The Team:

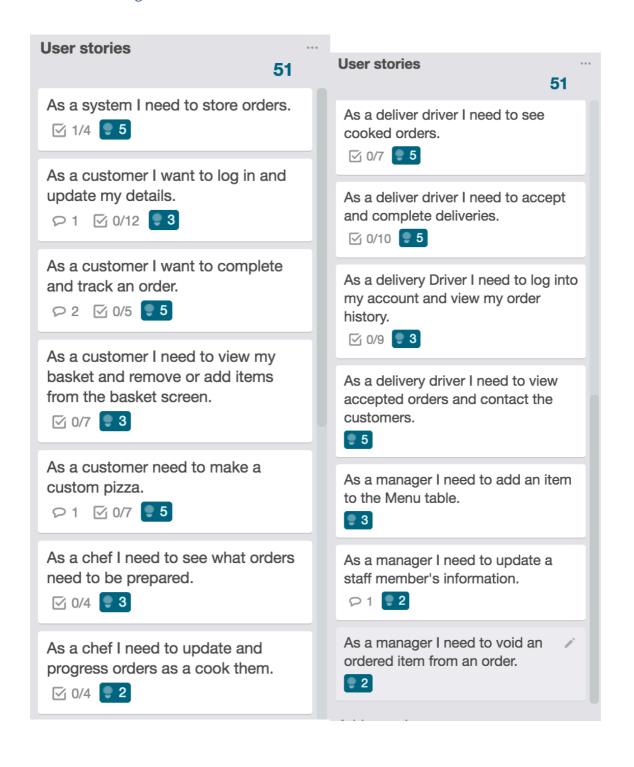
Name	Roles	Contact	
Mujaheed Abubakar	Desktop developer	07440258680	
	Mobile developer	mujaheed.abubakar@students.plymouth.ac.uk	
		(preferred)	
		skype: mujaheed.abubakar	
Craig Banyard	Lead database	07584575250	
	developer	craig.banyard@students.plymouth.ac.uk	
	Web developer	skype: craig_b03 (preferred)	
	Mobile developer		
Joseph Kellaway	Lead web developer	07472691769	
	Mobile developer	joseph.kellaway@students.plymouth.ac.uk	
	Database developer	(preferred)	
		skype: j.kellaway88	
Zakaria Robinson	Project manager	077414459903	
	HCI lead	zakaria.robinson@students.plymouth.ac.uk	
	Mobile developer	skype: Zaperon0 (preferred)	
Daniel Scott	Lead software	07594875693	
	developer	daniel.r.scott@students.plymouth.ac.uk	
	API developer	skype: danzo111994 (preferred)	

Tools:

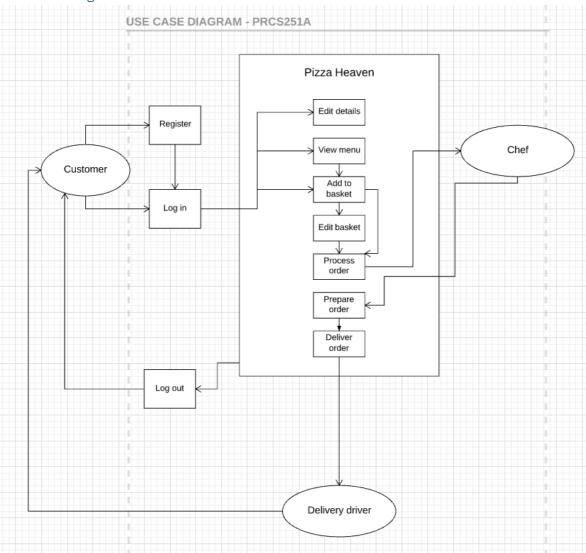
Tool	Use
Android Studio	Production of mobile applications for delivery
	staff.
Bitbucket	Online repository and source control.
Lucidchart	Production of ERDs and UML diagrams.
Microsoft Visual Studio	Production of API.
Notepad++ / Atom	Production of website for customers.
NetBeans IDE	Production of desktop application for chef and
	manager.
SQL Developer	Production of database.
Trello	Project/sprint management.
SQL Map	To test against SQL Injection and database
	attack

