|  |  |  |
| --- | --- | --- |
|  | | |
| **CAPSTONE PROJECT 1** | | |
| **Project Title: “English For You”** | | |
| **PRODUCT BACKLOG DOCUMENT** | | |
|  | **Code**  **Version**  **Date** | **:** E4U  **:**  1.1  **:**  20 - Oct - 2018 |
| **TEAM: Fantastic 4**  **MENTOR:** Truong Tien Vu  **MEMBER:** Tran Nguyen Huu Nghia  Do Van Truong  Doan Nu Thuc Oanh  Dinh Tran Anh Truc  **International School – Duy Tan University** | | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Project Information**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Project acronym** | Eng4you | | | | | | **Project Tittle** | [E4U] English For You | | | | | | **Start Date** | Aug 15, 2018 | | **End Date** | | Dec 5, 2018 | | **Lead Institution** | International School, Duy Tan University | | | | | | **Project Mentor & contact details** | Mr. Vu Truong Tien  Email: vudalat@yahoo.com  Tel: 0914083188 | | | | | | **Scrum Master & contact details** | Nghia ,Tran Nguyen Huu  Email: trannguyenhuunghia97@gmail.com  Tel: 0934848229 | | | | | | **Team members** | **Name** | **Email** | | **Tel** | | | Truong, Do Van | [Truongdtct1230@gmail.com](mailto:Truongdtct1230@gmail.com) | | 01674275453 | | | Oanh, Doan Nu Thuc | [Doannuthucoanh0410@gmail.com](mailto:Doannuthucoanh0410@gmail.com) | | 01674552075 | | | Truc, Dinh Tran Anh | [Anhtruc2091997@gmail.com](mailto:Anhtruc2091997@gmail.com) | | 0947360347 | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **DOCUMENT NAME** | | | |
| **Document Title** | Product Backlog Document | | |
| **Author(s)** |  | | |
| **Role** | Product Owner, Team Member, Scrum Master | | |
| **Date** | 20 – Oct – 2018 | **File name:** | ProductBacklog\_Ver.1.0 |
| **URL** |  | | |
| **Access** |  | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **REVISION HISTORY** | | | |
| **Version** | **Person** | **Date** | **Description** |
| 1.0 | Team | 24 – Sep – 2018 | Draft for comment |
| 1.1 | Team | 20 – Oct – 2018 | Edit and complete |

|  |  |  |  |
| --- | --- | --- | --- |
| **Document Approval**  The following signatures are required for approval of this document | | | |
| **Mentor** | Mr. Truong Tien Vu | **Signature:** |  |
| **Date:** |  |
| **Product owner** | Do Van Truong | **Signature:** |  |
| **Date:** |  |
| **Scrum master** | Nguyen Tran Huu Nghia | **Signature:** |  |
| **Date:** |  |
| **Team member(s)** | Do Van Truong | **Signature:** |  |
| **Date:** |  |
| Dinh Tran Anh Truc | **Signature:** |  |
| **Date:** |  |
| Doan Nu Thuc Oanh | **Signature:** |  |
| **Date:** |  |

**CONTENTS**

[**1.** **Introduction** 6](#_Toc529193465)

[**1.1.** **Purpose** 6](#_Toc529193466)

[**1.2.** **Scope** 6](#_Toc529193467)

[**1.3.** **References** 6](#_Toc529193468)

[**2.** **Product Backlog** 6](#_Toc529193469)

[**2.1.** **Product Backlog Items Diagram** 6](#_Toc529193470)

[**2.2.** **Product Backlog Specification** 7](#_Toc529193471)

[**2.2.1.** **Users** 7](#_Toc529193472)

[**2.2.2.** **Admin** 7](#_Toc529193473)

[**2.3.** **Break down into Sprint Backlog** 8](#_Toc529193474)

[**3.** **Constraint** 8](#_Toc529193475)

[**4.** **Stakeholders and User Descriptions Summary** 8](#_Toc529193476)

1. **Introduction**

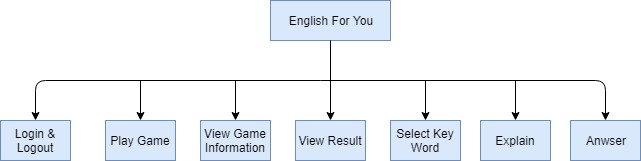
The agile product backlog in Scrum is a prioritized features list, containing short descriptions of all functionality desired in the product. When applying Scrum, it’s not necessary to start a project with a lengthy, upfront effort to document all requirements. Typically, a Scrum team and its product owner begin by writing down everything they can think of for agile backlog prioritization. This agile product backlog is almost always more than enough for a first sprint. The Scrum product backlog is then allowed to grow and change as more is learned about the product and its clients.

