1 User Story Implementation

This document contains the implementation of the below-mentioned user story.

1.1 User Story

- **Payment by card(US02) :** As a commuter, I want to choose the type of ticket (one way / two way / weekly pass / monthly pass) from the user interface of the ticket vending machine.

- **Formulated by :** Dhaval Modi

- **Implemented by :** Pruthvi Raju Nallaparaju

1.2 How I implemented this user story.

- **The Three C's: Card, Conversation, Confirmation :** The Three C's formula, developed by Ron Jeffries, helps to reach agreement between the business and the technical team on the meaning of the user story. The Three C's guide them through the progressive elaboration of a story, from a brief statement to a fully developed user story.

  1. **Card** As a commuter I want to select the type of ticket.
  2. **Conversation :** This conversation happened between I and my teammates of the development team to ensure we have a clear understanding of what's being asked for and the value being provided.
     - Pruthvi : Does the user story describes the price of each ticket.
     - Naren : Yes, it does.
     - Pruthvi : what should be displayed after selecting the ticket?
     - Dhaval : The system should display the text as a particular ticket is selected.
     - Pruthvi : Thank you.
  3. **Confirmation** Our TVM will display selected ticket.

- **I have used HTML as it has many advantages and it is easy to implement.**
  - Clear Code
  - Drag and Drop (DnD)
  - Offline Storage Database

- **Folder contains**
  1. index.html

2. selectTicket.html

3. selectTicketfrench.html

4. text.html

5. text1.html