
SPRINT SIX

CS2450-002, Team 2

Cody Strange-*Scribe and Information Manager*

Ethan Taylor-*GUI Developer*

Jaden Albrecht-*Team Manager*

Tyler Deschamps-*Chart and Milestone document builder*

Jordan Van Patten-*V&V and Tester*

Kole Davis- *QA Manager*

Craig Sharp-*Stakeholder*

Table of contents

<i>Management.....</i>	<i>3</i>
<i>Procedures.....</i>	<i>3</i>
<i>Plans.....</i>	<i>16</i>
<i>Previous Sprint Items.....</i>	<i>17</i>
<i>Metrics.....</i>	<i>19</i>
<i>Defect Analysis.....</i>	<i>19</i>
<i>Ishikawa Diagram.....</i>	<i>22</i>
<i>Software Metrics.....</i>	<i>22</i>
<i>Function Point Analysis.....</i>	<i>35</i>
<i>Alpha / User Acceptance Test.....</i>	<i>36</i>
<i>Charts/Templates.....</i>	<i>38</i>
<i>Work breakdown structure.....</i>	<i>38</i>
<i>Pert Chart.....</i>	<i>39</i>
<i>Gantt Chart.....</i>	<i>40</i>
<i>Burndown Chart.....</i>	<i>40</i>
<i>Meeting Logs.....</i>	<i>41</i>
<i>Meeting Log#17.....</i>	<i>41</i>
<i>Meeting Log#18.....</i>	<i>42</i>
<i>Meeting Log#19.....</i>	<i>43</i>
<i>Meeting Log#20.....</i>	<i>44</i>
<i>Meeting Log#21.....</i>	<i>46</i>
<i>Meeting Log#22.....</i>	<i>47</i>
<i>Meeting Log#23.....</i>	<i>48</i>
<i>Meeting Log#24.....</i>	<i>50</i>
<i>Meeting Log#25.....</i>	<i>51</i>

Project Introduction

Project Overview

History of Project Approach

Summary:

Team Members

Summary:

Sprint 6 – Project Completion

Final Requirements Specifications

Requirement Specs

Summary: Requirements gathered from meeting with customer, creating MoSCoW charts, research. Requirements have been split between functional and non-functional. There are also the must-have requirements and the change orders that have been requested.

- **Requirement Specifications:**
 - **Database Merging:** recognize when there are incomplete fields and making a flag pop up that says “this is an incomplete employee”
 - **Add employee:** Page(B) of the GUI, Admin access, button on page(A), input all required fields and add employee to database
 - **Edit employee:** Page(C) of the GUI, General access, button on page(A), list of employee information to edit(First name, Last name, Address, Office phone, Personal phone, Bank info, Office email, Personal email)
 - **Edit employee:** Page(C) of the GUI, Admin access, button on page(A), list of employee information to edit(SS#, D.O.B, Pay type, Title Dept., Permission level)
 - **Search employee by last name or ID:** Page(A) of the GUI, General access, button on page(A), if user inputs numbers will search based on ID, if user inputs letters will search based off of last name, pulls up list of names and numbers of every that matches the information input
 - **View employee:** Page(A) of GUI, Admin access, list of employees names and IDs, when user clicks on name/ID pulls up all information related to that employee, option to view/hide deactivated employees

- **Deactivate employee:** Page(D) of GUI, Admin access, button on page(A), input ID of employee that the user wants to deactivate, confirmation message pops up along with employee information to make sure the user wants to deactivate this specific employee
- **Win 10:** The program will be able to run on Windows 10
- **Reports:** Page(E) of GUI, Admin access, button on page(A), options to produce various reports(pay, reimbursables, employees)
- **Export Reports:** Page(E) of GUI, Admin access, button on page(A), option to export any report as a csv
- **Secure records to only admin permissions:** Certain information/records will require the user to be flagged as an Admin to see.
- **Intuitive GUI:** Mouse over input boxes to see what information is required, help buttons on each page
- **User Manual:** Page(F) of GUI, General access, help button on page(A), information on what each page can do
- **Readme.txt:** A short description of what data the code contains
- **Simple just download installation that runs:** Download software and then the user is good to go
- **Garbage proof entries:** Checks each field of data to make sure that all information coming in isn't junk
- **Warn user of empty data fields:** When user adds/edits an employee, issue a warning if any data fields are left empty or incomplete
- **Employee can view all personal fields:** Page(A) of GUI, when employee logs in with his/her ID that ID's corresponding information is pulled up
- **Bug free:** Software will go through extensive testing to minimize/eliminate as many bugs as possible
- **Requirements for employee information:** First name, Last name, Address(use separated fields), Office phone, Personal phone, Emp ID(Specific length, only numbers), Pay type(commission, hourly, salary), D.O.B, SS#(Specific length, only numbers), Start date, End date, Bank Info(if Direct Deposit), Permission level, Title Dept., Office email, Personal email
- **Functional**
 - Add employee
 - Edit employee
 - Search employee
 - View employee
 - Deactivate employee
 - Reports
 - Export Reports
 - Secure records to only admin permissions
 - Warn user of empty data fields
 - Employee can view all personal fields
 - Requirements for employee information
- **Non-functional**
 - Win 10

- Bug free
 - Garbage proof entries
 - Simple just download installation that runs
 - Readme.txt
 - User Manual
 - Intuitive GUI
 - Database merging
- **Change orders**
 - N/A

Change Orders

Summary:

Development Approach and Project Design

Sample GUI Image

Summary:

Sample GUI Code

Summary:

Project Development Approach

Summary:

UML Diagrams

Summary:

High Level Design Approach

Summary:

Low Level Design Approach

Summary:

Quality Control Approach

Summary:

Testing Approach

Summary:

Project Management plans *and* reports

Quality Control Plan and Results

Quality Control Plan

Summary:

Quality Control Results

Summary:

Testing Plans, Metrics, and Evaluations

Assert Plan

Summary:

User Acceptance

Summary:

Unit Tests

Summary:

Bug Tracking and Resolution

Summary:

Usability Testing

Summary:

Risk Management

Summary:

Project Performance, Scheduling, and Management Tracking

Project Long WBS Evaluations

Summary:

Project Long Pert Chart Evaluations

Summary:

Project Long Gant Chart Evaluations

Summary:

Project Long Meeting Minutes Evaluations

Summary:

Sprint One Evaluation

Summary:

Sprint Two Evaluation

Summary:

Sprint Three Evaluation

Summary:

Sprint Four Evaluation

Summary:

Sprint Five Evaluation

Summary:

What We Will Improve Upon

Summary:

What We Did Well

Summary:

User Manual

Appendix – Key Project Artifacts

Sprint Five

Sprint Four

Sprint Three

Sprint Two

Sprint One
