# Vision document

We want our front-end for our clients to include an Explorer-like system, with some directories in which the clients’ documents are supposed to be, clicking on the document would then open it in a different window and there would be options to save and delete the document, along with other trivial document editing services. We want to be able to let several users use the same document at the same time without problems.

We wish for our proof of concept to be simple rather than overly complicated packed with features, but instead an intuitive working prototype, demonstrating the basic features, though as we progress we might want to add additional features.

# Use cases

Create new document

A user creates a new document and it appears in the explorer, and the user should be taken to the new document.

Change the name of a document

Simply changes the name of the document to the desired name, which also should appear in the explorer

Delete a document

The user deletes a document that it has the rights to.

Save a document

Saves the document and updates the underlying storage by merging the new file with the old one

Open a document

The user clicks on the document in the explorer and it is opened in a window for the user to edit/view.

Share a document with another user(s)

A user can choose to share a document it has the rights to, with another user so that they both can edit in the same document.

View all documents user has permission to edit

A user gets a view of all the documents available to the user

Insert picture to document

The user can insert a picture into the document, and view it in the editor.

# Initial project Glossary

Document

The text document the user can insert images and text into.

Explorer system

Like the explorer from windows where you can browse through directories and files.

# Iteration plan

We plan on doing a total of 3 sprints, spanning 3 days each, starting on the 4th of December, ending the 13th of December. After this we plan on doing a release sprint until the project is ready for release.

Each member of the Scrum team will roughly spend 6-7 hours per day, 7 days per week.

# Furps+

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