

CSCE 606 Final Progress Report

Fall 2023

Team Members and Roles

• Huy Lai: Product Owner

• Shreya Gubbi Prakash : Scrum Master Iteration 0 - 3

• Neha Manghnani : Scrum Master Iteration 4 - 5

• Thomas Manzini : Developer

Links

Heroku Deployment Slack Pivotal Tracker GitHub

Presentation and Demonstration Video

Project Summary

The Contract Management System (CMS) developed for the Brazos Valley Council of Governments (BVCOG) during the Spring 2023 semester by the CSCE 606 class has undergone significant enhancements and adaptations in the Fall 2023 iteration. These updates vary in type and technical requirements and largely fall into two categories. The first category of changes are simple updates to the user interface. The second category of changes requested by the customer is to change the functionality of existing contract entry forms. This iteration emphasized a refined user access hierarchy, granting distinct privileges to Admins, Gatekeepers, and Users, with the latter now empowered to initiate contract creation. User interface enhancements, including restructured contract entry fields and streamlined data inputs, aimed to augment user experience and ensure precise data capture. Stakeholders, including BVCOG administrators, Gatekeepers, and Users, collectively engaged in ensuring the system's alignment with organizational needs, reinforcing administrative oversight, and bolstering data accuracy. Their goal was to grant more control to leaders, improve user-friendliness, and guarantee accurate information. This updated system aimed to simplify contract management for BVCOG, prioritizing ease of use, empowering leaders, and ensuring precise details, addressing the initial project challenges.

The current implementation of the project supports all of the requirements. One huge factor of the completion of the project was that their top three stakeholders provided us with a requirements document at the beginning and we had in-person meetings in which we showcased new features with immediate feedback. We also had weekly updates via mail. The platform is deployed to Heroku and the client has already started testing it.

User Stories

Structure: User Story # | Implementation Status | Points

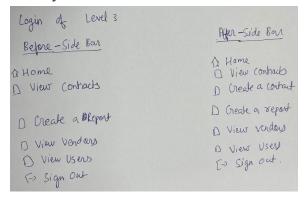
#1 | Implemented | 2

Feature: Users Can Create Contracts

As a platform user with "Level 1" access

So that I can create a new contract for approval

I want to add a new contract entry to the database.



#2 | Implemented | 2

Feature: Revoke Contract Creation Privilege from User Level 2

As a platform Gatekeeper user

So that I cannot create contracts that I then can approve without review I want to remove the ability to create contracts.

#3 | Implemented | 1

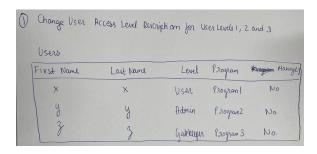
Feature: Change User Access Level Description

As a platform user (of any level)

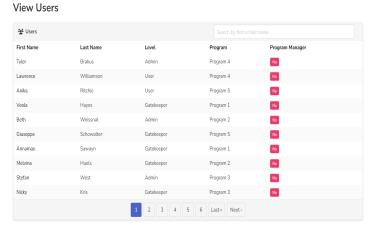
So that I can understand user access levels easier

I want to rename User Access Levels to more human-friendly descriptions

LoFi Mockup



Actual User Interface



#4 | Implemented | 2

Feature: Change the title displayed from "Key words" to "Search key words"

As a platform user (of any level)

So that I can understand how to search for a contract by keywords I want to alter the search box text to make this more clear

#5 | Implemented | 2

Feature: Change Vendor dropdown menu to a text entry

As a platform user (of any level)

So I can search through Vendors more efficiently

I want to be able to search Vendors by name.

#6 | Implemented | 4

Feature: Vendor Text Entry Should Display Applicable Vendors

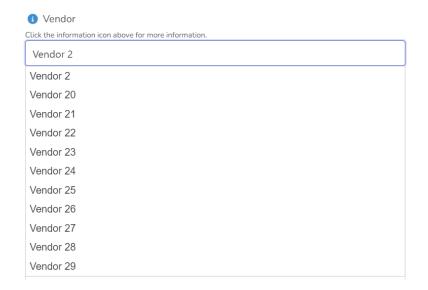
As a platform user (of any level),

So I can search through Vendors more efficiently,

I want the Vender Text Entry to predict the Vendors' name

And give all the Vendors who fit what I put in the text.

