# SWitCH\_QA Project

2022-2023 Ed.

**Sprint 7 Goals** 

# Sprint 7 – State of the Project

- To be produced during the first week (until the end of December 18)
  - Produce a report of the state of the user stories, their documentation and tests (integration and functional)
  - Define a plan to correct/fix what is incomplete/incorrect from the previous sprints
- Taking into consideration the previous plan, decide what new functionalities from the next slide can also be part of the final sprint (this is not mandatory, please consider the team capacity to develop these new functionalities until December 20).

### Sprint 7 – New USs for the Final Version

- The member profile should include the avatar of the member as well as his/her nickname. The avatar can be a pre-defined icon or an image selected/loaded by the member.
- The main page should include a new tab to show the posts of the member (My Posts)
- The main page should include a new tab to show the posts that have comments made by the member (My Comments)
- The header of the (main) page should include a section to display the avatars of all the members that have active sessions. By clicking the avatar the page with the public profile of the member should be displayed.
- Comments and posts should include the avatar and nick name of the author

# Sprint 7 – Final Version and Report

- The final version should be produced until the end of December 20
  - This version should be tagged ("final-version") in both repositories of the team
  - Read permissions should be given to the other teams
- The goal is for each team to evaluate the quality of the other projects (of the other teams), trying to discover defects in the other projects (until January 5)
  - Each team should publish a report of this evaluation (to be included in the main repository of the team)
  - This report should be concluded until the final sprint review, January 5 (and tagged as "final-report")

# Sprint 7 – Non-Functional Requirements

 Each team must ensure that its code does not exceed a certain level of complexity, in terms of cyclomatic complexity. To this, the ESLint tool must be used

• Each team should check the existence of code smell and test smells in their code, and report it. If a tool is used, it is chosen by the team.