

Theme: Get GiggleGit demo into a stable enough alpha to start onboarding some adventurous clients

Epic: Onboarding experience

Q1,2 - User stories:

1. As a vanilla git power-user that has never seen GiggleGit before, I want to...
  - Have an easy-to-follow interface to guide me in using control systems and starting an organizational workflow
    - Task: show GiggleGit's unique features
      - Ticket 1: For people who have just created their account.
        - Display a pop-up that shows different tools GiggleGit offers, then offer an experimental repository where users can experiment with the features themselves before jumping in
      - Ticket 2: Create an "Introduction to GiggleGit" and 'FAQ' page.
        - Include video tutorials and gather common questions from beta testing to help people familiarise themselves with GitGiggle e.g how to merge by managing memes
2. As a team lead onboarding an experienced GiggleGit user, I want to...
  - Allowing teams to collaborate smoothly in real time
    - Task: creating seamless integration for team workspaces
      - Ticket 1: Include team management tools.
        - E.g customizing roles to distinguish members, viewing and accessibility options, ticketing
      - Ticket 2: Adding a public space.
        - Allow members to visualize and collaborate under a shared environment
3. As a teacher introducing GiggleGit to my students, I want to GiggleGit to
  - provide an engaging and entertaining way to learn so they can understand the complexities and collaborative factors of software development.
    - Task: making GiggleGit accessible to students
      - Ticket 1: Allowing students to select their school during log-in.
        - This allows school-exclusive classes to be formed and simplifies the login process
      - Ticket 2: Work to build a class curriculum.
        - Set up classroom exercises, let teachers assign tasks and utilize up-to-date memes to make the questions/problem-solving fun/relatable

Q3

'As a user I want to be able to authenticate on a new machine' is merely a description of a feature request. It doesn't have any specifications of the task/description, how it will help the user or problems it will solve.