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We will involve users in the development phase to ensure that our software is easy to use and error free. This will also be a chance for users to give feedback of which features they would like to see implemented and which features are unnecessary.

To start we will only involve management and will need 30 minutes of their time. We will begin our user interaction with our toy prototype and demonstration of the features we plan to implement. This will simply be a discussion of features in their abstract phase. We will discuss with the user if they see any problems with the system at a high level and restructure our program accordingly. At this phase nothing is implemented so changes may need to be made to what our system can do. Each change will not consume very many resources.

After collecting initial input from the user we will implement our functions with continual contact with the management to address if a specific quirk is acceptable. Each of these communications should take under 10 minutes.

For greatest use of time of the employees we will enlist a single member of each group to maintain continual contact. Once one of the phases is done we will consult that group’s user. So if the functionality of the laborer’s system is in place we will demonstrate the program to a laborer and inquire if any changes need to be made. We will use the spiral method until all desired functionality is addressed.

When all functionality is discussed with our sample subject we will beta test our program with a new inexperienced member of that group. This will be to ensure ease of use for operators and is likely to spiral twice. Once this phase is done we will consult management and make any tweaks that are required.

Our project is expected to take up

* 30m from management
  + Initial Meeting
* 30m from management
  + Continuous communication
* 1 hour from each group
  + For feature implementation
* 30m from each group
  + A different member than before to ensure usability
* 30m from management
  + For finalization