For this user story, we have used the JQuery autocomplete feature, which filters the list of vendors based upon the text entry on the text field.



#7 | Implemented | 2

Feature: Move Fields for the Create Contract Screen around

As a platform user (of any level)

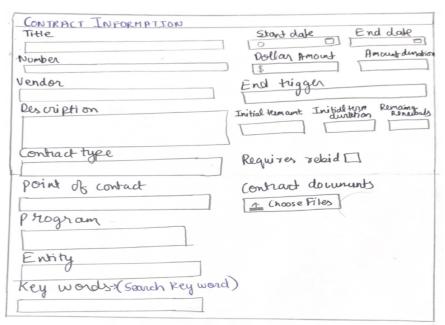
So that I can create a contract more efficiently,

I want the field entry to be in an order which is logically placed, starting with basic information.

New Order Requested by Client

Title	Contract Duration Fields
Number	Contract Value Fields
Vendor	Contract Documents
Description	
Contract Type	
Point of Contract	
Program	
Entity	
Key Words	

LoFi Mockup



#8 | Implemented | 1

Feature: Expiry Reminder

As a Gatekeeper User who is reviewing a Contract I want to remove the ability to send a expiry reminder So that this ability no longer exists.

#9 | Implemented | 1

Feature: Invitation Email

As an Administrator

I want to change the second paragraph of the invitational email So that invited people better understand how to accept this invitation.

#10 | Implemented | 2

Feature: Change "View Vendors" to "Vendor Rating"

As a platform user (of any level)

I want to change "View Vendors" menu to "Vendor Rating"

So that I can understand the vendors better.

#11 | Implemented | 3

Feature: Field Hints

As a platform user who can create contracts,

So that I can understand what information to enter in the fields while filling the contract information.

I want hints to be displayed when I hover my mouse over each field.

#12 | Implemented | 2

Feature: End Trigger

As a user who can create contracts

I want to specify that certain contracts have no end date

So that I can allow the length of the contract to go unspecified.

#13 | Implemented | 2

Feature: Final End Date

As a platform user who has created a Limited Term Contract with a specified number of renewals

I want to specify the final end date

So that other users know when a renewed contract will finally expire.

#14 | Implemented | 6

Feature: Renewal Options

As a platform user who has created a Limited Term Contract I want to specify the number of renews that a contract can have So that contracts with optional renewals are included in the system.

#15 | Implemented | 2

Feature: Current End Date

As a platform user who can create contracts

I want to be able to specify that certain contracts have a determined end date

So that the length of contracts can be determined.

#16 | Implemented | 1

Feature: View Only Applicable Contracts

As a Gatekeeper User,

I want to view contracts that are a part of the same entity as I am, So that I do not see every contract within the system.

#17 | Implemented | 6

Feature: Reject a Contract

As a Gatekeeper user,

I want to be able to reject contracts

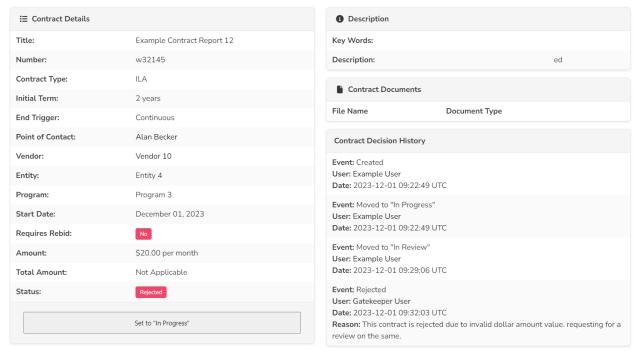
So that contracts with inaccurate information do not populate the database.

