



Tools

Concepts

Feelings

Sprint 1

REQ-F-2-02

Property Administrator Information

ID

Title

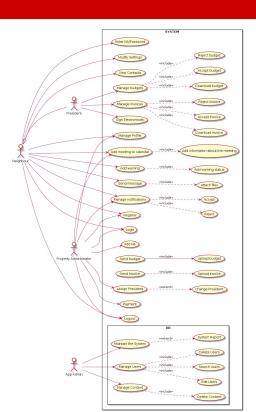
	T V				
Description	The property administrator information should have:				
	• Name				
	• Surname				
	• Company Name				
	• Email				
	• Phone Number				
Priority	H				
Verification					
Parents					

ID	REO-F-2-03			
Title	PA Login			
Description	The system shall manage a login system for the PA. The user can access with:			
	• Email or username			
	Password			
	In the future, the user will be logged automatically.			
Priority	Н			
Verification				
Parents				

ID	REQ-F-2-04
Title	Verification Email
Description	The system will send a verification email to the PA email, after registration.
Priority	M
Verification	

- Project description
- Requirements:
 - o Functional
 - O Non-functional

Sprint 2



4 Use Case: Remove event from calendar

The actors involved in this use case are: neighbour, president and the property administrator. They need to be able to remove a meeting or an activity from the calendar.

4.1 Events flow

4.1.1 Basic flow

The use case starts when the user has access to the system and is logged.

- 1. User must access to the calendar.
- 2. User must select a day, a month and a year from the calendar.
- 3. User must select an Event that is already in the calendar.
- 4. User must click "Delete Event".
- 5. The system will remove the Event and the users will not be able to see it.
- 6. Use Case Ends.

4.1.2 Alternative flow

- · Move Event
 - 1. User selects another day to introduce the event.
 - 2. User return to the main page.
- Delete Error.
 - The system will display an error message "The Meeting cannot be deleted". This can happen when a neighbour tries to delete a meeting added by the property administrator.
 - 2. The meeting will remain in the calendar.

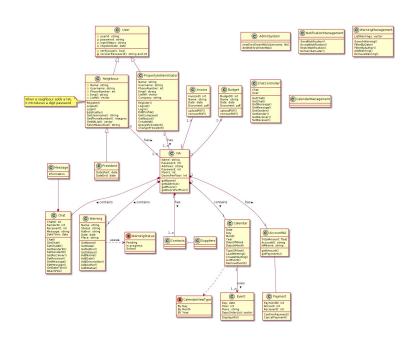
4.2 Pre-Conditions

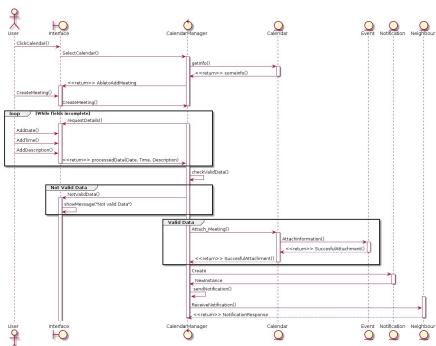
- User Registration
- User Login
- Be in an neighbourhood association

4.3 Post-Conditions

· The meeting is removed from the calendar.

Sprint 3





Sprint 4



MY-NEIGH

Test Procedures

Ref: BBDI19-GR-04 Version: v1.0 Date: June 11, 2019

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2 TP-01 : Add meeting

In this Test Procedure we will verify all possible scenarios related to the addition of a meeting.

Step	01			
Description System Start				
Input	The system must be available and user shall be logged with a username and password			
Output	System booted properly, without errors			
Comments				

Step	02	
Description	Main Page Access The system shows the main page interface of a Neighbourhood association	
Input		
Output	Main Page without error	
Comments		

Step	03			
Description	Calendar Access			
Input	When the user clicks the calendar should be open			
Output	The system opens the calendar window.			
Comments				

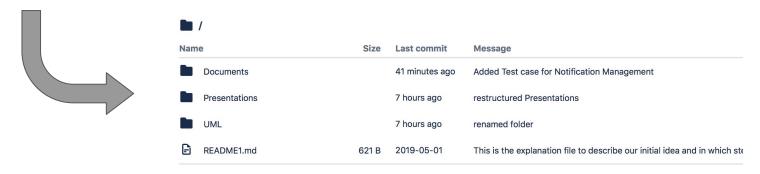
Step	04	
Description	Default view	7
Input	The calendar window is displayed	Т
Output	The default current month view must be displayed	Τ
Comments		Ξ

