Stories – Sprint 2

CITS3200 Team 15 – UniPark Booking System

Preface:

This document provides “stories” (informal, general explanation of a software feature written from the perspective of the end user) that the team will aim to complete before the end of Sprint 2.

1. Structure Description
   1. General structure

* “As a **[PERSONA],** I **[WANT TO]**, **[SO THAT]**.”
  1. Persona
* Whom the story pertains to and whom the feature is being built for.
  1. Want To
* Describes the intent of the persona (Not the features that they use). This is a description of what the persona is trying to achieve whilst avoiding implementation details.
  1. So That
* Description of the benefit that the persona is trying to achieve. This should define the big picture of the problem that needs solving.

1. Stories
   1. Story 1

As a User, I want to see all available car bays for a given day, so that I can book/reserve a bay for a particular time.

2.2 Story 2

As a UniPark staff member, I want to receive a detailed A3 reservation sign (PDF) when a user makes a booking so that I can give these to officers to hang on bay signs for that day.

2.3 Story 3

As a UniPark staff member, I want to confirm user made bookings so that we can ensure only staff are making bookings and that they are not made for staff with a parking permit.

2.4 Story 4

As a UniPark staff member, I want to be able to edit / cancel user made bookings so that I can assist users with managing their bookings.

2.5 Story 5

As a User, I want to be able to edit / cancel bookings that I have made so that I have more flexibility in arranging reservations for guests.

2.6 Story 6

As a UniPark staff member, I want to be able to make a booking on a user’s behalf so that user’s with less technical knowledge can still make a booking.