

# EECS 2311 Iteration2 Planning Document

Iteration2: New features, refactoring, testing

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## Reward Management System: Big user story Iteration 1

### Account Creation/Sign up

User can create an account;  
Allows the user to log in to the system  
using a username and a password that  
they create

Priority: High

Cost: 7 days

### Withdraw/Deposit

User can withdraw and deposit fund  
into their account

Priority: High

Cost: 7 Days

### Basic GUI

Basic Graphical User Interface

Which provides structure to the  
Software

Priority: High

Cost: 7 Days

## Iteration 2

### Data Base

As a User, I want my Account Information to be stored securely in a database so that I can access it at any time

Priority: High

Cost: 7 Days

### Code Refactor

As a user I want the development team to refactor parts of the code, make it work with new DB and new features.

Priority: High

Cost: 7 Days

### Expanded User UI Features

Allows the user to have an easier use of the UI, and allows user to transfer

Priority: High

Cost: 6 Days

### Iteration 3

#### Account / Admin Statistics

Allows user to see statics about the accumulation of funds on their account in the form of graph

Priority: High

Cost: 6 Days

#### Exportable Database File

Allows user to export their data in CSV file

Priority: High

Cost: 6 Days

### Iteration 3

Database hosted online

Allows us to fetch information from  
servers hosted online

Priority: High

Cost: 6 Days

Customizable

Allows the app to be more  
suited to more situations

Priority: High

Cost: 6 Days

## Reward Management System: Detailed story

### Account Creation

User can create an account;  
Allows the user to log in to the system  
using a username and a password that  
they create

Priority: High

Cost: 2 days

### Withdraw/Deposit

User can withdraw and deposit fund  
into their account

Priority: High

Cost: 4 Days

### Admin Curation

Allows admin to have privileges over users  
such as account deletion, rejection  
, resetting, etc.

Priority: High

Cost: 2 Days

### Display User Information

GUI to see their account information; name, balance, email, phone, etc.

Priority: High

Cost: 2 Days

### Clear Graphical User Interface

A clear and tidy user interface;  
made user friendly

Priority: Medium

Cost: 2 Days

## Change Password

User should be able to change their password

Priority: High

Cost: 1 Days

## Log of Points

Allows the user to see logs on their point accumulation which contains information of date and amount of points and short description of what they were for.

Priority: Medium

Cost: 2 Days



### Detailed User story for Iteration 3

Filter data : implement methods in database interface class to filter data (i.e returning a list with only point receiver objects)

Cost: 4 days

Priority: Medium

Get all functionality to work: make sure all methods and all buttons in GUI work correctly

Cost: 3 days

Priority: High

Statistics Functionality : create methods to conduct statistical analysis on data from database

Cost: 5 days

Priority : Medium

Statistic UI: create a GUI for both admin and users to show statistical analysis on their dashboard (each may see different statistical information)

Cost: 5 days

Priority: Medium

Final testing: both unit testing and integration testing for the entire project has to be done.

Cost: 4 days

Priority: High

Older planning documents:

### Account Creation/Sign up

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Allows the user to log in to the system  
using a username and a password that  
they create

Priority: High

Cost: 7 days

### Withdraw/Deposit

User can withdraw and deposit fund  
into their account

Priority: High

Cost: 7 Days

### Basic GUI

Basic Graphical User Interface

Which provides structure to the  
Software

Priority: High

Cost: 7 Days

## Data Base

A Data Base stores in User Informations

Priority: High

Cost: 8 Days

## Admin UI

Admin UI will contain additional features that the user UI does not

Priority: High

Cost: 7 Days

## Expanded User UI Features

Allows the user to have an easier use of the UI, and allows user to transfer

Priority: High

Cost: 6 Days

### Iteration 3

#### Account / Admin Statistics

Allows user to see statics about the accumulation of funds on their account in the form of graph

Priority: High

Cost: 6 Days

#### Exportable Database File

Allows user to export their data in CSV file

Priority: High

Cost: 6 Days

### Iteration 3

Database hosted online

Allows us to fetch information from  
servers hosted online

Priority: High

Cost: 6 Days

Customizable

Allows the app to be more  
suited to more situations

Priority: High

Cost: 6 Days

### Account Creation

User can create an account;  
Allows the user to log in to the system  
using a username and a password that  
they create

Priority: High

Cost: 2 days

### Withdraw/Deposit

User can withdraw and deposit fund  
into their account

Priority: High

Cost: 4 Days

### Admin Curation

Allows admin to have privileges over users  
such as account deletion, rejection  
, resetting, etc.

Priority: High

Cost: 2 Days

### Display User Information

GUI to see their account information; name, balance, email, phone, etc.

Priority: High

Cost: 2 Days

### Clear Graphical User Interface

A clear and tidy user interface;  
made user friendly

Priority: Medium

Cost: 2 Days



## Change Password

User should be able to change their password

Priority: High

Cost: 1 Days

## Log of Points

Allows the user to see logs on their point accumulation which contains information of date and amount of points and short description of what they were for.

Priority: Medium

Cost: 2 Days

# Detailed User Stories for Iteration 2

## **Relational database using mySQL:**

Create a database to allow for permanent data storage

Cost: 3 days

Priority: High

## **Database Interface Class:**

Implement a java class which will interface the SQL database

Cost: 3 days

Priority: High

## **Filter Data Method:**

Implement methods in Database Interface class to filter data (i.e returning a list with only point receiver objects)

Cost: 4 days

Priority: Medium-High

## **Sort Data Method**

Implement methods in Database Interface class to sort data (i.e sorting point receivers by most number of points to least)

Cost: 4 days

Priority: Medium-High

## **Refactor GUI code where necessary**

Make improvements to codebase, removing unnecessary code, and reducing number of lines needed to implement methods.

Cost: 2 days

Priority: Low

## **Statistics functionality**

Create methods to conduct statistical analysis on data from database

Cost: 3 days

Priority: High

## **Statistics UI**

Create statistics GUI for both the admin and point receiver dash boards

Cost: 3 days

Priority: High