As an addition to this feature, the contract decision history was developed which logs the status of the contract on every update made and displays the list of contract statuses over a period of time along with the rejection reason (if the contract was rejected).

The gatekeeper rejects the contract with a rejection reason



The contract logs are maintained in 'Contract Decision History' where the rejected event and the reason for rejection are noted for the user to review and update the contract accordingly.



#18 | Implemented | 1

Feature: Add Items to "Contract Type"

As a platform user who can create a contract, So that I can specify more contract types I want more contract types.

19 | Implemented | 4

Feature: Contract Value Fields (Total Value)

As a platform use who can create contracts

I want to specify the total value of certain contracts

So that contracts with monetary value are included within the database.

#20 | Implemented | 1

Feature: Contract Value Fields (Not Applicable)

As a platform use who can create contracts

I want to specify value type as "Not Applicable"

So that contracts with no monetary value are included within the database with total amount equal to \$0

#21 | Implemented | 4

Feature: Contract Value Fields (Calculated Value)

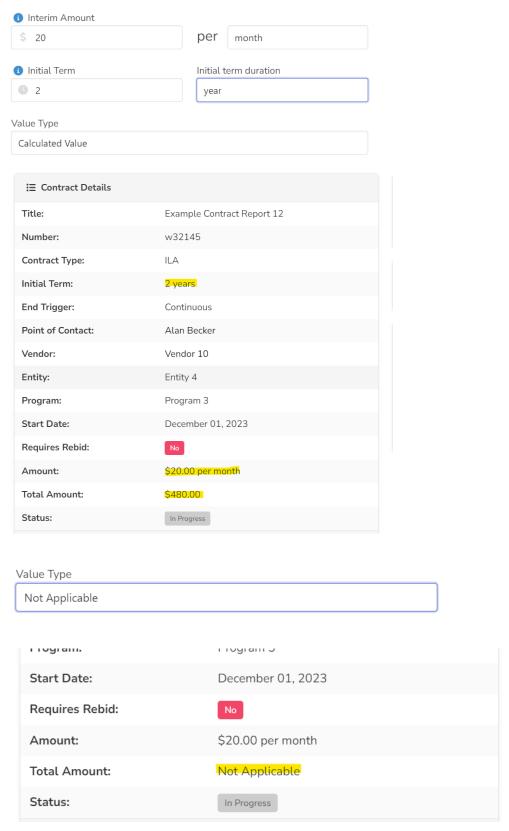
As a platform user who can create Contracts,

I want to be able to specify that certain contracts have no monetary value So that contracts that have no monetary value can be accounted for within the database.

The Contract Value field is the total value in dollars of the contract. A contract can have the value field as Not Applicable (a contract which does not have a monetary value associated with it), Total value (the overall contract value regardless of the value mentioned interim amount) and Calculated value (value of the contract based calculated by the value of the contract for a duration times the time period for which the contract is valid).

We have a select field to select the 'Value Type' required to calculate the Total amount value of the contract. It is a dynamic view which shows an additional field to enter the total amount if the value type 'Total Value' is selected (to get the user to input the total amount of the contract). If the selected value type is 'Calculated Value', we have a logic implemented to get the total value based upon the contract value for a duration times the duration of the contract. If the selected value type is 'Not Applicable', the total contract value = \$0. For 'Calculated Value' and 'Not Applicable' value type the user input for total amount is hidden to avoid user input error in the contract.

Value Type		
Total Value		
Total Value		
80000		



Shows 'Not Applicable' if the Total amount is \$0 (User story #27 mentioned below).

#22 | Implemented | 1

Feature: Sorting Contracts by Type

As a platform user (of any level),

I want to be able to sort the contracts by type,

So that I can parse this information more easily.

#23 | Implemented | 1

Feature: Generate Contract Reports by Contract Type

As a platform user,

I want to be able to create a report that contains contract of a specified type,

So that I can parse this type of information more easily.

