

Password Safe Sprint 3

Following user stories are in the scope of sprint 3:

(US_1_S_3) As a user I want to apply some password policy, so that I can be sure that my password satisfied security demands

A master password should satisfy suitable security conditions. Whenever the user resets th master password, following rules must be checked:

- (R1) The password must contain at least one upper case character.
- (R2) The password must contain at least one special character out of following set {'*', '#', '!', '?', '%', '\$', '@'}.
- (R3) The minimum length of the password is 8 characters.
- (R4) The password must contain at least one number.

If and only if all rules are satisfied, the system accepts the new master password. Otherwise, a console message informs the user properly.

In future, the system will support other rules as well, so that we open it for adding new rules.

Technical annotations:

Realize the rules by a decorator pattern, where each rule is implemented by a separate decorator. Wrapping the validation logic for the master password reset by this decorators, will inject logic for validation rules.

(US_2_S_3) As a product owner I want to apply different sets of password rules for different users, so that it is easier to realized customer's need

The ruleset implemented by the story US_1_S_3, should be exchangeable. During startup, we want to load a proper rule configuration depending on some user input. The user can decide between Strict and Weak mode. In Strict mode, all rules apply, whether in weak mode the system tests only against the rules R1 and R3.

Technical annotations:

Create a proper factory for the ruleset. Depending on the user input, requested during startup, the factory creates a strict or weak ruleset.

General (TODOS)

- Create a shippable product by coding required features (US 1) into https://github.com/AndiKleini/Training_PasswordSafeConsole_Java. Therefore, check out the master branch.
- Create an activity diagram of the flow related to the extended validation of the master password change, implemented by US_1_S_3.

Achievements (10 points)

- US_1_S_3 -> 6 Points
- US_1_S_3 -> 2 Points
- Activity Diagram -> 2 Points