Product Backlog: Additions After Sprint 1

Epic Name Deployment

As a salesperson I want the product to be easy to deploy so that it is easier to sell.

> **Story Name** Deployment (*Non-negotiable*)
>
> As a salesperson I want the product to be deployed as an executable .jar file so that we can have as large a potential market as possible.

> **Story Name** HelpFileDeployment(*Non-negotiable*)
>
> As a salesperson I want the help pages to be included in the executable .jar file so that they can be used when the user's computer is not connected to the Internet.

Epic Name ImprovedUserInterface

As a user I want the system to be easier to use and more flexible.

> **Story Name** DisabledButtons (*Non-negotiable*)
>
> As a user I want all buttons that cannot be used at a particular point in time to be disabled so that I can avoid making data entry mistakes. For example, after entering the right-side operand, I want all binary operator buttons to be disabled.

> **Story Name** EnteringUnitlessOperands
>
> As a user I want to be able to enter unitless operands so I can perform a wider array of calculations.

> **Story Name** DefaultUnits
>
> As a user I want the default to be unitless to make it easier for me to enter unitless operands.

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Story Name EnteringCustomUnits

As a user I want to be able to enter custom units in the units field so I can use units that are not built-in to the system.

Story Name MultipleConjunctions

As a user I want to be able to enter measures with multiple conjunctions so that I can solve any problem that I am given.

Story Name Exponents

As a marketer I want the system to use exponents on units (e.g., in-in must be in^2) wherever possible (including input and output) so that potential customers are accustomed to the approach we use.

Epic Name PhysicalKeyboard

As a user I want to be able to use the physical keyboard to enter operations (in keeping with the guideline of availability) so I can work more efficiently.

Story Name PhysicalKeyboardOperators

As a user I want to be able to use the physical keyboard to enter operators as if I were using a softkey (in keeping with the guideline of availability) so I can work more efficiently.

Story Name PhysicalKeyboardEnterKey

As a user I want to be able to use the enter key on the physical keyboard as if I were using the = softkey (in keeping with the guideline of availability) so I can work more efficiently using a physical numeric keypad.

Story Name PhysicalKeyboardDigits

As a user I want to be able to use the physical keyboard to enter digits as if I were using a soft key (in keeping with the guideline of availability) so I can work more efficiently.

Story Name PhysicalKeyboardDecimalPoint

As a user I want to be able to use the decimal point on the physical keyboard as if I were using the . softkey.

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Story Name PhysicalKeyboardBackspace

As a user I want to be able to use the backspace key on the physical keyboard as if I were using the ⌫ softkey.

Epic Name BinaryOperations

As a user I want the binary operations to be more flexible.

Story Name ArbitraryUnits

As a user I want all binary operations to support arbitrary units (with multiple conjunctions) so that I can perform any calculations I need to.

Story Name PredefinedLikeUnits

As a user I want the system to support conversion for the following like-units (and all compound units involving them): Lengths of in, ft, yd, mi, mm, cm, m, km; Weights of oz, lb, ton, g, kg; Volumes of pt, qt, gal, cc, l; Money of c, $; Times/Durations of sec, hr, day so I can avoid having to perform these conversions manually.

Story Name ComparableUnits

As a user I want all binary operations to support comparable units so I can avoid having to perform these conversions manually.

Epic Name StartUp

As a user I want to be able to start the product flexibly so that it is easier to use.

Story Name LoadingCustomUnits

As a user I want the system to load any custom units so that I don't have to type them every session (i.e., so I can choose them from the drop-down list).

Story Name LoadingLikeUnits

As a marketer I want the system to load user-defined like-units at startup so that I can provide users with additional like-units if needed (even though the user does not yet have the ability to enter them in the GUI).

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Story Name NewWindow

As a user I want to be able to start a new instance of the program from the File menu.

Epic Name SessionHistory

As a user I want to be able to see a history of the calculations that I have performed so far so I can review my work.

Story Name MemoryOfTheSessionHistory

As a user I want the system to remember the calculations I have performed during a sessions so that I can review them.

Story Name DisplayOfTheSessionHistory

As a user I want there to be a openable/closeable component that displays the history so I can be able to see a history of the calculations that I have performed so far.

Story Name CopyAndPaste

As a user I want to be able to copy a measure from the history to the input area so I can reduce typing when performing related calculations.

Story Name Print

As a user I want to be able to print the history (from the File menu) so I can show calculations to someone else.

Story Name PrintDialog

As a marketer I want the user to be able to select the printer with a traditional print dialog so the user interface is "familiar" (i.e., consistent with other products).

Epic Name LanguageSupport

As a salesperson I want the product to support multiple languages so that I can sell it in a wider variety of markets.

> **Story Name** ThreeLanguages (*Non-negotiable*)
>
> As a salesperson I want the product's user interface (including the main window, all dialog boxes, the help pages, etc.) to support two languages other than English so that I can demonstrate that we have this capability. (Note: At least one of the languages must support the decimal-comma rather than the decimal-point.)
>
> **Story Name** LanguageSelection (*Non-negotiable*)
>
> As a user I want the selection of a language to be determined at run-time based on the locale of the computer the product is being run on (or by overriding the actual locale using command-line parameters).

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