#24 | Implemented | 1

Feature: Remove Upon Completion

As a platform user who can create contracts I want to remove the "Upon Completion" end trigger So that these types of contracts do not exist.

#25 | Implemented | 3

Feature: Remove Renewal Fields

As a platform user who can create contracts

I want to remove the renewal fields

So that contracts have consistent and accurate wording

#26 | Implemented | 1

Feature: Remove Required Renewal Button

As a platform user who can create contracts

I want the "Requires Renewal" button

So that contract renewals can be handled in a different method

#27 | Implemented | 1

Feature: Show "Not Applicable" when viewing Contracts with \$0 value

As a platform user for any level,

When the contract total amount is \$0 I want to show it as "Not Applicable" So that I can understand that this contract does not have a value.

#28 | Implemented | 1

Feature: Remove Maximum Extensions

As a platform user who can create contracts

I want to remove the maximum number of extensions

So that contracts with these extensions can be handled differently

#29 | Implemented | 1

Feature: Change "Remaining Extensions" to "Number of Extensions"

As a platform user who can create contracts

I want to change "Remaining Extensions" to "Number of "Extensions"

So that Extension behavior is more consistent.

Scrum Iteration Summaries

Iteration 0

Build LoFi mockups for the user interface changes. Set up meetings with the clients. Decided on team roles. Gain access to Pivotal Tracker and GitHub

Points: 0

Iteration 1

Worked on modifying contract creation privileges. Start modifying the User Interface per client requirements. Deploy the project to Heroku.

Points: 6

Name	Points
Huy Lai	2
Shreya Gubbi Prakash	2
Thomas Manzini	1
Neha Manghnani	1

Iteration 2

Change Vendor Dropdown More user interface changes Trivial email sending changes

Points: 12

Name	Points
Huy Lai	2
Shreya Gubbi Prakash	4
Thomas Manzini	0
Neha Manghnani	6

Iteration 3

Debugging the vendor text entry.

Points: 2

Name	Points
Huy Lai	0
Shreya Gubbi Prakash	2
Thomas Manzini	0
Neha Manghnani	0

Iteration 4

Change contract duration fields per client request.

Add field hints

Points: 15

Huy Lai	6
Shreya Gubbi Prakash	0
Thomas Manzini	8
Neha Manghnani	0

Iteration 5

Add ability to reject contracts Polishing the user interface Add Quality of Life features

Points: 18

Huy Lai	5
Shreya Gubbi Prakash	4
Thomas Manzini	3
Neha Manghnani	5

Iteration 6¹

Polish the user interface Ensure testing is sufficient

Documentation

Points: 8

Huy Lai	0
Shreya Gubbi Prakash	3
Thomas Manzini	2
Neha Manghnani	3

¹ Not a real "iteration" in terms of implementing new features.

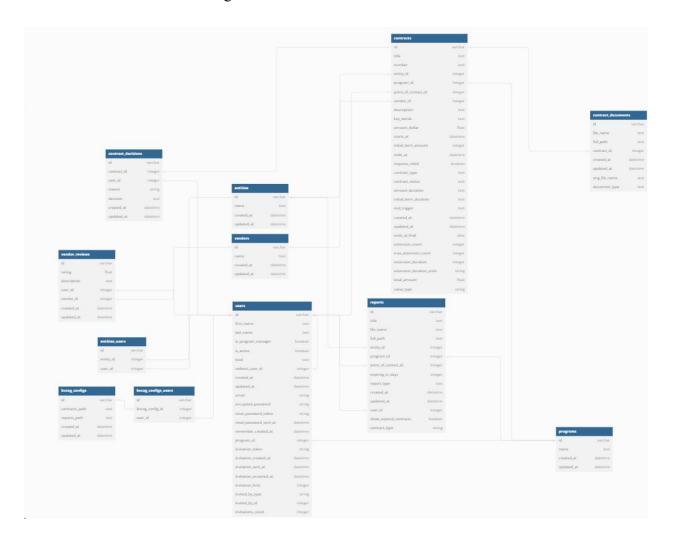
Database Design

The database was the same as developed by the previous team with additions in the Contract table with the parameters: Total Amount, Value Type, Renewal Fields, Final End Date.

