**Lab 4**

Jan 29, 2020

In attendance:

Nicholas Hu (Product Owner)  
Moe Soliman (Scrum Master)  
Kristin Cheng  
Lawrence Caballes

Topics: Team rules, coding standards, initial Agile stories

Team rules:

1) Be on-time for meetings

2) Finish assignments before sprint checkpoints

3) Give advance notice if you’re going to miss a meeting

4) Give team updates on assignment progress. Avoid overlapping assignments.

5) Members are responsible for writing and submitting their agile stories to the product owner.

Coding standards:

1) Frameworks: SQLite for database, Qt (C++) for UI, Github (Version control; individual branches for each member), Trello (Agile management), Doxygen (documentation)

2) Provide sufficient commenting that the code function is evident.

3) Use descriptive identifier names (“i” for index is fine)

4) Link to the Saddleback style requirements https[://www.saddleback.edu/uploads/mse/cs/1a/chapter5.pdf](https://www.saddleback.edu/uploads/mse/cs/1a/chapter5.pdf)

Sprint 1

**Base Case, Story line 1:**

As a Student, I want the ability to see a help option so that I will know how to operate the program without any conflicts. **(0 story point)**

**Assumptions:** A main window page will be present so that the customer can see the help button

**Tasks:**

* Using QT, the main window’s UI will be modified such that a help button will be displayed after the program’s execution.
* After the user clicks the help button, a new page will open which will assist the customer in dealing with the program
* We will create a function so that after the help button is clicked, a new page opens and the current widget will be set to that specific page.
* In the help page, a “Return to home” menu will also be displayed which will let the user return back to the home page

**Definition of Done:**

* Make sure the code adheres to the coding standard.
* Make sure that the finished story meets the objectives
* Document the code to explain the meanings/implementations behind certain areas of code
* Test the code so that it meets the required goals
* Confirm with the product owner to see if it works
* Gain approval from the customer, if the customer does not approve on certain aspects of the story, then refine it/meet the new objectives

**Story line 2:**

As a student I want to be able to view all colleges available so I can plan my trip accordingly.**(1 Story point)**

**Assumption:** A table will be created using SQL that will contains the initial 11 colleges.

**Tasks:**

* Using QT with the administrator logins, the administrator page will appear with all the different options available only for the administrator.
* After successful login a button will be created once it’s clicked the initial colleges will appear as a table.

**Definition of Done:**

* Make sure the code adheres to the coding standard
* Make sure that the finished story meets the objectives
* Document the code to explain the meanings/implementations behind certain areas of code
* Test the code so that it meets the required goals
* Confirm with the product owner to see if it works
* Gain approval from the customer, if the customer does not approve on certain aspects of the story, then refine it/meet the new objectives

**Story line 3:**

As a student I want to be able to view all college souvenirs available so I can plan my trip accordingly. **(1 Story Point)**

**Assumption:** A table will be created using SQL that will contains the initial 11 colleges.

**Tasks:**

* Using QT with the administrator logins, the administrator page will appear with all the different options available only for the administrator.
* After successful login a button will be created once it’s clicked the initial colleges will appear as a table.

**Definition of Done:**

* Make sure the code adheres to the coding standard
* Make sure that the finished story meets the objectives
* Document the code to explain the meanings/implementations behind certain areas of code
* Test the code so that it meets the required goals
* Confirm with the product owner to see if it works
* Gain approval from the customer, if the customer does not approve on certain aspects of the story, then refine it/meet the new objectives

**Story line 4:**

As a student I want to able to select which campuses they want to travel to. **(4 Story Points)**

**Assumption:** Campuses will appear with in a table and then the student will be able to click on it and choose what the next campus will be

**Tasks:**

* Create a user interface that allows selection and input.
* Colleges are read in from the file allowing the selections to refresh if new colleges are added and deleted.

**Definition of Done:**

* User interface is created. Selection/input prepares an empty container allowing the user to append campuses.
* Campuses should be read in from file. Interface should be able to refresh whenever campuses are added/deleted.
* Make sure the code adheres to the coding standard
* Make sure that the finished story meets the objectives
* Document the code to explain the meanings/implementations behind certain areas of code
* Test the code so that it meets the required goals

**Story line 5:**

As a student I want to be able to see the total distance for each trip to be able to manage my budget and needs. **(4 Story Points)**

**Assumption:** As a student I want to see a "menu" that displays the user's budget and a list of their needs. Should also display the selected trips and their corresponding distances.

