Requirement ID	Description of Requirement	Story Point	Priority	Sprint No.
1	User Interface	5	3	3
2	Menu	1	1	4
3	Settings	2	2	7
4	Start screen	5	1	4
5	Better UI/UX design - no pixelation etc.	8	7	5
6	Accurate real-time car counter	8	2	11
7	'Level full' alert	3	4	11
8	Low Latency - accurate real time feed from camera and showing the results on the app	5	2	11
9	Model training - rear side of the car	13	3	7
10	Analysis chart - avg traffic at different days & times(cars entering and leaving parking space)	5	6	12
11	Parking fares display	2	5	9
12	Total spots per level	1	3	10
13	License plate detector using OCR	8	2	12
14	Check the accuracy of the lots w.r.t the permits	5	6	12
15	Vehicle detector	13	1	3
16	Transmission of camera readings to app/site	8	1	11
17	Detect if the car is still parked/not stolen	3	5	12

18	Which permit is required to park	1	3	10
19	Search lots with filters (price and permits)	3	3	10
20	Closed or open? (Game days, etcetera)	2	2	12
21	Displays the total number of accessible parking spots on the app	1	2	10
22	Most optimal parking spaces - indicate which parking space is closer for entry and exiting	2	6	12
23	Smooth Performance (model accuracy)	5	2	12
24	Hosting on AWS/Heroku	13	1	12
25	Integration of the Machine Learning model with the app	13	1	10
26	Model training - front end of the car	13	2	7
27	Update the screen that shows the condensed list to reflect all the names of the lots	1	3	6
28	Update the screen that shows the condensed list to include the permits required as well	2	3	10
29	Have one tap buttons that directly goes to the top/bottom of the condensed list page	2	7	5
30	Make buttons on the menu and permits touchable	2	1	6

31	Add navigation to at least one of the menu buttons. Have the navigated screen ready	5	1	7
32	Have the screens transition to other screens based on the buttons pressed	3	1	7
33	Add the back buttons to the all the screens made so far	5	3	7
34	Add styling to the buttons in menu page	5	1	8
35	Add a dark mode template	3	7	12
36	Add an option to redirect to the ku parking website if the user wants to buy a permit	7	7	10
37	Have the start screen automatically redirect to the menu screen after a few seconds	3	2	7
38	Debug the model to only detect cars	8	1	8
39	Run the model on our own videos	8	3	8
40	Create a database to store license plates	13	7	12
41	Get help from KU IT to get the camera connected to KU's Wifi	5	1	7
42	Condense all screens into one project	5	1	7
43	Add styling to the buttons in permits page	5	1	8
44	Try connecting power	2	2	7

	bank to the camera			
46	Add a search bar in lots screen	3	2	11
47	Change the color scheme of the lots screen	5	1	10
48	Divide the parking lots permit-wise	1	2	10
49	Add a 'give feedback' option	5	5	11
50	Add a support page that provides relevant parking information. I.e. pay fines, contact info, etc. - ku parking tickets page	3	7	12
51	Redirect user to the general KU parking page for information - https://parking.ku.edu/	1	3	10
52	Convert the menu screen into an expo snack	3	1	6
53	Convert the permit screen into an expo snack	3	1	6
54	Record footage with our phones	1	1	9
55	Add buttons and styling to lot list	3	2	9
56	Add buttons and styling to parking lot screen	3	1	9
57	Add lists to the lot list screen	5	1	9
58	Model conversion to TFlite	5	2	9
59	Test converted model	5	1	10

60	Integration mapway - Create a roadmap to integrate app and backend	8	2	10
61	Add a campus map to Explore Lots screen	3	2	10

The stack has been updated and does not include Sprints 1 and 2 anymore because we changed our project after Sprint 2, which is why the requirement stack for the previous project is not included as well.

*Green highlighted requirements have been completed previously
*Blue highlighted requirements are sprint 9 requirements that are completed
*Red highlighted requirements have been discarded for now