Project proposal

Project title:	Tipp trainer
Project:	IT-Project
Project manager:	Zwetti Patrick
Project owner:	DI Gernot Loibner
Project duration:	start: 29.04.2019 end: 27.05.2019
Benefit from the perspective of the user	User learns to tip faster on keyboard. User can level up to play harder levels. Every user has his own account, where his results are saved.

Targets:	**Partial goals:**	**Results:**
	show scores	• User knows if he gets better
	different levels	• Level for noobs and pros
	show helps	• Helps user to get better
	save account in DB	• Accounts are saved in DB

Milestones:	**Milestones:**	**Date:**
	Design…finished	1. week
	Functionality…finished	2. week
	Tests…finished	3. week
	Project…finished	4. week

Constraintsund	Export/Import, Database, Additional technologies, GUI-Elements
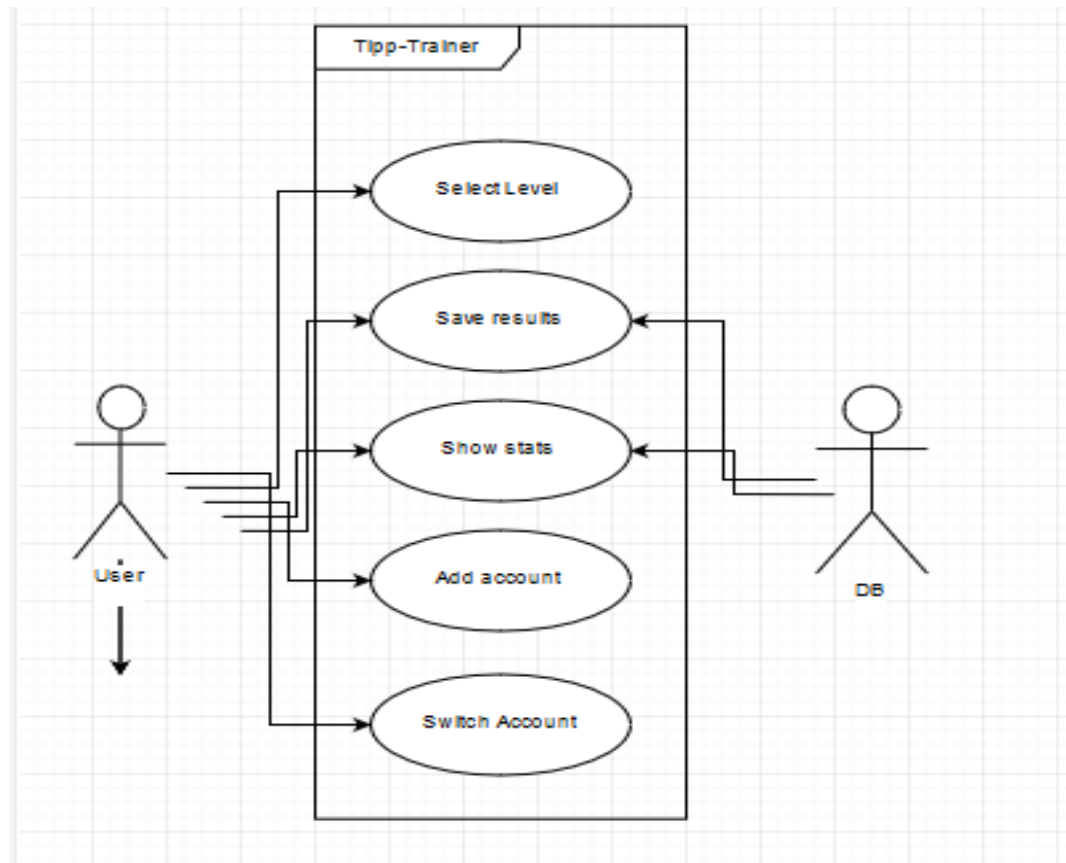
Projekt: *Tipp-Trainer*

Story: User shows his result

The user can check the results of his experience by clicking on the "Show result" button.

Description

1. Open menu
2. Click on the button
3. Report if there are already results or not

Wireframe:

Show result

STORY: XS S M L XL

Tasks:
1. 1. Button gets pressed
2.
3. 2. Results are getting showed to the User

Akzeptanz Tests:
1. If there are already results saved for that Account, they get shown to the user.

Negativ:
1. If there are no results yet, the user gets a Report because no results.

TASK: Results are getting showed

Akzeptanz Tests:
1. Check, what account is logged in.
2. Check, if there is an entry for that acc in DB.
3. Download results from Database
4. Show results to the user

Negativ: