

User Stories

Documentation

Team A  
Klaudrat Philipp  
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Pratljacic Dragan

Philipp Klaudrat, Tician Hauswirth, Dragan Pratljacic 1

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|  | **User Story ID 1** | |  |  |
|  |  |  |  |  |
|  | **Project** | Pong Game | aputurelogo_12.jpg |  |
|  |  |  |  |  |
|  | **Creator** | Philipp Klaudrat |  |  |
|  |  |  |  |  |
|  | **Created on** | 19.10.2017 |  |  |
|  | **Description** | Documentation |  |  |
|  |  |  | Bildergebnis für htl villach |  |
|  | **Chief responsibility**  **Quality assurance** | Dragan Pratljacic |  |  |
|  | Tician Hauswirth |  |  |
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**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. **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.

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|  | **User Story ID 2** | |  |  |
|  |  |  |  |  |
|  | **Project** | Pong Game | aputurelogo_12.jpg |  |
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|  | **Creator** | Philipp Klaudrat |  |  |
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|  | Dragan Pratljacic |  |  |
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**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.

* 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.

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|  | **User Story ID 3** | |  |  |
|  |  |  |  |  |
|  | **Project** | Pong Game | aputurelogo_12.jpg |  |
|  |  |  |  |  |
|  | **Creator** | Philipp Klaudrat |  |  |
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|  | **Created on** | 19.10.2017 |  |  |
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|  | **Chief responsibility**  **Quality assurance** | Tician Hauswirth |  |  |
|  | Philipp Klaudrat |  |  |
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**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.

* 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.

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|  | **User Story ID 4** | |  |  |
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|  | **Project** | Pong Game | aputurelogo_12.jpg |  |
|  |  |  |  |  |
|  | **Creator** | Philipp Klaudrat |  |  |
|  |  |  |  |  |
|  | **Created on** | 19.10.2017 |  |  |
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**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.

* 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.

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|  | **User Story ID 5** | |  |  |
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|  | **Creator** | Philipp Klaudrat |  |  |
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**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.

* 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.

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|  | **User Story ID 6** | |  |  |
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|  | **Project** | Pong Game | aputurelogo_12.jpg |  |
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|  | **Creator** | Philipp Klaudrat |  |  |
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**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.

* 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“.

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|  | **User Story ID 7** | |  |  |
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|  | **Creator** | Philipp Klaudrat |  |  |
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**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.

* 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.

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