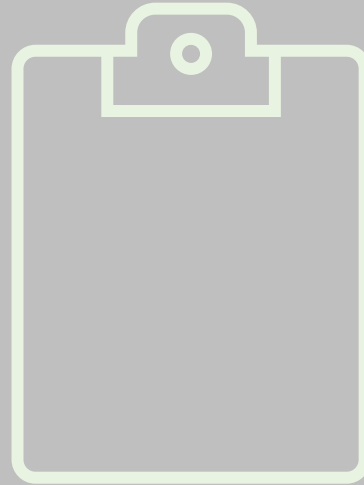
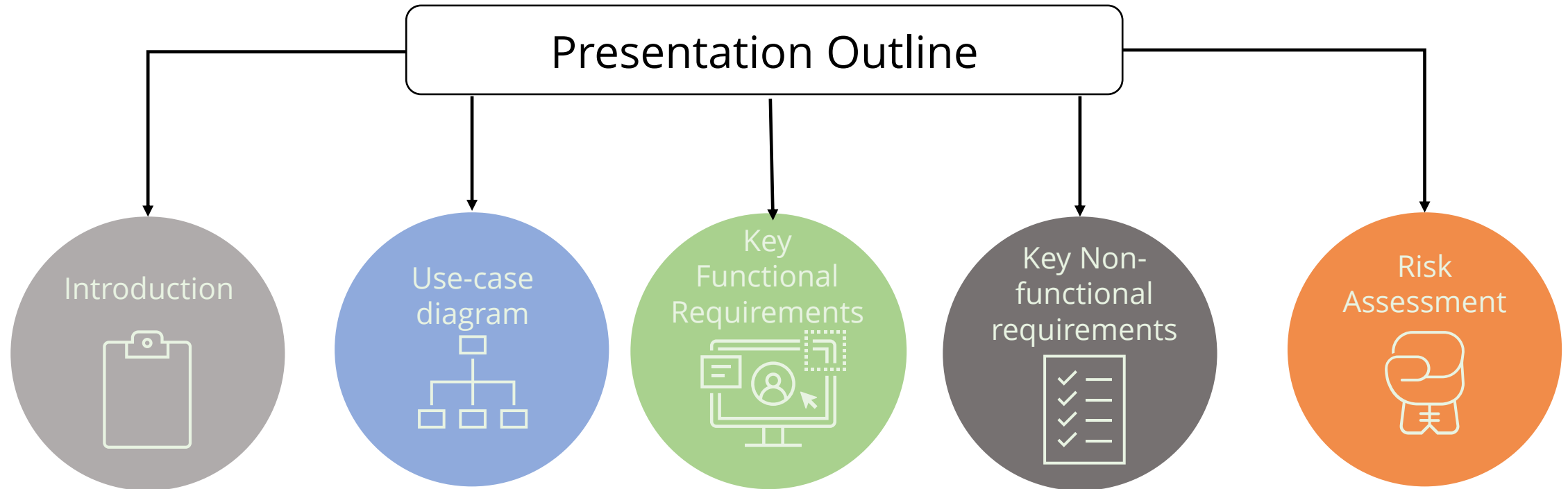




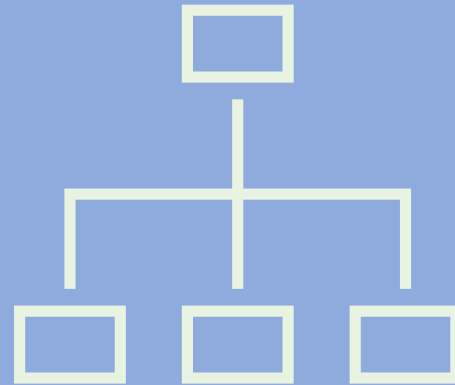
Trainer Skills & Availability App– Requirements Elicitation

