

Software Design Course
Universidad Distrital Francisco José de Caldas



Partial project delivery

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Description:

The project aims to develop a web-based task management application similar to Trello. The application will allow users to create boards for different projects or work areas, add tasks to these boards, assign descriptions and due dates to tasks, move tasks between different columns (e.g., "To Do", "In Progress", "Completed"), and collaborate with team members by assigning tasks and leaving comments. The project will focus on providing a user-friendly interface, real-time collaboration features, and scalability to accommodate various project sizes.

Stakeholders

- End Users: They are the primary beneficiaries of the "Trello"-type task management system. They can be individuals looking to organize their personal tasks or teams needing a collaborative platform to manage projects.
- System Administrators: They are responsible for configuring and maintaining the system, as well as managing users and access permissions.
- Project Developers: They are the team tasked with designing, developing, testing, and maintaining the system.
- External Stakeholders: They are the clients or sponsors of the project.

Key Partnerships

- Integrations with other applications and tools (e.g., Slack, Google Drive).
- Affiliate program and collaborations with influencers.
- Strategic alliances with companies and organizations to promote the use of Trello.

Key Resources

- Development team and technical support.
- Servers and infrastructure technology.
- Brand and company reputation.
- Strategic partnerships with other platforms and services.

Value Proposition

- Visual organization of tasks and projects.
- Flexibility and adaptability to different project types.
- Real-time collaboration.
- Integrations with other tools and applications.
- Access from multiple devices.

Customer Relationships

- Online support.
- User community and forums.
- Regular product updates.
- User feedback program.

Customer Segments

- Teams
- Businesses
- Freelancers
- Students
- Non-profit organizations

Channels

- Trello web platform.
- Mobile apps for iOS and Android.
- Digital marketing and social media.
- Affiliate and referral programs.

Key Activities

- Continuous platform development and improvement.
- Server maintenance and data security.
- Marketing and promotion.
- Customer support and technical assistance.

Cost Structure

- Platform development and maintenance.
- Infrastructure and server costs.
- Marketing and advertising expenses.
- Personnel and operational costs.

Revenue Streams

- Premium subscriptions (Trello Gold, Business Class, and Enterprise).
- Third-party integrations (such as Slack, Google Drive, etc.).
- Advertising (through the web platform).

Tools to use:

- Frontend:
 - Language: JavaScript
 - Framework: React.js
 - Hyper text marking: HTML5
 - Styles: CSS
- Backend:
 - Language: Python
 - Framework: Django
- Databases: MongoDB

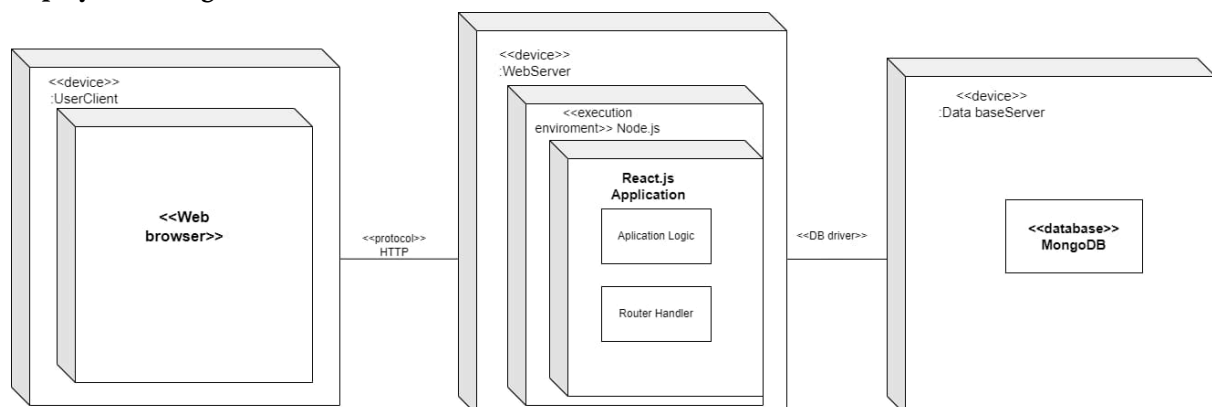
User stories

- As a _<New user>, I want _<to register an account in the system>_, so what _<access all its features>_.
- As a _<user>, I want _<to log in to my account>_, so what _<access my task board>_.

