1 Agile

1 Complete these user stories:

* As a vanilla git power-user that has never seen GiggleGit before, I want to…

have a guide about how to understand essential features of GiggleGit quickly, and be accustomed to using the new tool.

* As a team lead onboarding an experienced GiggleGit user, I want to…

Skip unnecessary steps, such as being familiar to git power-user. Instead, be more flexible, focusing on cooperating with co-workers using GiggleGit.

2 Create a third user story, one task for this user story, and two associated tickets.

User story: Multiple software engineers intend to cooperate with their computers using GiggleGit.

Task: Add distributed storage and remote control functions.

Ticket1: Distribute storage on each individual’s computer

Implement the function of making each individual save the code of the version, and sync with a remote server.

Ticket 2 Be able to distinguish changes made by different people

Setting the identification of the computer users. For code modification at every stage, mark down the identification of editors.

3 This is not a user story. Why not? What is it?

* + As a user, I want to be able to authenticate on a new machine

It’s more like a specific requirement instead of a scenario.

2 Formal requirement

Goal: Improving the user-friendly interfaces, which can synchronize GiggleGit packages with the “snickering” functions.

Non-Goal: Automatically edit the code with invalid syntax and delete empty linings.

Non-functional requirement 1: Manageability

Functional requirements：

1 PM is provided with an extra editable interface, which is used for viewing and maintaining the different snickering concepts.

2 Developers could only be noticed by “snickering” and make changes according to it, rather than close or edit it.

Non-functional requirement 2: Monitorability

Functional requirements :

1 Every change developers made would be recorded by the interface.

2 The PM should be able to access the test interfaces and alter the parameters’ settings. They can change the layouts of different groups and ways of distributing.