**project management application**

Use Case (Requirement) Document

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Contents

[1 Introduction 4](#_Toc98885857)

[1.1 Purpose 4](#_Toc98885858)

[1.2 Scope 4](#_Toc98885859)

[1.3 Target Audience 4](#_Toc98885860)

[1.4 Document Management 4](#_Toc98885861)

[2 Overview 5](#_Toc98885862)

[2.1 Assumptions 5](#_Toc98885863)

[2.2 Constraints 5](#_Toc98885864)

[2.3 Technologies 5](#_Toc98885865)

[2.4 Exclusions 5](#_Toc98885866)

[**3.0 UC-000: High Level Use Case Association 6**](#_Toc98885867)

[3.1 UC-001: Login 8](#_Toc98885868)

[3.2 UC-002: Logout 9](#_Toc98885869)

[3.3 UC-003: Home Page 10](#_Toc98885870)

[3.4 UC-004: Create Project 11](#_Toc98885871)

[3.5 UC-005: Update Project 12](#_Toc98885872)

[3.6 UC-006: Delete Project 13](#_Toc98885873)

[3.7 UC-007: Search Project 14](#_Toc98885874)

[3.8 UC-008: Show Project Details 15](#_Toc98885875)

# Introduction

## Purpose

The purpose of this document is to provide a detailed outline of requirements and an insight into the use cases related to the “Project Management Application”, which will be used as the baseline document for further design, development, and testing of the application.

## Scope

This document covers the business use cases of “Project Management Application” and assumptions which are used at the time of designs & development of project.

## Target Audience

The target audience for this use case document includes business, technical, and project management stakeholders.

## Document Management

The requirements in this use case document shall be traced to the appropriate deliverables in the development and testing phases to ensure that all requirements are properly implemented and tested.

# Overview

Project Management Application provides a framework to manage and organise all the projects on a single window. The application can be used to get details about the actual status of the project and much more information like number of resources allocated, project starting and ending date etc.

Also, user can create any number of projects in this application. User can also update and delete projects from this application.

It is an easy to use web application which can potentially reduce the working time and user can efficiently manage projects in it.

## Assumptions

* The module which will allow the user to view Project Details will be a web application.
* The User details are manually inserted in the database.
* The prime users of this application are Project Manager and the resources working on the projects.

## Constraints

* Java 11 version will be used as the baseline version.
* PostgreSQL 10.5 version is used as baseline version.

## Technologies

**Languages & Tool:** Java, Spring Boot, STS

**Operating Systems/Platform:** Windows

**Device Databases:** PostgreSQL

## Exclusions

* The execution of the project would be as stated in the above sections. Any other aspect or deviation introduced during the project development will be considered as Out of Scope or Change request and would call for impact analysis in terms of added timeframe and additional charges.

## 3.0 UC-000: High Level Use Case Association

Diagram

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## 3.1 UC-001: Login

**Purpose**

* + - This use case describes how the user will log into the project management web application.

**Actors**

* + - The actor(s) that interact and participate in this use case are: Project Manager and Employee.

Diagram

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**Pre-Conditions**

* User should have a valid username and password.

**Post-Conditions**

* + - If the use case is successful, then the user logs into the application and [**UC-003: Home Page**](#_4.3_UC-003:_Home_1) is executed.
    - If the user is not able to login successfully, a error message will be displayed on the screen.

**Basic Flow**

* + - The user enters the application’s URL in a browser.
    - Login screen will be displayed.
    - The user enters the login credentials and clicks on ‘Login’ button.
    - User should have a password of minimum length 4 and maximum length 12.
    - If user enters correct username and password [**UC-003: Home Page**](#_4.3_UC-003:_Home_1) is executed.

**Alternate Flow**

* If in the basic flow, the user enters an invalid username or password, an error message will be displayed.

## 3.2 UC-002: Logout

**Purpose**

* + - This use case describes how the user will be logged out of the web application.

**Actors**

* + - The actor(s) that interact and participate in this use case are: Project Manager and Employee.

Diagram

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**Pre-Conditions**

* + - The user must be logged into the system and the application must be running.

**Post-Conditions**

* + - If the use case is successful, the user will be logged out of the application and Login screen will be displayed.

**Basic Flow**

* + - User clicks the ‘Logout’ button on the Home screen
    - The user will be logged out of the application.

**Alternate Flow**

* + - NA

## 3.3 UC-003: Home Page

**Purpose**

* + - This use case describes how the different options and projects will be displayed on the home screen.

**Actors**

* + - The actor(s) that interact and participate in this use case are: Project Manager and Employee.

Diagram

Description automatically generated

**Pre-Conditions**

* + - User must be successfully logged into the system.

**Post-Conditions**

* + - All the project details along with the delete and update buttons are visible on the screen.