# Introduction





## Use-case diagram

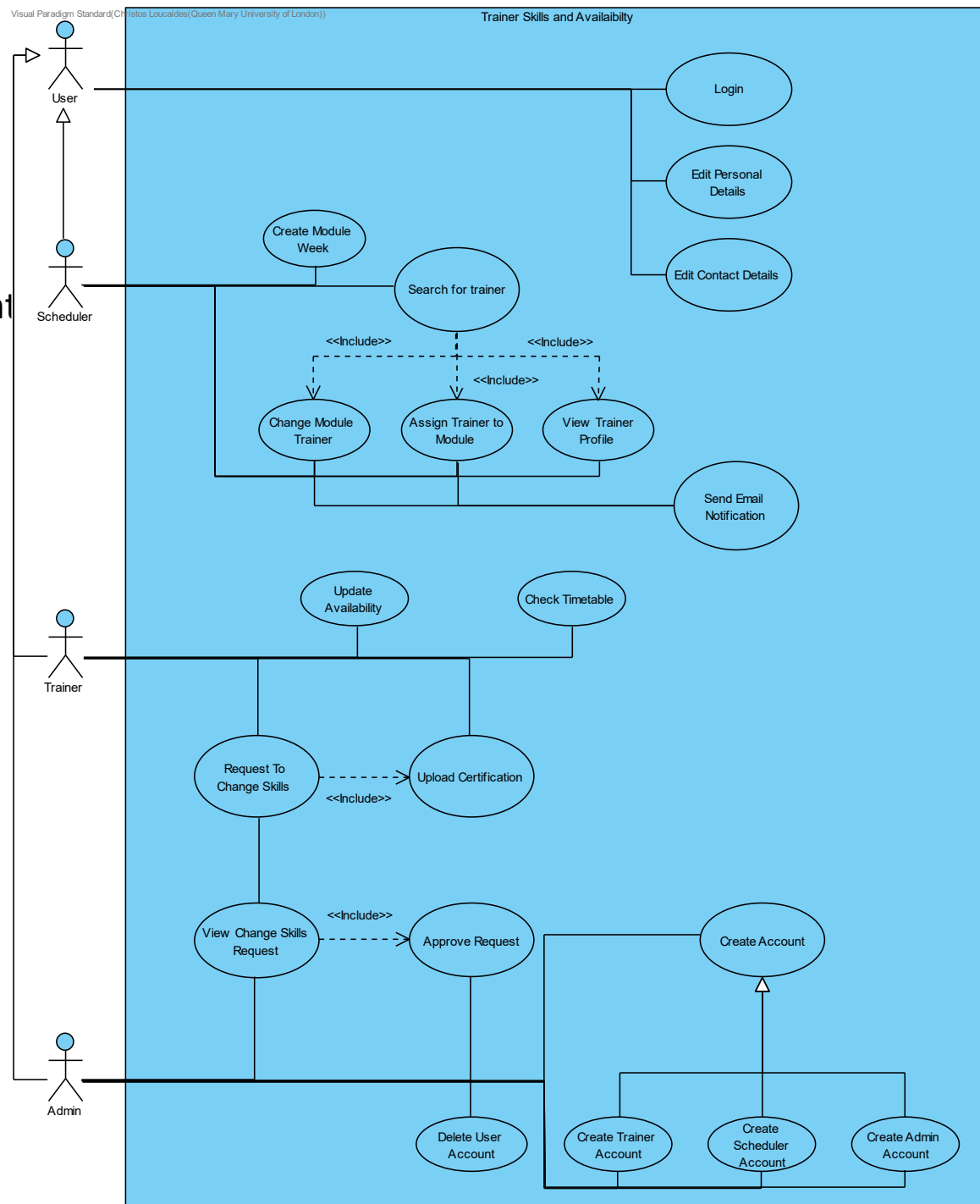
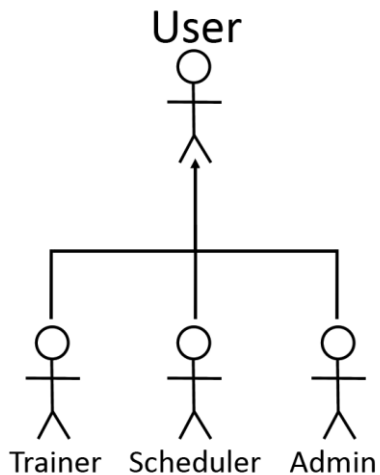


# Use Case Diagram

Highlights the main use cases of the Trainer Skills and Availability App brought up in the domain analysis report.

