

## 411 HW2

Agile:

User story 1: As a vanilla git power-user that has never seen GigggleGit before, I want to know what each command corresponds to in git so that I can learn GigggleGit easily.

User story 2: As a team lead onboarding an experienced GigggleGit user, I want to ensure that GigggleGit is reliable in managing different branches and merging.

User story 3: As a new user to GigggleGit, I want to be able to easily learn what each command does.

- Task: Create a documentation that is accessible and readable
  - Ticket 1: Manual page on Terminal
    - For CLI users, it's imperative that they can access the documentation on terminal so that they don't have to go back and forth between a web browser and terminal
  - Ticket 2: Graphical Documentation
    - For GUI users, create a more graphical documentation that is easy to understand the mechanism of GigggleGit.

- This is not a user story. Why not? What is it?: As a user I want to be able to authenticate on a new machine

This is not a user story because it does not provide a user goal or benefit. It is rather a functional requirement.

Formal Requirements:

Goal: To investigate the usability and user satisfaction of SnickerSync.

Non-Goal: To make improvements according to the user testing.

Non-Functional Requirement 1: Concept management

Functional Requirement 1: create a dashboard for PMs to manage snickering concepts

Functional Requirement 2: create a command that allows calls to different snickering concepts.

Non-Functional Requirement 2: Randomization

Functional Requirement 1: Randomly assign users to control groups and variants.

Functional Requirement 2: Keep track of the groups so that each user has the same version.