

ITERATION 1

BYTE BREWERS



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1.INTRODUCTION

Team ByteBrewers is a group of skilled and esteemed Students, eager to solve technical problems by collective and collaborative efforts. We believe in consistency and teamwork, ensuring a level of perfectionism in our objectives. Currently our team is designing a Society Management System for Fast University. Thus, by our cognitive skills and complex problem-solving capabilities, we are striving to make an efficient software system to cater the current problems faced by the societies in Fast University. Our Software is named as "Societal Hub".

Societal Hub is designed to cater the modern problems faced by the societies of Fast. These problems include event registrations, event management, society profile management, financial expenses, getting approval on events etc. Fortunately, our system would be designed to address all these problems. We are using Windows forms and SQL Database to design the frontend and backend of our system. Details of our project, team, team meetings, divisions and iterations is provided in the document.

2. MODULES AND THEIR USER STORIES

2.1 User Authentication:

User Story:

 As a student, I want to login the system with my email id and password so that I can login the system with the same credentials that I use for other university softwares

Sub Story

- 1. As a student, I want to the login button to be near the login form so that I can fill the form with ease
- 2. As a student, I want the system to authenticate my email id and password from its database.
- 2. As an admin officer, I want to login the system with my university email id and password so that I can login the system with the same credentials that I use for other university softwares

Sub Story:

1. As an admin officer, I want the system to remember my login id and password so that I can access the system with ease.

2.2 Schedule Event:

User Story:

1. As a student, I want to request the scheduling of an event so that the admin can approve it in a minimum time's notice.

Sub Story:

1. As a student, I want to see the list of all the scheduled events so that I can keep myself updated through this software

- **2.** As a student, I want to my event request to be approved quickly so that I can manage and time my event quickly.
- 2. As an admin officer, I want to view the event requests upon login so that it saves my time.

Sub Story:

1. As an admin officer, I want to see the event request form to be in concise form so that it saves my time and the student's time.

2.3 Manage Society Profile:

User Story:

1. As a student, I want to manage the credentials of my society profile so that the university remains aware of our status.

Sub Story:

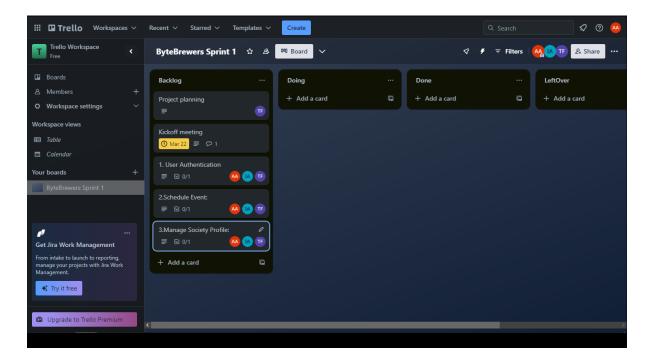
- **1.** As a student, I want to see my society's portfolio when I search for my society so that everyone is recognized of our efforts.
- **2.** As an admin officer, I want to view the society portfolio on my interface so that I can be aware of a society's performance.

3. SPECIFICATIONS FOR THE USER STORIES

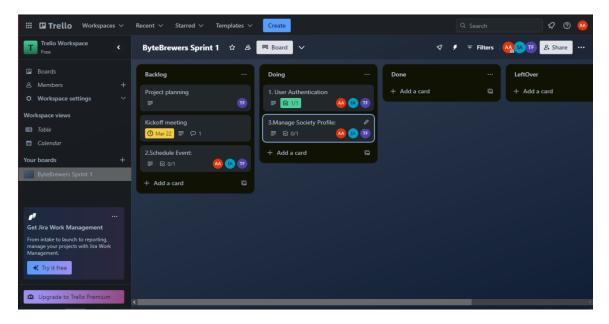
- **1.** The system shall verify the login id and password from the backend database.
- 2. The system should add the event name to "Scheduled Events" when it gets approved by the admin.
- **3.** The system shall ensure the concurrency of Society portfolio on both the admin side and the student side.
- **4.** The system shall ensure the student knows if his event request has been approved by the admin or not.

