HUMAN BRAIN

OVERVIEW

Simulation of a human brain is a topic of interest in our days. Our team is going to create a service of the brain that is going to manage the services that scan for images and text. After that with the information achieved over time is going to take a decision.

The Objective

- Creating a service that will manage the brain subservices.
- · Creating a memory for our brain.
- · Creating an interface for our services.

Team Structure

Name - GitHub account - Role

- Munteanu Andrei-Stefan Munteanu Andrei Stefan Scrum Master
- Costandache Mihai-Andrei andreicostandache Developer
- Zaharia Raul rzaharia Developer
- · Ouatu Bogdan-Ioan ilikehaskell Developer
- Ghiga Claudiu-Alexandru claudiu-ghiga Developer
- Silistru Alexandru SilistruAlexandru Developer and Tester
- Ninicu Cristian DoubleNy Developer
- Marcu Alexandru - Tester
- Dodu Emanuel-Andrei - Tester

Stakeholders

University Alexandru Ioan Cuza, Faculty of computer science

REQUIREMENTS

High Level Requirements

- The project will have only **one type of actor** identified by stakeholders:
 - → The user should be able to see the memory of the application and upload a new image / text and get a response for the upload. The response will be concept page or it will ask the user to provide information about the concept. The user will also be able to select a concept from the memory and modify / delete the concept.

Detailed Requirements

- The project will have only **one type of actor** identified by stakeholders:
 - → The user should be able to see the memory of the application.
 - → The user should be able to select from the memory a concept.
 - → The user should be able to view / modify / add / remove a concept. A concept will have a short text description and an image also a concept will have all the data sent we marked to be from current concept.
 - → The user should be able to upload a file text or image and get a response. A response is based on the decision our module service.
 - → The decision may be to integrate the uploaded file into a concept or ask the user to create / edit a concept, also an not safe decision should be shown here.
 - → The user should be able to export his memory to a file or import a memory.
 - → Each **memory** we use will be **secured** with a **password**, the user should provide a login password before interacting with a loaded memory.

High Level Project Approach

- · Methodology:
 - → We will have LSD based methodology adapted to our needs. We will make a merge between FDD and LSD.
 - → Overview of our methodology:
 - o Eliminate waste
 - Amplify learning.
 - Develop overall model.
 - Build feature list.
 - o Plan by feature.
 - Design by feature.
 - Build by feature.
 - See the hole.
 - → Information about our sprints and organization:
 - Sprints will count 1 to 10 days.
 - o We will have a daily meeting or call every 3 days.
 - o Sprint review / retrospective will take place as normal.
 - The backlog will be kept on GitHub.com
 - Tests will be written but will started by the programmers for each build. After the project is published the tests will be moved to Jenkins to automate the build process.
- Hight level architecture of the application:
 - → TODO

Project Deliverables

Following is a complete list of all project deliverables:

Deliverable	Description
The application solution	The project solution will be on a repository under an MIT License
The documentation of the project	Delivered to the end of the project to the teachers.