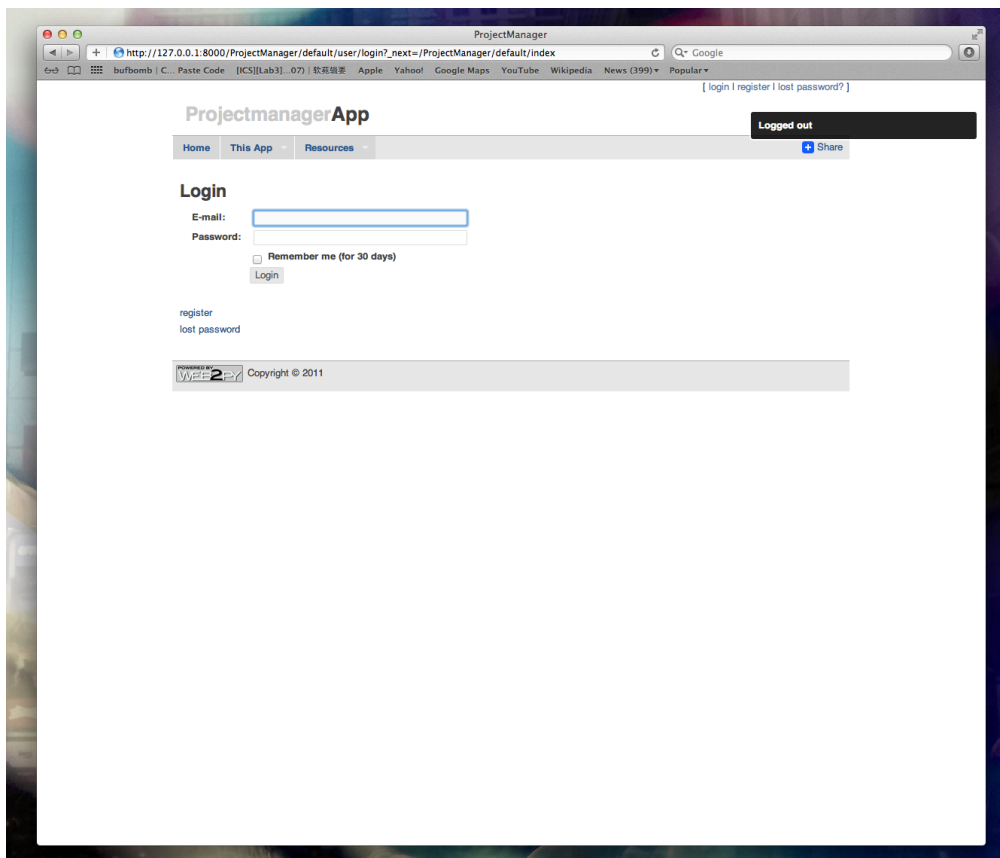


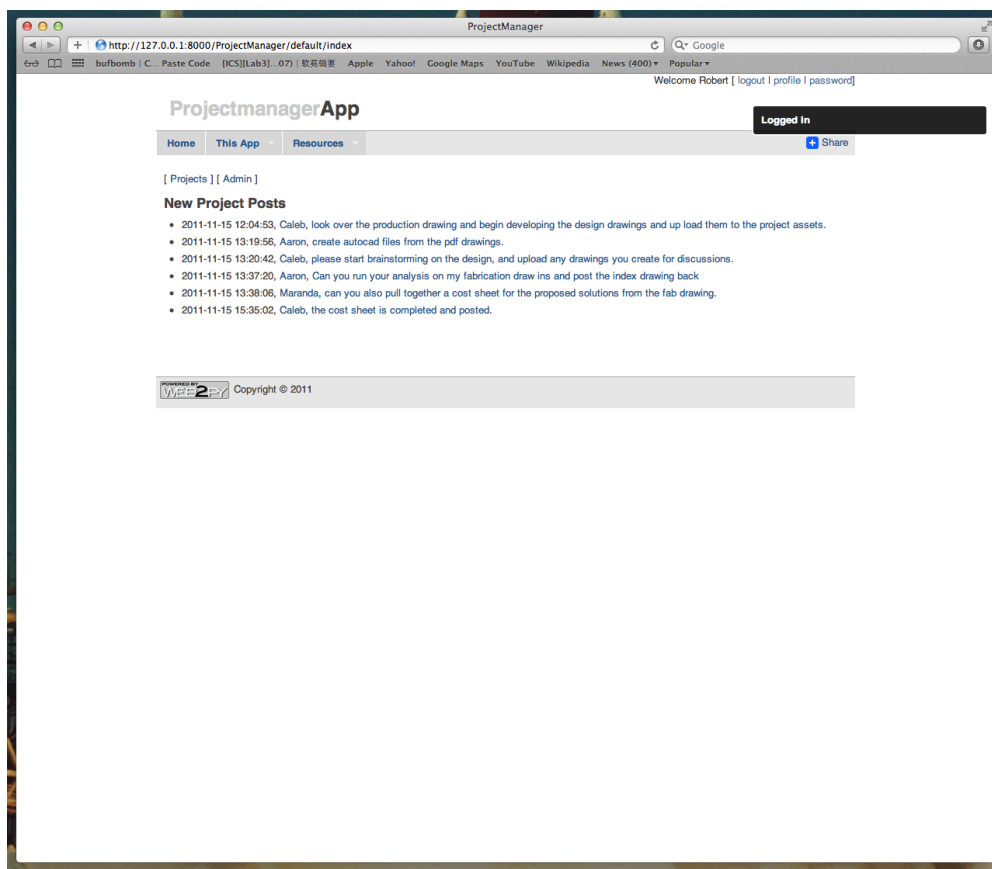
## Web2py Project Manager

As businesses are ever pushing to be more global, demand for tools to keep collaboration and communication moving freely between colleagues grows exponentially. Social network sites such as Facebook, myspace and others have revolutionized the way that we interact with one another, and has greatly increased the communication we have with others in our