Tool Warehouse Rentals

# Project Overview

This project aims to build a platform where the tool warehouse company and the customers can manage and check out tools.

People pay a monthly fee to have access to tools that they can check out and use. The platform we aim to create will be able to keep track of who is using the tools, how often the specific tool is used and whether or not the tool needs to be replaced. Customers other should have the ability to make a list of tools they need and the system should be able to tell if all the tools are available and if not be able to email the customer when the “missing” tool is available.

# Team Organization

*(The team description should be complete and accurate, yet concise. You may refer to the text book or other authors for standard team organizations. Be sure to describe any team philosophies that you intend to adapt (e.g. egoless programming). You may use a figure to describe your team organization. Also, you may anticipate shifts in responsibilities as the project progresses)*

# Software Development Process

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a “backlog”, and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

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| **Phase** | **Iteration** |
| 1. | Phase 1 - Requirements Capture |
| 2. | Phase 2 - Analysis, Architectural, UI, and DB Design |
| 3 | Phase 3 - Implementation, and Unit Testing |
| 4 | Phase 4 – Presenting the Project |

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

# Communication policies, procedures, and tools

We as a group will meet at least twice a week in people to discuss what is happening with the project. There is also a slack channel that is used to communicate and ask questions remotely. All files needed should be pushed to a GitHub repository. If unsure of what to work on next, a Trello account has been make with a list of “TODO’s”, things that are being worked on, and things that are done. Make sure the Github and Trello are being updated so everyone knows the progress being made.

# Configuration Management

See the README.md in the Git repository.