

Requirement ID	Description of Requirement	Story Point	Priority	Sprint No.
1	User Interface	5	3	3
2	Menu	1	1	4
3	Settings	2	2	7
4	Start screen	5	1	4
5	HD Graphics	8	7	5
6	Accurate real-time car counter	8	2	7
7	'Level full' alert	3	4	7
8	Low Latency	5	2	6
9	Smooth Performance (model accuracy)	13	3	7
10	Analysis chart - avg traffic at different days & times(cars entering and leaving parking space)	5	6	7
11	Parking fares display	2	5	6
12	Total spots per level	1	3	4
13	License plate detector	8	2	6
14	Parking lot map	5	6	5
15	Vehicle detector	13	1	3
16	Recognize the vehicle's orientation	13	1	3
17	Transmission of camera readings to app/site	8	1	4
18	Detect if the car is still parked/not stolen	3	5	5
19	Which permit is required to park	1	3	3

20	Search lots with filters (price and permits)	3	3	4
21	Closed or open? (Game days, etcetera)	2	2	6
22	Displays the total number of accessible parking spots	1	2	7
23	Most optimal parking spaces	2	6	5

The stack has been updated and does not include Sprints 1 and 2 anymore because we changed our project after Sprint 2, which is why the requirement stack for the previous project is not included as well.