# PROJECT#5 COMPLETED PROJECT DOCUMENT

80 points

Project #5 is the completed version of ALL your team's efforts this semester. For this project, all the content from the previous projects should be in ONE (1) complete MS Word document properly page numbered, FOLLOWING EXACTLY THE FLOW PROVIDED BELOW. IF YOU DEVIATE FROM THE FLOW, 20% FROM THE FULL GRADE WILL BE DEDUCTED. You may insert extra material, but the order should not be modified. You will also post the complete document on your Project Forum on Moodle, containing (1) the single Word document with the complete content for Project#5, (2) any prototypes that you've constructed and directions on how to work the prototype. If you are inviting your client to your presentation, be sure to bind the report for your client and deliver it before the final presentation. The table of contents for the client copy should be consistent with the tab numbers or labels. Your client should also receive a soft copy of the document and the prototype along with instructions on how to run the prototype. Make sure that the items delivered are of the highest quality. Except for the items that have specified grades below, up to 70 points could be taken off if any of them are poorly done.

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| Contents (Headings in your report) | Notes | Pts |
| Corrections from Project#4 | Include a page to explain where corrections are made and which pages they are on |  |
| 1. Cover sheet | Your cover sheet should list the following information: (1) Proposed Application/System Name -- (2) Team member names, (3) Date submitted | Up to 30 points may be deducted if the quality of work is not satisfactory |
| 1. Executive summary | Integrated Table of Contents and Executive Summary. The executive summary should communicate to a busy reader a summary of the salient information about your project, including its goal, a summary of the feasibility report and elements of the application that will encourage the client to continue sponsoring the project. This section is front material and should have Romanized page numbering (except for the cover page). |
| 1. Table of Contents | The table of contents should contain the complete list of items in the project |
| 1. Project Description | A brief description of the project and its goals including the key stakeholders and which organizations or companies are involved. The description should contain an organization chart showing all the key stakeholders. |
| 1. Project Vision | Following the format for the Project Vision in the textbook, describe the vision of this project. This is a major section that explains  (1) Problem statement  (2) Project assumptions  (3) System capabilities (specific functions in the new system that will realize the business benefits)  (4) Anticipated business benefits (including performance measures such as cost savings, incremental sales, etc.) |
| 1. Project Scope | The scope contains   1. a context diagram 2. functional decomposition diagram |
| 1. Project Management Feasibility Report | Feasibility report contains:   1. Technological feasibility 2. Operational/Cultural feasibility |
| 1. Economic Feasibility | Two choices for the client and roughly how much they cost, and how you arrived at EACH of the figures for the NPV table MUST be explained in detail. BE SURE to list the sources of the benefits and costs for RMO in tables before the NPV table. Your feasibility report must include TABLES describing the sources of benefits and sources of costs (see textbook and textbook appendix for examples).  You should have a table of figures (with Net Present Values, ROI and Payback details) that summarizes the results (Refer to Text for an example). |
| 1. Project Schedule | MS Project Gantt Chart showing tasks, duration and connected task bars that are annotated with resources and milestones for all the necessary iterations |
| 1. Schedule Cost | A complete table of costs showing costs for each task and totals for each phase, as well as the grand total cost for the project that is applied in the economic feasibility report |
| 1. Activity Diagrams (As-Is and To-Be) | Two business level activity diagrams   1. As-Is activity diagram that shows how the system works before it is improved 2. To-Be activity diagram that shows how the system works after it is improved as a result of the new system. The "TO-BE" process should explain the "WOW!" effect for your project. |
| 1. Activity Diagram narrative | A brief description of the two activity diagrams in step-by-step narrative format to explain how the business process is improved |
| 1. Use case diagram | Complete use case diagrams for the whole system. The use cases may be distributed among different sub-systems but must cover all the functions specified in the Project Scope section |
| 1. Use case description | Complete Use Case Description using the template provided. |
| 1. Full use case description for key use case | Provide a full use case description following the format in the textbook for at least one key use case |
| 1. Database ERD Diagram | Complete ERD diagram for the new system-This diagram shows data entities that are stored in the system. |
| 1. Final (Design) Class Diagram | The design class diagram contains ALL classes and relationships including view layer (graphical user interfaces), data layer (including database tables) and stereotypes. This diagram MUST be consistent with the use case diagram (i.e. all use cases have classes responsible for them) |
| 1. Activity Diagram for key class operations | At least three (3) activity diagrams (maybe more if your project requires it) that will describe three (3) KEY class operations from the busiest and most interesting classes in your system so that the programmer is clear how these classes behave. |
| 1. Design Sequence Diagrams | Depending on the use cases you have, you might end up with 5-10 sequence diagrams. Sometimes you can combine several use cases into one sequence diagram. This time the diagrams should contain ALL objects and detailed messages including view layer (graphical user interfaces), data layer (including database objects) and other required objects for the project. Pay special attention to the messages and the arguments you are using in this deliverable. For the project, you are required to produce at least 5 detailed design-level sequence diagrams. |
| 1. Graphical User Interfaces | This section will contain the final graphical user interface (GUI) designs for your proposed system using either screenshots of your prototype or Visio's Window User Interface stencil (or wireframe diagram). (20 pts) The first page of this section should contain a hierarchy (tree diagram) chart of the proposed navigation model for your GUIs. (10 pts) | 30 |
| 1. Risk Management Plan | This section contains a risk management table that addresses all relevant risk related to the project, and proposes plans for mitigating those risks | 10 |
| 1. Testing Plan | This section contains the complete testing strategy and plan for your proposed system. It should include module testing plans, integration testing plans and sample test data that can be used for the test. | 10 |
| 1. Project Presentation | The client (or the instructor) will evaluate the overall quality of the work performed by the team, including the quality of the presentation on the day of the Presentation. | 30 |
|  | TOTAL | 80 |
| Page signed by client saying that you've delivered the complete bound print copy of Project 3 along with a soft copy of the report and prototype | A page with the statement "I have received a bound copy of the report, a soft copy of the same and its prototype" | 20 (extra credit if the client attends your presentation and receives hard copy of the proposal) |
| Prototype Extra Credit | The prototype is a mock-up that shows how the new system will perform and accomplish the goals your team promised your clients. It doesn't have to be a working prototype, but it should show how a user would interact with the system. Prototypes can be built using Java or other languages, Visio's wireframe diagram, a prototype builder, or even MS Powerpoint. | Up to 30 extra credit points |

