19.10.2017

User Stories

Documentation

Team A

Klaudrat Philipp
Hauswirth Tician
Pratljacic Dragan

User Story ID 1		
Project	Pong Game	
Creator	Philipp Klaudrat	
Created on	19.10.2017	
Description	Documentation	
Chief responsibility	Dragan Pratljacic	
Quality assurance	Tician Hauswirth	

1 General

ID
The ID of this user story is 1.

Title
As a user I want to have a simple GUI with rackets.

Priority
The priority of this user story is 8 out of 10.

Estimated effort
The maximum estimated effort of this user story are 15 hours.

1.1 Acceptance Criteria

Foundation of GUI
The foundation (matchfield) of the GUI is available.

Performance
The program runs smoothly and does not cause flickering.

Control
The user can move the rackets up and down via a joystick.

User Story ID 2		
Project	Pong Game	
Creator	Philipp Klaudrat	
Created on	19.10.2017	
Description	Documentation	
Chief responsibility	Philipp Klaudrat	
Quality assurance	Dragan Pratljacic	

2   General

ID
The ID of this user story is 2.

Title
As a user I want to control the rackets via an Arduino Joystick.

Priority
The priority of this user story is 9 out of 10.

Estimated effort
The maximum estimated effort of this user story are 17 hours.

2.1   Acceptance Criteria

Connection
The Arduino micro-controller is connected with the C# Client.

Transmission
The micro-controller is able to transmit data which are read by the hardware.

Receiving
The C# Client is capable of receiving data.

Processing
The C# Client is able to process the received data correctly.

User Story ID 3		
Project	Pong Game	
Creator	Philipp Klaudrat	
Created on	19.10.2017	
Description	Documentation	
Chief responsibility	Tician Hauswirth	
Quality assurance	Philipp Klaudrat	

3 General

ID
The ID of this user story is 3.

Title
As a user I want to have the opportunity to change the settings of the rackets and the ball in a several window.

Priority
The priority of this user story is 4 out of 10.

Estimated effort
The maximum estimated effort of this user story are 7 hours.

3.1 Acceptance Criteria

Setting Window
There is a separate window just for the settings of the program.

Colors
The colors of the rackets and the ball can be changed.

Speed
The speed of the ball can be configured.

DifficultyGUI
The level of difficulty can be changed in the GUI.

User Story ID 4

Project	Pong Game
Creator	Philipp Klaudrat
Created on	19.10.2017
Description	Documentation
Chief responsibility	Team A
Quality assurance	Team A

4 General

ID
The ID of this user story is 4.

Title
As a user I want to see my rank based on specific requirements compared to all other players.

Priority
The priority of this user story is 6 out of 10.

Estimated effort
The maximum estimated effort of this user story are 26 hours.

4.1 Acceptance Criteria

Saving
Saving each score gets saved and evaluated based on the usernames.

Username
Every player has the chance to specify his username.

Display
The best ten players are shown on a separate window.

Service
The evaluation takes place on a webservice.

User Story ID 5	
Project	Pong Game
Creator	Philipp Klaudrat
Created on	19.10.2017
Description	Documentation
Chief responsibility	Team A
Quality assurance	Team A

5   General

ID
The ID of this user story is 5.

Title
As a user I want to see the bygone time and the current score of the actual game.

Priority
The priority of this user story is 4 out of 10.

Estimated effort
The maximum estimated effort of this user story are 6 hours.

5.1   Acceptance Criteria

Update score
If a player scores a point the new score gets displayed immediately.

Time
The bygone time during the game gets displayed correctly.

Congratulation
If one player wins the game a small congratulation combined with his username appears.

User Story ID 6		
Project	Pong Game	
Creator	Philipp Klaudrat	
Created on	19.10.2017	
Description	Documentation	
Chief responsibility	Team A	
Quality assurance	Team A	

6 General

ID
The ID of this user story is 6.

Title
As a user I want to have the opportunity to play against the computer.

Priority
The priority of this user story is 3 out of 10.

Estimated effort
The maximum estimated effort of this user story are 23 hours.

6.1 Acceptance Criteria

KI
The user has the opportunity to play against the computer.

Degree of difficulty
The degree of difficulty is based on several levels.

Ranking „Player vs Computer"
There is a separate ranking only for „player vs computer".

User Story ID 7		
Project	Pong Game	
Creator	Philipp Klaudrat	
Created on	19.10.2017	
Description	Documentation	
Chief responsibility	Team A	
Quality assurance	Team A	

7 General

ID
The ID of this user story is 7.

Title
As a user I want a correct ball movement within the matchfield.

Priority
The priority of this user story is 7 out of 10.

Estimated effort
The maximum estimated effort of this user story are 15 hours.

7.1 Acceptance Criteria

Consistency
The system is in a consistent state. Whenever a user is using the GUI, the system is always usable and stays consistent.

Full GUI Usability
The GUI includes all needed control modules.

Ball functionality
The functionality of the "ball" is working.