

# Sprint #3

From the 27th of Oct. to the 16th of Nov.

## Product goals

1. [User discovery] ‘Discover’ other platform users in the local network and share your (disjoint) contact list. Limit the amount of contacts to 5000, using a circular buffer: the older users seen online are discarded. Hint: use multicast.
2. [Feed] Support user posts on tweeter (requires a tweeter account).

### 1. PM (project management)

- Update the PM section of the quality manual according to experience and the feedback.
- **Define and approve an interpersonal team member’s Code of Conduct [HR]** (this is a managed formal artefact)
- Ensure that the sprint#3 goals are achieved.

### 2. REQ (requirements)

- Update the REQ section of the quality manual according to experience and the feedback.
- Sprint #1, #2 and #3 requirements stabilised.
- **Perform a formal inspection on the whole Requirements document.** Provide evidence (process, recordings and outcomes – up to the revised artefact)

### 3. IMP (implementation)

- Update the IMP section of the quality manual according to experience and feedback.
- **Implement the new focus areas.**

### 4. TST (testing and product quality)

- Update the TST section of the quality manual according to experience and the feedback.
- **Test another team’s application based on the Test Suite you will receive.**  
When done, provide the (independent) test report to the original team. This is a managed formal artefact (you can provide a pdf export of all git issues created).
- Test and deploy your team’s code as normal.

### 5. QUA (process quality)

- Update the QUA section of the quality manual according to experience and the feedback.
- Manage your team quality processes and monitor their metrics, as usual.

### 6. ENV (environment)

- Update the ENV section of the quality manual according to experience and the feedback.
- **Document in detail the software architecture of your application** (you should look into the project repository and ask the IMP team for clarification). This is a managed formal artefact.