

COMPSCI 3307A - Hue Light Group Project

Stage #1 Deliverable: User Stories



<i>Prepared By:</i>	<i>Prepared For:</i>	<i>Date Submitted:</i>
Anthony Tran (atran94), Omar Abdel-Qader (oabdelqa), Usant Kajendirarajah (ukajendi), Zhengyang Pan (zpan45), Jacob Fryer (jfryer6)	Professor Mike Katchabaw COMPSCI 3307A: <i>Object-Oriented Design and Analysis</i> Western University	Tuesday, October 24th, 2017

Welcome / Login Screen

User Story:

- As a user, when I connect to a server, I can see a welcome page where I am shown the connected server name and its brief description. **Points: 1**

Acceptance Tests:

- Test by connecting to the server in a web browser and a welcome page is displayed. (pass)

User Story:

- As a user, I can log in to my account with my username (email address) and password in the welcome page. **Points: 1**

Acceptance Tests:

- Test with no username (email address) entered (fail)
- Test with an unregistered username (fail)
- Test with no password entered (fail)
- Test with non-matching username and password (fail)
- Test with a registered username and matching password (pass)

User Story:

- As a user, when I login successfully, I will be directed to the landing page.

Acceptance Tests:

- Landing page is successfully displayed after successful login (pass)

User Story:

- As a user, when I enter my password incorrectly, an error message is displayed saying "Incorrect Login Credentials". **Points: 1**

Acceptance Tests:

- Test with an incorrect password and error message is displayed (pass)
- Test with correct login credentials and no error message is displayed (pass)

User Story:

- As a user, if I forget my password, there is a "Forgot your password?" button where I can reset my password. (Additional) **Points: 2**

Acceptance Tests:

- Click the button to be taken to a page or form to reset password (pass)

User Story:

- As a new user, I can click a "Create an Account" button on the welcome page that redirects me to the registration page. **Points: 1**

Acceptance Tests:

- Test by clicking the button and being directed to the registration page (pass)

User Story:

- As a new user, I can create an account on the registration page. **Points: 3**

Acceptance Tests:

- Test with any empty field(s) (fail)

- Test with an invalid email (fail)
- Test with an email that is already registered (fail)
- Test with non-matching passwords when re-entered (fail)
- Test with a name, last name, appropriate email, and matching passwords (pass)

User Account Management

User Story:

- As a user, I can view only the Hue Setups associated with my account.

Acceptance Test:

- I can view the Hue Setups associated with my account. (pass)
- I can view the Hue Setups associated with other's account. (fail)
- (Verify by comparing info in the text file database to data displayed on the page)

User Story:

- As a user, I can see who I am signed in as anywhere in my session (by first name or first and last name).

Acceptance Test:

- Test by viewing the name anywhere in the session (pass)

User Story:

- As a user, I am able to sign out anywhere in my session.

Acceptance Test:

- Clicking a Sign Out button in any page of the session will log out of the account (pass)

User Story:

- As a user, when I log out, I am redirected to the welcome page.

Acceptance Test:

- Log out to be redirected to the welcome page (pass)

Bridges

User Story:

- As a user, I can register bridges through the server. **Points: 1**

Acceptance Tests:

- Make a successful test request to <http://address:port/api/user> to verify a registered bridge (pass)

User Story:

- As a user, I can set a user's name for a bridge. **Points: 1**

Acceptance Tests:

- Set a user's name for the bridge (pass)
- Test with a unique username (pass)
- Test with a non-existing account username (fail)

- Test with no input, the user's name will be set as "newdeveloper" by default. (pass)

User Story:

- As a user, I can set the name for the bridge. **Points: 1**

Acceptance Tests:

- Set the name (a user supplied string) for the bridge successfully (pass)

User Story:

- As a user, I can set the bridge location. **Points: 1**

Acceptance Tests:

- Set a name (a user supplied string) for the bridge location successfully (pass)

User Story:

