Project scope

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Community & UN SDG(s):	SCWW Saskatchewan Community. UN SDG goal: 3; Good Health and Well-Being
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Project Name	Bingo for Senior Citizens

Project Deliverables	

Develop Bingo Card Generator Tool	Work Package: Bingo Card Generation and Management

Develop a tool to generate unique bingo cards with serial numbers, manage card distribution, and handle expiration.

User Stories:

As a Bingo Card Generator:

1. **Card Generation**

   o *User Story*: As a Bingo Card Generator, I want to create unique bingo cards so that each game has distinct cards for players.

   o *Acceptance Criteria*:

      ▪ Cards must follow a 5x5 grid format with randomized numbers.

      ▪ Each card must have a unique serial number.

2. **Card Download**

   o *User Story*: As a Bingo Card Generator, I want to download generated bingo cards as PDFs so that they can be easily distributed to players.

   o *Acceptance Criteria*:

      ▪ The PDF must include the unique serial number of the card.

3. **Card Registration**

   o *User Story*: As a Bingo Card Generator, I want to register bingo cards with players' names so that each card is linked to a specific player.

   o *Acceptance Criteria*:

      ▪ The system must store the card details and player information securely.

4. **Card Expiration**

   o *User Story*: As a Bingo Card Generator, I want to set expiration dates for bingo cards so that they can't be used indefinitely.

   o *Acceptance Criteria*:

      ▪ The system must automatically prevent the use of expired cards.

Develop Win Detection Tool	[Work package/user story listed here.]

Work Package: Win Detection and Verification

Develop a tool to detect winning patterns on bingo cards and verify player claims.

[Describe this work package in as much detail as possible.]

User Stories:

As a Bingo Caller:

1. **Number Input and Tracking**

   o *User Story*: As a Bingo Caller, I want to input drawn numbers so that the game can track which numbers have been called.

   o *Acceptance Criteria*:

   ▪ The system must update the game state in real-time with the called numbers.

2. **Win Detection**

   o *User Story*: As a Bingo Caller, I want the system to detect winning patterns so that I can promptly notify players of their wins.

   o *Acceptance Criteria*:

   ▪ The system must accurately detect winning patterns and provide immediate notifications.

3. **Manual Verification**

   o *User Story*: As a Bingo Caller, I want to manually verify winning claims by searching for a bingo card's unique serial number so that I can confirm the win.

   o *Acceptance Criteria*:

   ▪ The system must allow searching for a card by serial number and display whether it contains a winning pattern.

4. **Card Blocking**

   o *User Story*: As a Bingo Card Generator, I want to block bingo cards that have been claimed as bingo so that they can't be reused in future games.

   o *Acceptance Criteria*:

   ▪ Blocked cards must be marked in the system and cannot be used again. |

Project Exclusions

[Indicate anything that will not be included in the scope of the project.]