

Sprint 2 Goals - Team 105

Basic Goals (B Level)

1. We will close out the last sprint, merging all branches to master
2. We will create basic implementations of Groups and users in prattle
 - a. We will allow groups to be created by any user. Groups will not persist between server launches, they will be stored in the Prattle class.
 - b. We will allow users to be added to and removed from groups
3. We will pull out message handling for ClientRunnable into its own class for better maintainability and better design.
 - a. We will allow users to register with the server
 - b. We will implement basic password login on a per-run basis. Users will not persist between server launches, they will be stored in the Prattle class.
4. We will add new message types to accommodate new features, including login, register, chat multicast (group messages), chat unicast (private messages). These message types may change on further consideration.

Exemplary Goals (A Level)

1. We will begin working with the Chatter client code.
 - a. We will add testing for relevant client code to achieve quality gate requirements.
 - b. We will add functionality to the command line interface to create groups.
 - c. We will add functionality to the command line interface for sending and receiving group messages.
 - d. We will add functionality to the command line interface for sending and receiving direct messages
2. We will implement basic Conversations on the Prattle server. These would not be functional beyond storing lists of messages for groups or private conversations on a per run basis with no persistence.
3. We will implement basic user roles as per our UML from sprint 1.
4. We will add the ability to add users as group admins on both the server and client side.
5. We will implement private or invite only groups on the Prattle server.
6. We will begin architecting basic database design for data persistence, including users, groups, and messages.
7. We will setup a basic graphical UI that can perform some degree of basic communication with the Prattle server. This GUI need not necessarily implement all features on the Prattle server, but simply display that communication is possible.