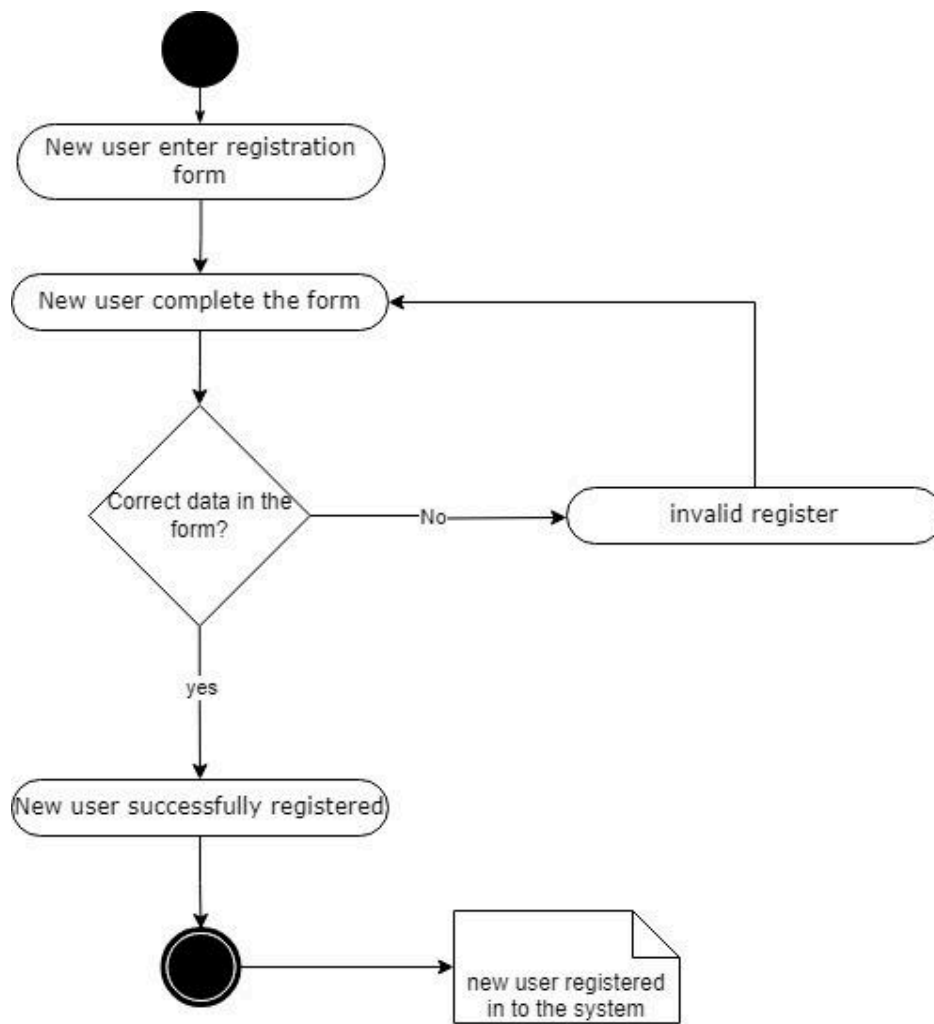
- As a _<user>_, I want _<to move tasks between different columns on my dashboard, such as "To Do", "In Progress", and "Completed">_, so what _<track the progress of my tasks>_.
- As a _<user>_, I want _<to add comments to tasks>_, so what _<provide more information or relevant context>_.
- As a _<product manager>_, I want _<to add new tasks to my board, assign them a description, and set a due date>_, so what _<manage my tasks effectively>_.
- As a _<product manager>_, I want _<to assign tasks to other users and receive notifications when they are completed>_, so what _<collaborate with others and stay updated>_.
- As a _<system administrator>_, I want _<to manage users, their access permissions, and general system settings>_, so what _<ensure the smooth operation of the system>_.
- As a _<scrum master>_, I want _<to create a new board>_, so what _<organize my different projects or work areas>_.
- As a _<scrum master>_, I want _<to assign boards to users>_, so what _<map users into a project, synchronizing the team>_.
- As a _<scrum master>_, I want _<to cancel activities>_, so what _<foresee unexpected changes in requirements>_.
- As a _<scrum master>_, I want _<to initialize sprints once the current is over>_, <keep adding value to the project, sticking to the agile framework>_.