At least 6 of these will be implemented in our working prototype in 6 weeks' time.

## Actors:



# Checking Personal Timetable

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- Trainer opens to main page
- Timetable is immediately available to view
- Trainer can see information such as module, location of session
- Trainer can filter by module
- Trainer can change the calendar to view a specific week, month, or entire calendar



# Assigning Trainers to Modules

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- Scheduler searches for and selects trainer
- Scheduler can add a module to the trainer's page
- System handles changes and notifies the trainer
- Schedulers can then create timetables using this scheduler for this module



## Key Functional Requirements





# System

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- Contain three types of Users:  
Admins, Schedulers and Trainers
- Hold information about modules
- Hold information about  
Buildings/Classrooms
- Notify Trainers via Email
- Hold relevant info about users



# User

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- Login via username and password
- Add/Edit number to profile
- Add/Edit email on profile
- Edit Name (with approval)
- Edit Time zone



# Trainer

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- Update skillset (with approval)
- Upload certificates
- Update availability on calendar
- View timetable



# Scheduler

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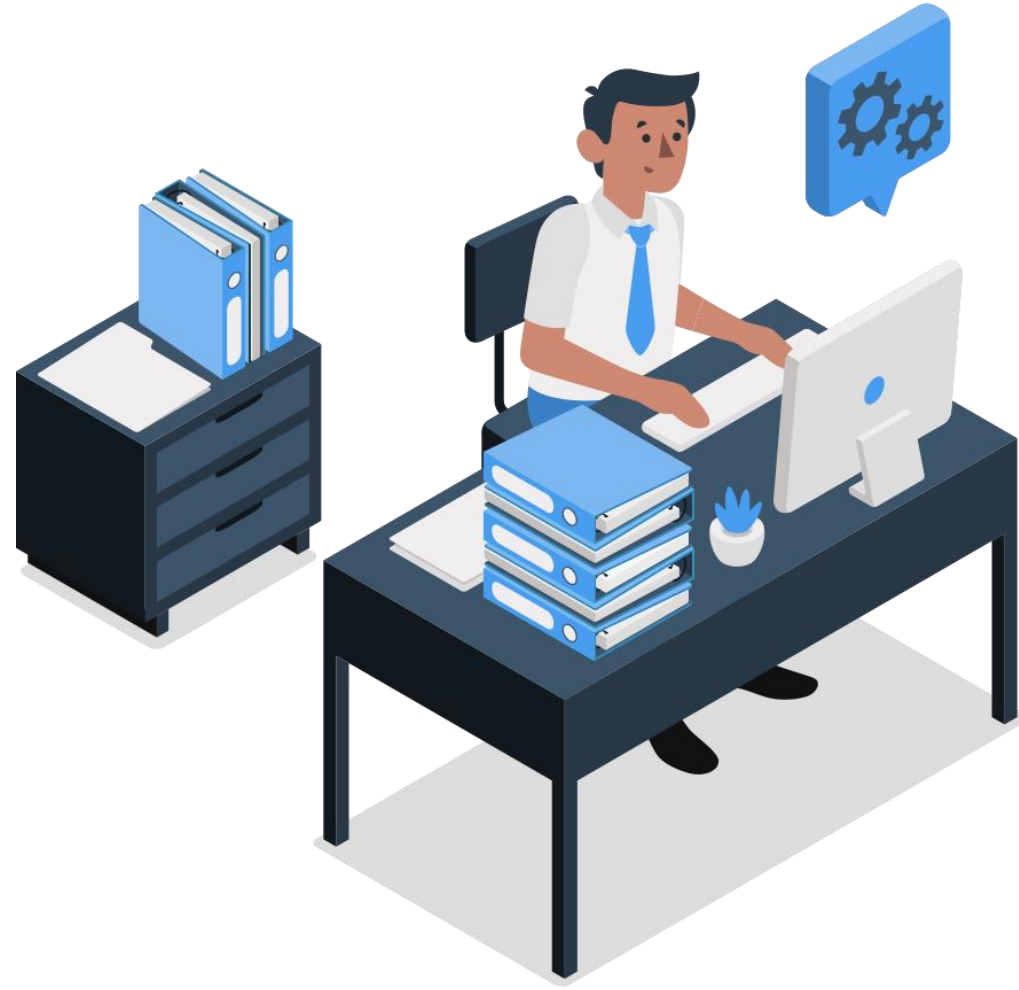
- Assign modules to Trainers
- Search and filter Trainers
- Reassign modules
- Assign modules to weeks and classrooms



