Sprint 1 - Goals

Base Goals:

1. We will have an UML diagram drawn for Prattle application after understanding the architecture. All the group members would have had discussions in this regard to address any clarifications sought.

2. We will have an UML diagram drawn for our chat application after having a team discussion. All the group members would have had discussions in this regard to address any clarifications sought. In this process, we will identify the use cases for this application.

3. We will be having the JIRA set up completed for Sprint 1 with a Sprint Board and set of backlogs and sub tasks for this Sprint. Each person will be assigned with a backlog. By the end of the Sprint, all the backlogs would be completed and all the tickets would be closed.

4. We will develop Unit tests for the Prattle application. The code coverage of our test cases would be at least 85%. Each individual will work in developing tests. Once test cases are developed, at least 2 other group members will be requested for a review. Upon their approval, master will be merged with our unit tests and Prattle application.

5. We will have several backlog items created in preparation for the upcoming sprints.

6. We would have at least two meetings as a group to get to know the team member and their tech stack proficiency. In this we will also decide on the frequency of our team meetings during each Sprint. We will have a SlackBot to conduct daily scrum meetings.

Stretch Goals:
1. We would develop UI pages for basic functional pages in the application. That would help us to better visualize the flow of application and features as components. This will come handy for our team to have a head start by Sprint-2.