OneTeam Software Design Document µProject

A micro project management tool

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Section A. µProject Background

Project Overview

Purpose of Application:

To provide capabilities to support a software project using Agile methodology through a basic project management tool.

Major Functionalities:

- Management Component manages the project's requirements
- Communication Component allows project team to communicate via real time chat
- Issue Management Component manages the project's issues or defects

Target Users

The target demographic for this application will be small to medium sized (1 to 8 people) software teams using Agile methodology who need a basic tool to support the process.

Section B. Design Overview

B.1 Description of Problem

To provide project management web application with capabilities to support a software project using Agile methodology through a basic project management tool.

B.2 Technology Used

The application (µProject) is comprised of three relatively separate components wrapped in a single web application. The elements are described below as three separate projects. The descriptions outline the project team, goal of the project, and address the background, description of activities, and our proposed activities by iteration. We propose to build all three components using Node.js as the foundation for the backend, with MySQL as the database server, and Bootstrap as the front-end framework.

B.3 System Architecture

This project is implemented using Model View Controller architecture. The following describes technologies used for Model View Controller.

- Model View Controller
 - Model
 - MySql DB
 - View templates
 - HandlebarsJS
 - Bootstrap
 - jQuery, Various small libraries
 - Controller
 - NodeJS, ExpressJS, SocketIO

B.4 System Operation

The uProject application is deployed on Amazon Web Server on following URL:

http://uproject.thirdelement.com/

B.6 Software Application Source Code

The uProject application is an open project and all source code is stored on github. You can find source code on following link:

https://github.com/CS673Smr16Team1/project

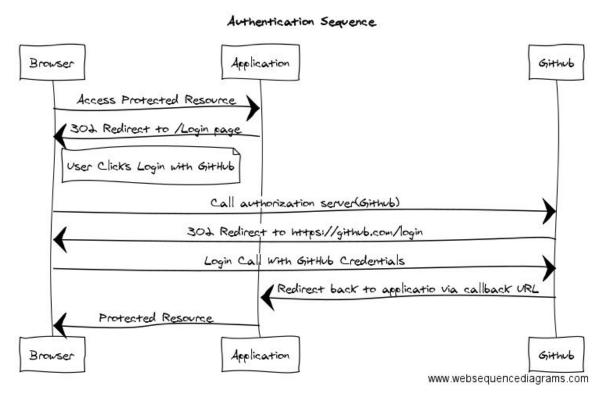
Section C. Functional Design

C.1. µProject Software Design

User Login & Authentication

The authentication is performed using github account. The following diagram illustrate sequence of timing diagram to authenticate users using github account. Since all users have access to github account and can easily obtain github account, this application can safely assume that user can successfully log-in using github account.

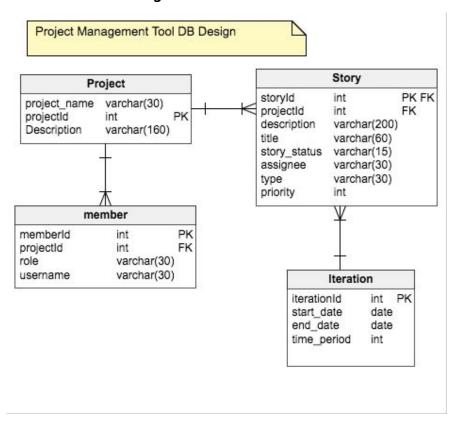
Sequence Diagram: Authentication



C.2. Queued: Project Management Tool Functional Design

Functional
Description
To create a project requirements management tool for Agile software development projects which allows user to create a project, stories and manage lifecycle of software development tasks.

C.2.1. Queued Database Design



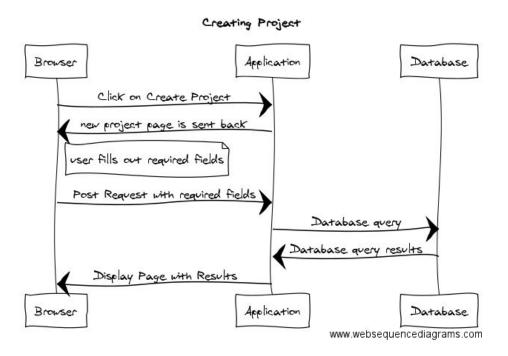
C.2.2. "Must-Haves" Functional Detail Design

Create a user

The authentication is performed using github account.

