**User Stories Issues**

1. Tap vs Click (platform)

* Description: The stories both use “tap” and “click” without specifying what devices to support.
* Fix:
  + Category links work on desktop (click) and mobile (tap).
  + Selecting a category on any device shows only products from the selected category.

Related User Story: US1

1. Where categories originate / empty category

* Description: No mention of whether categories are hardcoded or dynamic and how to handle an empty category.
* Fix:
  + Categories are loaded from the product database and are Phones, Laptops, Monitors.
  + If a category is empty, show: ‘No products in this category’ and a link ‘View all products.

Related User Story: US1

1. “Clear sign” is vague Description:

* “Clear sign” is too open-ended — testers won’t know what to check for.
* Fix:
  + Active category is highlighted visually, and the breadcrumb shows the active category name.
  + Highlight has aria-current=‘page’ for screen readers.

Related User Story: US1

1. Product tile has no fallbacks and currency

* Description: Reference to only image/name/price — no guidance on missing images or currency format.
* Fix:
  + Every product shows image (or placeholder if missing), name, and price with currency symbol.

User Story: US1

1. Product details missing

* Description: Missing SKU, stock data, gallery, or variants (color/size).
* Fix:
  + Detail page shows: name, description, price, SKU, stock status, and image gallery (one or more images).
  + If product has variants, user is required to select variants before adding to cart.

Related User Story: US2

1. Guest cart persistence / merge ambiguous

* Description: No specification whether guest cart is kept if user closes browser or logs in later.
* Fix:
  + Guest cart is stored for 30 days (local Storage or server).
  + If guest logs in, merge guest cart with user’s current cart and show merged result.

Related User Story: US4

1. Add-to-cart notification ambiguous

* Description: No requirement for type, duration, or undo of notification.
* Fix:
  + On add, show a toast ‘Added to cart’ for 5 seconds with an ‘Undo’ button.
  + Cart icon updates immediately to show new quantity.

Related User Story: US3

1. Real time price update unclear

* Description: Can’t tell if prices are client-side only or server-checked.
* Fix:
  + Quantity change updates totals in UI right away.
  + On checkout, prices are validated by the server, if different, show warning and update totals.

Related User Story: US4

1. Signup fields too thin Description

* The sign-up form lacks essential fields (e.g., Email, Confirm Password) and clear validation rules for username and password, leading to potential user errors and security risks. No minimum or maximum character limits, no password complexity requirements, and no clear error messages.
* Fix:
  + Sign-up requires Username, Email, Password, and Confirm Password.
  + Username must be 3-20 characters, allowing letters (A-Z, a-z), numbers (0-9), and specific special characters (e.g., \_ or -).
  + Password must be 8-50 characters, including at least one uppercase letter (A-Z), one lowercase letter (a-z), one number (0-9), and one special character (e.g., !@#$%^&\*).
  + Display clear error messages for invalid inputs (e.g., ‘Username must be between 3 and 20 characters’ or ‘Password must include an uppercase letter, number, and special character’).”
  + Validate rules in both frontend and backend, and test boundary cases (e.g., 2 or 21 characters for username, 7 or 51 characters for password).

Related User Story: US5

1. Login story wording & security gaps

* Description: Ambiguous story wording and lack of lockout/remember-me rules.
* Fix:
  + Login takes Username or Email + Password. Show error for bad credentials.
  + After 5 failed attempts lock account for 15 minutes. Offer ‘Remember me’ which stays logged in for 14 days.

Related User Story: US6

1. Contact form missing fields and behavior

* Description: Contact page not clarified (which fields, spam protection, what server-side occurs).
* Fix:
  + Contact form contains Name, Email, Subject, Message — all required.
  + On submit validate email format and message length ≥10; send email to support and show ‘Message sent’.

Related User Story: US7

1. Subjective words (easily, learn more) & accessibility

* Description: “Easily” and “learn more” are subjective and accessibility isn’t mentioned.
* Fix:
  + Replace ‘easily’ with measurable goals (e.g., ‘category filter takes 2 seconds to return’).
  + All interactive items are keyboard-navigable and pass simple WCAG color contrast.

Related User Story: US1, US7