HyF final projects

This document describes 3 projects within a common theme of **Team Health**, solving different needs found on many modern teams.

The projects have variable scopes and are described in a way so the students early on can have something working and easy to demo. If time permits they can also do more to evolve it to something more realistic.

Project **Time Off**

When are my coworkers going on vacation?

In big companies, figuring out when to take a vacation can get tricky since you have to work around everyone else's time off. Spreadsheets can help do the job, but honestly, they're not the best at giving you a clear picture of who's off when.

Let's consider what this app *could* do and the user flow:
- User goes to the index page
- User can either create a new team or go to a team with a secret code
- Creating a new team will automatically assign that team with a secret, unique code
- On the team page the user can add team members
- Each team member can have a first name, last name and an optional color
- For each member the user can specify time off
- Time off is specified as a date range and with an optional description

Out of scope (or for later):
- User authentication is intentionally left out of the list. The unique, secret team code will act as an authentication mechanism.

Open questions:
- How do we generate a secret, unique code per team?
- How do we show team member's vacation time?

Project **Check-in**

What are you working on this week?

When teams work from different places, the usual daily stand-up meetings might not work so well. Instead team members could provide updates whenever it suits them, making it easier for everyone to work together, even when they're not in the same place.

Let's consider what this app *could* do and the user flow:
- User goes to the index page
- User can either create a new team or go to a team with a secret code
- Creating a new team will automatically assign that team with a secret, unique code
- Team management
    - On the team page the user can add team members
    - Each team member can have a first name and last name
- Check-in questions
    - There can be multiple check-in questions per team.
    - It should be possible to configure when the check-in question should be asked to the team members.
- Team members can answer the check-in questions
- User can also see past, answered check-in questions

Out of scope (or for later):
- User authentication is intentionally left out of the list. The unique, secret team code will act as an authentication mechanism.
- It is also an option to generate a unique per-member code and have per-member authentication instead of per-team.
- Notifying team members via email or Slack to answer questions is something we would need in real life but it's out of scope unless time permits.

Open questions:
- How do we generate a secret, unique code per team?
- What options do we want to support for the check-in question frequency?
- How do we detect if a team member needs to answer their check-in questions?

Project **Retro**

What went well and what could be improved?

Effective teams continuously assess their strengths and areas for improvement. Remembering details over weeks or months can be hard, so a web app for logging observations during a sprint could help. This way, by the retrospective meeting, most insights and ideas are already gathered.

Let's consider what this app *could* do and the user flow:
- User goes to the index page
- User can either create a new team or go to a team with a secret code
- Creating a new team will automatically assign that team with a secret, unique code
- Team management
    - On the team page the user can add team members
    - Each team member can have a first name and last name
- Retros
    - User can create a retro and give it a title, like "F24Q2 Retro"
    - User can also see past retros
- Retro management
    - A retro has sections for retro items.
    - Each section has a title and color.
- Team members can enter a retro item under one of the sections.

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