

Project requirements

Goal: Create an user friendly interface that enhances the code merge process by incorporating snickering features during the process.

Non-Goal: Support real time multi-user collaboration during merges.

Non-functional requirement 1: Security and Access Management

Functional requirements:

- Use OAuth authentication to ensure only verified users can access SnickerSync.
- Implement role-based access control to define and manage user roles so that only PMs can modify and maintain the different snickering concepts.

Non-functional requirement 2: Randomization

Functional requirements:

- Implement a randomization algorithm that randomly assigns users to control or variant groups with equal probability, eliminating predictability in patterns or biases when it comes to user study.
- Implement a balancing mechanism that monitors the size of the groups and slightly adjusts assignment probabilities to make sure the size difference between control and variant groups does not exceed a 10% variance, avoiding non-accurate or heavily skewed results due to unexpected imbalances in assignments.

Agile

- Theme: Get GiggieGit 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 GiggieGit before, I want to be confident that only verified users can access SnickerSync, so that I can trust that my code merges are secure.
- User story 2: As a team lead onboarding an experienced GiggieGit user, I want to have role-based access control so that I can effectively manage which member has access to what and ensure security.
- User story 3: As a product manager responsible for improving user satisfaction, I want to collect and study unbiased user feedback during the onboarding process so that I can identify areas for improvement and understand user expectations.
 - Task: Implement onboarding user feedback survey
 - Ticket 1: Design user survey for onboarding
 - Develop a brief, optional, user friendly feedback form offered at the end of the onboarding process that includes a mix of rating, multiple choice, and exploratory questions to gather valuable qualitative and quantitative data, asking the users about their onboarding experience and expectations.
 - Ticket 2: Establish an randomization and balancing system
 - Create a system that equally distributes users to control and variant groups and keep the group sizes similar for accurate user study.

“As a user I want to be able to authenticate on a new machine” is not a user story, because it lacks a clear benefit. It did not include the “in order to...” part that explains the reason behind why the specific action or feature is needed, making this more like a functional requirement than a user story.