmaps.

  Dependencies: Requires the ability to share mindmaps.

  Acceptance Criteria:

  - I can set access permissions (view, edit, comment) for each user.
  - Permissions are saved and applied correctly.

Performance and Simplicity

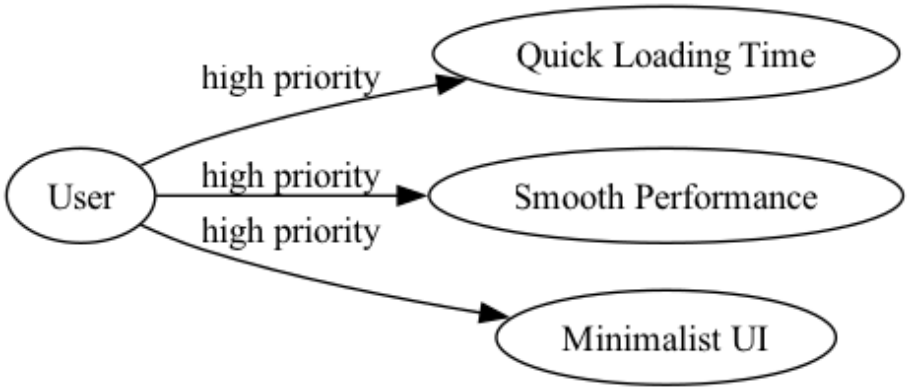

Figure 4: Performance Diagram

High Priority

- **User Story**: As Devon, I want the application to load quickly and run smoothly so that it does not hinder my productivity.

  Acceptance Criteria:

  - The application loads within 3 seconds on a standard machine.
  - No noticeable lag during normal usage.

- **User Story**: As Devon, I want a clean, minimalist UI so that I am not distracted by unnecessary elements while working on my mindmap.

  Acceptance Criteria:

  - The UI follows a simple, consistent design language.
  - Options and menus are hidden or collapsed by default, with the option to expand them as needed.

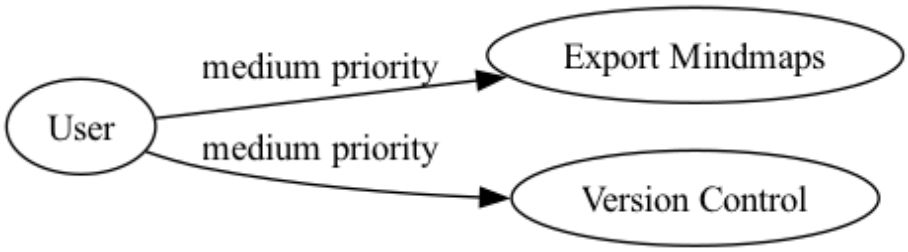

Figure 5: Advanced Features Diagram

Advanced Features

Medium Priority

- **User Story**: As Andre, I want to export my mindmaps to various formats (e.g., PDF, image) so that I can easily share them or include them in reports.

  Acceptance Criteria:

  - There are options to export mindmaps as PDF and image files.
  - Exported files maintain the structure and styling of the mindmap.

- **User Story**: As Devon, I want version control and history tracking so that I can revert to previous versions of my mindmaps if needed.

  Acceptance Criteria:

  - All changes to mindmaps are logged and can be viewed in a history.
  - I can revert to any previous version from the history log.

Integration

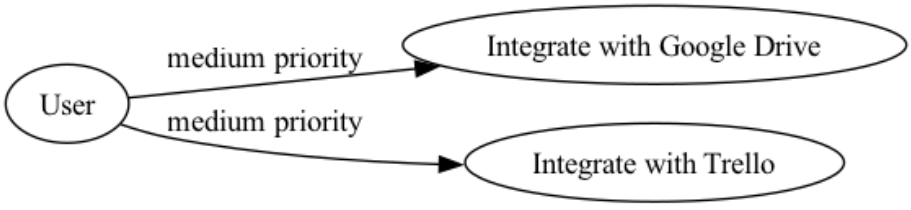

Figure 6: Integration Diagram

Medium Priority

- **User Story**: As Andre, I want the app to integrate with other tools like Google Drive and Trello so that I can seamlessly manage my data.

Acceptance Criteria:

- I can connect my Google Drive and Trello accounts.
- I can import and export data to and from these services.

Goal-Oriented Vision

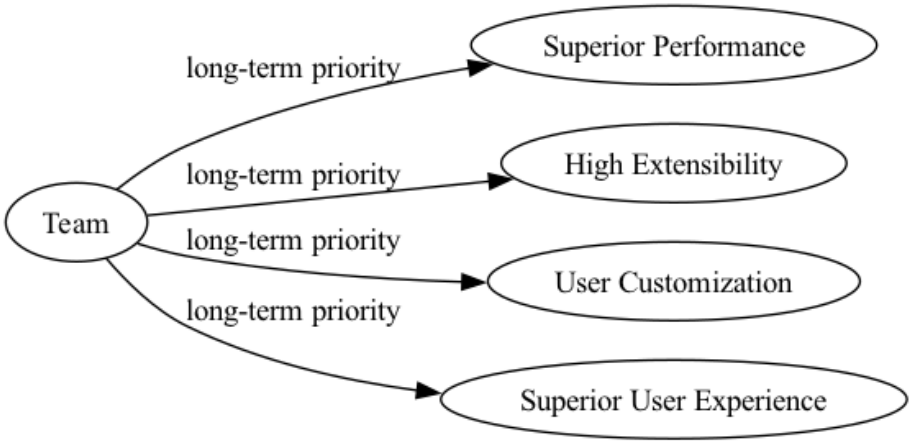

Figure 7: Goal-Oriented Vision Diagram

Long-term Priority

- **User Story**: As a project team, we aim to make this mindmapping application the top choice in the market by focusing on performance, extensibility, user customization, and a superior user experience.

  Business Goal: Increase user retention by offering personalized user experiences.

  Metrics: Track the number of customized themes created and user retention rates over time.

  Acceptance Criteria:

  - User feedback shows high satisfaction with performance and customization options.
  - The application is regularly updated with new features and improvements based on community feedback.