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CS 411 - Group 7  
User Stories

Link to our GitHub Repository: <https://github.com/jessicalberto/LiquorLocator>

**User Story # 1:**

- Perry Donham, a young and ambitious college student, wants to figure out what he's doing this Saturday night out by planning ahead. Perry discovers the amazing Liquor Locator. Before proceeding, Perry wants the app to save his personal information and ensure that he can use this wonderful app continuously.
  - Perry is prompted to the home page. Perry clicks the button to log in using his Facebook account. When the log-in is successful, the app will redirect from Facebook to the home page, and his name, email, and gender will be displayed. If Perry ever logs in again, his information has been saved and can be accessed again.

**User Story # 2:**

- As a successfully logged-in user, Perry wants to figure out the right balance of alcoholic drinks to consume in order to achieve his desired level of drunkenness.
  - Given a range of four choices (Buzzed, Tipsy, Drunk, Hammered), Perry selects the level of drunkenness he wants to achieve. He is then prompted to the respective page, where he can enter his weight. After clicking the submit button, Perry sees the number of shots/number of beers/wine glasses along with a BAC estimate that he will need to consume in order to achieve his selected level. Perry is very happy to get drunk tonight.

**User Story # 3:**

- Maggie the dog, wants to find local bars in the area to go to visit so she can have a good time too.
  - Using the search/bar crawl function of the app, Maggie types in the drink she's looking for, along with a region in the local Boston area, such as Cambridge, Allston, etc. The application will then display the Top 3 local bars closest to Maggie's dormitory at Boston University. She can choose which ones she wants to go to, and select all 3 to plan out a bar crawl for the night, starting and ending at her home location, if she chooses. Maggie is ready to go out tonight!

## Description of User Stories

### 1. Story: User Log In

- This user story covers the initial introduction to the app: how the user logs and how the site takes in data. The user's action details what fields they should provide input for, and how we should deal with specific inputs and store them on the backend.
- OAuth will be set up with Facebook to initialize 3rd party authentication, and allow the application to gain access to a user's name, gender, and personal info. This information will be stored in a database and later on used to calculate their BAC levels and alcoholic beverage approximations for future use. The user log in enables us developers to see if they have logged in before or require creation of a new entry in the database, as well as their personal info for future use throughout the app.

### 2. Story: Selection of Drunkenness

- The range of four choices (Buzzed, Tipsy, Drunk, Hammered), will allow a user to select the level of drunkenness they want to achieve for the night. This is calculated based on their weight and gender. BAC levels will be incorporated to specify which level of drunkenness will correspond to the specific alcohol amount. The user will then be presented with a selection of recommended drinks that they search.

### 3. Story: Bar Selection

- Based on the user's inputs and location, the application will display 3 local, nearby bars called from the Yelp API, along with other location-specific statistics. Then, after locating these bars through the Google Maps API, the exact pinpoint of these locations will be shown. The user can decide whether he/she would like to initiate a bar crawl to just one or to all three destinations. The walking distance/mileage to each one will also be displayed. In summary, this user story tells us, the developers, how to route bar selection, given the radius of the input location.
- Based on their selections, the application will display the appropriate map.

## Summary of Key Points:

1. User wants to know exactly how much alcohol to consume to get drunk at a certain level.
2. User wants the application to remember their personal information.
3. User wants to know the 3 closest bars around him or her
4. User wants to know the 3 closest bars that may serve a certain drink.