lives. Web2py Project Manager strives to take some of the same concepts of the large social media sites and create a small social network within a company. Allowing its users to collaborate and communicate across the internet to complete projects more effectively.

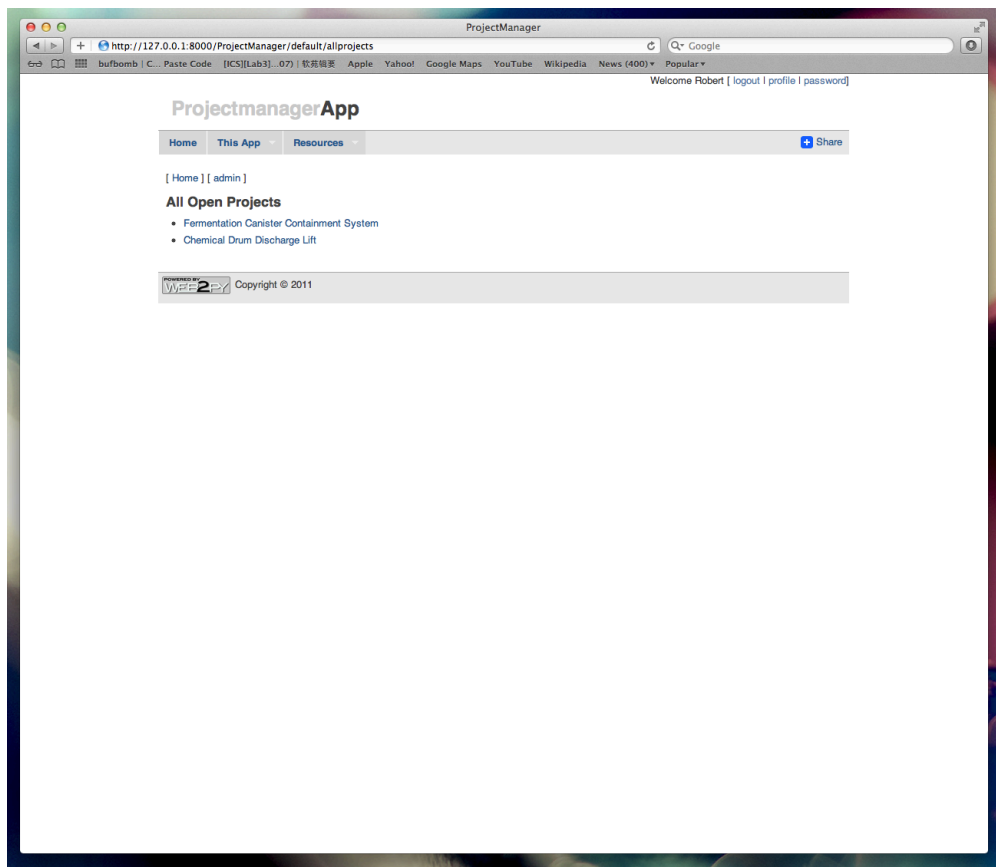
As each page of this project will contain the companies sensitive information, you must be logged in to the app to see any part of it other than the log in screen.



