APPLICATION DESIGN PROJECT PART D

SUBMISSION 1

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Contents

Introduction

This document provides a high level overview for the product vision, as well as details regarding the schedule and allocated resources for the project.

It also includes some technical information to provide the reader with an easy understanding of how the software is intended to function.

Document Standards

The different types of software documentation can be put into 5 categories.

- Requirements
- Design
- Technical
- End User
- Marketing

For the purposes of this particular document, we have included what is pertinent to our client (WoodStocks), and therefore it mostly covers software and business requirements, with some high level design aspects included.

Copyright Restrictions

The ideas and styles contained within this document are not protected by Australian law, however this actual document itself *is.*

This means that this document may not be copied by anyone other than SkillAgeIT unless it has permission to do so.

The application to be developed by SkillAgeIT *will* be protected by Australian copyright law.

Business Template

Problem Summary

WoodStocks current stock counting system is reliant upon printed copies of the stock count.

The problem identified here is that by printing and re-entering the information, it:

- Increases the possibility for error
- Is inefficient

This inefficiency affects the company by having its employees spending time on a process that could be much faster and accurate.

Solution Summary/Product Vision

SkillAgeIt propose to build an application for WoodStocks that will allow the user to input stock information, and save to a comma delimited text file.

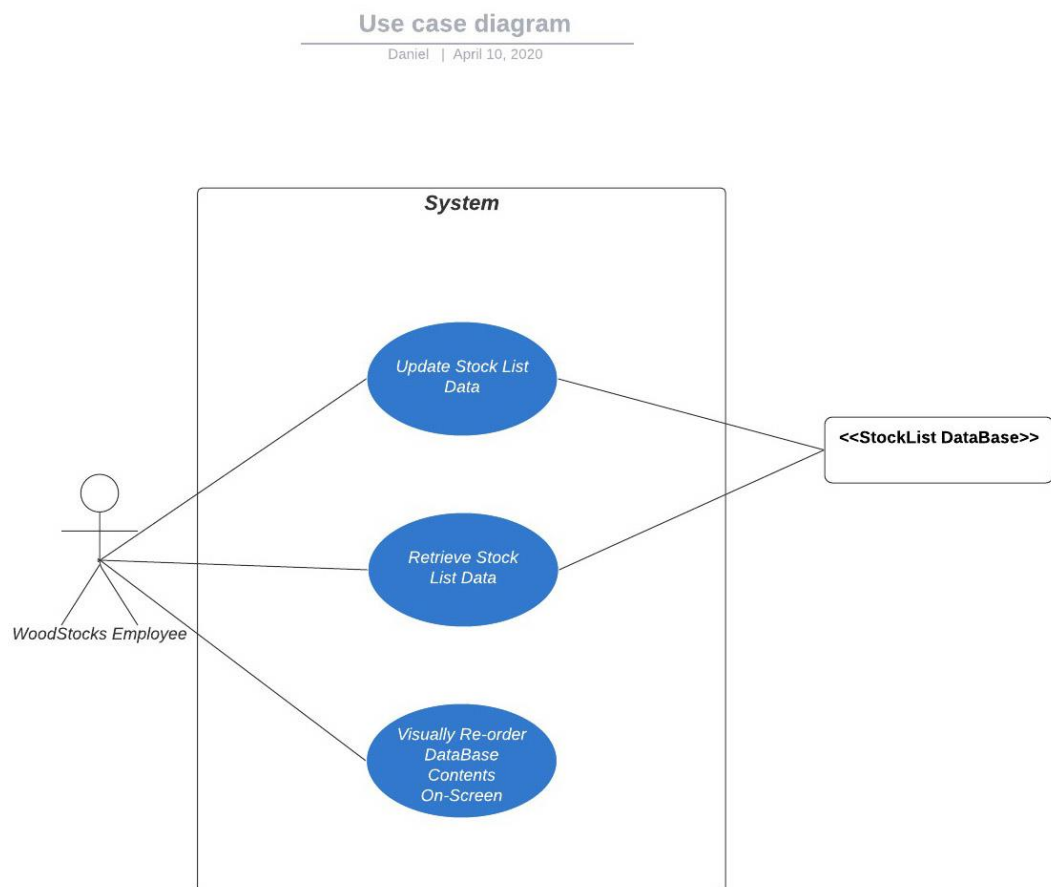The software will also allow the user to re-arrange the visual sorting order on-screen.

Business Style Guide

Overview:

The style guide for WoodStocks needs to be consistent and professional.

- Bullet points are to be used for listing
- The font is to be size 11 Calibri for the text body
- Main headings are to be size 16 Calibri Light in blue
- Sub-headings are to be size 13 Calibri Light in blue