One additional field 'contract type' was added in the Reports table.

Also, a new table was added named 'contract_decisions' to retain all changes and decisions related with the contract before it was Approved.

Below is the final database design.



Client Meeting Dates

At the direction of the customer, we will be providing weekly update emails detailing the work that has been done since the last update. During our initial meeting, the customer indicated that meeting on a weekly basis would not be productive and that we should instead meet at 3 week intervals to answer questions and provide in person updates.

We received additional requirements from the client which were communicated by mail.

1. Customer Meeting #1 2023-09-12 11:00-14:30 CDT

The customers told us the exact requirements, we also got to clarify all our doubts and know the exact want of the customer.

2. Customer Meeting #2 2023-10-06 13:00-15:00 CDT

We gave a demo of all the UI changes needed for example -Changing the title displayed from "Key words" to "Search key words" and many such changes, we also gave a demo on the ability to create contracts to User Level 3, remove the ability to create contracts from User Level 2, change User Access Level Descriptions for User Levels 1, 2, & 3. We received the texts to be added for the field hints from the client.

3. Customer Meeting #3 2023-11-01 11:30-13:00 CDT

We gave a demo of the Vendor Dropdown changed to Text field and Menu Item Change, clarified requirements related to Contract Duration and Value fields to added and dynamic updates required for it. In this meeting, minor changes were requested by the client on the create contract and create report features.

4. <u>Customer Meeting #4 2023-11-20 15:00-17:00 CST</u>

We gave a demo for the completed user stories, some of the major ones including Rejecting Contract which included maintaining a decision history for the contract containing the rejection reason, explained how the Contract Value Fields are implemented and how it works. The client requested for UI updates and text changes. During this meeting we asked for feedback and review on the work performed by the team and received a positive feedback from the client

Repository Summary

We included a README.md into the repository that specifies the prerequisites and how to install and deploy the application.

BDD/TDD Process Summary

While we tried to follow a Test-Driven-Development process, we struggled early on due to a lack of experience with rails, and especially Rspec and cucumber. Testing early on revolved around fixing many of the cucumber tests, essentially rewriting many of the tests involving regular expressions. As the project progressed, this testing became more fully featured. We mainly focused on writing tests that matched the specifications originally set by our clients. Consequently, during our meetings with them, we improved on specific features. As the project progressed, more focus was put onto Rspec testing, which had been behind. Due to changed expectations, many of the previously written tests would fail and we would have to rewrite those tests to fit the new requirements from the client. For example, due to the changed behavior of the vendor dropdown, many of the contract creation tests would break. Additionally,

changing the contract duration and value fields would introduce failures not previously seen in prior tests.

Configuration Management

At the time of writing: 2 Branches, and 100 closed Pull Requests. No spikes were required. We had 2 main branches; test, where we tested new features, and main, which we deployed into production.

Production Challenges

Due to the documentation from the previous team, getting deployed was a relatively smooth experience. However, the rails master key required to deploy the application was not sufficiently explained well enough. We hope that the importance of this key is well evident within the documentation

Challenges With Tooling

The previous team decided to work with GitHub and set up their machines to have the same Ruby version from day 1. Most of the issues we faced were mostly merge conflicts, which is common when each member is working on a different branch. Thus, each pull request before merge needed approval and the most critical one was merged first to the test branch. Furthermore, we utilize GitHub Actions which were an extra evaluative step preventing us from merging a pull request if any test from cucumber was failing.

Other Tooling

The Spring 2023 team used the following tools

- <u>Devise</u>: For user authentication and password resetting
- Devise inviteable: For user invites
- Kaminari: Table pagination
- Bulma rails: Styling
- Polar OSO: Role-based Access Control
- Whenever: Automated cron jobs

The Fall 2023 team added the following tools

• <u>JOuery</u>: autocomplete the vendor text entry