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SrrTrains v0.01: User Stories for the Author

Date: 2015-08-14

Current User Stories

| Step | Requestor | Title |
|-------------|---|---|
| | Story | |
| 0032 | internal | Demo 2012 |
| | Basic Railway Game, Experimental | |
| 0033 | internal | Abandon Master Avatar Container |
| | Abandon the "Master Avatar Container" (move it to the SRR Controller) | |
| 0033 | internal | Replace Roles by Keys |
| | Abandon "Roles" and replace them by "Keys", improve handling of "Keys" (e.g. add a function to "reset keys") | |
| 0033 | internal | Dynamic Modules Support |
| | Dynamic modules support has not yet been implemented, although dynamic modules support is the major capability to support long railway routes, that cannot be kept in the memory as a whole. Dynamic modules support shall be implemented. | |
| 0033 | internal | Web Spaces |
| | The product shall support monolithic layouts on Web Spaces | |
| 0033 | internal | Documentation Enhancement after First LAN Party |
| | Completely rework the documentation | |

Old User Stories

| Step | Requestor | Title |
|-------------|------------------|--------------|
| | Story | |
| | | None |
| | | |

Legend:

SET = Sven-Erik T.

BXR = BlaxxunRomania

PM = Paul M.

TVB = Thomas B.