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| Examination project |
| Odyssey |

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# **Introduction**

**System Metaphor**

We are creating a system that must support the yearly business student competition. We decide to call our program “Business Odyssey”. The core functions are registering and administrating the competing teams and judges, and generate time schedule. The fundaments of the application will be representing of two client server and one server. The first client is for the planning process, the second client in the form of webpage is only for voting. The server is going to store data, in order to store data we are using SQL server based database.

**User stories**

|  |  |  |
| --- | --- | --- |
| No. |  |  |
| **1** | As an administrator I want to register a judge team. During the process of the competition judges team must be identified by letter, without showing any personal data. | Must |
| **2** | As an administrator I want to register a participant | Must |
| 3 | As administrator I want to generate a time schedule | Should |
| 4 | As administrator I want that the system to be reliable and in case of failure it must be possible to recreate every vote and continue with pen and paper. | Should |
| 5 | As administrator I want to host the interview questions to the judges in an electronic form | Should |
| **6** | As an administrator I want categorize the teams into 4 tracks. | Should |
| 7 | As administrator I want to find the winners. | Must |
| 8 | As judge I want to evaluate report | Could |
| 9 | As a judge I want to evaluate the exhibition stand of the project | Could |
| 10 | As a judge I want to evaluate every team based on their track. | Could |
| 11 | As a judge I want to be able to use the webpage during the voting process. | Must |
| 12 | as administrator I want the system to be secure, judges must be properly authenticated. | Must |
| 13 | As student I want to be able to upload reports | Could |

*Figure 1. User stories*

# **Use cases**

|  |  |  |  |
| --- | --- | --- | --- |
| *USE CASES* |  | *ACTOR* | *NAME* |
| Use case |  | Administrator | Login to the system |
| Use case |  | Administrator | Register a group |
| Use case |  | Administrator | Register a judge |
| Use case |  | Administrator | Register a participant |
| Use case |  | Administrator | Ensure the reliability of the system |
| Use case |  | Administrator | Generate time schedule |
| Use case |  | Administrator | Host questions electronically to the judges |
| Use case |  | Administrator | Split the teams into 4 tracks |
| Use case |  | Administrator | Find the winners |
| Use case |  | Judge | Login to the system |
| Use case |  | Judge | Evaluate the report |
| Use case |  | Judge | Evaluate the exhibition stand |
| Use case |  | Judge | Evaluate according to the team’s track |
| Use case |  | Judge | Use of the web-page for voting |
| Use case |  | Administrator | Ensure the security of the system |
| Use case |  | Student | Upload reports |
| Use case |  | Student | Check the time schedule |
| Use case |  | Student | Check the tracks |
| Use case |  | Student | Check the results |
| Use case |  | Administrator | Log out from the system |
| Use case |  | Judge | Log out from the system |

*Figure 2. Use cases*

# **Release plan**

**Release 1 (13/11 – 20/11)**

* US 1, Registration of the judges. 2 days
* US 2, Registration of the participants. 2 days
* US 6, Categorizing of the teams. 1 days
* Create the System architecture 3 days
* Create DB

Release 2 (21/11 – 28/11)

* US 11, Usable web-page for the voting process. 3 days
* US 5, Host questions electronically to the judges. 3 days
* US 3, Generate time schedule. 2 days

Release 3 (29/11 – 06/12)

* US 7, Finding the winners. 2 days
* US 8, Evaluation of the report. 2 days
* US 9, Evaluation of the exhibition stand. 2 days
* US 10, Evaluation based on the team’s category. 2 days

Release 4 (07/12 – 14/12)

* US 12, Ensure security of the system. 3 days
* US 4, Ensure reliability of the system. 4 days
* US 13, Allow the students to upload their reports. 1 days