### Backlog

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| 4 | Game Starting/Quitting | 2 | 2 |
| 7 | Control Points Lighting | 6 | 3 |
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|  | total | 28 |  |

### Story Cards

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| STORY CARD  NO: 01 | Product Name: Takin | Estimation: 5 hours | |
| Story Name: Map Choosing | | | Date: 2015-05-30 |
| STORY:  User need to choose a map before he/she could start a game. | | Acceptance Test   1. A map must be chosen | |
| Note: The activity is called when the Map button on the main activity is touched. | | Risk: Low | |
| Points to Consider | | | |

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| STORY CARD  NO: 02 | Product Name: Takin | Estimation: 5 hours | |
| Story Name: Map Presentation | | | Date: 2015-05-30 |
| STORY:  Showing the map and all the control points on the map. | | Acceptance Test   1. See if the map shown is the map chosen; 2. The map should not be rotated and the north direction should be on the top; 3. See if all the control points are on the map in right order | |
| Note: | | Risk: Low | |
| Points to Consider | | | |

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| STORY CARD  NO: 03 | Product Name: Takin | Estimation  2h | |
| Story Name: Position Showing | | | Date: 2015-05-30 |
| STORY:  If the map allows user to see his/her position, or the game has not started, user can choose whether to see his/her position or not. | | Acceptance Test   1. Try to change the setting, see if the position shows correctly. 2. The position on the map is the right position 3. Default: show the position | |
| Note: | | Risk:Low | |
| Points to Consider | | | |

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| STORY CARD  NO: 04 | Product Name: Takin | Estimation  2h | |
| Story Name: Game Starting/Quitting | | | Date: 2015-05-30 |
| STORY:  Before the game starts, there is a button with text “start”. Click that button, then the game start, the time start counting, and the button becomes “quit”. Click the “quit”, then the time reset, and button becomes “start” | | Acceptance Test:   1. Try to start/quit the game, see if the text on button changes correctly 2. When starting the game, the time should start counting 3. When quitting the game, the time resets | |
| Note: | | Risk:Low | |
| Points to Consider | | | |

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| STORY CARD  NO: 05 | Product Name: Takin | Estimation  3h | |
| Story Name: Time Showing | | | Date: 2015-05-30 |
| STORY:  Show time on the button bar of the screen. Show counting time | | Acceptance Test:   * When game begin, time should start counting * When game finished, stop counting the time * When game reset, the time reset to zero | |
| Note:  We use formats like:  xxh mm’ss’’(counting time) | | Risk: low | |
| Points to Consider:  Counting time should not be stopped even the activity is paused | | | |

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| STORY CARD  NO: 06 | Product Name: Takin | Estimation  3h | |
| Story Name: Compass Showing | | | Date: 2015-05-30 |
| STORY  A compass would be shown on the left-top of the screen. It helps users to find their orientation. | | Acceptance Test:  Compass has to work well while changing the direction of the phone. | |
| Note: | | Risk: low | |
| Points to Consider:  Compass should be small but clear enough | | | |

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| STORY CARD  NO: 07 | Product Name: Takin | Estimation:6 hours | |
| Story Name: Control Points Lighting | | | Date: 2015-05-30 |
| STORY:  When the user approaches one control point with a distance less than 15 meters, the exact control point will be lighted and color will be changed.  If game is quit or reset, the point will be unlighted | | Acceptance Test:  1.The radius of the lighting area is about 15 meters. And in the area, it keeps being lighted.  2.The control point is going to be lighted and the color of it will be changed from grey to red.  3.See if the point is unlighted when game is quit or reset | |
| Note: The lighting area is a circle with the control unit being the center point, with about 15 meters radius. This is not very accurate because of the accuracy of map. | | Risk: low | |
| Points to Consider: | | | |

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| STORY CARD  NO: 08 | Product Name: Takin | Estimation:2 hour | |
| Story Name: Game Finishing | | | Date: 2015-05-30 |
| STORY:  Stop time counting.  Change the key ‘quit’ into ‘reset’.  Display a line of words ‘Congratulations! You have accomplished the goal. ’ In the center of the screen. | | Acceptance Test:  The time counting must be stopped at once.  The key with used to be ‘quit’ is to be changed into ‘reset’, of which the function is to go back to the pre-starting interface.  The finishing words is to be displayed. | |
| Note: | | Risk: low | |
| Points to Consider: | | | |