**User story document Plant-E**

**Introduction:**

As a developer involved in the Plant-E Park project, this document outlines the user stories based on the MoSCoW method. This method helps in prioritizing the development tasks by categorizing them into Must Have, Should Have, Could Have, and Won't Have. This approach ensures that the project focuses on delivering the core functionalities that are needed for the success of the Plant-E Park, while also considering additional features that could improve the visitor experience.

**User and Visitor Stories:**

**Must Have:**

**Interactive Plant Exhibits:**

As a developer, I aim to captivate visitors with our festival's design and lighting, creating an immersive environment powered by their movements, to leave a lasting first impression and highlight the essence of our light-themed festival.

**Should Have:**

**Interactive Pathways:**

As a developer, I want to create pathways that light up or change colors as visitors walk on them, using energy generated by Plant-E technology. This feature should enhance the aesthetic appeal of the park and showcase the practical applications of sustainable energy.

**Educational Workshops:**

As a developer, I want to offer workshops for visitors to learn about the technology behind Plant-E, the importance of sustainable living, and how they can implement these practices at home. This should provide added value to their visit and encourage environmentally responsible behavior.

**Could Have:**

**Mobile App Integration:**

As a developer, I could integrate a mobile app that visitors can use to interact with the park's features, such as a map, plant information, and augmented reality experiences. This could further enhance visitor engagement and learning opportunities.

**Feedback Stations:**

As a developer, I could implement feedback stations throughout the park, allowing visitors to share their experiences and suggestions. This could help in continuously improving the park based on visitor input.

**Won't Have (for now):**

**Virtual Reality (VR) Experiences:**

As a developer, we won't integrate VR experiences at this stage due to budget and resource constraints. However, this is something that could be considered for future expansions.

**Conclusion:**

The MoSCoW method has allowed us to prioritize the development tasks for the Plant-E Park project effectively. By focusing on the Must Have and Should Have categories, we ensure that the park will offer a unique and educational experience that aligns with our goals of promoting sustainable living and environmental awareness. As we progress, we will remain flexible to incorporate the Could Have features that could further enhance the visitor experience, while keeping in mind future opportunities for expansion and improvement.