For this part of the project, your group must come up with an initial set of mock-ups for your application and then refine, prioritize, and estimate your user stories. Note that this assignment is longer than the previous ones so you should start early! Please be sure to follow the steps below in the order given.

1. **Create initial screen mock-up “sketches”**. On paper, sketch out the basic user interface screens/windows that will be part of your application. First, brainstorm with your group the different types of user screens that your application will consist of and the functionality they will provide. For example, if you were building a user interface for an ATM machine, you would have a “menu screen”, a “withdrawal money” screen, a “deposit money” screen, and so on. For each screen, sketch out a rudimentary layout, which should focus on the basic types of input, output, and navigational components. You do not need to create a final set of screen layouts—instead you should focus on identifying (i) the screens needed, (ii) how screens are connected, and (iii) what information will be requested and displayed to users. In general, the goal of creating initial screen mock-ups at this point in your project is mainly to help you in gathering additional, possibly overlooked requirements.

2. **Revise your user stories**. Add and/or remove user stories as a result of step 1 as needed. Also, as a group go over your final set of user stories again and edit them as needed.

3. **Acceptance tests**. Add acceptance tests for each of your revised set of user stories. If you are using 3×5 cards, put your acceptance tests on the back of each story.

4. **Prioritize your user stories**. As a group, prioritize your stories using the scale 10, 20, 30, 40, and 50 from the textbook.

5. **Create estimates for each story**. Determine initial estimates for each story by playing planning poker. For each story, you will need to hand in: (i) the initial hand dealt (i.e., the estimate each team member gave first); (ii) the reasons (assumptions) given for stories with large variations after the initial hand; (iii) the revised consensus estimate after discussion; and (iv) any remaining assumptions about the stories. Be sure to follow the approach described in the textbook (pp. 48–57).

6. **Decompose stories with large estimates and high-priorities**. For each story that has a high priority (in the range of 1–20), but that resulted in a large estimate (more than 3 days for this project), decompose the story into smaller stories. Re-estimate the decomposed stories as in Step 2.

Hand in a document with the following by the due date.

- Your mock-ups.
- Your revised set of user stories with acceptance tests.
- The priorities for each of your stories.
• Your initial estimates for each story, including i–iv above.

• Your revised stories and estimates based on 3 above (which again, should have parts i–iv for the decomposed stories).

• A short discussion on whether creating the mock-ups was helpful for your group (e.g., did it lead to new stories, did it clarify existing stories, did it help with prioritization, etc.).

• A short discussion of how your group carried out planning poker, whether you felt it was helpful for your group, and how you might have changed your estimation process to be more effective for your group.

• A cover sheet with your group name, the members of your group, the contributions of each group member, and the date, time, and duration of each meeting.

• Any issues your group had in completing this part of the project and any remaining open issues.