4.SCRUM BOARD

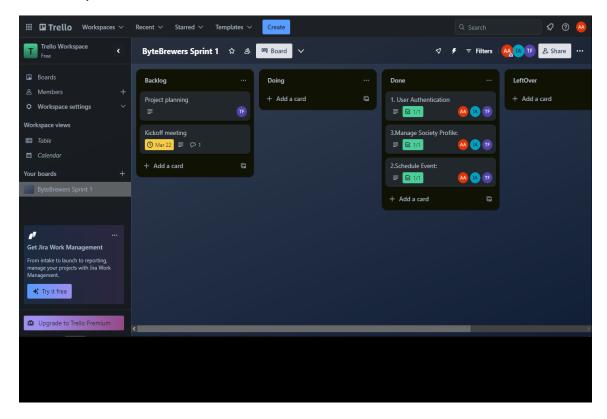
1. Scrum Board creation and user stories entered in the backlog. Each Card has the user stories and sub stories in it.



2. Scrum Board while mid work. User Authentication and Society Profile were done first, event management was done after the completion of these two modules.



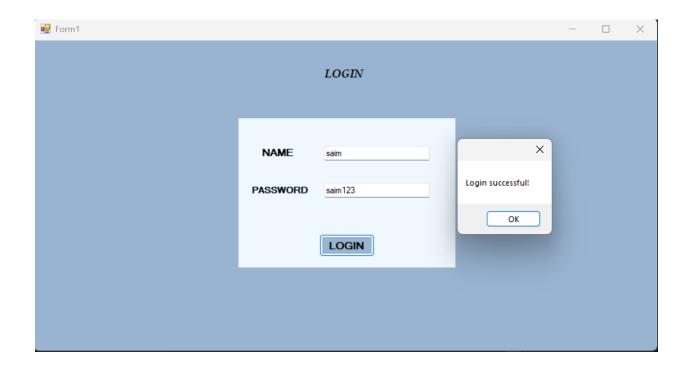
3. Final Scrum Board, all the modules were completed and no work had to be pushed in to the "LeftOvers":

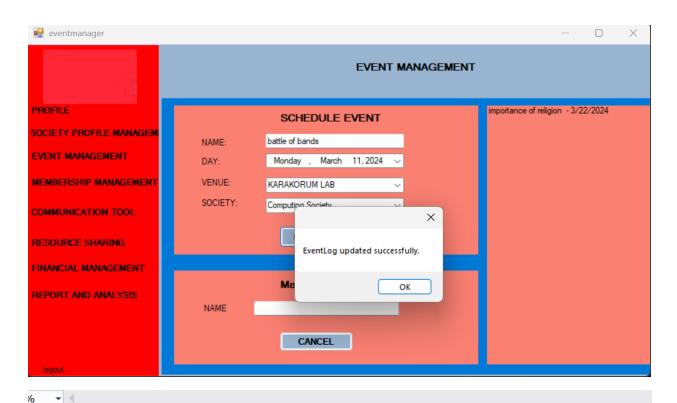


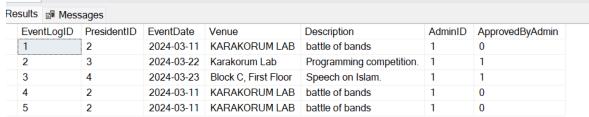
5. NON-FUNCTIONAL REQUIREMENTS

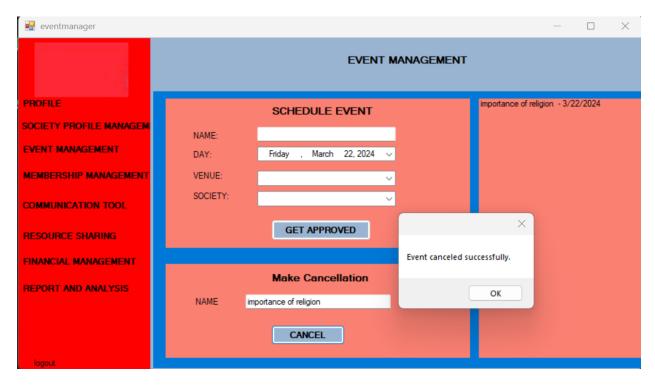
- 1. The system should be responsive and should provide quick authentication to its users.
- 2. The system should keep itself updated, which means it should be able to handle concurrent users at the same time.
- 3. The system should be reliable, which means it should have necessary recovery mechanisms to handle data loss.
- 4. The system should have a friendly and easy to use interface.

