

Sprint 3

-Agile Development Phase-

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# Introduction

This document aims to provide insight into the technical aspects of the project for the **Agile Development Phase.**

The Document presents the changes and plan for ***Sprint 3***(Week 13-15) and represents an extension of the waterfall phase documents. As a difference from the previous documents, now the entire documentation of a sprint will be presented as a single document.

## Sprint 3 URS

As it has been mentioned during the end-of-sprint Client and Tutor meeting, these weeks will revolve around the implementation of the final main feature of the project, the automatic scheduler, as well as the addition of images for the inventory items.

# User requirements

As previously used, the classification system of the future of development is based on the **MoSCoW** system, in which each letter stands for the following:

**M – Must have:** will be implemented mandatorily  
**S – Should have:** will be implemented but possibly not during the first phase.  
**C – Could have:** potential ideas that are not essential but might be implemented at some point  
**W – Won’t have:** features that will not be implemented

non-functional requirements

1. NFR-08(M): Automatic scheduler: when assigning workers, their schedule must be made in such a way that their 40-hour contracts are fulfilled
2. NFR-09(M): Automatic scheduler: when assigning it must keep track of all the pre-imposed rules, such as no morning shifts after night shifts.
3. NFR-10(M): Automatic Scheduler: Employees must be assigned a day off
4. NFR-11(S): Automatic Scheduler: Employee work hours must be divided equally across the week
5. NFR-12(C): Automatic Scheduler: Fast Process: less than 30 seconds

functional requirements

1. FR-32(M): Desktop: Employee managers can create a weekly automatically generated schedule
2. FR-33(S): Employees can assign pictures to the items present in inventory

# Work division

The work division for sprint 3 is as follows:

1. Implementation of Automatic Scheduler – **Tudor, Yordan, Nikolay**
2. Implementation of Inventory Pictures – **Kiril, Nikolay**
3. Documentation – **Tudor**

# Use cases

UC-28

Use Case: Creating an automatic schedule

Actor: Employee Manager

Pre-Condition: On the “Manage Employees” screen

Main Success Scenario

1. Employee clicks “Automatic Scheduler” button
2. Employee clicks “Yes”
3. System generates the schedule
4. Employee is informed that schedule has been generated

Extension:

2a. Employee clicks “No”

1. End of Use Case

UC-29

Use Case: Assigning an image to an inventory item

Actor: Employee

Pre-Condition: On the “Inventory” screen

Main Success Scenario:

1. Employee selects an item
2. Employee clicks “Add Image” button
3. Employee selects and adds an image
4. System informs Employee that the image has been added

## Sprint 2 Test Plan

# Introduction

This part of the document aims to further deepen the developers’ understanding of their product through the help of testers with no prior knowledge of the application. This allows the creators as much as the client to understand the overall accessibility of the created application before deployment.

Test cases are of great importance in showing whether the application provides an approachable GUI as well as in the discovery of potential bugs before the release of the app.

# Test cases per use case

## UC-28: Creating an automatic schedule

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Name | Pre-Condition | Test Data | Expected Result |
| TC-32 | Create The Automatic Schedule | On the “Manage Employees” screen | Username: jrdn  Password: 123 | Schedule is created, user is informed that the operation was successful |

## UC-29: Assigning an image to an inventory item

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Name | Pre-Condition | Test Data | Expected Result |
| TC-33 | Assign an image to an inventory item | On the “inventory” screen | Username: jrdn  Password: 123 | Image is added, user is informed that image has been added |