Slaq

CS5500 Managing Software Development

Team 207

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Table of Contents

Summary of Project Goals --------------------------------------------------------------------------------- 3

Result of Project --------------------------------------------------------------------------------------------- 4

Developmental Process ----------------------------------------------------------------------------------- 5-6

Retrospective ---------------------------------------------------------------------------------------------- 7-8

**Project Goals**

The goals of Slaq were collected based on a backlog of product requirements. The product backlog requested a lot of specific features for this instant-messaging app including the ability to make group chats, recall a sent message, and having special government wiretapping privileges. Essentially, Team 207 came up with a major goal for this product: designing a flexible and robust application that allows users to message each other and perform a series of actions relating to messaging one another. However, this generalized goal was broken down into four main goals that were divided up into four different sprints.

Sprint 1 possessed a variety of major goals that aimed to kickstart the project. Specifically, the team sought to develop a deep understanding on the product that the client requested, understand the starter Prattle code, create a backlog of tickets in Jira, and add technical features that will increase the team’s organization in the future. To understand the client’s desired product, the team spoke with the client again, created a use case diagram, and fleshed out a list of functional and nonfunctional requirements. Then the team took the list of requirements and transformed them into a work backlog in Jira for tracking. After Jira was completely set up, the team also introduced both smart commits and build status notifications on GitHub to further increase the organization of the team. Team 207 spent several hours going through the given Prattle code and videos to understand the code. The team wrote unit tests to increase the line coverage to 85% and branch coverage to 80% throughout their process of learning the Prattle code.

Sprint 2’s goal was to completely set up the rest of the development environment and implement the foundational architecture of sending messages in a group and a dm. This included setting up a local database, setting up a production-level deployment to AWS, and setting up a remote database. This sprint also included creating a user login and password. These goals were set in place as a major foundation for the rest of the project.

With all of the development environments configured and the foundational architecture set up, Sprint 3’s goal took the team into implementing the core functionality of regulating group chats and user relationships. In terms of regulating group chats, this sprint incorporated adding moderatorship, group invites, and removing users from groups. With regard to user relationships, this sprint introduced friend requests and notifications.

Sprint 4 tied the rest of our project goals together. Sprint 4’s goal was to add the wiretapping privilege that is dedicated to governmental users along with adding extra user and group functionalities. This included adding group chat passwords, changing moderators for a group, deleting groups, searching for users on the application, recalling a sent message, translating messages, and adding parental controls. This sprint was one of the best in terms of sprint goals because it addressed a lot of the different requested features from the given product backlog.

Overall, the project goals were all successfully achieved because the team implemented a fully functional instant-messaging application that allowed users to message each other in direct messages and in groups, interact with one another through a series of commands and navigate through the application’s features with a help command. The application also sent notifications when appropriate and offered the government a special wiretapping feature, as requested.

**Results**

The project as a whole was very successful. Team 207 defined success as the following: implementing a fully-functional instant-message application that allows users to perform a series of core and unique functions while also being able to interact with one another. This section of the report will address how the team’s results mimic the team’s definition of success.