

Sprint 1

-Agile Development Phase-

Table of Contents

[Sprint 1 2](#_Toc100047734)

[Non-functional requirements 2](#_Toc100047735)

[functional requirements 3](#_Toc100047736)

[Sprint 2 (Week 10 – 12) 3](#_Toc100047737)

[Non-functional requirements 3](#_Toc100047738)

[functional requirements 3](#_Toc100047739)

[Sprint 3 (Week 13 – 15) 3](#_Toc100047740)

[functional requirements 3](#_Toc100047741)

[Sprint 4 (Week 16 – 18) 4](#_Toc100047742)

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 1***(Week 7-9) 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 1 Project Plan

Current situation

As per instructed, in the past 6 weeks of waterfall-style development, a Desktop Application has been created for the MediaBazaar store in which management of departments, employees and inventory is possible. This allows employees belonging to different departments to perform certain actions based on their permissions while on the store premise.

Problems

The first instance of the Desktop app presents a few bugs and lacks certain “Quality of life” demands asked by the client. In addition to this, MediaBazaar’s CEO has also asked for the development of a website.

Solutions

The fixes which will take place during the first *Sprint* include:

Bugs

* Accounts with permissions to manage departments have the ability to remove certain departments which prove to be fundamental to the functionality of a store (Sales).
* Accounts which have no permission to access certain screens inside of the app are able to still see the buttons which lead to said screens. This has proven to create confusion and is going to be removed.

UI changes:

* A request to add a clock to the application
* Addition of the MediaBazaar logo
* Overall polishing of the design

In terms of the web application, a first draft of the design is going to be delivered.

Deliverables

The delivered products at the end of *Sprint* 1 will be:

* The previous desktop application with the fixes mentioned
* A draft of the Web Application’s design

Non-deliverables

Possibly expected deliverables which must be clarified as non-deliverables include:

* A fully working website

For the first sprint, only the looks are presented, awaiting feedback

* A completely bug-free desktop application

No major bugs should be present in the application due to multiple tests, although there is always a possibility to allow for mistakes.

# Sprint 1 URS

As per discussed in the first client meeting of sprint one. These weeks will revolve around prioritizing polishing the *Desktop MediaBazaar Application.*

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-01(M): Addition of MediaBazaar logo inside of the application
2. NFR-02(M): Bugfixes
3. NFR-03(M): First draft of website design
4. NFR-04(S): Polishing of UI
5. NFR-05(S): Certain Accounts can only see the buttons they can activate
6. NFR-06(C): Addition of a Clock in the application

functional requirements

1. FR-24(M): CEO has a specific account
2. FR-25(M): Certain departments cannot be deleted (e.g., Sales), as they are fundamental

Use Cases

UC-24

Use Case: Fundamental department deletion

Actor: Any account with department editing permission

Pre-Condition: Logged in as any account with the ability to edit departments

On the “Manage Departments” screen

Main Success Scenario

1. User selects a fundamental department (e.g., sales)
2. User clicks “Delete” button
3. Application declines the action and informs the user