ID	Title	Description	Confirmation	Priority (within this Sprint)	To be done in
S1-001	Log in at Kiosk	As a visitor of IcyWorld, I want to tap my IcyBand at the gift store kiosk to log in and view my available total Reward Points, so that I can select gifts I want to redeem accordingly.	Tap IcyBand to login kiosk; always show the points available throught the operation by a particular visitor	High	Sprint 1
S1-002	Check Activation of IcyBand at Kiosk Login	As a staff of IcyWorld, I want to check whether the user is using a valid IcyBand at the kiosk, so that gifts will only be given to those valid visitors.	Normal IcyBands will only be valid for the day	High	Sprint 1
S1-003	Read Gift Catalog	As a visitor of IcyWorld, I want to view all gifts available along with their description, images, and reward points required, so I can decide what gifts I want to redeem.	Initial catalog: 50 Reward-Point dolls, 25-Reward-Point ruler. The IcyWorld Staff can modify catalog using the staff system.	High	Sprint 1
S1-004	Edit Gift Order	As a visitor of IcyWorld, I want to be able to edit my gift order so that I can choose the gifts I would like to redeem using my Reward Points.	The guest should just click "+" and "-" on the gift selection UI page, in order to choose (1) what gifts to redeem and (2) their quantity	High	Sprint 1
S1-005	Calculate Subtotals	As a visitor, I want to see the calculated subtotals of gifts currently in my shopping cart, so that I can decide how I should edit my order.	Calculates subtotal every time when there is change to the order	High	Sprint 1
S1-006	Check Reward Points Required for Gift Order	As IcyWorld management team, I want the system to check the whether the visitor has enough Reward Point for the order chosen by the guest, so as to maker sure every redemption is legal.	The kiosk should the total reward points and total points needed when the user clicks "Confirm redemption"	High	Sprint 1
S1-007	Dispense Gifts	As IcyWorld management team, I want the kiosk to dispense the gifts according to visitors' choice if the order is checked to be legal, so that I can use this scheme to attract visitors and conduct data analysis using all data collected from the system.	When stock for any gift within any kiosk drops to zero, notify the staff for restocking.	High	Sprint 1
S2-001	Points Accumulation	As IcyWorld visitor, I want to have my Reward Points automatically accumulated when I tap my IcyBand at the terminal for each attraction I visit, so that I can later use these points to redeem gifts.	5 reward points each for the merry-go-round and roller coaster. 7 reward points for the riverboat. 10 reward points for the theatre.	High	Sprint 2
S2-002	Activation of IcyBand	As IcyWorld Staff, I want to activate the IcyBand so that the visitors may later use it for collecting points and I can use their visiting records to analyze visitor data.	Allow the user to use this specific band to collect points and redeem gifts on the specific day of activation.	High	Sprint 2
S2-003	Record Visitors' Visits	As IcyWorld Staff, I want to record all visits and corresponding timestamps of visitors using the fact that the user will tap their NFC band onto the terminals at the entrance of each attraction, so that I use the data to analyze visitors' interests in attractions in IcyWorld and later improve the services.	Create Visit Record object to each visit, and later use these data for calculating total points earned and analysis of visitor data For each user's visit, record (timestamp, bandID, attractionID)	Medium	Sprint 2
S2-004	View Visitor Statistics	As IcyWorld Staff, I want to see statistics of guests' visits for any specific attraction on a specific day chose by me, so that I can understand which attractions attract visitors most and later enhance the services	Staff can choose the specific attraction and specific date, and then, see: - Total visits of the attraction on that day (in number) - Distribution of visits by hour of day (in line chart over time) - Distribution of number of repeat guest visits on that day	Medium	Sprint 2
S2-005	Modify Gift Catalog	As IcyWorld staff, I want to modify the gift catalog so that we can provide gifts according to the gift stock, and may attract the visitors with new gifts	Staff can can change the gifts visibile to visitors, gift name, image, description, and points required for redemption,	Medium	Sprint 2
S2-006	Authenticate Staff	As IcyWorld manager, I want the system to authenticate the staff before allowing a previleged operation, such as modifying gift catalog or viewing visitor statistics, so as to achieve operational security.	Staff needs to authenticated when: - change reward points associated with attractions - change gift catalog - restock the gifts - view data analysis of attractions visited by guests	High	Sprint 2
S3-001	Upgrade to VIP	As an IcyWorld visitor, I want to upgrade my IcyBand to VIP at kiosk, so that there is not one-day limit on Reward Points, and I can be accumulate them in multiple days	visitor can upgrade to VIP (only once) at kiosk with 6 Reward Points	Medium	Sprint 3
S3-002	Set Email for VIP	As an IcyWorld Visitor, I want to be able to set up my email linked to my VIP Icyband when upgrading my account, so that I can get updates from IcyWorld from my mailbox.	set up email at kiosk when upgrading account. Emails between different IcyBands may repeat.	Medium	Sprint 3

S3-003	Customized Reward Points Calculator for Attractions	As IcyWorld Management Team, I want to allow varying reward points added to users' Icyband when they visit an attraction, so that we can give incentives to the users to change their visit targets.	May vary the points according to number of days visited the IcyWorld, number of times visited a particular attraction on that day. Mini-Train is the first attraction to support	Medium	Sprint 3
S3-004	Increment the Count of Visit at First Tap	As IcyWorld Staff, I want to increment the number of visits for a VIP visitor when they tap the first terminal on the day, so that I can use it to later calculate Reward Points for visiting attractions like MiniTrain.	increment count of visit at the first tap on terminal	Medium	Sprint 3
S3-005	Know the Number of Times a Visitor has Visited An Attraction on a Particular Day	As IcyWorld Staff, I want the terminal at attractions to know the number of times the current visitor has visited this attraction on the particular day when they tap their IcyBand, so that it can use this data to calculate the rewaord points needed to give the visitor.	Mini-Train will need to use this data to calculate reward points granted to the visitor	Medium	Sprint 3
019	Modify Reward Points for Attractions	As IcyWorld Staff, I want the system to allow me to change the reward points earned by each visitor for visiting a particular attraction, or add new attractions to the system.			Future Releases
020	Empty Points	As IcyWorld Staff, I want to empty the reward points collected in all bands at the end of every day, so that after they are collected, and given to the another visitor in another day, they start from 0 reward point.			Future Releases
021	Avoid Duplicate Record	As IcyWorld Staff, I want to record all visits and corresponding timestamps of visitors using the fact that the user will tap their NFC band onto the terminals at the entrance of each attraction, so that the data of guests' visits I will later analyze is accurate.			Future Releases