* 1. **Purpose**
* Provide a prioritized features list, containing short description of all functionality desired in the product.
* Lists everything that the product owner and Scrum team feels should be included in the software they are developing.
  1. **Scope**
* Lists the user’s role.
* Write all the user’s requirements.
* Lists some main function of system.
* Short description of all the functionality desired in the product.
* Given the priority of each feature and function of the product.
  1. **References**

***Table 1: References***

|  |  |  |
| --- | --- | --- |
| **No** | **Reference** | **Note** |
| 1 | <http://agilebench.com/blog/the-product-backlog-for-agile-teams> | How to create product backlog |
| 2 | <http://www.mountaingoatsoftware.com/agile/scrum/product-backlog/example/> | Product Backlog Example |

1. **Product Backlog**
   1. **Product Backlog Items Diagram**



***Figure 1: Function Diagram***

* 1. **Product Backlog Specification**

***Table 2: Product Backlog Specification for Users***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ID** | **Theme** | **As a/an** | **I want to** | **So that** | **Priority** |
| **LOGIN & LOGOUT** | | | | | |
| PB01 | Login | User | Login to website by my account | I can use the website. | 1 |
| PB02 | Logout | User | Logout system | I can stop using the website and I can login later | 1 |
| **PLAY GAME** | | | | | |
| PB03 | Play Game | User | play game | I can know what’re functions does website have. | 1 |
| PB04 | View Game Information | User | see game information | I can know which group i belong, who my play is, how much time i have to play, and how many points i have achieved. | 2 |
| PB05 | View Result | User | see the result | I can know how many points i have achieved, which team wins. | 2 |
| PB06 | Select Key Word | User | select key word | I can guess and get point easier. | 1 |
| PB07 | Explain | User | explain | my teammate can guess the key word easier. | 1 |
| PB08 | Answer | User | answer/guess the key word | I can get the point for my team when my answer is right. | 1 |

* 1. **Break down into Sprint Backlog**

***Table 3: Break down into Sprint Backlog***

|  |  |  |  |
| --- | --- | --- | --- |
| **Sprint** | **Function** | **Started day** | **Due day** |
| **SPRINT1** | * Home page * Login into system * Logout system * Remember password * Connect with other player * Chat form * Waiting page | Sep 26 th | Oct 18 th |
| **SPRINT2** | * Choose words to explain * Change words * Type of vocabulary * Suggest character of words * Point | Oct 20 th | Nov 8 th |
| **SPRINT3** | * Update information * Chat from client to server | Oct 9 th | Dec 1 th |

1. **Constraint**

***Table 4: Constraint***

|  |  |
| --- | --- |
| **Constraint** | **Condition** |
| **Time** | Project completion time limit in 722 hours so time to complete project be restricted |
| **People constraint** | 4 people working together to finish the project |
| **The integrated system** | Must be connected to Internet network to operate |
| **Requirements** | According to Product Owner’s Requirements |

1. **Stakeholders and User Descriptions Summary**

***Table 5: Stakeholders and User Descriptions Summary***

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Role** |
| **Product Owner** | The Person who give the Requirement | Provide information to develop the system. Make the decision to accept and implement the project, do the unit test |
| **Scrum Master** | This is the stakeholder who leading, manage the system development Team | Controlling, managing, monitoring, make sure the project complete on time, within budget, according to plan and according to requirements |
| **Requirement Analyzer** | This is a stakeholder that works with the Analysts to correctly translate requests or needs into requirements to be used for design | Specifies the details of one or more a parts of the system’s functionality by describing one or the aspects of the requirements,  This will include functional and non-functional |
| **Software Architect** | This is a stakeholder that is primary for leading the system development | Responsible for the software architecture, which includes the key technical decisions that constrain the overall design for the project |
| **Coder** | This is a stakeholder that programs the software | Implement the project |