Iteration Plan

TEMPLATE

User Story 1

Story

ID	US:1
As A	Player
I Want	To download music videos from YouTube
So That	I can watch music videos whenever I want

Acceptance Tests

ID	AT:1.1
Given	The app is in "testing" mode
When	The player explores the plug-in to download videos
Then	The app provides an instruction.

ID	AT:1.2
Given	The app is displaying a hand in "testing" mode
When	The player chooses to download a video.
Then	The app notifies the user when downloading is completed.

ID	AT:1.3
Given	The app is displaying a hand in "testing" mode
When	The player chooses the wrong video
Then	The app notifies the user

ID	AT:1.4
Given	The app is in "testing" mode
When	The player has completed downloading
Then	The app asks you whether you need to download another videos

Tasks

- A breakdown of acceptance tests into engineering tasks
- E.g.: AT:1.1 – would require several tasks, first that the user can put the app into a "testing" mode somehow and the system has the ability to distinguish between testing mode and non-testing mode.
- List off all of the actual programming / Android studio work that must be done to meet the acceptance test

User Story 2

Story

ID	US:2
As A	Player
I Want	To turn off the plug-in.
So That	I can be prepared for any scenario

Acceptance Tests

ID	AT:2.1
Given	The user wants to close a session
When	The user completed downloading
Then	The plug-In asks users whether player wants to keep it on.

User Story 3

Story

ID	US:3
As A	Player
I Want	To know how many files are downloaded
So That	I can manage my local machine effectively.

Acceptance Tests

ID	AT:3.1
Given	The app is in "testing" mode
When	A player clicks a button called "record"
Then	The player is able to see a list of the files that has been stored

ID	AT:3.2
Given	The player is in the record tab.
When	The player is looking for details
Then	The app will provide detailed records of the file (ex) time, size, genre)