Step	05	
Description	Adding new event	_
Input	User clicks to new meeting	_
Output	The system displays a new window with empty spaces that the user shall fill: Name Place Day/Month/Year Description	
Comments		_

Tools

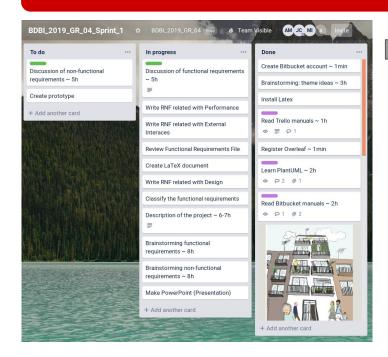
Bitbucket

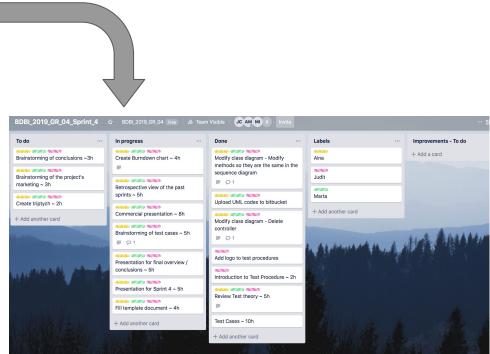
	I				
Nam	ne	Size	Last commit	Message	
	BDBI-Practicum-Template-Presentation.tex	2.19 KB	1 minute ago	BDBI-Practicum-Template-Presentation.tex	
	BDBI-Practicum-Template-Requirements	3.13 KB	5 days ago	BDBI-Practicum-Template-Requirements created online	
	Description of the project (draft)	4.03 KB	yesterday	Description of the project (draft)	
	README1.md	621 B	2019-05-01	This is the explanation file to describe our initial idea and	
Ð	Requirements (drafts)	819 B	2019-05-03	Requirements (drafts)	
Ð	reqs_functionals.tex	9.85 KB	yesterday	reqs_functionals.tex	
Ð	reqs_nfunctionals.tex	5.33 KB	3 hours ago	reqs_nfunctionals.tex	



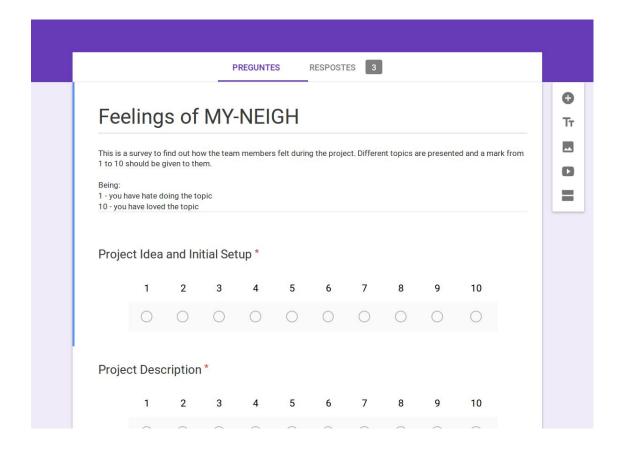
Tools

Trello



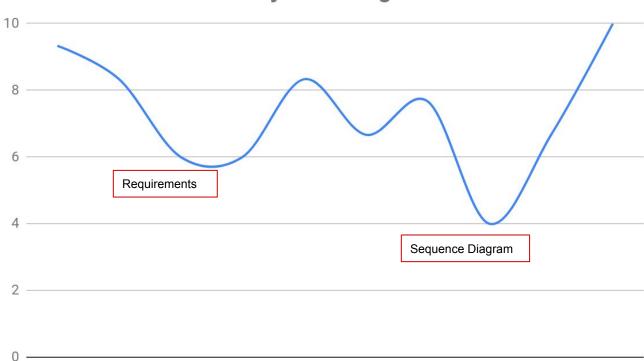


Feelings



Feelings

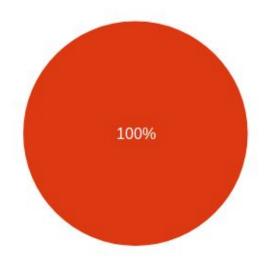
Project Feelings



Feelings

Your favorite sprint?

3 respostes



- Sprint 1 Requirements
- Sprint 2 UCSD
- Sprint 3 Design
- Sprint 4 Test Procedures

Main Conclusions

1 Work with repositories: git commit, git status

2 We have learned an agile methodology: SCRUM!

(3) We have learned a lot of new concepts!

We have really enjoyed the project!!

Main Conclusions



Thank you for your attention!