**Basic Flow**

* + - All the projects details will be visible on the screen.
    - The user will have the following options on the Home Page:

1. Home
2. Create Project
3. Search Button
4. Log Out

* On click of ‘Home’, it will execute [**UC-003: Home Page**](#_4.2_UC-002:_Home)**.**
* On click of ’Log Out’, it will execute [**UC-002: Log Out.**](#_4.5_UC-005:_Logout)
* On click of ‘Search’, it will execute [**UC-007: Search**](#_4.4_UC-004:_Search)**.**
* On click of ‘Create Project’, it will execute [**UC-004: Create Project**](#_3.4_UC-004:_Create)**.**
* ‘Create Project’ buttons will be disabled if the any employee is logged in.
* ‘Update’ and ‘Delete’ buttons will be visible corresponding to all the projects
* ‘Update’ and ‘Delete’ buttons will be disabled if the any employee is logged in.
* If the project is in “Completed” state, ‘Update’ button will be disabled irrespective of the logged in user.
* If the project is in “Completed” “In Progress” state, ‘Delete’ button will be disabled irrespective of the logged in user
* On click of ’Update’, it will execute **UC-005: Update.**
* On click of ’Delete’, it will execute [**UC-006: Delete.**](bookmark://_4.7_UC-007:_Delete)

**Alternate Flow**

* + - NA

## 3.4 UC-004: Create Project

**Purpose**

* + - This use case describes how the user can Create a new Project.

**Actors**

* + - The actor(s) that interact and participate in this use case are: Project Manager

Diagram

Description automatically generated

**Pre-Conditions**

* + - User must be successfully logged into the system.

**Post-Conditions**

* + - If this use case is successful, the success message will be displayed and Project will be added in the List.

**Basic Flow**

* + - The user clicks on the ‘Create Project’ option on the screen.
    - User can create any number of projects.
    - Create Project Screen will appear and User has to fill in the details.
    - It is necessary to fill all the mandatory fields.
* When ‘Submit’ button is clicked, project will be added to the list.

**Alternate Flow**

* If the details are not filled correctly then a error message will be displayed on create project form.

## 3.5 UC-005: Update Project

**Purpose**

* + - This use case describes how the user can Update an existing Project.

**Actors**

* + - The actor(s) that interact and participate in this use case are: Project Manager

Diagram

Description automatically generated

**Pre-Conditions**

* + - The user must be logged into the system.

**Post-Conditions**

* + - If the use case is successful, Project will be updated.

**Basic Flow**

* + - The user clicks on the ‘Update’ option corresponding to the project he wants to update.
    - User can update a project only when the project is in ‘Not Started’ and ‘In Progress’ state.
    - Update button for the projects which couldn’t be updated will be disabled and non clickable.
    - Update Project form will appear and User has to fill in the details.
    - The form will be pre-filled with the previously stored details.
* On the click of ‘Submit’, project will be updated and and success message will be displayed.

**Alternate Flow**

* It any of the mandatory field is left unfilled, then a error message will be displayed on that field.

### 3.6 UC-006: Delete Project

**Purpose**

* + - This use case describes how the user can delete a project.

**Actors**

* + - The actor(s) that interact and participate in this use case are: Project Manager

Diagram

Description automatically generated

**Pre-Conditions**

* + - The user must be logged into the system.

**Post-Conditions**

* + - The Project will be deleted from the app.

**Basic Flow**

* + - The user clicks on the ‘Delete’ option corresponding to the project he wants to delete.
    - User can delete a project only when the project is in ‘Not Started’ state.
    - Delete button for the projects which couldn’t be deleted will be disabled and non clickable.
* On the click of ‘Delete’, confirmation modal box will appear.
* Modal box will confirm if user surely wants to delete the project.
* If User clicks on the ‘Yes’ button, project will be deleted.

**Alternate Flow**

* If User clicks on the close button of Modal Box, it takes to home screen.

## 3.7 UC-007: Search Project

**Purpose**

* + - This use case describes how the user can search a project.

**Actors**

* + - The actor(s) that interact and participate in this use case are: Project Manager and User

Diagram

Description automatically generated

**Pre-Conditions**

* + - User must be successfully logged into the system.

**Post-Conditions**

* + - If the use case is successful, the Project searched by the user will be displayed on the screen.

**Basic Flow**

* + - The user clicks on the ‘Search’ option.
    - User have to fill in the Project Name or Client Name.
* On the click of ‘Search’, project searched by the user will be displayed on the screen.

**Alternate Flow**

* If no search result found it will show the empty table.

### 3.8 UC-008: Show Project Details

**Purpose**

* + - This use case describes how the user can see all the details of a project.

**Actors**

* + - The actor(s) that interact and participate in this use case are: Project Manager and Employees.

Diagram

Description automatically generated

**Pre-Conditions**

* + - The user must be logged into the system.

**Post-Conditions**

* + - Project Details will be displayed along with the allocated resources.

**Basic Flow**

* + - The user clicks on the Project Name and project details modal box will be displayed.
* User can see all the details related to the project like Project Name, Client Name, Start Date, End Date, Project Status, Allocated Resources.
* On clicking Close Button it will take to the home page.

**Alternate Flow**

* NA