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| Team Members | Job title | Job content |
| 徐润君 | Product Manager | Managing the product throughout the Product Lifecycle, gathering and prioritizing product and customer requirements, defining the product vision, and working closely with engineering, to deliver winning products. |
| 李清秋 | Software Test Engineer | Designing and implementing test procedures to ensure that software programs work as intended |
| 梁嘉豪 | Software Engineer | Designing and testing software structures,coding and debugging. |
| 廖宏凯 | Software Engineer | Designing and testing software structures,coding and debugging. |
| 梁震仁 | Software Engineer | Designing and testing software structures,coding and debugging. |

Url address：https://gitee.com/king-jnu/baldminer.git

1. **A product vision.**

There is a rising trend among people that they will spend their spread time to play mobile games. These games which is simple and takes little time will help to relax them. Also children, adolescents have a need to improve mental arithmetic ability, and elderly people want to prevent Alzheimer's disease by playing math games. So we plan to design a arithmetic game named Bald Miner to meet this needs.

1. **Two scenarios.**

First scenario:

Mr. Wang is a 24-year-old office worker and does not yet own a car. He needs to arrive at work by bus every morning. During the long journey, he is already bored with the commuting process day after day. He hopes to find some way to help him pass the boring time. He has tried some games, but it feels not interesting enough or it takes too much time.

He needs games like Bald Mine to help him pass this boring time.Without long game progress,just open the APP, operate the game with one hand, immerse in the fun of math games, wait for the train to arrive. He can stop the game at any time.

Second scenario:

Xiao yang is a 7-year-old student, he is addicted to playing games, and give a poor account of himself in the math examination. His mother worry about his performance. Is there something which improve his math, meanwhile he can play games happily. Yes, it’s our new game which called Bald Miner. I think it helps a lot.

First of all, it is a game which is about the arithmetics of math such as adding, subtracting, multiplying and dividing. That is no doubt that your child will have a great progress during playing our game. What is more, you won’t worry about your child will be addicted to this game.

1. **Conclude several user stories.**

Name: Bald Miner

Story:

1. As a child, he can play our product happily, so that he can have a relaxation and learn from it.
2. As parents, they can play our product with their children, so that their can get relaxation and company with their children, teach them at the same time.
3. A s a teacher, you can recommend our product to children and parents, so as to make parents and school closer and improve your student’s mathematics level.
4. As a player, you can play our product in your spare time. Our product can help them getting relaxation or give an achievement getting from a competition.
5. As a social group, our product can help your getting closer to other member if your play with each other.
6. **Features of your software that are identified from the product vision, scenarios, and user stories.**
7. Users range from 3-year-old children to centenarians
8. Needing very little maintenance
9. Allowing developer and client to discuss requirements throughout the project lifetime
10. Improve the arithmetic ability of people at any time
11. It can provide short-term fun at home or on vacation