

Formal Requirements:

CodeChuckle is introducing a new diff tool: SnickerSync—why merge in silence when you can sync with a snicker? The PMs have a solid understanding of what it means to "sync with a snicker" and now they want to run some user studies. Your team has already created a vanilla interface capable of syncing with the base GiggleGit packages.

Project requirements

Goal: To implement a "sync with a snicker" feature that is intuitive for users and provides clear feedback during synchronization.

Non-Goal: To completely replace the existing GiggleGit syncing methods; SnickerSync is an optional addition, not a replacement.

Non-functional requirement 1: Access Control

Functional requirements:

1. implement a login mechanism where users must authenticate before accessing SnickerSync.
2. Ensure role-based permissions so that different types of users have varying levels of access.

Non-Functional requirement 2: User Study Assignment

Functional Requirements:

1. Create a module that randomly assigns new users to either the control group or the variant group.
2. Track the group assignment data for each user to analyze their interactions and gather metrics.

Agile

User Stories:

- As a vanilla git power-user that has never seen GiggleGit before, I want to...
 - ...understand how GiggleGit differs from traditional Git so that I can efficiently use its unique features.
- As a team lead onboarding an experienced GiggleGit user, I want to...
 - ...have access to a quick-start guide for onboarding my team, ensuring minimal learning curve and smooth adoption.

Third User Story:

- User Story: As an adventurous client trying GiggleGit for the first time, I want to have an interactive tutorial that guides me through its key features so I can quickly learn how to use it.
- Task: Develop an interactive tutorial for onboarding.

- Associated Tickets:
 - Ticket 1: "Design tutorial layout" – Create the structure and flow of the interactive tutorial, including sections and key features.
 - Ticket 2: "Implement guided onboarding interactions" – Develop code that handles step-by-step interactions within the tutorial.