**Work Distribution**

No work distribution is required for this project

**Peer Review**

Each team member will evaluate his or her peers and the percentage of work performed by every team member.  This form must be submitted *individually by each team*.  Any team member missing his evaluation or sends in a late evaluation, his portion of the Peer Review grade (20%) will be taken off his project grade.  All evaluations are strictly confidential and will not be disclosed by the instructor to any other person. The way the peer evaluation works is that ***each member will write up*** a contribution table in an Excel spreadsheet (see Table 3 below) showing how much they and their teammates contributed to the project.  If there are four members in the team and each member contributed equally to the project, each member should be rated 25% (sharing the work equally), if there are five, the equally shared portion is 20%.  If any member is not contributing as much as the rest, the slack will need to be taken up by the other members, which means that other members may be rated over 25% (if there are four members).  An example is shown in Table 3. Mike feels that Joe is contributing less than half of what other team members have contributed (10% out of 25%), whereas Mike feels that Jerry worked more than the rest and contributed 40%.  As a result of averaging among all four team members (the calculations shown to the right of the table), Joe will have 13.8 points subtracted from his project grade and Jerry will get 18 points added to his project grade.

Member Name: Mike

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| Team Member (incl. yourself) | Member's contribution to team effort |  | Average contribution | Points lost |
| Joe | 10% |  | 54% | -13.8 |
| Mike | 25% |  | 100% | 0 |
| Don | 25% |  | 100% | 0 |
| Jerry | 40% |  | 160% | 18 |
| Total (must be 100%) | 100% |  |  |  |

Table 3: Contribution Table

Team members should be rated according to the following criteria

Preparation – Was the team member prepared for meetings and completed his tasks to the satisfaction of the team?

Reliability – Did the team member consistently attend meetings and met commitments on time?

Creativity – Did the team member contribute to the team’s creativity?