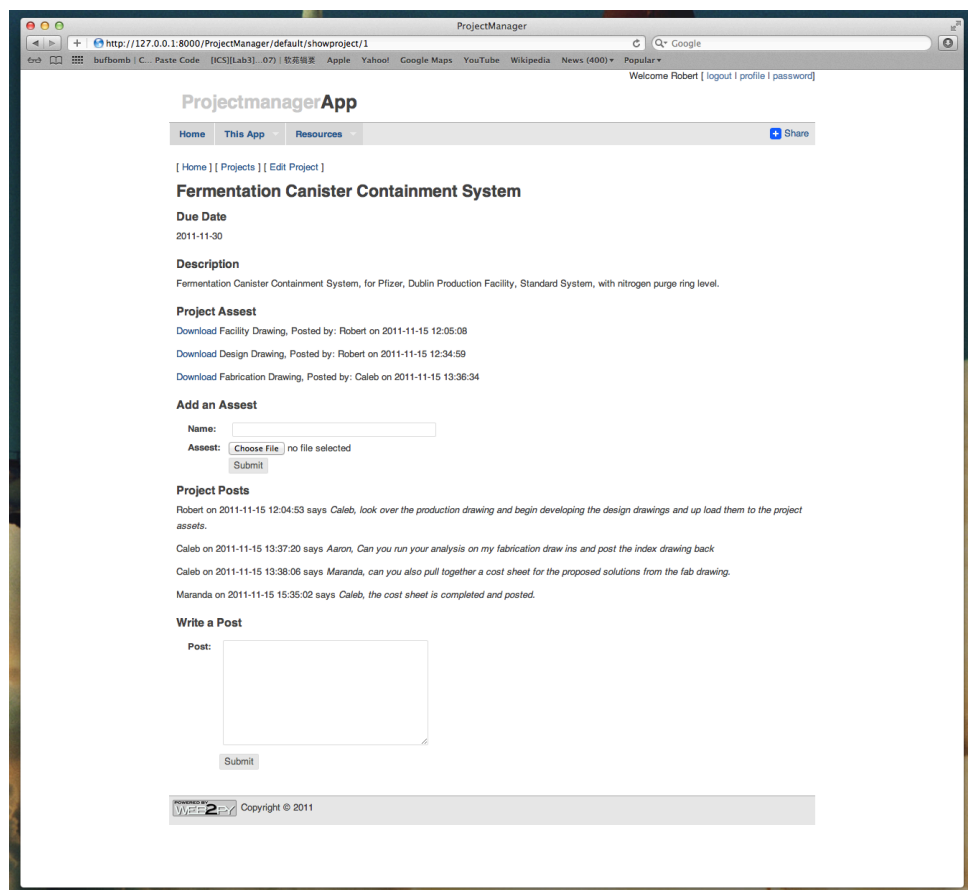
If already a registered user, the client can log in and begin working, if not the user will need to register with the app to begin. After registering the user still will not have access to the site until the a manager of the company's site gives the user access. If a user is registered and tries to log in, a “unauthorized message” will show. There are two type of privileges “Manager” and “Employee”. Once a client has the appropriate privileges to login to the app they will be allowed to access the site.



After the log in screen the user will be taken to the home screen. Where they will see the current posts on the projects the user is currently a team member on. The posts are links back to the projects main page.



At the top menu bar is the link to take the client a full list of all project currently open for work on project manager site. Each link here will also connect the user to the project home that post is linked to.



The project home page contains all of the information contained on the site for this project. All current project posts, all assets uploaded by the team members, the client due date, and description.

The Employee privileges gives the user the ability to post to a project, and to also download and upload files. This seems sufficient to allow the employee to complete all work on the project, download the assets required for them to work on, and then upload them back when completed. They will also be able to request tasks from other members from the team and ask questions through posts of the manager and other employees.

The Manager access privileges give the client complete admin control over the site. They will be able to grant privileges to registered users, create and edit projects and clients.

The screenshot displays a web browser window with the URL `http://127.0.0.1:8000/ProjectManager/default/admin`. The page title is "ProjectManagerApp". A navigation bar includes links for "Home", "This App", and "Resources", along with a "Share" button. A user greeting "Welcome Robert" with links for "logout", "profile", and "password" is visible. Breadcrumbs show the path: "[ Home ] [ Clients ] [ Departments ] [ Employees ]".

