## **Group Assignment: Iteration 1**

## **Computer Architecture Student Association**

Elba Garza Chen Chuan Chang Charles Chou Johnson Hung Philip Shih Peter Wu Ruiyu Qu

Team: MissRevsDevs

#### **Team Roles:**

Product owner: Elba Garza Scrum master: Peter Wu

#### **Customer Meeting:**

Date: Thursdays since 10/28/2021

Time: 9:00-9:30 AM

Place: over Google Meet: <a href="https://meet.google.com/xte-xiji-qnp">https://meet.google.com/xte-xiji-qnp</a>

Note: Extra communication with the client also occurred on October 30th, where we discussed the new user stories and their higher priority relative to some of the ones

we'd shared before.

### Summary

The Computer Architecture Student Association, or CASA, is a student-led group within the research area of computer architecture. As part of their initiatives for creating a more inclusive community for students in the field, CASA currently holds multiple short-term mentoring programs at conferences, and is currently working on the creation of a long-term (i.e. 1 year) mentoring program. CASA recently published a workshop paper at ISCA 2021 which outlines their goals for all forms of mentoring in the area of computer architecture. Currently, short-term mentoring sign-ups occur at each conference registration, and registrants must *re-register* and *re-fill* their information at every iteration.

CASA hopes to have infrastructure (e.g. mentor/mentee accounts, matching algorithms, mentoring progress reportings) in place for mentoring programming at both conference mentoring events, and for long-term mentorship. An infrastructure which saves participants' information via user accounts/profiles would more easily let students and mentors participate at various instances of mentoring events without having to re-fill information every time. Tracking previous matches between users may also ensure we do not repeatedly match the same mentee and mentor pair. Similar infrastructure for long-term mentoring would help CASA track the efficacy of mentoring relationships, and ensure they are beneficial to both parties, or may require re-matching.

The GitHub repository: <a href="https://github.com/johnson-hung/casa">https://github.com/johnson-hung/casa</a>

The Pivotal Tracker account: https://www.pivotaltracker.com/n/projects/2536066

#### **User Story Changes**

We have not just created new user stories, but increased the priority of these new user stories over some of the ones developed beforehand. This happened after a discussion between the client and the Product Owner and the changes were agreed to and approved by the client on October 30th.

The most important functionality of the CASA mentoring website is for participants to be able to have an account to sign up for mentoring events. That is, a participant (either a potential mentor or mentee, doesn't matter) should be able to <u>create</u> an account, or <u>sign</u> in to their account if they had already previously created one. Having functioning user accounts is very important because it helps participants sign up for mentoring events quickly without having to re-fill their information each and every time. Every mentoring event will be an instance for participants to sign-up for. Participants are **not** automatically signed up for each and every mentoring event. At event sign-up, participants will be able to verify or update their information before submitting.

Our previous Iteration 0 user stories described the capability of embedding Twitter accounts, sharing the website itself via the Twitter API, or having an organizer post announcements. These are all secondary compared to having users create and/or log into their accounts.

The last user story, of having an organizer post announcements is necessary, and implies need for two different account types: organizers and participants. There are a few organizers compared to possibly dozens or hundreds of participants. This differentiation will necessitate further user stories that focus on organizer functionalities.

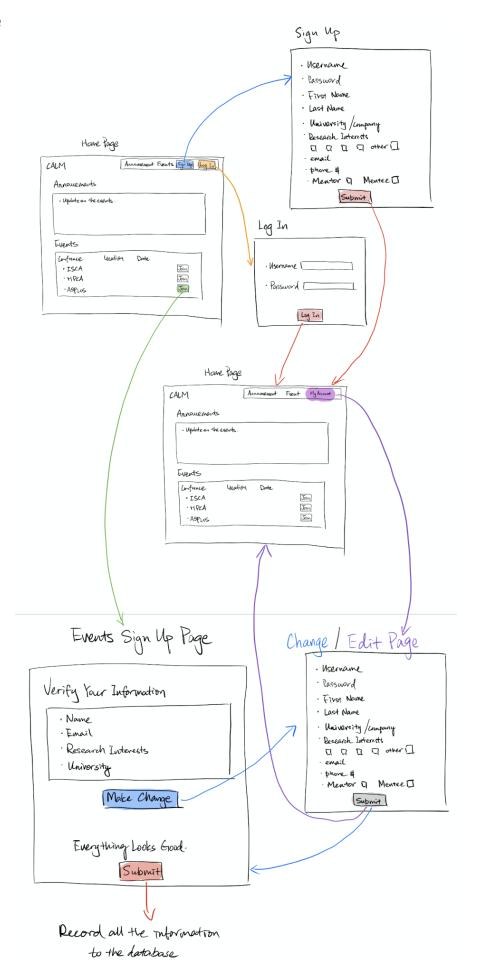
The rest of the user stories from Iteration 0 are still relevant, and may have evolved a bit, but not completely.

# Implemented User Stories

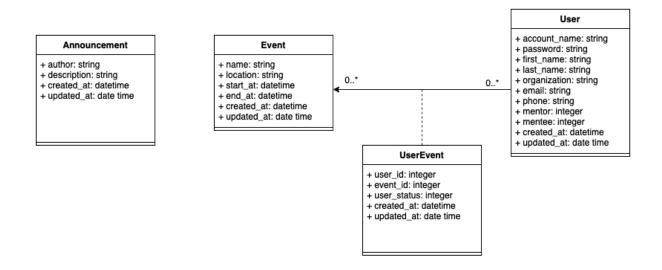
Feature: View announcements
#======================================
As a participant
So that I can know what the newest information is
I want to see announcements through the home page view
#======================================
Feature: View Events
#======================================

As a participant
So that I can see events that have not yet happened
I want to see the events through the home page view
#======================================
Not-Yet-Implemented User Stories
Feature: Event Sign-Up Page #====================================
As a participant
So that I can sign up for the mentorship at the events
I want to verify user information and submit the request
#======================================
Feature: Clickable Log-in Button
#======================================
As a participant
So that I can log in my account
I want to fill out the username and password
#======================================
Feature: Clickable Sign-up Button
#======================================
As a participant
So that I can create a user account
I want to fill out the personal information
#======================================
Fostives, Felit vess information
Feature: Edit user information #====================================
II .
As a participant If my sign-up information is outdated
I want to edit my user information
Traine to care my door information

#### Lo-Fi User Interface



### Iteration 1 Design Diagram



#### **Code Evaluations**

Since this is an original project that comes with no legacy code or structure to build upon, we are not yet at the point of being able to perform code evaluations. We hope to build up our codebase based on our generated user stories, ensure these test cases pass, and thus be able to evaluate our code.