

Issue #	Assign	Priority	User Story Title/Task Title	Description/Associated Tasks	Difficulty Level (0,1,2,3,5,8)	Risk	Sprint	Completion Date
#34	Lucas	HIGH	Allow admins to create teams	Implement a functionality that allows admins to group users into teams		3 HIGH - this is a core feature of the communication part of the project. It is essential that it is implemented correctly because the backend architecture falls on it.	1-2	02/07
#39	Lucas	HIGH - The messaging features rely on this feature as otherwise, there would be no dedicated space for the implementation of backend.	Add channel feature	Implement a system where users can create and join different channels for group discussions. This involves both backend and frontend.		3 HIGH - The messaging features is a high risk task as the architecture of the backend relies on it.	2	02/13
#55	Marwa	HIGH	Implement a direct messaging functionality	Develop a private messaging system that allows users to chat one-on-one outside of channels.		2 HIGH - This task relates to a core feature of the delivery for sprint 2 and must be implemented correctly to define a good architecture.	2	02/13
#57	Marwa	HIGH	Feature that allows user to create a DM with another user	Implement a function where users can start a private DM conversation with another user. The user must have access to all available users for chats.		2 HIGH - The private feature of DMs is essential to a correct implementation.	2	02/13
#59	Marwa	HIGH	Implement the same backend logic for sending/receiving messages in channels but in DMs	Reuse and adapt the message-handling logic for direct messages to ensure consistency.		5 HIGH - This must be implemented correctly as the functionality of DMs relies on this backend.	2	02/13
#50	Hugo	HIGH - The messaging feature is a necessary feature of this communication project.	Allow user to write a message in a channel and display the message in the chat of the channel	Allow users to send messages in a channel, ensuring that the messages are displayed in a real-time chat window. This requires backend message storage and frontend rendering.		3 HIGH - It is necessary to allow the users to view the chats sent and implement a correct flow for the messaging feature.	2	02/14
#51	Lucas	LOW - Frontend does not impact the behavior of the system.	Add subtle frontend to let the user know which channel they are in	Add a UI element to show the user which channel they are currently viewing.		2 LOW - Frontend does not impact the behavior of the system.	2	02/14
#52	Hugo	HIGH - The backend structure for the messaging is essential to the system. It must be executed correctly and efficiently. The project will rely on this implementation.	Implement backend feature for sent messages	Develop the backend logic to handle sending and storing messages, ensuring they are associated with the correct user in the correct channel.		5 HIGH - The backend structure for the messaging is essential to the system. It must be executed correctly and efficiently. The project will rely on this implementation.	2	02/14
#54	Lucas	LOW	Work on UI for channels	Design and improve the visual layout of channels, ensuring an intuitive and responsive experience for users.		2 LOW - this feature has no impact on the behaviour of the system.	2	02/14
#60	Hugo	MED	Allow Admin to view all messages in channels	Ensure that only admins have access to all messages across channels. May require backend access controls.		2 MED - if not implemented properly, it does not affect the ability to send messages. However, it is very important to give the correct access to the admin role early on.	2	02/14
#65	Mohamed	LOW	Add a dropdown in the channel which allows the admin to see all users in that channel	Implement a dropdown feature that lists all participants in a channel for easy management.		2 LOW - This is an additional feature to create a better user experience. It entails no risk.	2	02/14
#67	Darcy	LOW	Update home page	Make improvements to the homepage layout, possibly adding better navigation or highlight new features.		2 LOW - The front-end is low risk.	2	02/14
#56	Marwa	LOW	Work on UI of DMs	Design and improve the UI for the direct messaging feature, ensuring a seamless experience.		1 LOW - The front-end is low risk.	2	02/14
#58	Marwa	MED	Create the private dm channel (so only one to one) - UI	Ensure the UI properly represents private one-on-one chats, distinct from group channels.		3 MED - The front-end is low risk, but it is important to separate between the DMs dashboard and the channels/teams one.	2	02/14
#61	Justyne	MED	Allow Admin to ban a user from a channel	Develop a function that lets admins remove users from a channel and prevent them from rejoining.		2 MED - if not implemented properly, it does not affect the ability to send messages. However, it is a core part of the moderation feature.	2	02/21
