Project Name: Nuntium

CS5500 – Sprint 1 Goals - Team 105

Members: Atanas Pavlov, Karl Obermiller, Animesh Mane, Dharmish Shah

Goal Overview:

- Construct basic UML for high level design
- UI/UX design prototypes for various flows
    - New user onboarding and log in
    - Groups
        - Adding groups
        - Adding /deleting members
- Everyone should be able to run all tools locally, and should be able to merge a branch
- Write tests for existing code (Prattle server)
- Exploring Jira, and familiarizing ourselves with the platform
- Prioritizing features based on stakeholder input

Expanded Goal View

We will create our first backlog workflow in Jira. The scrum-master will assign a new task to each team member. Each team member will then work on their assigned task , moving it through each stage until it's resolved. The backlog will contain all the applicable items described in this document. We will use Jira for every applicable portion in this sprint.
As a team we will walk through the Prattle server legacy code, understanding its implementation in detail and familiarizing ourselves with its core functionality as well as its limitations as is, as a standalone application.

We will write test cases for the Prattle server legacy system, making sure we encompass all possible structural and functional scenarios. This will allow us to best familiarize ourselves with the code, as well as possibly reveal any previously unknown limitations or deeply seated bugs.
We will establish a documentation process for committing any code to which is intended to be merged to master. Every branch pushed will have a standardized naming convention,that will be followed by every team member, to standardize and allow for better readability. Each team member will also familiarize themselves with pushing their branches and creating pull requests. These pull requests will then be reviewed by another team member before approving or rejecting the branch for merging into master. This review will encompass all the traditional checks, such as reviewing the pushed code, verifying SonarQube output as well as ensuring proper documentation is supplied in the review process as well.

We will meet and discuss with the Professor as well as our assigned project TA about prioritizing features from product backlog and planning the upcoming sprints. We will also document the product specification, features based on their priority.

We will construct a UML diagram of the system, providing ideas about various roles, actors and actions for better understanding of the system.

We will discuss and design UX/ UI prototypes for high level understanding of most important features of the product, giving the client some idea for various use cases.

We will discuss and design class diagrams for important features at high level.