Diagrams

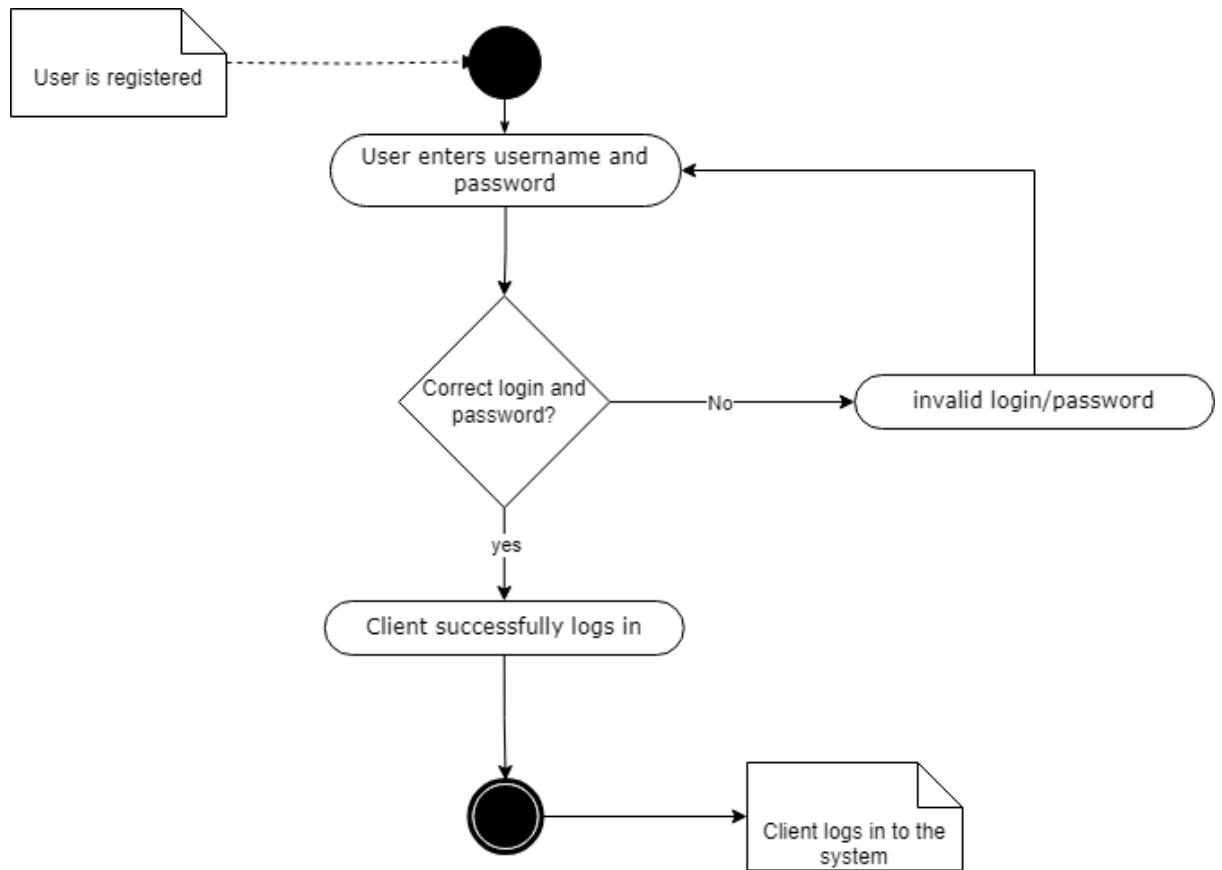
Deployment diagram



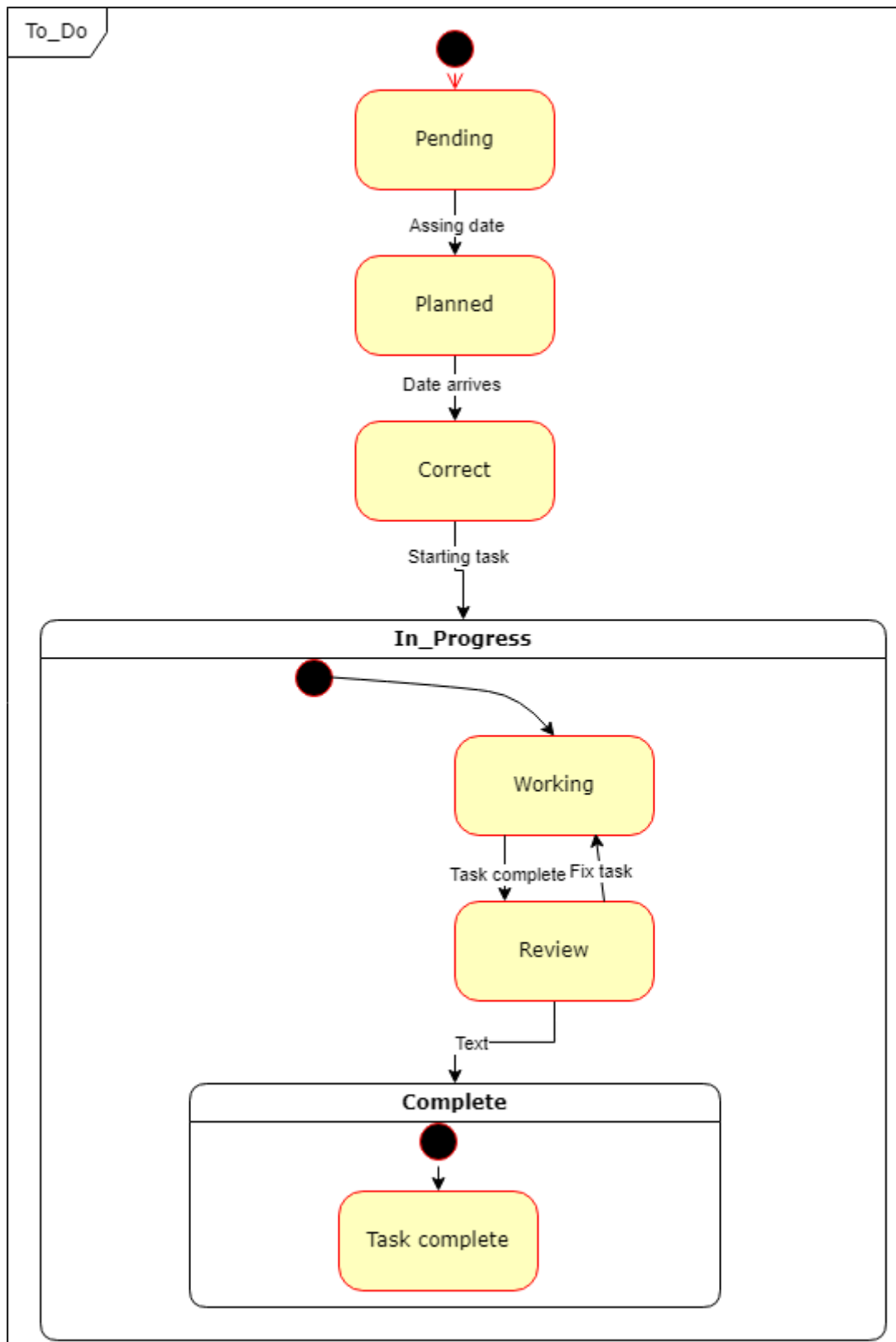
