| 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 | 7 |
| 7 | 'Level full' alert | 3 | 4 | 7 |
| 8 | Low Latency | 5 | 2 | 6 |
| 9 | Model training - rear end of the car | 13 | 3 | 7 |
| 10 | Analysis chart - avg traffic at different days & times(cars entering and leaving parking space) | 5 | 6 | 7 |
| 11 | Parking fares display | 2 | 5 | * |
| 12 | Total spots per level | 1 | 3 | * |
| 13 | License plate detector | 8 | 2 | * |
| 14 | A condensed list of all the parking lots and permits they require | 5 | 6 | 6 |
| 15 | Vehicle detector | 13 | 1 | * |
| 16 | Transmission of camera readings to app/site | 8 | 1 | 4 |
| 17 | Detect if the car is still parked/not stolen | 3 | 5 | 5 |
| 18 | Which permit is required to park | 1 | 3 | 3 |

| | | | | |
|---|---|---|---|---|
| 19 | Search lots with filters (price and permits) | 3 | 3 | * |
| 20 | Closed or open? (Game days, etcetera) | 2 | 2 | 6 |
| 21 | Displays the total number of accessible parking spots on the app | 1 | 2 | 7 |
| 22 | Most optimal parking spaces | 2 | 6 | * |
| 23 | Smooth Performance (model accuracy) | 5 | 2 | 7 |
| 24 | Hosting on AWS/Heroku | 13 | 1 | 7 |
| 25 | Integration of the Machine Learning model with the app | 13 | 1 | 7 |
| 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 | 7 |
| 29 | Have one tap buttons that directly go 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 ready pages | 5 | 3 | 7 |
| 34 | Add styling to the buttons in menu and permits page | 5 | 1 | 7 |
| 35 | Add a dark mode template | 3 | 7 | * |
| 36 | Add an option to redirect to the ku parking website if the user wants to buy a permit | 7 | 7 | * |
| 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 | 7 |
| 39 | Run the model on our own videos | 8 | 3 | 7 |
| 40 | Create a database to store license plates | 13 | 7 | * |
| 41 | Get help from KU IT to get the camera connected to KU's Wifi | 5 | 1 | 7 |

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.

*These do not have Sprint Numbers because these are additional requirements that we would only work on in the next semester if we want to add additional features to our app.