**Production Incident Management**

**Team #26**

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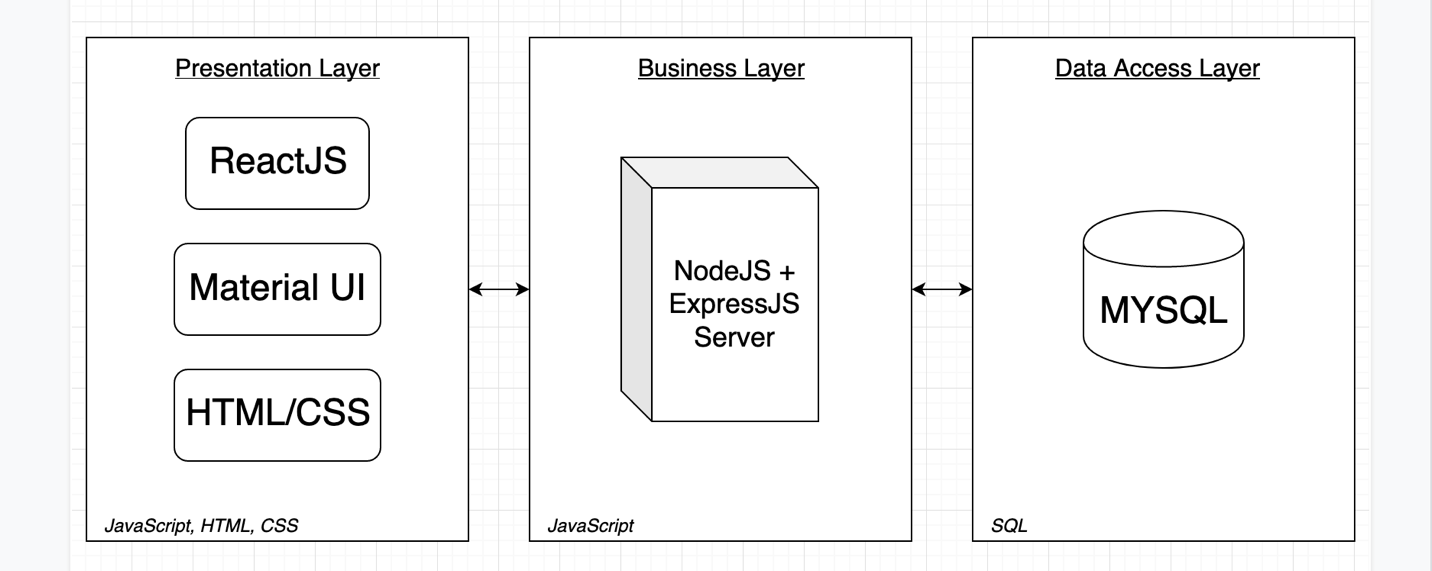
**Dale Christian Seen**

**Project Overview**

Any software company will need to manage production incidents. On top of management of these production incidents, the corporation will also need to gather analytics on any production incidents that have occurred (such as what systems are usually effected, and what possible sources of these production incidents are) so they can correctly direct developers to resolve the source of these issues.

Our database management service will streamline the process of collecting, monitoring, and analyzing production incidents.

**System Environment**



**Functional Requirements**

* Allow tech-support to file production incident tickets:
  + Production incidents should include the date they were opened, what software or product was affected, what client was affected by the production issue, a description of the production incident.
* Process production incident tickets and dispatch them to the appropriate team or teams.
* Allow members of development teams to view production incident tickets, and move them along a timeline of states (opened, in progress, in verification, closed) as they resolve the issue.
* Allow members of the development teams to file a production incident resolution report once the production incident ticket has reached the “closed” state.
* Prevent un-authorized users from accessing confidential information; users must have accounts, and accounts, and accounts with certain roles can access specific functionalities.
* Provide an analytics center, which would allow an administrator or site manager to view:
  + The number of production incidents assigned to a given team.
  + The number of production incidents open for a given piece of software.
  + Mean production incident resolution time (on average, how long it takes for production incidents to be resolved.

**Non-functional Issues:**

We will be using Facebook's React library to build the GUI of our application. React is a popular frontend framework among web developers because it makes the task of building an app's GUI much easier and simpler by breaking the various parts of a web page into encapsulated components. Knowing this, the team decided to use this technology so that the team can spend more time on the backend implementation and interactions with the database.

Along with React, the team will also use Google's Material UI framework to make our GUI more responsive to varying screen sizes and uniform in its overall styling. Using Material UI would also make our frontend much easier to implement and thus the team can spend more time on the backend and database.

For the security of our app and its users, we will be using various libraries for hashing and salting user credentials, Web tokens for keeping track of sessions and access control, and user authorization.