Initial Requirements Analysis & Design

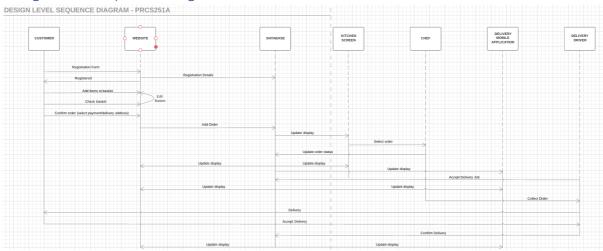
Product Backlog



Use Case Diagram

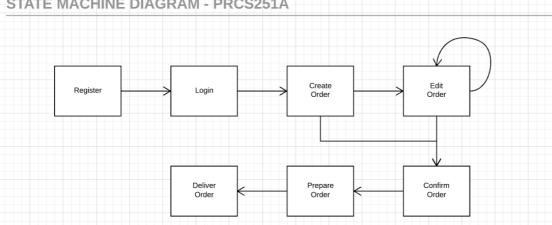


Design Level Sequence Diagram

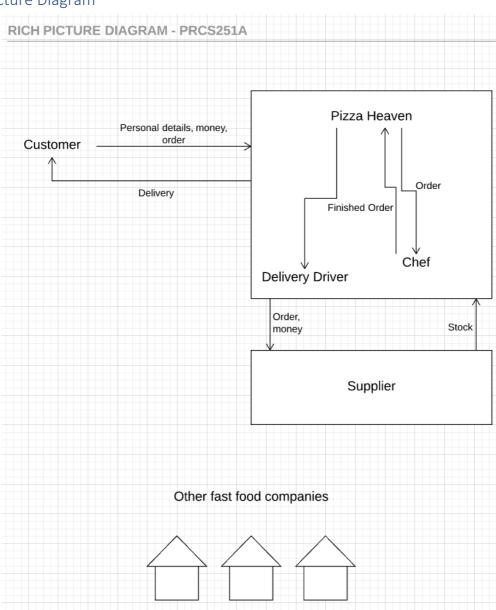


State Machines Diagram

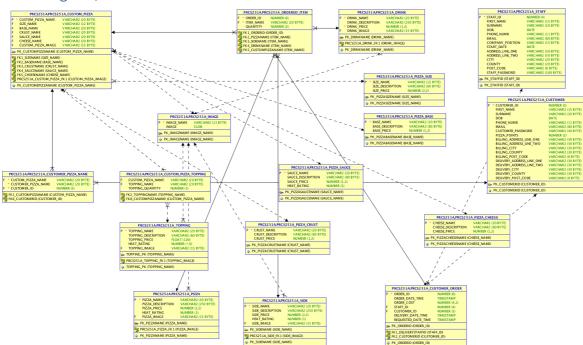
STATE MACHINE DIAGRAM - PRCS251A



Rich Picture Diagram



Class Diagram/ERD

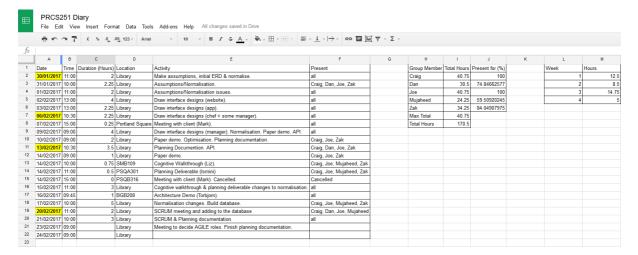


Sprint Plan



Communications Plan:

Our communications plan varies from week to week based around our constantly-changing timetable. We have so far averaged over 10 hours per person per week, but this value will fluctuate based on our goals for the week, and the number of sessions we can schedule.



Risk Analysis:

Risk	Probability	Impact	Course of Action
Loss of small portions of	High	Low	Use repository to ensure up to date
project.			version accessible.
Loss of entire project.	Low	High	Keep numerous backups.
Equipment loss/damage.	Medium	Low	Use open access equipment.
Fall behind sprints/work takes longer than anticipated.	High	Medium	Invest more time into working on the project, reduce workload in future sprints and plan to remove parts of the system design reaching beyond the scope.
Team member stops contributing for any reason.	Low	Low	Accept risk until risk occurs and redistribute work accordingly.
Team lacks specific knowledge and/or skills to complete segment of assignment.	High	High	Accept that the assignment is part of a learning process and that we must develop and improve upon our current skill sets within the team.
User's requirements change after they are gathered.	High (medium)	High (Low)	Keep logs of feedback from user with dates feedback was given. If the user changes their mind, then ask them to explain why they have changed their mind and re-adjust accordingly. Should reduce probability because the user may remember why they wanted the original requirements, will remove undesirable features to reduce impact on final product.