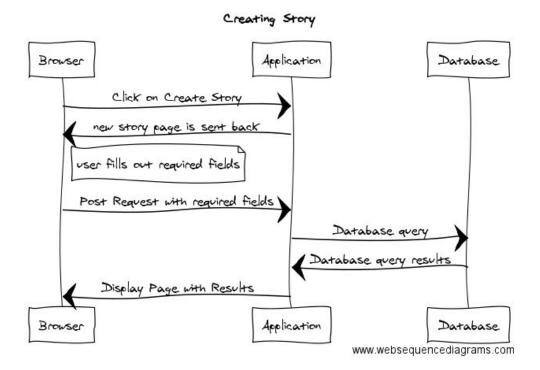
Create a Project: main project with multiple individuals/users

The following is sequence diagram that describe flow of creating a project.



Create, edit, delete Stories: small pieces of work or features

The following is sequence diagram that describe flow of creating a story.



Ability to assign a story to a user for development

Ability to assign and update status of a story throughout development cycle

Backlog of Stories: list of prioritized stories that can be worked on, ability to re-order stories

Current Stories: list of prioritized stories that are currently under development

Completed Stories: list of stories that are completed

C.2.3. "Wants" Functional Detail Design

Assign type of story (feature, bug or release)

C.2.4. "Nice-to-Haves" Functional Detail Design

Create and manage multiple projects: ability to create, edit and delete multiple projects

View of user owned stories

Email reminders for Story deadlines

Archive Projects and Stories

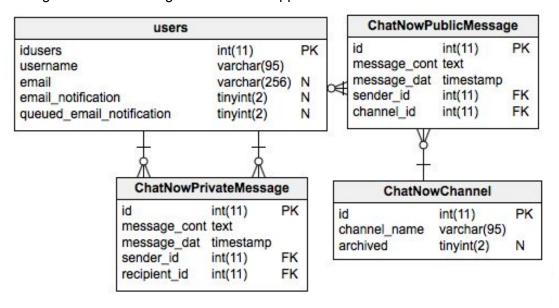
Scroll bar for lists

C.3. ChatNow: Chat System Functional Design

An easy-to-use communication environment that allows a team to share ideas in a virtual chat room setting as an alternative to emails.
share reces in a virtual charroom setting as an alternative to emails.

C.3.1. ChatNow Database Design

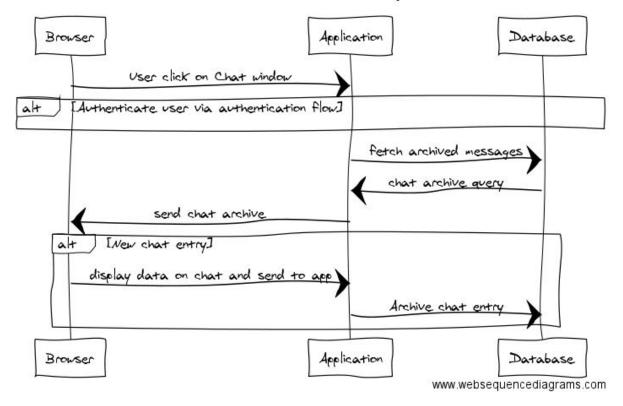
The following is Database Design for ChatNow application.



C.3.2. "Must-Haves" Functional Detail Design

Create a channel - ability to create a public chat room

Communication Tool Flow Diagram



Archive chat history - make chat history persistent (not session based, but always visible)

C.3.3. "Wants" Functional Detail Design

Send private messages to other members

Search - ability to search through the chat history for keywords

C.3.4. "Nice-to-Haves" Functional Detail Design

Email Notifications

Archive/unarchive a channel

Online Status of other users

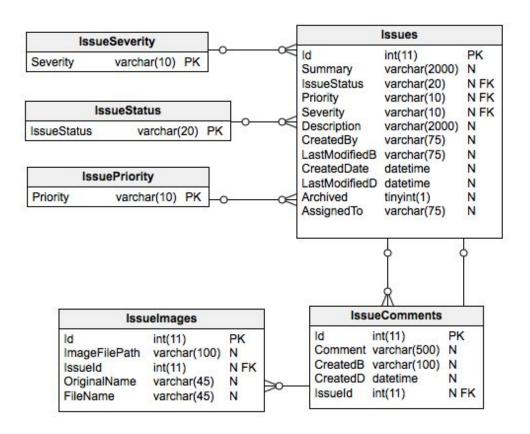
New Private Message Notification

C.4. Bugs: Issue Tracker Functional Design

Functional Description	A basic tracking system to create, assign, update and resolve issues.
Description	

C.4.1. Bugs Database Design

The following is database design for Bugs issue tracking application.



