Agile

1) As a vanilla git power-user that has never seen GiggleGit before, I want to understand the difference between GiggleGit and traditional Git, so I can transition smoothly.
   As a team lead onboarding an experienced GiggleGit user, I want to provide training sessions and documentation that focus on advanced features of GiggleGit, so my team can use the features effectively.

2) As a new user of GiggleGit, I want to have access to an onboarding tutorial so that I can quickly learn the features and system of GiggleGit.
   Task: Create a onboarding tutorial
   Ticket: Develop tutorial content
   Create a visual and written content of the tutorial that covers the fundamental concepts of GiggleGit. Making sure it goes over concepts like creation of repositories, merging branches, and committing changes.
   Task: Implement a interactive walkthrough
   Design and implement an interactive walkthrough tutorial that guides users through functionalities of GiggleGit. Throughout the walkthrough, there will be videos that can be replayed and prompts for the users to answer.

3) This is not a user story because it does not explain who the user is, and there is no clear reason for the user wanting to be authenticated on the new machine. It is too vague. This is more like an initial requirement or desire.

Formal

Goal: Enhance user experience in the code merging process by providing a fun and interactive tool and collecting feedback.
Non-goal: Replacing existing version controls or developing new functionalities.

Non-functional requirement: Usability and User Experience
- The tool must be designed to ensure that users can easily navigate the interface and understand its functionalities
- The interface should include unique elements, which users would find it enjoyable to interact with.

Non-functional requirement: Performance and Reliability
- The tools will be able to respond within a few seconds, ensuring everything is quick and smooth.
- Should have an uptime of at least 99.9% to ensure reliability for users.