Third Sprint Plan Goals   Team 9/BOWSHOT
11/3 - 11/15

B Grade

1. Stack AWS credits into one account.
2. Research Hibernate, an object-relational mapping tool. Evaluate if it would be a good fit for Bowshot. If it is, begin implementation.
3. Clean up existing code.
   - Remove unneeded interfaces & abstract classes, which are artifacts from previous sprints.
   - Ensure Javadocs are complete for all methods, classes, and class fields.
4. Create a more robust and better-looking landing page which more closely resembles the mocks.
5. Enhance the limited number of login attempt feature.
   - When a user gets a password wrong three times, the username/account is 'locked' for a set amount of time. This can not be bypassed by a user refreshing cache.
6. Provide functionality for a user to click on another user in the sidebar, in order to initialize a direct message conversation.
7. Make it so when a user clicks on another user in the sidebar, it shows previous message history since the last deployment.
8. Show the user a warning if the browser size is not optimal.

A Grade

9. Store direct message in database or json file such that they will not be cleared when the system is redeployed.
10. Create functionality so that when a user clicks 'enter', and they are in the message textbox, it sends the message (clicks the 'send' button).
    - This would replicate behavior in most chatting applications - "hitting enter to send".
11. When you click on a user in the sidebar, the message pane refreshes.
    - I.e., If I am currently chatting with David, When I click Tanner's name, messages with David are no longer visible.
12. Create restful APIs about channel, including creating channel, adding people to channel, removing people from channel.