- New user registration



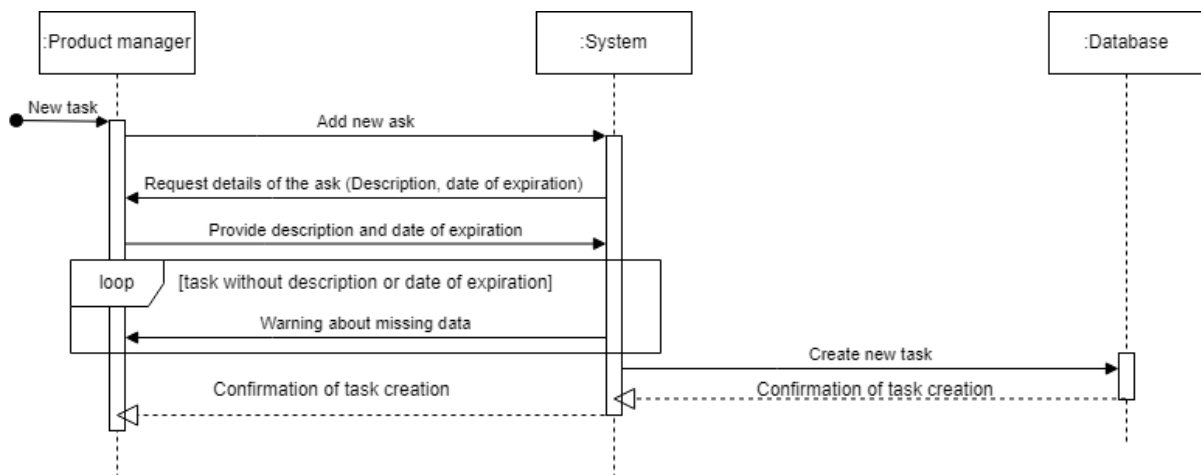
- User login