The main section is titled "Add Project" and contains the following form fields:

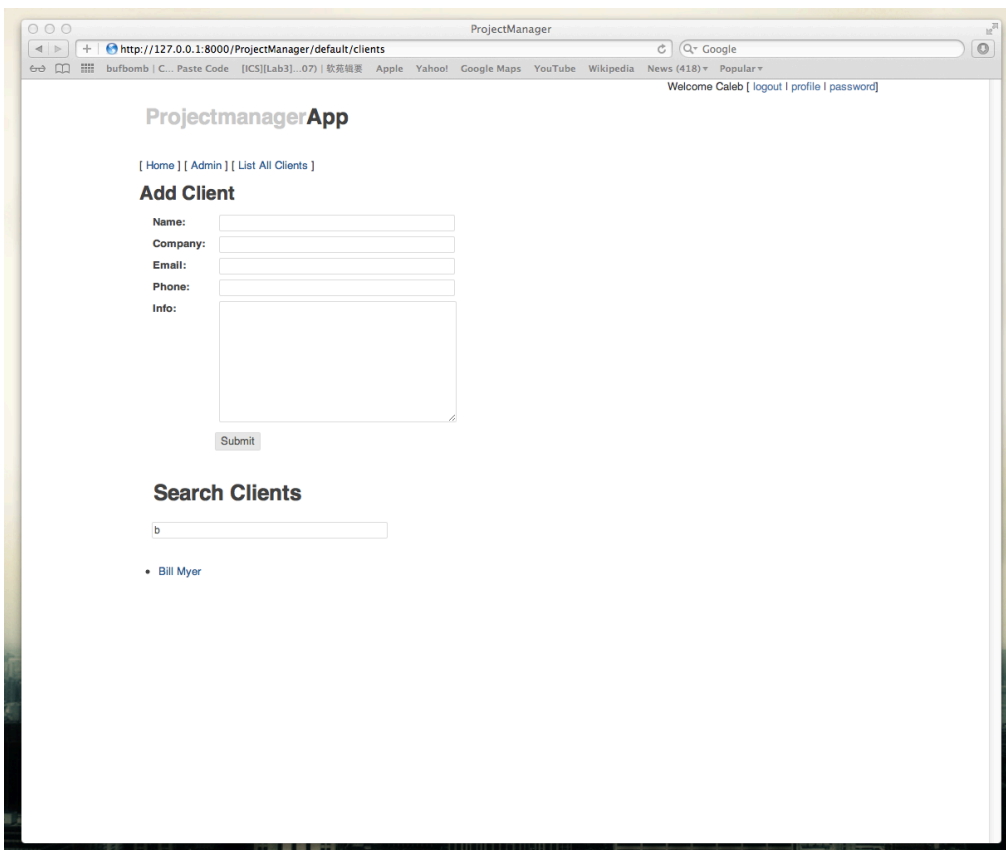
- Name:** A text input field.
- Client:** A text input field.
- Team:** A dropdown menu showing a list of team members: Aaron Graft (4), Caleb Zobrist (1), Miranda Goodman (3), and Robert Herrmann (2).
- Description:** A large text area for project details.
- Due Date:** A date selection field.
- Completed:** A checkbox, currently unchecked.
- Is Active:** A checkbox, currently checked.
- Submit:** A button to save the project.

Below the form is a "Search Projects" section with a search input field and a "[ List All Projects ]" link.

The footer contains the text "POWERED BY VYPER2 Copyright © 2011".

