

Product Backlog
For the Girl Scouts of America Badge Tracking
Application

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Of Team Cookie Council

Version 1.1

10/12/15

Change Log

Revisions	Change Note(s)

Reviewed and Approved by:

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Gary Mayer _____

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Priority 1: critical 5: low	Backlog Item	Estimated Remaining (Person-Hours)
2	Create an account The user wants to make an account in order to start tracking their various girl scout activities.	15
2	User log-in The user wants to log into their account in order to access their troop records.	15
1	Badge Tracking – Per Scout User wishes to view and update the badges earned, awarded, or started by an individual scout.	25
1	Badge Tracking – Per Rank User wishes to view and update the badges earned, awarded, or started by all scouts at a certain rank.	23
1	Badge Tracking – Per Badge User wishes to view the total scouts who have earned, awarded, or started a specific badge.	23
3	Badge Overview User wishes to see a general overview of badges available to troops.	20
1	Badge Requirements User clicks on badge to view requirements information.	30
4	Financial Tracking - Events The user wants to log paid and unpaid dues for events.	20
4	Financial Tracking - Cookies The user wants to log paid and unpaid dues for cookies.	20
4	Financial Tracking – Nuts & Candies The user wants to log paid and unpaid dues for nuts &	20

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	candies.	
4	Financial Tracking – Special Purposes The user wants to log paid and unpaid dues for special purposes.	20
2	Shopping List User wishes to see a shopping list generated from badges earned but not yet awarded.	25
3	Email Shopping List User wishes to email generated shopping list to the local Girl Scouts of America store.	13
3	Health Forms User wishes to view the most current health forms for each troop member.	13
5	Create & Add Fun Patches User wants to make their own patch and add it to the existing fun patch list.	30
4	Event Tracking User would like to see which troop members have attended a specific event.	25
4	Create an Event User wants to create an event and add it to the list of possible events.	25
	Total	362

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Scenarios

Create an account	Troop leader opens web browser and clicks the create new user button on the home page. The page prompts troop leader for registration information and confirms user creation. Upon confirmation the information is hashed then sent to the database to be stored in the users table. If account creation was successful the user will be notified.
User log-in	Troop leader opens web browser and clicks login button on the home page. The page prompts troop Leader for login information. The troop Leader enters username and password and selects login. The information is then hashed and sent to the database for validation. If correct the user will be logged in if not the system will prompt the user to try again.
Badge Tracking – Per Scout	Troop leader is logged in and navigates to the Badge tracking page. The system shows the leader the default badge tracking page which shows all of the scouts with the badges they have completed.
Badge Tracking – Per Rank	Troop leader is logged in and navigates to the Badge tracking page. The system shows the leader the default badge tracking page. The Troop leader then clicks the one of the rank taps at the top of the page to change between the ranks.
Badge Tracking – Per Badge	Troop leader is logged in and navigates to the Badge tracking page. The system shows the leader the default badge tracking page. The Leader then navigates to the Badge overview tab which will show all of the badges available to scouts. The Leader can then select a specific badge and view scouts who have started, completed, and not started that specific badge.
Badge Overview	Troop leader is logged in and navigates to the Badge tracking page. The system shows the leader the default badge tracking page. The Leader then navigates to the Badge overview tab which will show all of the badges available to scouts.
Badge Requirements	Troop Leader opens web browser and goes through steps to log into their account. The leader then clicks the View Badge Requirements Button. The page then displays an organized list of all badges and the requirements needed to get those badges.
Financial Tracking – Events	Troop Leader opens web browser and goes through steps to log into their account. The leader then clicks Financial Tracking Button. The page will then prompt the Troop Leader to choose one of the four Financial Tracking options and upon choosing event the event financial tracking page will be loaded. From here the troop leader will enter any financial information pertaining to an event which will then be verified and saved in the database.
Financial Tracking	Troop Leader opens web browser and goes through steps to log into their account.

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– Cookies	The leader then clicks Financial Tracking Button. The page will then prompt the Troop Leader to choose one of the four Financial Tracking options and upon choosing Cookies the cookies financial tracking page will be loaded. From here the troop leader will enter any financial information pertaining to cookie sales which will then be verified and saved in the database.
Financial Tracking – Nuts & Candies	Troop Leader opens web browser and goes through steps to log into their account. The leader then clicks Financial Tracking Button. The page will then prompt the Troop Leader to choose one of the four Financial Tracking options and upon choosing Nuts & Candies the nuts & candies financial tracking page will be loaded. From here the troop leader will enter any financial information pertaining to a nuts & candy sales which will then be verified and saved in the database.
Financial Tracking -Special Purposes	Troop Leader opens web browser and goes through steps to log into their account. The leader then clicks Financial Tracking Button. The page will then prompt the Troop Leader to choose one of the four Financial Tracking options and upon choosing Special Purpose the Special purpose financial tracking page will be loaded. From here the troop leader will enter any financial information pertaining to an event which will then be verified and saved in the database.
Shopping List	The troop leader will select generate shopping list from the home page and the system will find all the badges marked earned but not awarded and add them to the shopping list. This list is then displayed to the troop leader. The troop leader can then save this list or email it to the nearest scout shop.
Email shopping list	The troop leader selects email shopping list from the shopping list page. The system then prompts the troop leader to enter the email address of the scout shop they wish to pick up their badges. The system then generates an email to send to the address specified and presents the troop leader with a success or failure message.
Health Forms	The troop leader Selects the health forms Link from the home page and the system presents the leader with a list of the girls in her troop. The leader can then select a girl and the system will grab information from the database and present it to the troop leader. The leader may also enter new/ updated information for each girl. The leader will input health information and click submit. The system will then update the records for the specified girl.
Create & Add Fun Patches	Troop leader is logged in and navigates to the Badge tracking page. The system shows the leader the default badge tracking page. The Leader then navigates to the Badge overview tab which will show all of the badges available to scouts. The Troop leader then navigates to the fun badges tab and click the create badge button. The Leader is then prompted with a input form to enter all of the

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	information related to creating a fun Patch.
Event Tracking	The Troop leader is logged in and navigates to the Event tracking page. The system displays the event tracking page which will contain all of the information pertaining to all events in the system.
Create an Event	The Troop leader is logged in and navigates to the Event tracking page. The system displays the event tracking page. The Leader then clicks the create an event button. The system then prompts the user to input the information associated with creating an event. The user clicks ok and an event is created.

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