Web Based Scrum Board

Project Milestone 4

CS 3704 Fall 2024 (83365)

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Process Deliverable III

Here are the notes from our weekly scrum meetings throughout the semester. They cover the plans we have made for our project, obstacles we have run into, and changes we've made along the way. For each meeting we designated a note taker that summarized each person's updates. This is why we have one set of notes. The summary of updates is as follows:

09/06/2024: We met in class to discuss what our project would be about and came up with a few ideas. We also planned out days that we could meet and decided on Saturdays.

09/14/2024: We went through all our projects ideas and decided on a web based scrum board for our final project. We listed out some features we wanted to include in the end product and assigned parts for the lightning talk presentation.

09/21/2024: We met up to discuss the results of our requirement elicitation and then made a slideshow for the lightning talk presentation, as well as rehearsed it. We also worked on the project proposal.

09/28/2024: Based on the feedback we got from PM1 and the lightning talk presentation, we tweaked a few details in our project and updated our documents.

10/05/2024: We met and started to work on the wireframe for PM2, as well as make an outline of the things we wanted to include in the requirements analysis and specification.

10/12/2024: We finished the wireframe diagram and the requirements analysis, as well as began working on the requirements specification.

10/19/2024: We finished requirements specification, but decided to go back to the analysis and change some things. We added in the new features we wanted to add.

10/26/2024: After finishing the requirements specification, we reviewed all of the sections for PM2. At that point we had decided to submit the document before the deadline of November 1st.

11/02/2024: We met to start working on PM3. We spread out the sections all of us would work on during the week and meet up again to review sections.

11/09/2024: We met up to review the Process Deliverable II section of PM3. Along with that we also started on high level and low level design sections.

11/16/2024: We finished high level design and kept on working on low level design for our project. Eventually during the meeting we finished high level design. We also worked on the final section design sketch. After reviewing we submitted PM3 before break.

11/23/2024: We did not meet this week as this was the week of break. We communicated about starting PM4 though.

11/30/2024: We outlined sections for PM4 and started planning on who would work on what.

Black Box Test Plan

Test ID	Description	Expected Results	Actual Results
TestName (Test Author) Test Type	Preconditions: Steps: Test Inputs	Test Outputs	Actual Outputs (Blank - no project implementation)
TaskCreation (Aidan) Unit Test	Preconditions: User has the interactive prototype open Steps: Prompt the user to create a new task under a column of their choosing. If they are not sure what to press, point them towards the + icon at the top of any column.	The user is expected to press the + icon at the top of a column of their choosing, and type in a title for the task and a description for the task.	
ColumnCreation (Aidan) Unit Test	Preconditions: User has the interactive prototype open Steps: Prompt the user to create a new	The user is expected to press the “Add Another Column” at the bottom-right of the prototype and choose a name for	

	“column.” If they’re not sure what to press, point them towards the “Add Another Column” at the bottom-right.	the new column.	
TaskPrioritySorting (Aidan) Unit Test	Preconditions: User has the interactive prototype open, with 3 or more tasks created under any given column Steps: Prompt the user to assign a priority number to each of the tasks under the column with the most tasks.	The user is expected to click each task under the column with the most tasks. After clicking each task, they are expected to type in a number to assign a priority level to the task.	
ScrumMeetingTest (Aidan) Validation Test	Preconditions: User has the interactive prototype open Steps: Give the user a sample project (for example, the top 5 class example). Ask them (and any other users in the test) to use the default template of the scrum board page to assemble what a sample scrum board for the project would look like.	The user (or users) are expected to create a set of tasks under each of the 3 default columns to create a board that simulates a board for the top 5 class example (or the example presented, if different).	
ScrumSystemTest (Aidan) System Test	Preconditions: The system is open and is set to a new board. Steps: Attempt to create a task in each column. Name and give a description to each task, except leave one with an empty description.	The system will successfully create columns and tasks without error, and existing tasks are moved around and assigned new priority levels, automatically being sorted within their respective columns	

	Create a new column, give it a name, then add a new task within it. Attempt to move tasks between columns, or, if this feature isn't implemented, delete and re-create the task between columns. Lastly, attempt to assign priority numbers to each task created so far.	automatically.	
TaskScoreChange (William) Unit test	Preconditions: The user has our prototype open and at least one task should exist on the board. Steps: Have the user view select the task they wish to alter. Next, have the user open the screen to change the number of hours associated with a task. Have the user enter the new number of hours.	The buttons to prompt these menus and GUI changes should be visible and function properly. The number of hours should be changed in the GUI and on the backend.	
TaskMove (William) Unit test	Preconditions: The user has our prototype open and at least one task should exist on the board. Steps: Have the user locate the task they wish to move. Next, have the task moved to the new column.	The buttons to prompt these menus and GUI changes should be visible and function properly. The task should be in the correct column after it has been moved by the user. This change should be reflected in the GUI after the menu is closed and on the backend.	
TaskComplete	Preconditions: The	The buttons to	

(William) Unit test	user has our prototype open and at least one task has been created. Steps: The user selects the task and marks it as complete.	prompt these menus and GUI changes should be visible and function properly. The task should be updated visually indicating it has been completed. The task should be updated on the backend as being complete.	
TaskUndoComplete (William) Unit test	Preconditions: The user has our prototype open and at least one task exists. The one task that exists should be marked as complete. Steps: The user should select the task and then change it from being complete to no longer being complete.	The buttons to prompt these menus and GUI changes should be visible and function properly. The change should be reflected visually on the GUI and in the backend. The completion should be properly undone.	
TaskRename (William) Unit test	Precondition: The user has our prototype open and at least one task exists. Steps: The user selects the task which they wish to change the name of. The user then enters the new name and saves the task.	The buttons to prompt these menus and GUI changes should be visible and function properly. The name should be updated and the task should still be in the same column. The score should also stay the same. This change should be seen on the backend as well.	