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**WRSPM**

**World Assumptions:**

The payroll system being proposed runs based on the premise of maintaining tight adherence to legal compliance, hence ensuring compatibility with labor rules. The system is specifically developed to meet the needs of small to medium-sized enterprises, offering efficient and simplified payroll procedures. The workforce is composed of both full-time and part-time employees, as well as supervisors who are tasked with supervising teams.

**User Requirements:**

The system must adhere to strict functional, data, usability, security, and scalability standards in order to satisfy user expectations. It should, in terms of functionality, correctly compute employee pay based on hourly rates and hours worked, while also taking into account benefits and other withholdings. Additionally, the system must produce thorough pay stubs and thorough reports. Payroll data, timekeeping records, and employee information must all be securely stored due to data needs.

**Specifications:**

User interfaces are created with JavaFX and Scene Builder, thereby guaranteeing the development of responsive and user-friendly interfaces that cater to the needs of administrators, managers, and employees. These interfaces enable the smooth input, review, and retrieval of data. Internal APIs are incorporated into the JavaFX application to facilitate data retrieval and reporting functions.

**Program and Hardware:**

.The primary focus of the program's development environment revolves around the creation of a self-contained JavaFX application, utilizing Scene Builder as a tool for developing user interfaces. Java is widely used as the predominant programming language for the construction of both client-side and server-side applications. It offers an adequate structure for storing data securely within the application. In regard to hardware, the self-contained JavaFX program does not require any external server infrastructure as it stores all data locally. The application can be downloaded and updated using standard internet connectivity, which will be sufficient for this purpose. The variety of client devices that are compatible includes both desktop and laptop computers that operate on different operating systems.

**Team Meetings:**

As for the team meetings we have decided that we will meet at 11am on Tuesdays and Thursdays to start off. This works out well for us because it is on days that we will already be on campus for our CSC 325 class. In addition, during our Tuesday and Thursday sessions if we feel the need to meet again we will agree upon the date and time either in our discord chat or during our mandatory session. Also attendance during the session does not necessarily have to be in person. Team members who are not present in person have to be available virtually or remotely so that we are able to work concurrently.