Usage Scenarios

1. Authentication
2. Repository
3. Project Management
4. Communication
5. Log
6. Account management

Authentication:

1. Registration
2. Login
3. Logout

User has to create an account by registering into the system. She/he must provide a valid email, password, name.

User can login into the system by providing email and password.

User’s project state will be saved during logout.

Repository:

1. Upload files
2. Download files
3. View files
4. Create projects
5. Assign other users

Every user will have a certain amount of storage. She/he can create a project. The project needs to have a unique name and optional language tags. The user who created the project will be master user of that project. She/he can assign other users to that project. All assigned users and master user can upload files in that project. If there are files of the same name the system will keep track of versions of that file. During upload the user needs to write a summary of that file she/he uploaded. The system will keep track of different versions of the same file and also keep track of the user who uploaded it. Any user can download files from the project repository.

Project management:

1. Project plan
2. In progress work
3. Review
4. Verification

Every project will have a lifecycle. Any user who are assigned to a project can divide the project into four modules. Anything that needs to be done or the goals of a project will be listed in the project plan. User has to set the goals or requirements of the project in the project plan. Every goal will be shown as a task in the project plan. Master user or developers of that project can choose a task and start working on it. That task will be listed in the in-progress work tab. Multiple users can work on the same task if she/he wants. After completion of a task user can submit that task and it will be sent to the review tab. Master user can verify that task. He can report errors or if he finds no bug he can verify that task. If the task is approved by the master user then that particular task will be sent to verified tab. Otherwise it will exist in the review tab. Master user can report bugs in that task, He can also reference to the coding part of the task where the bug is found. He can assign developers to that task to solve the bug. Developers can work on that task or mark the problem of that task. He can choose which class or methods he thinks is problematic in that task.

Communication:

1. Commenting
2. Chatting
3. Report

Any user can view any project. He can comment on that project. He also can reference other user to that project for further checking or just viewing. Users working on the same project can chat with each other if they are both online at the same time. Anyone can report a bug to a project for further improvement.

LOG:

Master user can see who uploaded or downloaded files from his project. It will keep track of versions and time and which user uploaded files. Only master user or assigned users to a project can view the log of a particular project.

Account management:

1. Change user information
2. Provide or change skill tags

Any user can edit her own profile or account. He can add some skill tags. Skill tags in the system are various programming language skills. Skill tags will be C, C++, Java, Python, Ruby, HTML, CSS. By providing skill tags the user will be notified to various projects that has those skill tags in them.