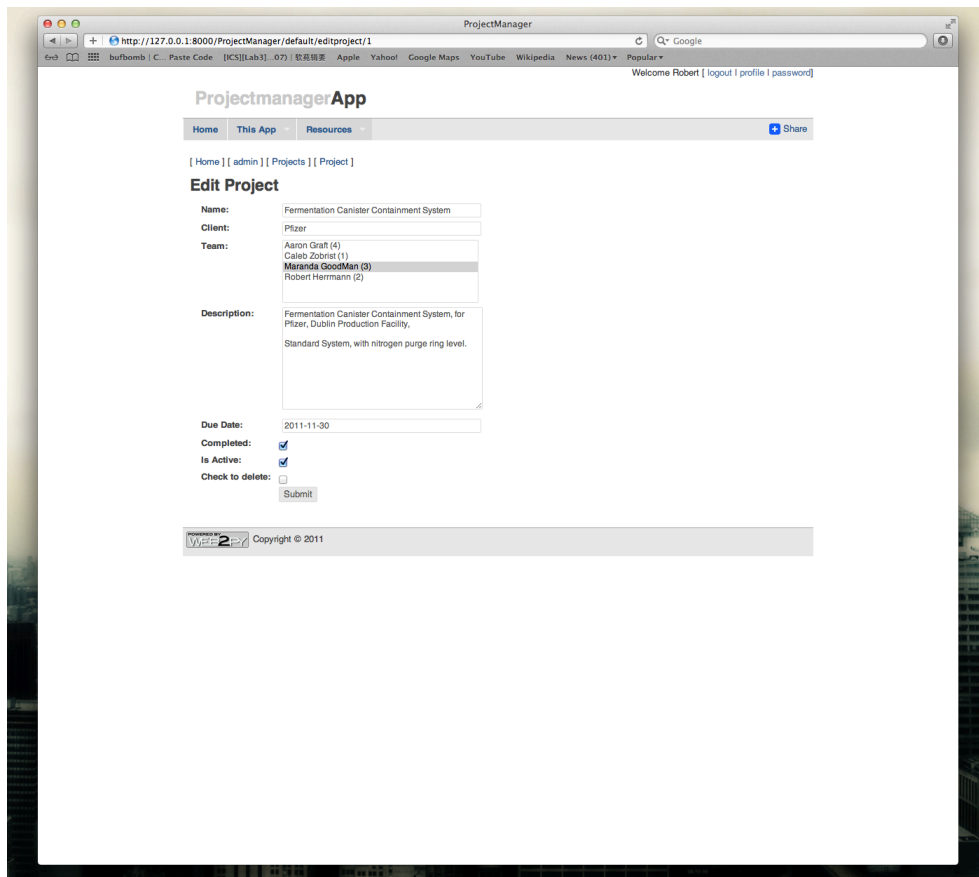
This is the main admin page. Next we will begin the processes of a creating a project as a manager. After a manger logs in they will be directed to the home screen. Where they will have a lick named admin. The admin home has the create project form. This is the admin home, here the manger can quickly create an new project by filling in the form with the Name of the project, the client for who it is for, selecting the team members, and then filling in the project description and due date.

Generally, as %80 of the business is created by %20 of the clients the client field is tied to the client db, if it is a new client, before creating the project the client must be added from the client link located on the menu above.



The screenshot displays a web browser window titled "ProjectManager" with the URL "http://127.0.0.1:8000/ProjectManager/default/clients". The browser's address bar and search bar are visible. The page content includes a navigation bar with links: [ Home ], [ Admin ], and [ List All Clients ]. Below this, the "Add Client" section contains a form with fields for Name, Company, Email, Phone, and Info, followed by a "Submit" button. The "Search Clients" section features a search input field with the letter "b" entered, and a list of results showing "• Bill Myer".

Here them manager can also search and edit the current clients.



The manager can also search through all old projects if needed to recover a project asset or other information. Or list all the projects from the link below if needed.

After the project has been created the manager will be directed to a page that will contain the most recent projects.

From this list the manager can navigate to the newly created project and begin uploading needed assets for employees and begin posting tasks.

To edit an existing project the manager only has to navigate to that project either by searching for it or picking it out of the list from the admin page if the project is closed or pick it from the open projects list.

From this page the manager can also navigate back to the admin to edit other company information or back to the home screen to see what new posted progress has been made on the open projects.

Assuming the the manage wishes to begin uploading assets or creating project posts, They will navigate into the project home page.

This page contains all information related to the project, The name, due date and description. Followed by the project assets. These have a link to download the asset, and also displays the name of each asset and the user who uploaded is and the time it was uploaded.

New assets can be posted to the project by any employee or manager. All that is required to upload a new assets it a name the file. Below the asset up load from is the project posts, This will display all posts to the project. This is where the members can find the information needed from other members to complete their parts of the project. Below is the form used to by the members to post tasks, questions, meeting times, and other information need for the project.

Once a project is completed the manager will need to go and check the “completed” box under the app’s admin page. They can search for the project or list all project to pick it there. Once here the manager chooses the [edit project] option from the menu.

Once this is boolean option is checked the project posts will no longer be on the home page and the project will not be listed under the open projects page. A project can be re-opened by unchecking the box, thus make the project available again to be worked on by employees.

This is just a simple project manager, it will function with the currently implemented project. I will be adding more functionality such as being able to assign tasks to specific people and would also like to implement reminders for up coming

assignments and project deadlines. I hope to complete the work and this app and implement it within the workflow of EHS Solutions, as a test case.