Agile

- Theme: Get GiggleGit demo into a stable enough alpha to start onboarding some adventurous clients
- Epic: Onboarding experience
- User Story 1: As a vanilla git power-user that has never seen GiggleGit before, I want to know how's GiggleGit similar and different from standard git, and all the features so I can use it with no confusion(friendly to new users).
- User Story 2: As a team lead onboarding an experienced GiggleGit user, I want to it to have an easy to use collaboration system which allows my team to work together with no barriers.
- User story 3: As a manager, I want to be able to track the individual employee's/team's progress and see who made what changes/revisions
 - O Task: Make modification history visible to certain users
 - Ticket 1: Design a progress tracking dashboard

Create a dashboard that displays merge statuses and recent commits/modification for a project. We have to make sure it's only accessible for people with higher authentication.

 Ticket 2: Make sure the data of dashboard is secure and cannot be accessed from elsewhere

Such data is valuable and should be protected from attacks. The code should strictly follows the secure template to prevent from potential attacks.

It's not because it didn't include the reason why they need the function.

Formal

- Goal: Make sure that users can use features of SnickerSync without any prior experience and use it effectively.
- Non-Goal: Intelligently guess the user's possible next step and some parts of UI may shine as a recommended next step.
- Non-functional requirement 1: Security/Accessibility
 - Functional requirements:
 - Allow admins to modify some of the SnickerSync's functionality and settings
 - Allow non-admins to view the settings and functionality to help them understand the performance but not changing anything
 - Non-functional requirement 2: Product Performance
 - Functional requirements:
 - Have codes to simulate a large amount of people using in the same time and log the time difference in terms of people using
 - Have backup servers? which only activates when the efficiency is dropping due to large amount of usage