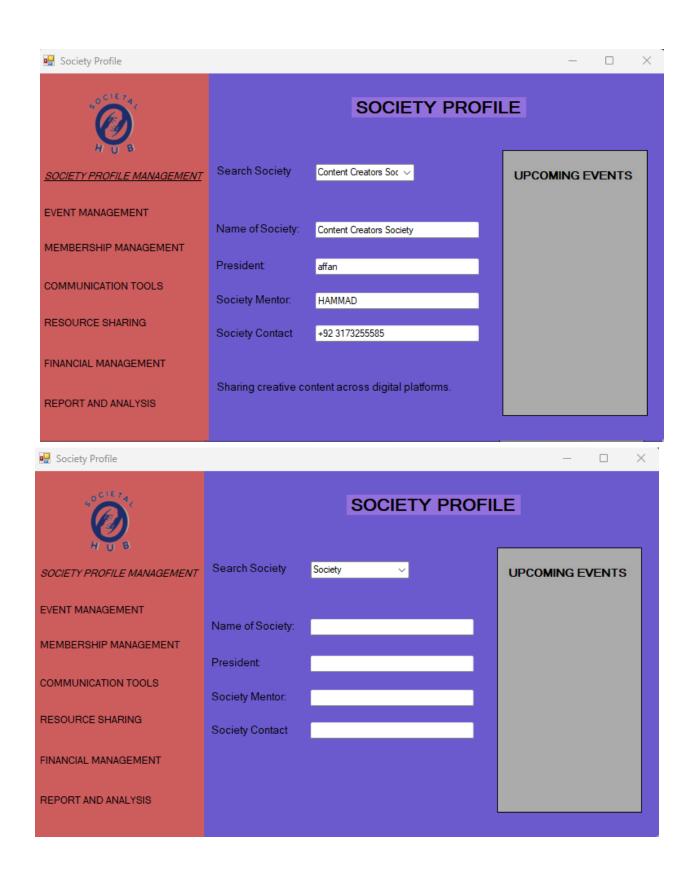
6.ITERATION 1 SCREENSHOTS:

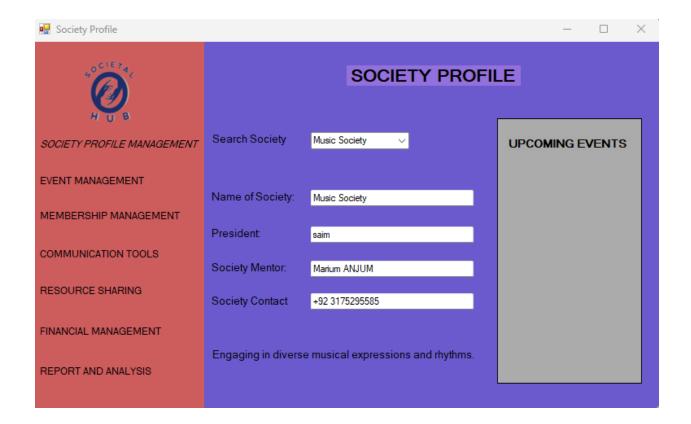












7. WORK DIVISION:

Following is the modular breakdown of work and the teammates involved with each module.

- 1. Backend database design (ERD Mutually designed by Aaimlik Abbasi, Affan Anwar and Taha Farooq. Coded by Aaimlik Abbasi).
- 2. Event Management Front-end and Backend (Aaimlik Abbasi)
- 3. Society Profile Front-end UI (Affan Anwar)
- 4. Society Profile Back-end (Taha Farooq)
- 5. Login and Signup (Aaimlik Abbasi, Affan Anwar, Taha Farooq)
- 6. Scrum Board and Documentation (Affan Anwar