# Admin

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- Create account
- Approve skill requests
- Update skills
- Manage Locations
- Manage Classrooms



## Key Non-functional requirements



## 1

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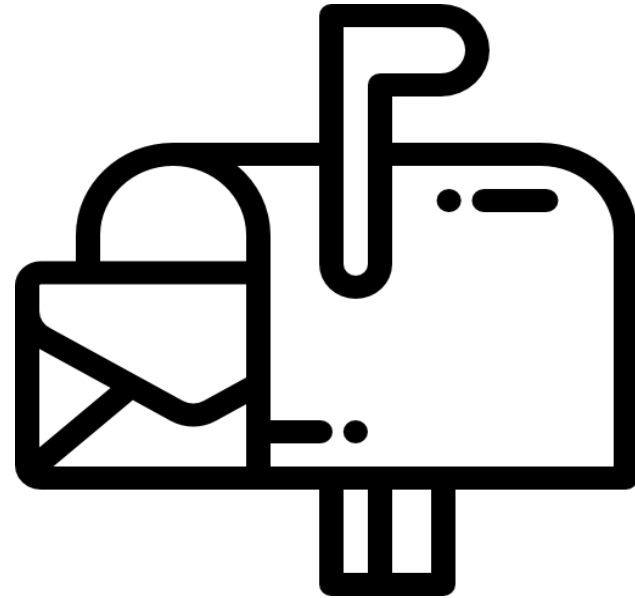
The Trainer Skills & Availability App will have a maximum capacity of 150,00 users in the database and support 10,000 concurrent sessions



2

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The Trainer Skills & Availability  
App will send email  
confirmations of (re)scheduled  
sessions to participants within  
10 seconds