C.4.2. "Must-Haves" Functional Detail Design

Create, edit, update, and delete issues

Bug Reporting Flow Diagram Application Browser Database Click on Create issue new Issue page is sent back user fills out required fields Post Request with required fields Send open issues page [Issue Detail] Get Request for issue details query for issue details avery response displayissue details page Application Browser Database www.websequencediagrams.com

Set priority, severity and status of issue

Identify who reported issue

C.4.3. "Wants" Functional Detail Design

Comment on issue

Assign issue responsibility to user

Attach screenshots to issue

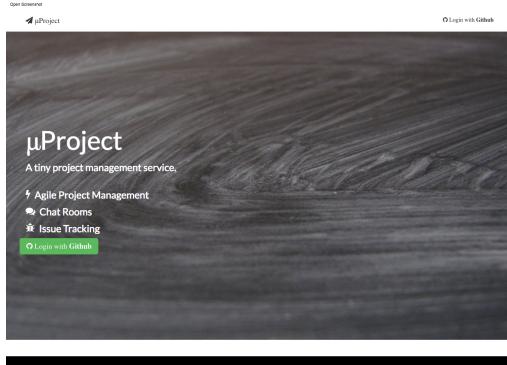
C.4.4. Nice-to-Haves Functional Detail Design

Filtering of Issue List

Section D. User Interface Design

D.1. uProject Home Page UI Design

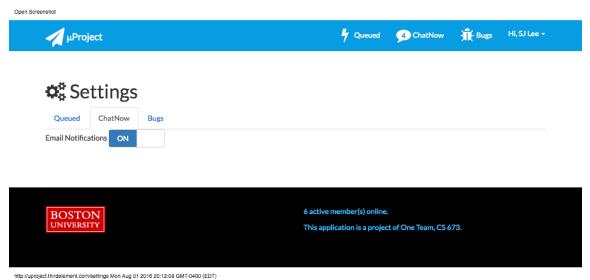
Project Home Page UI





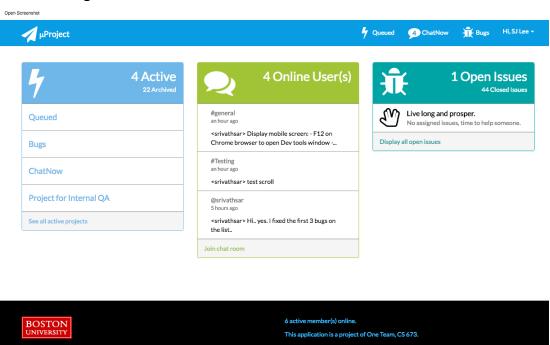
http://uproject.thirdelement.com/ Mon Aug 01 2016 19:53:21 GMT-0400 (EDT)

Project Settings UI



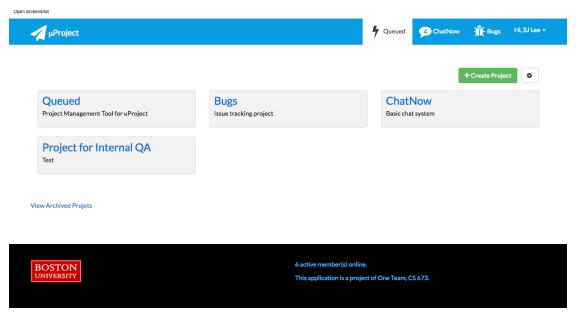
D.2. Queued UI Design

Queued Home Page UI



http://uproject.thirdelement.com/ Mon Aug 01 2016 19:55:49 GMT-0400 (EDT)

