

LockedMe.com - Sprint Plan Document

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Methodology: Agile Scrum Framework

Sprint 1: Steup & Initialization

Goal: Making the project file for LockedMe.com application and prepare the workspace.

Tasks:

- Understand requirements and finalize features
- Setup development environment using Eclipse IDE
- Initialize Git repository and connect to GitHub
- Create project structure with base packages and classes:
 - Main.java
 - WorkflowMenus.java
- Implement welcome screen and basic main menu display

Deliverables:

- Functional Welcome Screen
- Working Main menu Interface
- GitHub repo initialized and connected

Sprint 2: Implementing Core Logic

Goal: Implement the required file operations.

Tasks:

- Develop logic to list files in ascending order using sorting
- Implement file addition operation with case-insensitive handling
- Implement file deletion with case-sensitive matching and FNF handling
- Implement search operation with result display
- Develop RootDirectory.java to get the working directory

Deliverables:

- Fully functional file operations: List, Add, Delete, Search
- File operations validation on local root directory
- Error handling added

Sprint 3: Final Documentation

Goal: Prepare the final submission.

Tasks:

- Add Output Screenshots
- Write documentation:
 - Specification Document
 - Flowchart of the application logic
 - README.md for GitHub
- Push final code and documents to GitHub

Deliverables:

- All supporting documents prepared and submitted
- GitHub repository with complete code and documentation