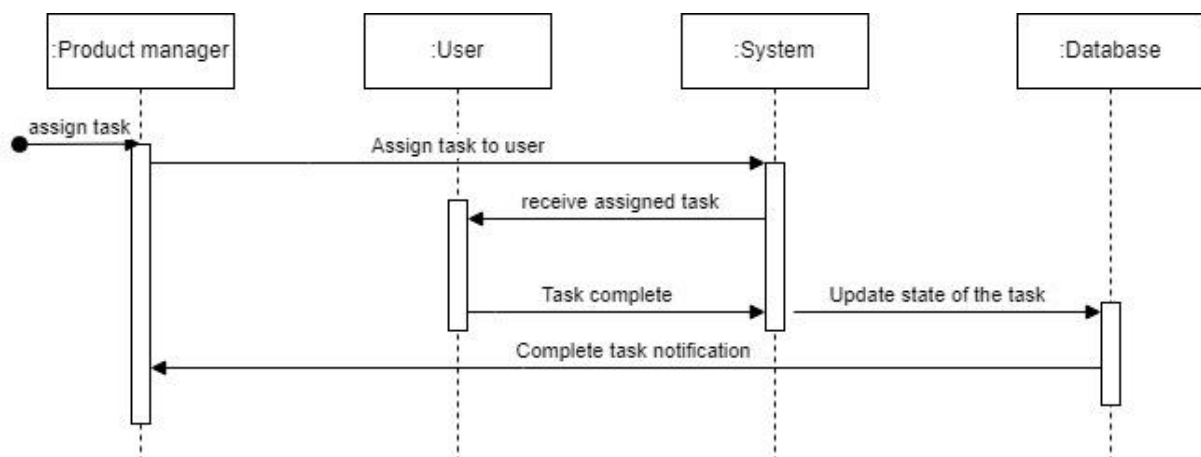
- Tasks between different columns on my dashboard



