

SOEN 341 Software Process

Team Project, Winter 2025

Project Title:

ChatHaven, a seamless communication application

1. User Authentication & Management:

- Implement User's login (with roles). *Already completed in Sprint 1.*
- Functionality for Admin to create teams and assign users to specific channels. Ensure channels are visible to both admins and normal users. *Already completed in Sprint 1.*

For Sprint 2, you work on the following features and must implement at least 2 of 4 features from the list below.

Sprint 2. Core communication Features

2. Text Channels for Group Communication:

- a. Implement functionality to send messages visible to all users in a channel.
- b. Enable Admins to moderate messages (delete inappropriate ones)

3. Direct Messaging (DM):

- a. Enable users to message each other.
- b. Ensure conversations are private and only visible to participants.

Sprint 2 delivery instructions.

1. Plan for this sprint the same way that you did for Sprint 1.
2. Write the user stories of this sprint features (as issues in GitHub); decompose them into tasks, and assign them to team members.
3. Write 2 acceptance tests (in Github as issues) for the user stories identified in the first sprint. Remember to label them as "acceptance test" (AT) and link them to a user story->task. See [Appendix A](#).
4. Develop and implement each feature.
5. Set up your Continuous Integration pipeline in your repository.
6. Upload the meetings' minutes
7. Each team member must commit a detailed log of their contribution including time spent on each activity on their repository.

A detailed grading rubric can be accessed [here](#). The markers will use this.

Appendix A. Acceptance Test.

AT-1.1: Create Events #37

opened this issue on Sep 27, 2020 · 1 comment



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Issue Tracking

This acceptance test is for [#27](#).

User Acceptance FI

1. User presses "Create Event" button on the navigation bar
2. User fills in an event form (without uploading photo and location)
 - a. If user submits invalid data, then error messages show up
3. User submits event form
4. User gets a confirmation that the event was created successfully.