## 3

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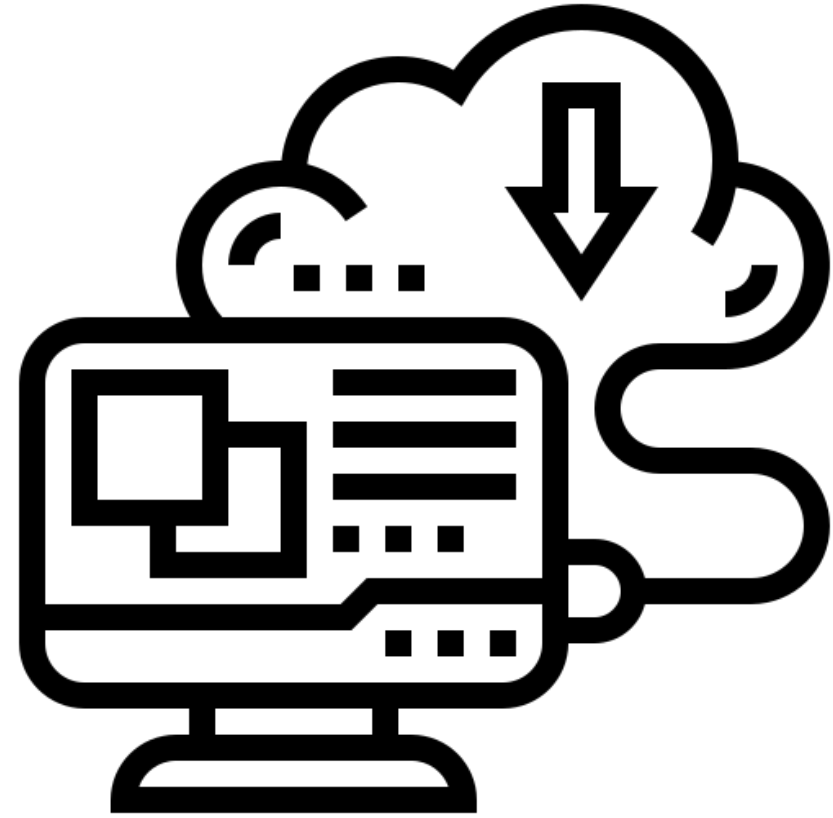
Confirmations receipts of  
personal information  
updates will be sent within  
5 seconds from the Trainer  
Skills & Availability App



4

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The Trainer Skills & Availability App shall be available 99% of the time with only 3.65 days of downtime for maintenance per annum



# Risk Assessment



## Serious Risks

- Risks where it either causes a significant setback or has a high probability of causing some delays
- Main issues related to the scope of the project and the severe mismanagement of resources
- Look out for them by mainly having meetings and checking progress regularly

Risk	Likelihood	Severity	Impact	Preventative / Mitigating Actions
Poor time management	High	High	Unfinished product	Evaluate progress frequently and adjust project plan if necessary
Missing member(s) due to health issues	High	Medium	Unfinished/ low quality product	Have frequent meetings and communication to make sure all members aware of each other's progress.
Team misunderstands requirements	Medium	High	Product requirements ultimately not met	Meet frequently and actively discuss how their part meets requirements
Product design is infeasible	High	High	Product cannot be developed (as intended)	Temper team's expectations and assess if task can be done with everyone's skill level in allotted time given
Requirements fail to align to business processes	Medium	High	Either ultimately useless software or significant reconstruction of project	Regular assessments and regular checking with the client to ensure correct path of progress
Lack of understanding of who is finishing part of project	High	High	Significant delays/rushed prototype	Meet with team during planning to decide who is doing what

## Other Risks

- Other risks were noted which may cause issues or roadblocks in the projects
- These are varied, from personal circumstances to skill setbacks
- Main issue is inaccurate priorities, which is remedied by planning in advance

Risk	Likelihood	Severity	Impact	Preventative / Mitigating Actions
Inaccurate expectations	Low	Medium	Rushed and/or glitchy prototype	Carry out an appraisal of team's skills and how much time is left to implement features
Low team motivation	Medium	Medium	Delays to the product or common mistakes disregarded in progression of project	If related to amount of work, make sure it is appropriate per person. If morale, encourage a break or reprieve from current task for short time
Requirements are low quality/not fit for purpose	Low	Medium	Product only meets some requirements of client	Rendezvous with client to see if requirements written fulfil their requests
Legal & regulatory changes impact project	Low	Medium	Legal action which may result in significant fines or end of use of software	Keep abreast with news regarding tech sector and plan in advance for any expected changes
Lack of relevant skills for specific objective (e.g programming the prototype)	Medium	Medium	Product is unfinished in some areas or is either too simple/glitchy	Learn skill in advance of project or divide parts of objective between people based on skill
Inaccurate priorities in project	Medium	Medium	Some parts of software may be more developed than others/delays	Plan well in advance how much tasks should take based on difficulty/urgency

# Summary

## Any Questions?