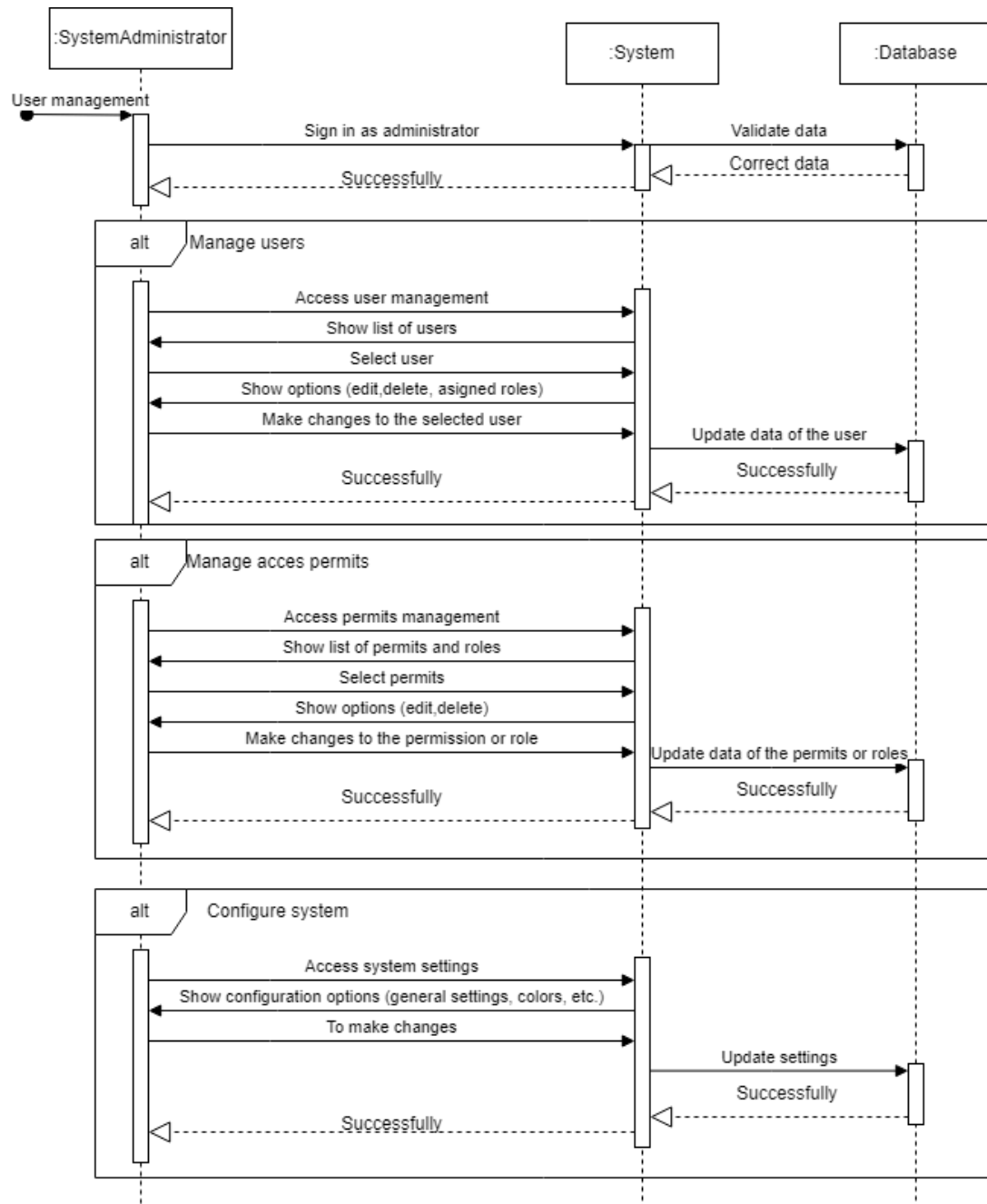
- Add new tasks to the board



- Assign tasks to other users



- Administrator management



- New board

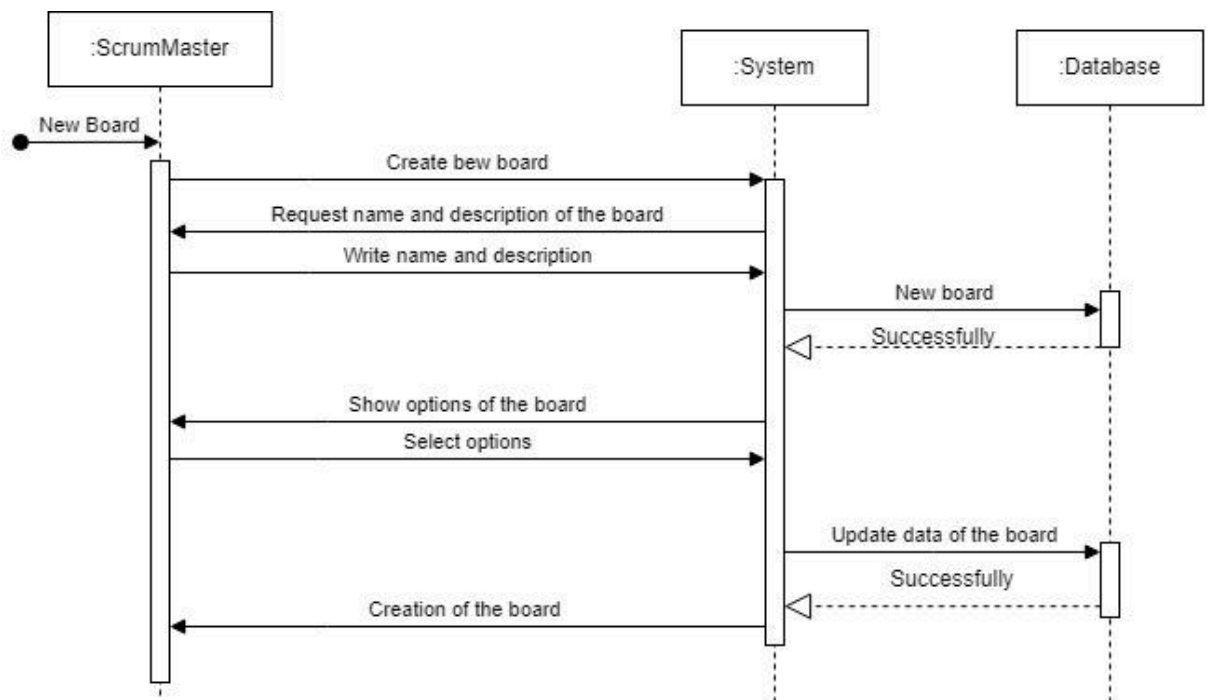
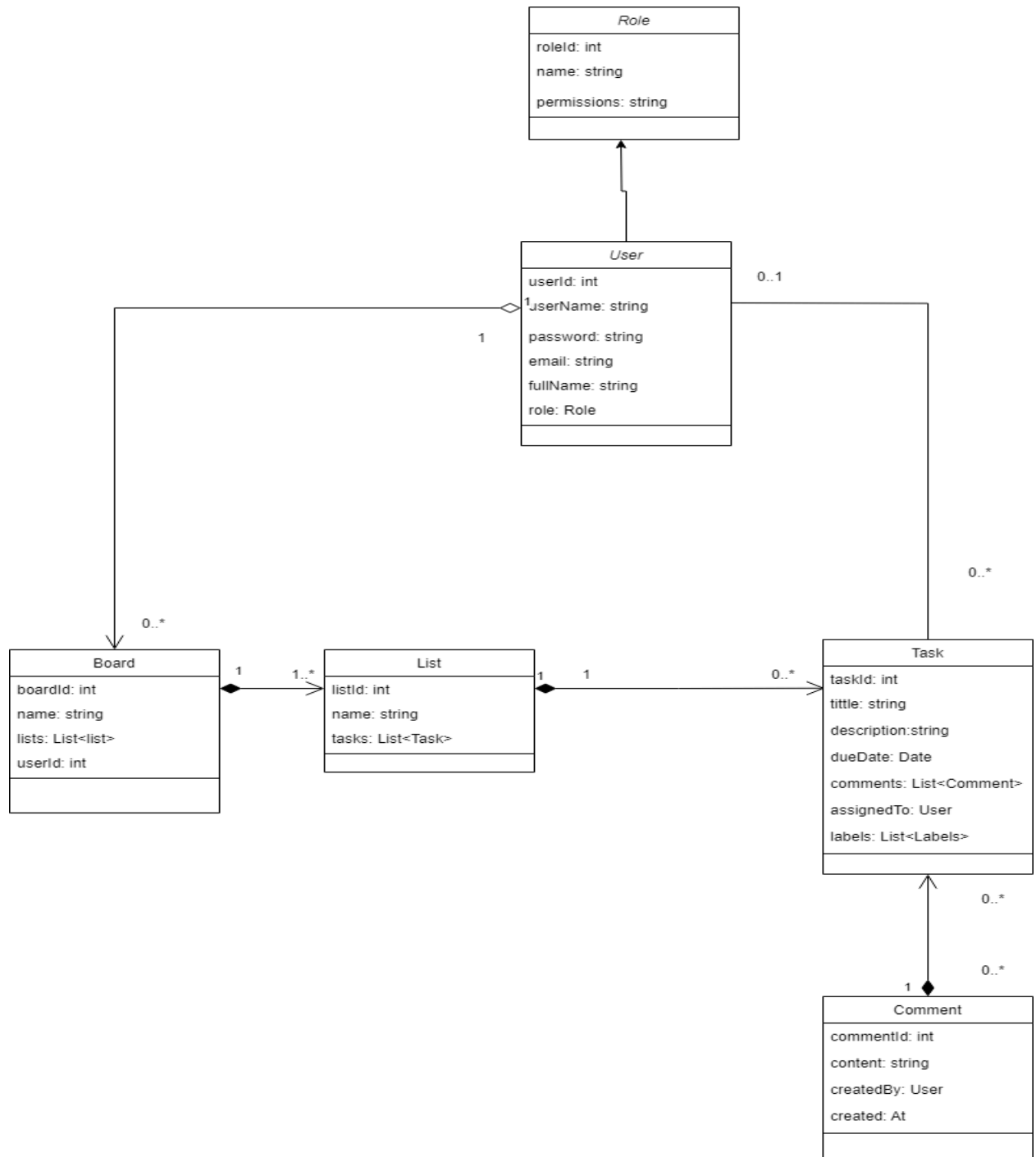


Diagrama de clases



By default, the application will retain certain information in its database to facilitate testing whether it processes all CRUDs in the tables.

User Information:

- Usernames

- Email addresses
- Encrypted passwords
- User roles or permissions

Task Information:

- Task titles
- Descriptions
- Due dates
- Labels or categories
- Task statuses (e.g., to-do, in progress, done)
- Assigned users
- Attachments (if applicable)
- Comments or activity logs

Board Information:

- Board titles
- Descriptions
- Lists of tasks (e.g., to-do, in progress, done)
- Board members (users assigned to the board)
- Board settings (privacy settings, permissions, etc.)

Activity Logs:

- Timestamps for when tasks are created, updated, or completed
- User IDs associated with each activity
- Details of the activity (e.g., "Task X was moved to the 'Done' list by User Y")

Testing Data:

- Sample data generated using Faker library or manually created for various scenarios
- Data specifically designed to test edge cases, error conditions, and system boundaries
- Data to simulate real-world usage scenarios to validate system behavior