#63	Justyne	MED	Allow admin to delete messages of other users in the channel	Implement a functionality that allows only admins to remove any user's messages. This requires database updates.		3 MED - if not implemented properly, it does not affect the ability to send messages. However, it is a core part of the moderation feature.	2	02/21
#66	Hugo	MED	Allow Admin to add a user to an existing channel	Enable admins to manually add users to a channel, ensuring permissions are updated accordingly.		3 MED - if not properly implemented, there is no possibility for users to chat in teams. Necessary task to the implementation of the communication feature.	2	02/21
#108	Hugo	MED	Make a user a localAdmin of a channel they create	Implement a function where a user can moderate a channel they create since they will most likely be the most active user of the channel and are the ones that are organizing it.		3 MED - If not implemented properly, the localAdmin could access other channels they are mistakenly an admin for and could create issues. Not implementing this is in overall detrimental to the website since if only global admins who take care of every channel can moderate channels, then channels will not be checked often enough.	2	02/21
#62	Darcy	MED	Write 2 Acceptance Tests	Simple example cases to test features' functionality.		2 MED - low risk	2	03/05
#68	Darcy	MED	Create pipeline for CI/CD deployment	Set up a continuous integration and deployment pipeline to automate testing and deployment.		3 MED - This task does not define the behaviour of the system locally, but is essential to its deployment.	2	03/05

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#43			US.6 Channel Messaging	<p>Description The user wants to be able to write messages in a channel and for other users in that channel to be able to see what they wrote, so that they can maintain conversations through the website as a group.</p> <p>Associated Tasks #39: Add Channel Feature #50: Allow user to write a message in a channel and display the message in the chat of the channel #51: Add subtle frontend to let the user know which channel they are in #52: Implement backend feature for sent messages #53: Implement notification feature #54: Work on UI for channels</p>	17		2	03/07
#44			US.7 Admin Channel Chat Moderation	<p>Description The Admin of a channel wants to be able to moderate the chats going on in the channels, so that they can delete any messages that they deem not constructive to the conversation, and even ban a user from a channel.</p> <p>Associated Tasks #29: Create an 'add user' button on each channel for admins #40: Allow admins to create teams #60: Allow Admin to view all messages in channels #61: Allow Admin to ban a user from a channel #62: Ensure that the chosen user is successfully banned from channel for both admin and other users #63: Allow admin to delete messages of other users in the channel #64: Work on UI of messages for admin #65: Add a dropdown in the channel which allows the admin to see all users in that channel #66: Allow Admin to add a user to an existing channel</p>	21		2	03/07
#45			US.8 Direct Messaging	<p>Description The user wants to be able to directly message other users, and hold one-on-one conversations with others.</p> <p>Associated Tasks #55: Implement a direct messaging functionality #56: Work on UI of DMs #57: Feature that allows user to create a DM with another user #59: Implement the same backend logic for sending/receiving messages in channels but in DMs</p>	10		2	03/07
#46			US.9 Direct Messaging Safety	<p>Description The user wants to message other users in private conversations that can only be seen by both participants.</p> <p>Associated Tasks #58: Create the private dm channel (so only one to one) - UI</p>	3		2	03/07
#53	Mohamed	LOW	Implement notification feature	Notify users when they receive a new message in a channel they are not currently viewing.	2	LOW - this feature has no impact on the behaviour of the system.	2	03/07
#64	Mohamed	LOW	Work on UI of messages for admin	Improve the design of how messages appear to admins, ensuring clarity when moderating messages.	2	LOW - The front-end is low risk.	2	03/07
#71	Lucas	MED	Implement edit user profile	Implement a feature that allows users to edit their profile.	0	MED - An optional feature that presents no risks to the behaviour of the system but is essential to the originality of the project.	2	03/07
#110	Hugo	LOW	Create a team landing page	Design a landing page for teams which displays relevant information and easy access to team features.	2	LOW - The front-end is low risk.	2	03/07