

Agile

- Theme: Get GigggleGit 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 GigggleGit before, I want to have the memes explained to me as I use them for version control.
- User Story 2: As a team lead onboarding an experienced GigggleGit user, I want to ensure that the funniest and most relevant memes are used during version control.
- User Story 3: As a new user to Git and GigggleGit, I want to be able to quickly figure out issues I might experience and learn the system quickly.
 - Task: Make system intuitive
 - Ticket 1: Make beginners guide page

Make a beginner guide for new users, going over basics of meme usage, and common mistakes

- Ticket 1: Have error messages direct user to guide page

Have each error message link to the beginner's guide page, to whatever command or meme they were attempting to use

3. This is not a user story because it does not have any goal or outcome and does not have any context about the user. This is closer to a requirement

Project requirements

- Goal: Create a diff tool that makes the synching process engaging and funny, so users have a positive experience through using the interface.
- Non-Goal: Cater the memes and humor to the user learning their tastes.
 - Non-functional requirement: Access Control
 - Functional requirements:
 - Implement a login system that requires users to authenticate before gaining an access.
 - Develop a system where only PMs have specific permissions compared to regular users.
 - Non-functional requirement: Control Group vs Variable Group
 - Functional requirements:
 - Develop an algorithm which randomizes which users get each version of SnickerSync
 - Develop a system which does track which version each user gets, but does not tell PMs and developers to keep the study double blind