- As a user, I can see properties associated with bridge **Points: 1**

Acceptance Tests:

- Expected IP address is displayed (pass)
- Expected host name is displayed (pass)
- Expected port number is displayed (pass)
- Expected user's name is displayed - user-supplied or default "newdeveloper" (pass)

User Story:

- As a user, I can add bridges. **Points: 1**

Acceptance Tests:

- Successfully adding a bridge (pass)
- View the bridge attribute and states (pass)

User Story:

- As a user, I can remove bridges. **Points: 1**

Acceptance Tests:

- Successfully removing a bridge (pass)
- Reference a deleted bridge and its details come up (fail)
- Reference a deleted bridge and no data comes up (pass)

User Story:

- As a user, I can edit the details of the current Bridge. **Points: 1**

Acceptance Tests:

- Test with an empty Name field (fail)
- Test with a Name field with special characters (pass)
- Test with an alphanumeric Name field (pass)
- Successfully editing the properties of the bridge (pass)
- Change a detail and the change is displayed (pass)

Lights

User Story:

- As a user, I can view each and every connected light and their associated attributes/state for a selected bridge. **Points: 1**

Acceptance Tests:

- Expected attributes and states for each light in a selected bridge is displayed (pass)

User Story:

- As a user, I can set light attributes (renaming a light etc.). **Points: 1**

Acceptance Tests:

- Rename a light and its new name is displayed (pass)

User Story:

- As a user, I can turn a specific light on/off. **Points: 1**

Acceptance Tests:

- Turn on a turned-off light and it turns on (pass)
- Turn off a turned-on light and it turns off (pass)

User Story:

- As a user, I can adjust the brightness of a specific light. **Points: 1**

Acceptance Tests:

- Adjust the brightness of a light and the brightness is changed accordingly (pass)

User Story:

- As a user, I can adjust the colour of a specific light. **Points: 1**

Acceptance Tests:

- Adjust the colour of the light and the colour is changed accordingly (pass)

User Story:

- As a user, I can specify a transition time for the change in light state to take effect. **Points: 1**

Acceptance Tests:

- Specify a transition time, and the light state changes after specified time (pass)

User Story:

- **As a user, I can set colour looping. (Additional) Points: 1**

Acceptance Tests:

- Set colour looping and have it display properly (pass)

Groups

User Story:

- As a user, I can group lights together. **Points: 2**

Acceptance Tests:

- Add lights to a group (pass)

User Story:

- As a user, I can edit which lights belong to what group. **Points: 2**

Acceptance Tests:

- Assign a group to a light (pass)
- Assign a light to a group (pass)
- A specific light can be referenced from a group (pass)
- Performing a group function on a group will affect the lights in the group (pass)

User Story:

- As a user, I can set and view group attributes (name etc.). **Points: 1**

Acceptance Tests:

- Set the attribute of a group and the attribute is displayed accordingly (pass)

User Story:

- As a user, I can set group state (turn on/off, brightness, colour) **Points: 2**

Acceptance Tests:

- Set a group state and all the lights in the group will be set accordingly (pass)

User Story:

- As a user, I can delete groups. **Points: 1**

Acceptance Tests:

- Delete the group (pass)
- Try referencing the group and nothing comes up (pass)

Schedule

User Story:

- As a user, I can set/change/cancel a schedule for an individual light or a light group so changes to light states can take effect at a specified later time. **Points: 5**

Acceptance Tests:

- Schedule for an individual light can be set (pass)
- Schedule for an individual light can be changed (pass)
- Schedule for an individual light can be cancelled (pass)
- Schedule for a light group can be set (pass)
- Schedule for a light group can be changed (pass)
- Schedule for a light group can be cancelled (pass)
- Schedules set take effect at specified time (pass)

Persistence

User Story:

- As a user, every time I login, I have access to my stored account data and bridge data. **Points: 3**

Acceptance Tests:

- After logging in, all stored account data is accessible (pass)
- After logging in, all stored bridge data is accessible (pass)