**Tasks:**

* Create a user interface that displays user's trips.
* Trips should be read in from file.
* Menu should refresh upon trips being added/deleted.
* Menu should display the user's budget and list of needs.

**Definition of Done:**

* User interface is created.
* The users selected/inputted budget is displayed.
* The list of the items they want to purchase is displayed. The saved/created trips are displayed, alongside with their total distances.
* Make sure the code adheres to the coding standard
* Make sure that the finished story meets the objectives
* Document the code to explain the meanings/implementations behind certain areas of code
* Test the code so that it meets the required goals

**Story line 6:**

As a student I want to have the option to choose the campuses I wish to visit. The program should determine the shortest distance for me. **(8 Story Points)**

**Assumption:** Trips will be named and saved, so multiple trips can be planned. The program should display the distance between locations, and the program should be able to automatically decide a trip that has the shortest distance.

**Tasks:**

* Create a user interface that allows the user to create/delete new trips.
* User should then be able to see what locations are available and plan their route.
* The distance between different locations should be displayed.
* User can select the locations and plan their trip accordingly.
* User can save their trip, then create/delete another.
* User should also be able to have a trip created automatically, which makes a trip that has the shortest distance traveled.

**Definition of Done:**

* User interface is created. User is able to select which campuses to visit. Distances are displayed.
* An automatic trip planner is created, which creates a trip based on lowest travel distance. Trips are able to be saved, and interface can refresh so new trips can be created.
* Make sure that the finished story meets the objectives
* Document the code to explain the meanings/implementations behind certain areas of code
* Test the code so that it meets the required goals
* Confirm with the product owner to see if it works.

**Story line 7:**

As an administrator I want to be able to add colleges to the existing list. **(2 Story Points)**

**Assumption:** User interface should show a "login in" for the administrator. Once the administrator logged in, administrator will be able to add more colleges into the list of colleges.

**Tasks:**

* Create a user interface for administrator "log in".
* Create a Menu that shows all the colleges. This Menu should read in from file.
* Create user interface that allows administrator to do input / selection.
* Menu should be refresh after adding the colleges.

**Definition of Done:**

* Make sure the code adheres to the coding standard.
* Make sure that the finished story meets the objectives
* Document the code to explain the meanings/implementations behind certain areas of code
* Test the code so that it meets the required goals
* Confirm with the product owner to see if it works
* Gain approval from the customer, if the customer does not approve on certain aspects of the story, then refine it/meet the new objectives

**Story line 8:**

As an administrator I want to be able to add more souvenirs to the existing list. **(2 Story Points)**

**Assumption:** Once the administrator logs in to the program, administrator will be able to add more souvenir items into the existing list.

**Tasks:**

* Create a Menu that shows all the souvenirs. This Menu should read in from files.
* Create a user interface that allows to do input / selection.
* Menu should refresh after adding items inside.

**Definition of Done:**

* Administrator log in interface is created.
* Menu of listing all the existing colleges is created.
* Administrator can choose to add more colleges inside the list, by inputting colleges name
* Administrator can save and update changes

**Story line 9:**

As an administrator I want to be able to delete souvenirs to the existing list. **(2 Story Points)**

**Assumption:** Once the administrator login, administrator will be able to delete items from the souvenirs Menu.

**Tasks:**

* Create a user interface for selection.
* Create a button for delete items.
* Menu should be upload and refresh after doing deletion.

**Definition of Done:**

* Menu of listing souvenirs is created
* Administrator can choose to add more items into the list, by inputting items name
* Administrator can save and update the changes

**Story line 10:**

As an administrator I want to be able to change the prices for the souvenirs. **(2 Story Points)**

**Assumptions:** Once the administrator logs in to the program, they will be able to see all the existing souvenirs’ pricing and can change each price of each souvenirs.

**Tasks:**

* Show / Create the menu that shows all souvenir.
* Create an admin user interface to allow to choose the souvenir to change.
* Possibly a drop-down list, or a table of all souvenir.
* Create an admin user interface to take in a new price point. Text box for input and submit button.

**Definition of Done:**

* Display all the souvenir items onto the user interface.
* Being able to select each souvenir item.
* Able to take in a new price from the user.
* The new price is accepted and changes the price of that souvenir.