

Product Backlog				
Priority	Item	Details	Task Link	Initial Points Estimate
1	WDU-77 Authentication Service RabbitMQ Refactoring	From a backlog briefing we decided to remove the 20% of the project REST API communication and to have a full 100% RabbitMQ communication for all the services/clients and in both directions (services to clients & clients to services). This decision is due to architecture consistency, so refactor the AuthenticationService accordingly.	https://trello.com/c/ZMcP4RHW	3
2	WDU-78 Android app RabbitMQ Refactoring	From a backlog briefing we decided to remove the 20% of the project REST API communication and to have a full 100% RabbitMQ communication for all the services/clients and in both directions (services to clients & clients to services). This decision is due to architecture consistency, so refactor the Android app accordingly.	https://trello.com/c/j1us49Pd	3
3	WDU-76 VehicleService manage broken/abused vehicle	When the vehicleservice receives a message on the dedicated rabbitMQ channel it manages the vehicle assistance request.	https://trello.com/c/PQFI5Kor	3
4	WDU-75 Vehicle arrived to destination: Peer-2-Peer?	When the vehicle arrives to destination push a message on the dedicated rabbitMQ channel. The vehicleService is responsible to send back this information to the proper user. The vehicle service will know how to contact the right user because the vehicle has the user associated to its state. **What if we make the vehicle communicate directly with the user?**	https://trello.com/c/KoBupZPj	4
5	WDU-54 Show vehicle travel time to destination	The vehicle service, when receives a nearest vehicle request has to send to the user a response that contains also the vehicle data and its driving data. That data will be retrieved by using Google API.	https://trello.com/c/z1MoPsP5	3
6	WDU-69 Link libraries docs to our sources docs		https://trello.com/c/n9T0NRmG	5
7	WDU-56 System Design Review		https://trello.com/c/1YHI9ISA	1.5

8	WDU-52 Vehicle to Service Communication channel Implementation	Implement all the communication needed with the vehicle service by the vehicle.	https://trello.com/c/7bkXqwrN	4
9	WDU-61 Vehicle Simulation recharging movements Implementation	Based on UI Configuration. Simulate the recharging movements. Remember that based on start UI we can define different strategies of vehicle simulation, so we can use the strategy pattern	https://trello.com/c/55xAn1V6	3
10	WDU-62 Vehicle Simulation broken abuse Implementation	Based on UI Configuration. simulate broken/abuse status (depends on configuration settings). Remember that based on start UI we can define different strategies of vehicle simulation, so we can use the strategy pattern	https://trello.com/c/hyt3wllf	3
11	WDU-65 Vehicle simulation position check	the car needs to understand if it is arrived at the destination (in a specified range of the destination position or the position of the user) and update its state in case. it needs to communicate to the service the changes (the implementation of the communications is in an apposite task)	https://trello.com/c/Y35aQN9I	4
12	WDU-59 Vehicle Stop UI Implementation	This task involves the boundary as the configuration view for the vehicle. Implement all the configuration settings provided in the UI StopVehicles mockups.	https://trello.com/c/9Jp6tLYi	4
	WDU-63 Vehicle Service communication response AI Implementation	Implement the capability of the vehicle to answer correctly to all the communications. in case of drive request from vehicle service the vehicle will answer the number of kilometers that it can run based on its battery, speed and battery usage per kilometer, not yes or no	https://trello.com/c/HIIWKS5D	5

	WDU-74 Booking Service Classes Detailed Design	<p>As a user i want to be able to book a vehicle.</p> <p>This service will offer REST api to the mobile users and will communicate with the vehicle service to check that the vehicle to be booked is still available.</p> <p>Classes diagrams & Petri nets if needed.</p>	https://trello.com/c/EOLuJhOR	3
	WDU-34 Booking Service Behaviour Implementation		https://trello.com/c/l8glgBM8	10
	WDU-38 Vehicle Booking Implementation	<p>The user receives the trip data and should be able to accept or decline the vehicle trip. different behaviour has to be triggered in both cases:</p> <p>the user accepts: booking service sets the booking between user and vehicle</p> <p>the user doesn't accept: no booking is set</p>	https://trello.com/c/oOn1nNXj	
	WDU-37 Vehicle Booking Detailed Design		https://trello.com/c/XdtNtGc4	
	WDU-9 Make sure that with only one vehicle a user can arrive to the destination	<p>Give the possibility to the user to book only one vehicle at a time.</p>	https://trello.com/c/ize2Wkww	
	WDU-8 Vehicles substitution if the one of the user is broken	<p>As a user, if the vehicle i'm in is broken, i want to arrive to my destination with another substitution vehicle.</p>	https://trello.com/c/sfIWjB7O	
	WDU-11 Vehicle anti-theft management	<p>The vehicle has to be able to notify a thief attempt to the system.</p>	https://trello.com/c/Jbv9CV66	
	WDU-7 Show vehicles data (analytics) from back-office	<p>As a back-office user i want to see vehicles and position data analytics.</p>	https://trello.com/c/hWCSjh3J	

	WDU-50 User Store Implementation	Implements a store that will be responsible of getting users data. Remember that we chose Jackson as json mapper and remember that this store will be placed inside the authentication service.	https://trello.com/c/kjY0F5ci	
	WDU-70 Automate a run process for services jars		https://trello.com/c/ysjOJbHR	8