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CS 411 - Group 7 User Stories

Link to our GitHub Repository: <https://github.com/jessicalberto/CS411Group7>

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. As a logged-in user, he wants to find the right alcoholic drinks to consume in order to achieve his desired level of drunkenness.
 - Perry logs in using his Facebook or Twitter account. He enters in his gender, along with weight (measured in pounds). He then selects the level of drunkenness he wants to achieve, ranging from tipsy all the way to blackout drunk.
 - Perry is also asked what his favorite drink is. After clicking the submit button, Perry then sees the number of shots/number of beers/wine glasses that will be needed to drink to achieve his selected level.

User Story # 2:

- Maggie the dog, wants to find local bars in the area to go to visit so she can have a good time too.
 - The application will display local bars within a 5 mile radius from her current location. She can also access a list of the top 5 bars from her current location that might serve her favorite drink. Maggie now knows the closest bars she can go to tonight!

User Story # 3:

- After her night out last night, for future reference, Maggie wants to keep track of her experience whether or not she had a good time.
 - The bars recommended could have been completely awesome, or could have been too loud or too empty. When the application is opened for next use, based on her input for reviews, she can rate her last experience to keep track of this information. For example, this may be useful the next time she uses the application if the same bar that she did not enjoy won't pop up, so she won't be recommended there again.
 - Similarly, if Perry, another user, consumed the alcohol recommended to him but got a little too drunk or not as drunk as he wanted, he can indicate this here. This will help Perry get more accurate recommendations in the future.

Description of User Stories

1. Story: User Log In + Selection of Drunkenness:

- 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 on the backend. This initializes basic inputs that we require from the user, including weight, gender, and drunkenness level. We want to store those features and values in the backend.
- We will also want to set up the OAuth fields here with either Twitter or Facebook to initialize 3rd party authentication.
- Information gathered for desired drunkenness (number of shots/beers/glasses of wine) will also be displayed.

2. Story: Bar Selection

- Based on the user's location, the application will display local, nearby bars. We can gain access to the user's location or use google maps to allow the user to drop a pin on their spot. Locating bars, using a certain mile radius, and returning the bars in that area, and gathering statistics are all factors to be implemented here. In summary, this user story tells us, the developers, how to route bar selection, given the radius of the input location.
- The user can choose between two options: local bars, or bars that serve his or her favorite drink. Based on this selection, the application will display the appropriate map.

3. Story: Tracking User Experience

- The user rates their last experience to get more accurate evaluation of drunkenness and bar quality for the next application use.
- This tell us that we need to make an evaluation of fields for the user to input in order to rate their experience. We also have to make sure that we keep track of the bars they didn't like so that next time they log in we don't give them the same experience that they didn't like before.
- User will be asked to put in previous experience respects to drunk level and amount of alcohols user had last time. This user story talks about how our application gets more accurate each time the user uses our application to find out correct alcohol user should have.

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 to know the 5 closest bars around him or her

3. User wants to know the 5 bars around him/her that serves his/her favorite drink
4. User wants to personalize his or her next results, based on the previous experience.