

**CAPSTONE PROJECT 1**

**PRODUCT BACKLOG DOCUMENT**

**ENGLISH FOR YOU**

Version 1.0

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**Project Information**

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| **Project acronym** | Eng4you | | | | |
| **Project Tittle** | [E4U] English For You | | | | |
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**Product Backlog Document**

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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 website.
* 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 Specification**

Priority and Estimates

Priorities are set from 1 to 5.

◦ The maximum priorities are 1

◦ The minimum prioritiies are 5

◦ Priorities of some user stories can be the same with others

◦ If a user story has dependencies, it must have lower priority than its dependencies

**Table 1: *Product Backlog Specification***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Theme** | **As a/an** | **I want to** | **So that** | **Point** | **Priority** |
| PB01 | Login | User | Login to the website | I can manage information |  | 1 |
| PB02 | Logout | User | log out my account if I don’t want to use anymore | I can protect my accout from hacker |  | 1 |
| PB03 | Remember password | User | remember my password | Doesn’t need to login in the next times |  | 1 |
| PB04 | choose words to explain | User | choose words to explain to my teamate | I can know what words to explain |  | 2 |
| PB05 | Type of vocabulary | User | know what is type of vocabulary (noun, adjective, verb) | when I was explained I can easily guess that words |  | 2 |
| PB06 | Cannot explain matches with words | User | have a message error when I explain matches with words | So I can improve the fairness in the game |  | 3 |
| PB07 | Suggest character of words | User | suggest the character of words I need to guess | I can more easily guess |  | 2 |
| PB08 | Explain more than one times | User | explain more than one time, if my answer was wrong | I can answer until correct |  | 3 |
| PB09 | Connect with other players | User | connect with other players quickly and do not spend too much time on the connection |  |  | 1 |
| PB10 | change words | User | change vocabulary when my teamate can’t answer that vocabulary | I can save time to get more point |  | 2 |
| PB11 | Reply again | User | reply again when I guess wrong vocabulary | I can get more point |  | 3 |
| PB12 | Play time | User | time a game not too long, too much time to complete a game | play the game in two minutes |  | 1 |
| PB13 | Vocabulary | User | vocabularies in the game abundant and diversity | I could know and learn more words |  | 3 |
| PB14 | Explain synonyms words | User | be allowed to use synonyms to explain my vocabulary | I can easily to explain to my teamate |  | 3 |
| PB15 | Chat form | User | have a chat form | I can explain and answer with my teamate |  | 1 |
| PB16 | count point if correct answer | User | count my point if I have correct answers | I can compare my team point with enemy point |  | 2 |
| PB17 | notification correct answers | User | be notification when I have correct answers | I can know that my answer is correct |  | 2 |
| PB18 | Users see list player online | User | see the list of players online | I can choose player that I want to chat |  | 4 |
| PB19 | Chat with multiple people at the same time | User | chat with many people at one times | I can get to know more people |  | 4 |
| PB20 | Chat with the icons | User | chat with the icons of your chat | so I can make conversation more attractive and exciting |  | 4 |
| PB21 | Remove hiding or hiding chat lines | User | delete or hide messages that I do not like | So that I help myself out of bother |  | 4 |
| PB22 | Drop the icon | User | drop the icon (like, dislike, favorite, ...) into the message of the person I talk to | I can let them know my feelings when chatting |  | 4 |
| PB23 | Information security | User | not reveal my identity when chatting with others | I can keep my information confidential for chaters |  | 4 |
| PB24 | End the conversation and find new chat | User | end the conversation and find a new chat friend quickly | I can search and get acquainted with and communicate with many people |  | 4 |
| PB25 | Translate the sentence does not understand the meaning | User | translate all the sentences do not understand the meaning of your chat | I can improve, add and learn more new words |  | 5 |
| PB26 | See the list of songs | User | See the list of songs. | I can choose my favorite songs |  | 5 |
| PB27 | Doesn’t play but still score points complete | User | to play anymore but still want to score points completed. |  |  | 5 |
| PB28 | Show the answers | User | Know answers at the end of the game. |  |  | 5 |
| PB29 | Show the results | User | know the results immediately after playing |  |  | 5 |
| PB30 | Play new songs | User | hear and play with the latest songs |  |  | 5 |
| PB31 | Play again with new words covered | User | When I finish the song I want to hear and play again, are the words covered different? |  |  | 5 |

1. **Breakdown into Sprint Backlog:**

***Table 4: Breakdown into Sprint Backlog***

|  |  |  |  |
| --- | --- | --- | --- |
| **Sprint** | **Function** | **Started Date** | **Due Date** |
| Sprint 1 | **Design user interface** |  |  |
| Design user interface of Home page |  |  |
| Design user interface of Login |  |  |
| Design user interface of remember password |  |  |
| Design user interface waiting page(waiting to connect with other player) |  |  |
| Design user interface of chat form (explainer) |  |  |
| Design user interface of chat form (answer) |  |  |
| Design user interface of play time |  |  |
| **Coding** |  |  |
| Code front-end for Home page |  |  |
| Code back-end for Home page |  |  |
| Code front-end for Login |  |  |
| Code back-end for Login |  |  |
| Code front-end for waiting page |  |  |
| Code back-end for waiting page |  |  |
| Code front-end for Chat form (explainer) |  |  |
| Code back-end for Chat form(explainer) |  |  |
| Code front-end for Chat form (ansswer) |  |  |
| Code back-end for Chat form(answer) |  |  |
| Code back-end for playtime |  |  |
|  | **Testing & Fix Bug** |  |  |
|  | Design test case & fix bug |  |  |
| Sprint 2 | **Design user interface** |  |  |
| Design user interface of words to explain |  |  |
| Design user interface of change words story |  |  |
| Design user interface of type of vocabulary |  |  |
| Design user interface of Suggest character of words |  |  |
| Design user interface point |  |  |
| **Coding** |  |  |
| Code front-end of choose words to explain |  |  |
| Code back-end of choose words to explain |  |  |
| Code front-end of Change words |  |  |
| Code back-end of Change words |  |  |
| Code front-end of Type of vocabulary |  |  |
| Code back-end of Type of vocabulary |  |  |
| Code front-end of Suggest character of words |  |  |
| Code back-end of Suggest character of words |  |  |
| Code front-end of Point |  |  |
| Code back-end of Point |  |  |
|  | **Testing & Fix Bug** |  |  |
|  | Design test case & fix bug |  |  |
| Sprint 3 | **Design user interface** |  |  |
| Design user interface of update information |  |  |
| **Coding** |  |  |
| Code front-end of Update information |  |  |
| Code back-end of Update information |  |  |
| Code back-end of Explain more than one time |  |  |
| Code back-end of Reply again |  |  |
| Code back-end of Explain words |  |  |
| Code back-end of Cann’t matches with words |  |  |
| Code front-end of Vocabulary |  |  |
| **Testing & Fix Bug** |  |  |
| Design Test Case |  |  |

1. **Constraint**

**Table 5: Constraint**

|  |  |
| --- | --- |
| **Constraint** | **Condition** |
| **Time** | Project completion time limit in 3 months so time to complete project be restricted |
| **People constraint** | 4 people working together to finish the project |
| **Requirements** | According to Product owner’s Requirements |

**Stack holders and User Descriptions Summary**

***Table 6: Stakeholders and User Descriptions Summary***

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Role** |
| **Product Owner** | The Person who give the Requirement | Provide information to develop the website. Make the decision to accept and implement the project, do the unit test |
| **Scrum Master** | This is the stakeholder who leading, manage the website 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 website’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 website 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 |