Technical Documentation

Use case diagram

Daniel | April 10, 2020

The above diagram depicts the use cases for the Stock Counting software to be developed by SkillAgeIT. The stick figure on the left represent the user of the system, in this case a WoodStocks

employee, the bubbles display the separate use cases enclosed within the system, the Stock List Database is represented on the right as the secondary actor and the lines connecting the objects together represent some kind of relationship.
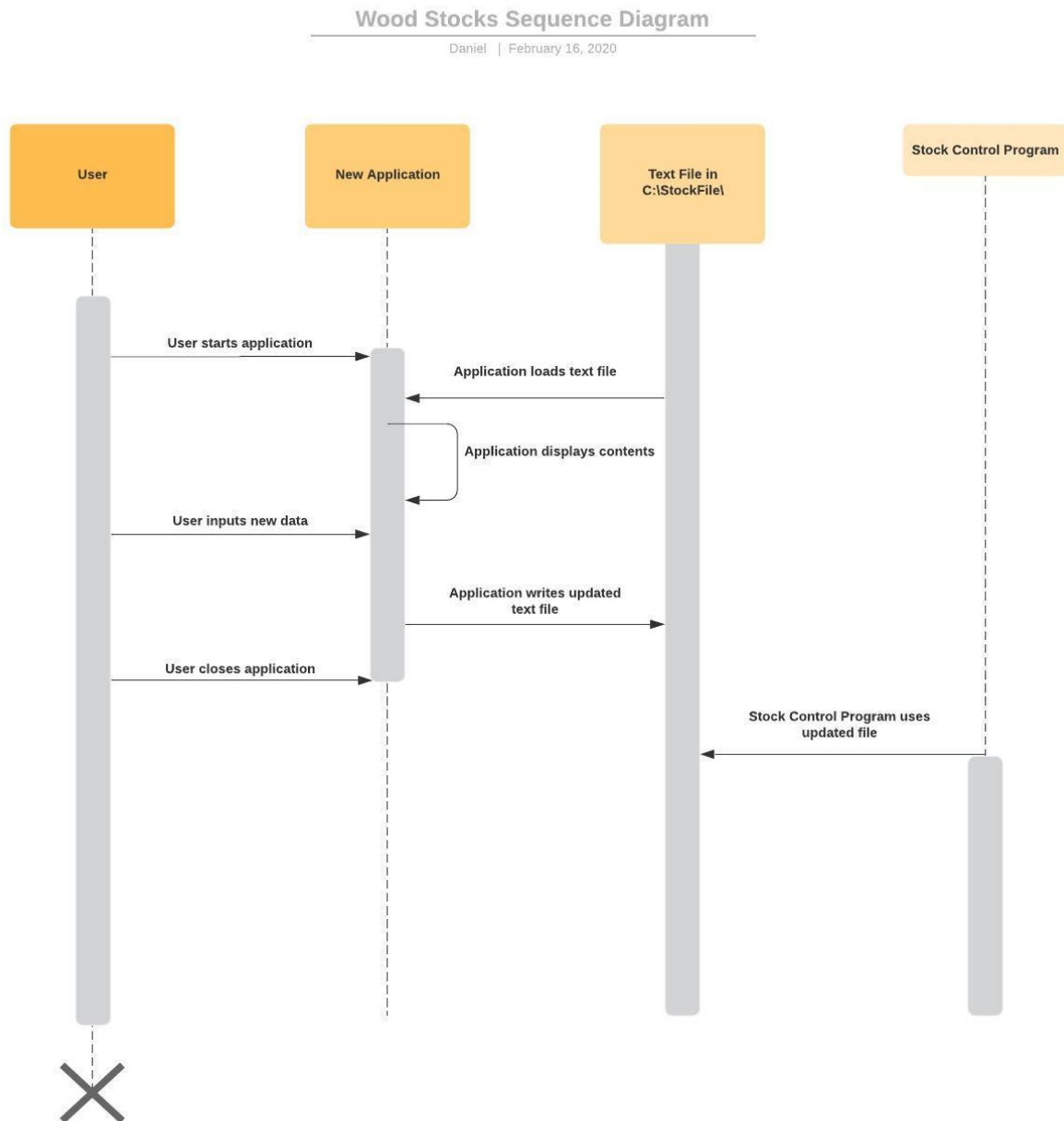
Functional Requirements:

- Display the contents of a text file
- Facilitate alterations to the data fields
- Keep text file in the same format
- Read and write to C:\StockFile\
- Be able to arrange item order according to item code, current count, on order

Non – functional requirements:

- Simple, graphical user interface
- Allow 24/7 access

System Design:

Wood Stocks Sequence Diagram
Daniel | February 16, 2020

This Sequence Diagram displays the sequence of how operations are carried out. The process starts at the top, and progresses towards the bottom.

It displays the order of relationships and interactions of each part of the overall system, as well as the responsibilities.

Budget, Resources and Schedule

Resources:

There will be a team of two people working full time on this project.

The project is relatively small and is expected to be completed in about two weeks, depending on client approval of initial prototype.

Schedule:

Action Plan Summary
Daniel | April 10, 2020

Project name: WoodStocks Stock Counter

Goal	Start date	End date	Status	Notes
Gather Requirements	*9/04*	*10/04*		This phase is almost complete.
Build Prototype	*13/04*	*14/04*		
Develop Software	15/04	17/04		Providing that acceptance criteria is met.
Test Software	20/04	22/04		
Deploy Software at Woodstocks	23/04	24/04		
Check Integration Within WoodStocks	30/04	30/04		This is return visit to interview users of the software and ensure it works as intended.

The expected schedule above is dependent on the acceptance of the initial prototype. There may be extra time added if the first prototype does not meet the acceptance criteria.

Budget:

Considering the relatively small size and scope of the project, the resources required to be put into it are proportionate. With two people allocated to the development of the software for approximately two weeks, we have determined the allocated budget for this project to be $6000.

References

https://www.copyright.org.au/ACC_Prod/ACC/Information_Sheets/An_Introduction_to_Copyright_in_Australia.aspx