

User Stories

Documentation

Version 2.0

Team A  
Klaudrat Philipp  
Hauswirth Tician

Pratljacic Dragan

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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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**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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|  | 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 enter the players nickname and choose the color of the racket after starting a new game.

**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**

**Configuration**

The configuration can be done before the game can be started in a separate window.

**Colors**

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

**Nickname**

The nickname of the player/players can be entered.

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

Each score gets saved and associated with the usernames. The order of the rankings is based on the score combined with the time that it took the player to beat his opponent.

**Username**

Every player has the chance to lookup his leaderboard rank on his username.

**Display**

The leading players in a specific category 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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|  | **Creator** | Philipp Klaudrat |  |  |
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|  | **Created on** | 19.10.2017 |  |  |
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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 that cannot be beaten.

**KI Ball Movement**

The ball’s movement speed increases as time goes by.

**Ranking „Player vs Computer“**

There is a separate ranking only for „player vs computer“ for the longest times competed against the computer.

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|  | **Creator** | Philipp Klaudrat |  |  |
|  |  |  |  |  |
|  | **Created on** | 19.10.2017 |  |  |
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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.

**Player VS Player Ball Movement**If the mode is Player VS Player the ball’s movement speed stays the same during the whole game except a Powerup gets picked up.

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|  | **Document** | |  |  |
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|  | **Creator** | Pratljacic Dragan |  |  |
|  |  |  |  |  |
|  | **Created on** | 14.11.2017 |  |  |
|  | **Description** | Documentation User Story ID: 8 |  |  |
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|  | **Chief responsibility**  **Quality assurance** | Philipp Klaudrat |  |  |
|  | Tician Hauswirth |  |  |
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**8** **User Story**

**ID**

The ID of this user story is 8.

**Title**

As a user I want to have the possibility of collecting Power-Ups that are randomly spawning in the match field.

**Priority**

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

**Estimated effort**

The maximum estimated effort of this user story is 10 hours.

* 1. **Acceptance Criteria**

**Consistency**

Collecting Power-Ups should change the behavior of certain objects on the field consistently.

**Durability**

The effect of the collected Power-Ups should be active until the time runs out.

**Reversablilty**

After the time runs out the state of the modified objects returns into the normal state.

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**Diversity**After a random time passed by there is a chance of spawning the following items:

* Red Half Growth – Powerup (Racket of the opponent is half the normal size)
* Green Half Growth – Powerup (Racket of the collector is half the normal size)
* Ball Speed – Powerup (Ball speed doubles)
* Green Ball Growth – Powerup (Ball size doubles)
* Red Ball Growth – Powerup (Ball is getting smaller by a half)
* Point Blocker Wall – Powerup (A wall appears in front of the collector’s racket and blocks every ball)

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