Queued Add Project UI Layout



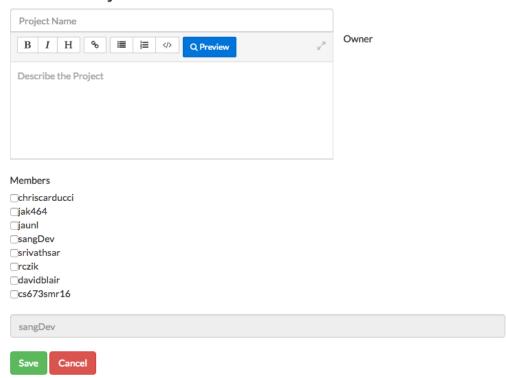
Queued Create Project UI Layout

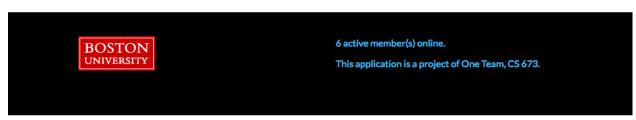






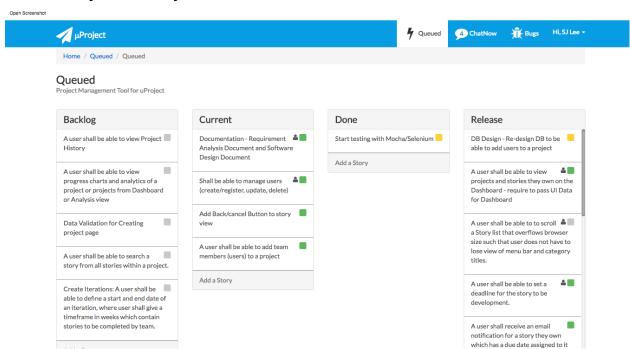
Create Project





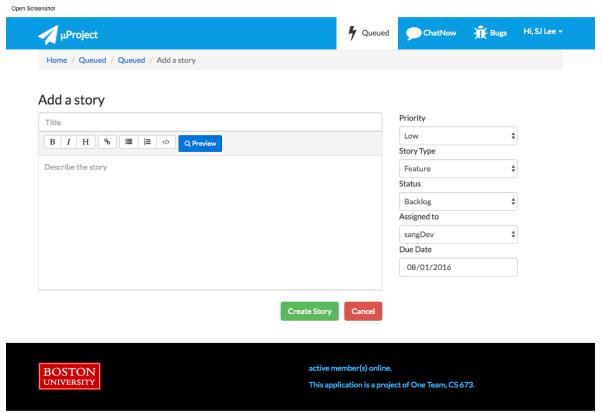
http://uproject.thirdelement.com/queued/add Mon Aug 01 2016 19:57:56 GMT-0400 (EDT)

Queued Story View UI Layout



http://uproject.thirdelement.com/queued/project/1 Mon Aug 01 2016 19:58:50 GMT-0400 (EDT)

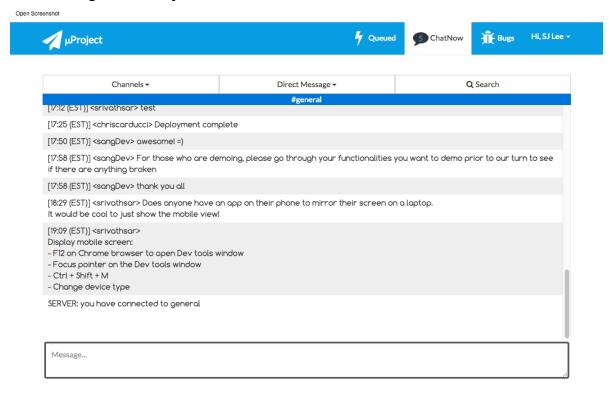
Queued Add Story UI Layout



http://uproject.thirdelement.com/queued/project/1/story-create/Backlog Mon Aug 01 2016 19:59:50 GMT-0400 (EDT)

D.3. ChatNow UI Design

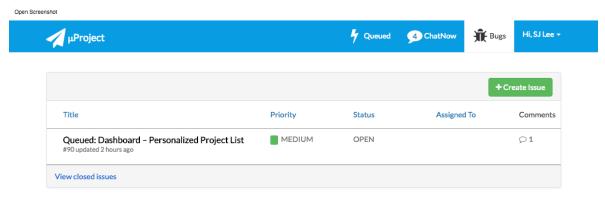
ChatNow Integrated UI Layout

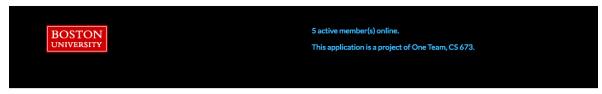


http://uproject.thirdelement.com/chat-room Mon Aug 01 2016 20:00:27 GMT-0400 (EDT)

