

<b>Team Name / Number:</b> <i>BeeWare / 16</i>		
<b>Project week No.:</b>  <i>2</i>	<b>Date:</b> <i>2021-01-21</i>	
<b>Priority:</b> <i>High</i>	<b>Time Estimate:</b>  <i>Theme</i>	<b>Card Deck:</b> <i>Y</i>
<b>Story Title:</b> <i>Security</i>		
<b>User Story description:</b>  <b>As a</b> <i>&lt; privacy concerned user&gt;</i>  <b>want to</b> <i>&lt; have my information to be accessible only to those I have permitted to access it&gt;</i>  <b>so that I can</b> <i>&lt; maintain my anonymity&gt;</i>		
<b>What needs to be done/working when user story can be considered done:</b> <i>- application must have tests that unauthorized accesses are forbidden</i>		

This template is crafted for TJTS5901 course at the University of Jyväskylä 2021

The template inspired: <https://www.agilealliance.org/glossary/user-story-template/>

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<b>Project week No.:</b>  2	<b>Date:</b> 2021-01-21	
<b>Priority:</b> <i>High</i>	<b>Time Estimate:</b>  <i>Theme</i>	<b>Card Deck:</b> <i>Y</i>
<b>Story Title:</b> <i>Usability</i>		
<b>User Story description:</b>  <b>As a</b> < inexperienced user >  <b>want to</b> < use the application with relative ease >  <b>so that I can</b> < learn and use the software even by myself to achieve the goals I have >		
<b>What needs to be done/working when user story can be considered done:</b> - user (not necessarily admin)  interface should be intuitive  - enough instruction should be provided for the user in the form of e.g. tooltips		

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<b>Project week No.:</b>  2	<b>Date:</b> 2021-01-21	
<b>Priority:</b> <i>Medium</i>	<b>Time Estimate:</b>  <i>Theme</i>	<b>Card Deck:</b> <i>Y</i>
<b>Story Title:</b> Portability		
<b>User Story description:</b>  <b>As a</b> < average user>  <b>want to</b> < use the application with the software I already have available>  <b>so that I can</b> < avoid acquiring software I don't want>		
<b>What needs to be done/working when user story can be considered done:</b> - <i>application should work on most common web browsers (Chrome, Firefox, Edge) and operating systems (Windows 10, MacOS, Linux), possibly on mobile (Android, iOS) too.</i>		

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<b>Team Name / Number:</b> <i>BeeWare / 16</i>		
<b>Project week No.:</b>  2	<b>Date:</b> 2021-01-21	
<b>Priority:</b> <i>Low</i>	<b>Time Estimate:</b>  <i>Theme</i>	<b>Card Deck:</b> <i>Y</i>
<b>Story Title:</b> Performance		
<b>User Story description:</b>  <b>As a</b> < user with mid-low-tier hardware>  <b>want to</b> < have near immediate feedback from my actions on the application>  <b>so that I can</b> < enjoy using the application and not waste time waiting and getting frustrated>		
<b>What needs to be done/working when user story can be considered done:</b> - <i>application should respond to user actions in under five seconds, even on devices with somewhat limited computing power</i>		