

User Stories – Description

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Introduction

This document gives a deeper and more detailed plan on what each User Story should accomplish. Since this is our first time trying out Scrum it has been hard for us to keep up with the User Stories and many features that are in the application isn't even here. We are hoping for your understanding and that this document is just a guideline on what the application should be able to do.

To be honest there might be some differences between this document and the sprint backlog. More about this in the project reflection.

101 – Add Items to The Bar

This User Story is one of the big ones. That's why it has got the highest priority in the application. This User Story describes the tasks needed to be able to add an ingredient to the "MyBar" part of the application. You could see the MyBar part as your inventory, it is what spirits you've got at home at the moment.

It is needed to add the spirits to be able to filter out which drinks you, as a user, can compile with the spirits you've got.

102 – Search Recipes according to MyBar

This User Story has to be one of the first implemented. There are so many other things, like graphical activities, dependent on this User Story.

The User Story is about how the user should be able to browse our database with recipes (drinks).

103 – View Each Recipe

This User Story concerns the ability to view a drink/recipe. The user must be able to open drinks and see the information about it. For example how to mix it and what contents there should be in it.

104 – Add recipe to Favorites

Even though the main concept of this application is to show the user which drinks he or she could make with what they've got at the moment where they are, we still felt that a favorite function is a crucial function in the application. That's why it has got the high priority.

We want the users to be able to add drinks as their favorites so when the user about to go to Systembolaget he or she is able to see which spirits they need to buy to be able to make their favorite one.

105 – View Recent History

This User Story is unfortunately not implemented – yet. We want the user to be able to see which drinks they've recently looked at in the application. Who knows, he or she might want to ID 104 it?

106 – Browse the Collection

This User Story is straight forward. We want the user to be able to browse our database with drinks. I don't believe that I have to explain this more than it is one of the most complex User Story and demands a lot from us as developers to show it in a good way in our application.

107 – Open Options-Menu

The application has to have an options menu. In the Options menu the user should be able to change their location, theme, and other not yet implemented settings.

The Options menu should be its own activity. It should be an isolated activity with no connection to the “main” user interface. This is because we would like the user to feel that there is one single place to set all settings and preferences.

108 – Delete recipe from Favorites

The ability to remove favorites is important for the user experience. People minds change and so does their preferences in what drinks they like.

201 – Search in the Collection

A feature that is not needed for the application to run but still a good one to have is the ability to search in our database of drinks. The possibility to search within the application would be great to make sure that users can look around in our database in an easy way.

203 – Share Recipe's

The possibility to share recipes is a feature that would be great to have. To be able to integrate with Facebook would be a great example of user interaction and would probably give the application a good PR-boost.

204 – Rate Recipe's

Rating drinks and user interaction is something the user always appreciate. The optimal rating feature would sync everyone's ratings to a central database and then show the overall rating.

301 – Oz/Cl/Parts Conversion

This User Story explains itself. There should be some kind of conversation table or dynamic conversion tool to be able to understand how much alcohol there should be in the drinks.

302 – Blood Alcohol Content (BAC) Calculator

This User Story is not that developed. The reason for that is that we do not even know if there is any kind of algorithm that could be used. So this User Story is still being in the research stage.

303 – Splash Logo

The application would tie together well if it had a Splash logo when starting the application. If a splash logo is shown in the start phase of the application there could be a thread that downloads the database information in the background. This would take the user experience to a higher level.