D.4. Bugs UI Design

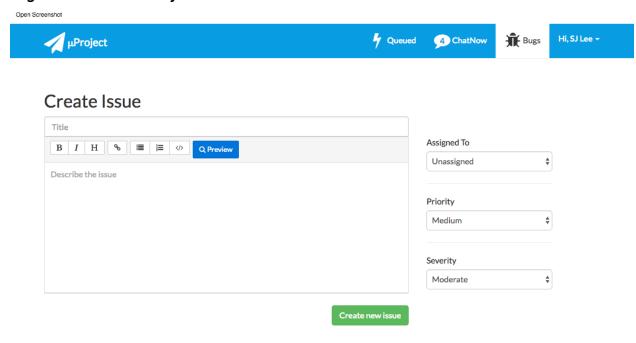
Bugs Home Page UI Layout





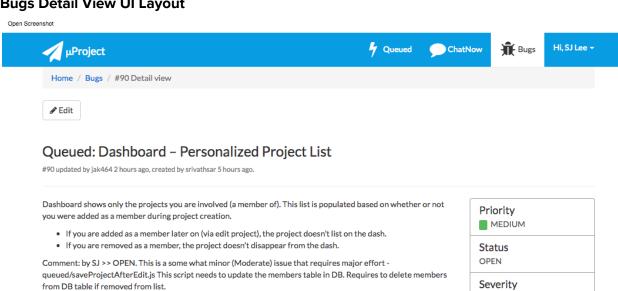
http://uproject.thirdelement.com/bugs Mon Aug 01 2016 20:14:09 GMT-0400 (EDT)

Bugs Create Issue UI Layout

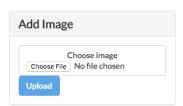


http://uproject.thirdelement.com/bugs/create Mon Aug 01 2016 20:02:53 GMT-0400 (EDT)

Bugs Detail View UI Layout



MODERATE Assigned To



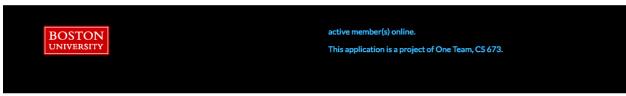
Comments

srivathsar updated 5 hours ago

SJ >> OPEN. This is a some what minor (Moderate) issue that requires major effort - queued/saveProjectAfterEdit.js This script needs to update the $members\ table\ in\ DB.\ Requires\ to\ delete\ members\ from\ DB\ table\ if\ removed\ from\ list.\ Requires\ to\ add\ members\ from\ DB\ table\ if\ added\ to\ list.\ Must$ have memory - be able to compare new and old list.



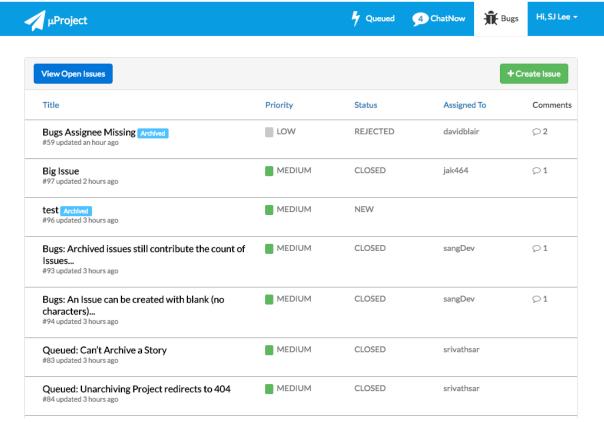
 $Requires \ to \ add\ members\ from\ DB\ table\ if\ added\ to\ list.\ Must\ have\ memory\ -\ be\ able\ to\ compare\ new\ and\ old\ list.$



http://uproject.thirdelement.com/bugs/issue/90 Mon Aug 01 2016 20:03:39 GMT-0400 (EDT)

Bugs Archive View UI Layout

Open Screenshot



http://uproject.thirdelement.com/bugs/closed Mon Aug 01 2016 20:16:35 GMT-0400 (EDT)

Section E. References

Node.js : https://nodejs.org/en/

• Express.js: https://expressjs.com/

Mocha: https://mochajs.org/

• Chai: http://chaijs.com/

• Selenium: http://www.seleniumhq.org/

• WebStrom: https://www.jetbrains.com/webstorm/