

Conclusion Rough Draft

Overall, BookWorm is a project designed to be a university library web application with search and viewing features for articles, books, and databases, as well as student login, personal collection, book editing, and study room reservation features. At the start of BookWorm, it was decided that there would be notation features for articles and databases as well, however, after a conversation with the team during the design phase, it was removed from the plan. Along with the removal of this feature, the downloading and uploading of local book files was also removed due to complications with regulating the licensing state of the locally acquired literature. Throughout the process of creating BookWorm, all team members kept their original task delegations and completed them within the required project scope timeframe. BookWorm's incremental software process model allows the team to pursue further implementation of removed features in the future without having to delay the first commit of the software. After thoroughly creating the functional and non-functional requirements of BookWorm mentioned above, all use cases and sequence diagrams were made by the delegated team members without issue. The repository architecture pattern chosen for BookWorm was decided based on the parameters of the project not allowing for a combination between two architecture patterns, which would've been MVC and repository if allowed. The cost, effort, and pricing estimation of the software was researched meticulously, and ending up having the team apply function point analysis based on the sequence diagrams made, as well as having hardware and software cost estimates based on multiple read examples that led us to estimate a total cost of around \$10,000 monthly for both hardware and software combined. The labor costs were also found using the average current salaries for software engineers. Lastly, the test plan for the fine paying feature of BookWorm was created, and the Junit testing class followed suit in order to make sure the implementation worked correctly. As stated throughout, the BookWorm project team worked diligently in the beginning of the project phase in order to not have to deviate from any design choices made, thus completing the software known as BookWorm.