Sprint 1 Goals and Commitments

Grade B

Setup environment
    a. Every member of the group will have the prattle server and client running and working on their local machines.
    b. One of the team members will have understood and experimented with smart commits.
    c. Every member will have setup SonarQube in their local machines.

Tools acquaintance
    a. Every member will have created a sample pull request in GitHub and also reviewed a peer's sample work.
    b. Every member will have created at-least one JIRA ticket and learn the workflow of JIRA tickets. Every member would have linked their ticket to the correct epic, assigned story points to their tickets, created labels and assign labels to their tickets, assigned the Sprint (present or future) to a ticket.
    c. Every member will have familiarized themselves with the working of SonarQube by generating reports for at-least one of their previous projects.

Prattle testing
    a. Every member will be assigned a fair share of testable classes, ensuring they achieve at-least 90% branch coverage and 50% of basic conditional coverage.
    b. We will have generated SonarQube reports and will have eliminated all the code smells from the prattle code, if any.

Product Features
    a. We will have prioritized the list of features that the application contains from the product backlog. We will submit a list of features categorized based on priority for the application we will be developing.

UML Diagrams
    a. We will have designed the basic sketch of the UML diagram consisting of Entities - which are USER, GROUP, MESSAGE, PROFILE- and relationships between them, as well as the attributes of these entities. This will be a collective effort and all the members of the team will contribute equally.
    b. We will have discussed with the Product team regarding the UML and updated it as need be.

Use case diagrams
    a. The app features will be divided into broader spectrums like
          i. Private messages between users
         ii. Messages between users
        iii. Basic user profile
        iv. Adding search functionality
         v. List of followers / following
    and each of these features will have a defined use case and a use case diagram associated with it. These use cases will enunciate the different actors (i.e Users and groups) and the system responses to the user actions. This will be a collective effort and all the members of the team will contribute equally.

Backlog creation
    Sprint II goals will be added in the backlog
    a. We will have created stories for our major goals (UML Diagram, use case diagram, setup environment, acquaintance with tools, Prattle familiarity), and would have created our first backlog, containing the issues/tasks/tickets added by each member, as well as assigned to each member. Each person will have understood the different states of a work item before it has been closed and each would have worked through these states. We will have started the sprint in Jira.
    b. The Backlog would be updated with the tasks as per UML and use case discussions to reflect the work flow of creation and completion of the application. This will be a collective effort and all the members of the team will contribute equally.

Grade A
Setup environment
    a. We will have hosted prattle server with a cloud provider. All the members of the team will have familiarity with hosting the prattle server and with any supporting tools for the same.

Persistence
    a. Setup JPA and database model for persisting all the Entities mentioned in UML. Each member will take up one entity and setup JPA and database model for the same.

UML Diagrams
    a. We will have design UML diagram of Prattle code for further understanding of server. This will be a collective effort and all the members of the team will contribute equally.