

The Canteen Project

A Gift Card for Kids



The Name: CANTEEN

- The store at kid's summer camp
- No cash, everything “on account”



Create a Web App

- Using Spring Framework technologies
- Focus on "back-end" services
- Basic "front-end" for user interaction
- Testable architecture



Personas

- Pre-teen/teen-age child
- Parent of that child



Motivation (The Problem)

- Cash too flexible
- Hard to track/limit spending
- ATMs only give out \$20 bills
- Hard to save for goals



Spending Categories

- Necessities
 - Lunch
 - School supplies
- Fun Stuff (Luxuries)
 - Candy
 - Soda
 - Movies
 - Video games



Account Deposits

- Allowance
 - Automatic weekly deposit
 - Bonuses based on chores completed
- Necessities
 - Automatic morning deposit on school days



What Makes Good Stories?

- Stories \neq features
- Isolated/Independent
- Small
- Testable
- Valuable
- Unbreakdownable
 - As Small As Possible



Story Workshop

Brainstorming Stories as a Group

