EECS3311 Section M

Planning Document

Team 14

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IT2 STORIES

1- Big Stories
Account Registration
Expected: High: 12 Days
Actual: High: 9 Days
Notes: We gave this a longer expected time due to the expected complexity of the database. We ended up using a simplistic .json database for storing the created users. We worked with json-simple package to manipulate the json file where we wrote the info of the user in the class Constructor.

Inventory
Expected: High: 8 Days
Actual: High: 9 Days
Notes: The application currently uses the list of items stored in a json file. Accessing the inventory requires parsing the json object and displaying the items on the UI as they appear in the file.

Admin Access
Expected: High: 14 Days
Actual: High: > 20 Days
Notes: When creating a user, we needed to allow for a mechanism to create a regular user as well as an admin user. We decided to only allow admin users to be created directly into the json database to avoid security issues. However, this task still took longer than expected and was not finished on time due to the related work that arised in other areas too that we did not expect. To allow for admin privileges, we also needed to create a separate ui only available for admins and keep track of the logged in user at all times (through a locally stored token) and check the privileges of that token on every request (data manipulation requests). This was much more work that we anticipated and we plan to focus on it for the next iteration. For now we have a hardcoded admin access where you can login as username admin and password nimda to get a special view of the admin inventory.

2- User Stories

Clear All (Client Team) [Brian]

Medium, 0.5 Days

Expected: Low: 0.5 Days

Actual: Low: …1 Days

Notes: The client team requested we implement a button to clear all selected options in the UI.

Account Log In [Mustafa]

Expected: High: 2 Days

Actual: High: 1 Days

Notes:

Account Registration [Mustafa]

Expected: High: 2 Days

Actual: High: 3 Days

Notes: We knew we were going to use a json file as our database. This task however took longer than expected as we had to use a special package for parsing json objects/documents. We did not account for that and the login logic turned out fragile and the file writing a bit messy. For future the next iteration, the login method needs to properly read the json file and check for the existence of the account the client is trying to log into while having proper error handling for different sorts of unexpected behaviour.

Account Display [Brian]

Expected: High: 1.5 Days

Actual: High: 2 Days

Notes: The display was successfully implemented in the GUI. The extra time was needed to shift attention to other pressing matters (User issues)

Stock Count [Brian]

Expected: High: 1 Days

Actual: High: 2 Days

Notes: The display was successfully implemented in the GUI. The extra time was needed to shift attention to other pressing matters (User issues)

Admin Access [Alston]

Expected: High: 14 Days

Actual: High: > 20 Days

Notes: When creating a user, we needed to allow for a mechanism to create a regular user as well as an admin user. We decided to only allow admin users to be created directly into the json database to avoid security issues. However, this task still took longer than expected and was not finished on time due to the related work that arised in other areas too that we did not expect. To allow for admin privileges, we also needed to create a separate ui only available for admins and keep track of the logged in user at all times (through a locally stored token) and check the privileges of that token on every request (data manipulation requests). This was much more work that we anticipated and we plan to focus on it for the next iteration.

Account Database [Mustafa]

Expected: High: 0.5 Days

Actual: High: 1 Days

Notes: Currently the database for the users is a users.json file filled everytime a User constructor is called.

Inventory Manipulation []

High, 3 Days

Expected: High: 3 Days

Actual: High: > 7 Days

Notes: With the inventory we had the same issue as with the Users. Managing a large database with admin authentication took longer than expected and was not completed on time. We will construct a robust User system for next iteration and with that done we will be able to manipulate the inventory more easily. For now the inventory items are held in a data.json file.

Testing

High, 2 Days

Expected: High: 2 Days

Actual: High: 2 Days

Notes: Each class needed to have its own set of Junit tests to make sure it is behaving as expected. We had each member develop their own unit tests for the classes they worked on since each is familiar with the structure of their class(es).