# Sprint 1 Goals and Commitments

*Setup environment*
   a.  We will have hosted prattle server with a cloud provider. All the members of the team will have familiarity with hosting the prattle server and with any supporting tools for the same.
   b.  We will have setup the plugin to automatically create GitHub branches associated to Jira tickets.
   c.  We will have understood and experimented with smart commits. Each member of the team will have pushed changes to repo to understand the same.
   d.  Every member will have setup SonarQube in their local machines.

*Tools acquaintance*
   a.  Every member will have created a sample pull request in GitHub and also reviewed a peer's sample work.
   b.  Every member will have created at-least one JIRA ticket and learn the workflow of JIRA tickets. Every member would have linked their ticket to the correct epic, assigned story points to their tickets, created labels and assign labels to their tickets, assigned the Sprint (present or future) to a ticket.
   c.  Every member will have familiarized themselves with the working of SonarQube by generating reports for at-least one of their previous projects.
   d.  All team members will have familiarized themselves with the working of Jenkins and the Continuous Integration process.

*Prattle testing*
   a.  Every member will be assigned a fair share of testable classes, ensuring they achieve at-least 90% branch coverage and 50% of basic conditional coverage.
   b.  We will have generated SonarQube reports and will have eliminated all the code smells from the prattle code, if any.

*UML Diagrams*
   a.  We will have designed the basic sketch of the UML diagram based on our initial understanding of the requirements, by identifying the list of entities and relationships between them, as well as the attributes of the various entities. This will be a collective effort and all the members of the team will contribute equally.
   b.  We will have discussed with the Product team regarding the UML flow and updated it as need be.

*Use case diagrams*
   a.  The app features will be divided into broader spectrums and each of these features will have a defined use case and a use case diagram associated with it. These use cases will enunciate the different actors and the system responses to the user actions. This will be a collective effort and all the members of the team will contribute equally.

*Backlog creation*
   a.  We will have created stories for our major goals (UML Diagram, use case diagram, setup environment, acquaintance with tools, Prattle familiarity, UX prototype), and would have created our first backlog, containing the issues/tasks/tickets added by

each member, as well as assigned to each member. Each person will have understood the different states of a work item before it has been closed and each would have worked through these states. We will have started the sprint in Jira.

b.  We will have prioritized the list of tasks that the application contains from the product backlog, thereby further aiding in fine tuning the UML and use case. This will be discussed and weighed by each member of the team.

c.  The Backlog would be updated with the tasks as per UML and use case discussions to reflect the work flow of creation and completion of the application. This will be a collective effort and all the members of the team will contribute equally.

*Technology Stack*

a.  The team will have finalized the list of technology stacks that we will be needing to develop the messaging application. This includes, but is not limited to, the cloud provider, database application, frameworks, plugins etc.

b.  Each member of the team will a basic setup of the technology stacks in their local machine.

*UX Prototype*

a.  The team will have a UX prototype designed on paper to figure out the working model of the application. This will be a collective effort and all the members of the team will contribute equally.