Agile Story

Date:

Conceptualist
Team
Member:

Program Component –
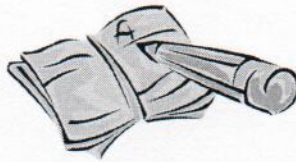
Hashmap — Datastructure (Backend)

Implementation
Achievement Methodology –

Assigned to:

Jim

Anticipated Delivery Date:

Actual
Completion
Date:

———

Agile Story

Conceptualist
Team
Member:

Date:
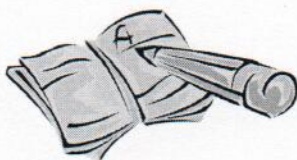
Program Component

Customer Map

Implementation
Achievement Methodology

Assigned to:

Anticipated Delivery Date:

Actual
Completion
Date:

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Agile Story

Conceptualist
Team
Member:

Date: 4/24/2016

Program Component
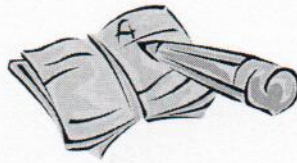
Data Structure

Achievement Methodology

Assigned to: Jim

Anticipated Delivery Date:

Actual
Completion
Date:

———

Thomas Gorney _(signature)_

PRIORITY	AS A/AN	THEME	I WANT TO	SO THAT	NOTES	STATUS
1	Developer	User Interface	Set up the skeleton of the UI	Developers can being work on features		ToDo
2	Developr	Back end	Create two classes for admin/user	Admins and users can log in and see different interfaces	Different UI elements based on class	ToDo
3	Developer	Back end	Set up linked list/dynamic array for user list	We can access and modify the file	Recommend linked list	ToDo
4	Developer	Back end	Begin work on UML diagram	We can organize our data		ToDo
5	User	User Interface	Be able to log in as a user or admin	Our UI views change based on who logs in	Can be done through a login window	ToDo
6	Developer	Back end/UI	Work on admin panel to allow addition and deletion of users and sending	We can change the user list based on admin command and send pamplets		ToDo
7	Developer	Back end/UI	Work on user panel to allow for ordering products	We can update the order information based on user selection		ToDo
8	Developer	Back end	Create class for different product options	Determine which product to add to their cart	There are 3 service options	ToDo
9	Developer	Commenting	Finish Doxygen commenting for final product	It has a nice readable HMTL file		ToDo
10	Developer	Testing	Clean up and test the project	The product is finished and working for presentation		ToDo

Agile Story

Date: 4/25/2016

Conceptualist
Team
Member: Tom/Jim

Program Component

Log In for Admin

Achievement Methodology

Line Edit / Read / match user name and password with
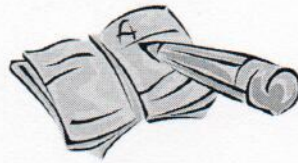other astring data from the hash map.

Text file to check against

Assigned to: Jared

Anticipated Delivery Date:

Actual
Completion
Date: ——————

Agile Story

Conceptualist
Team
Member:

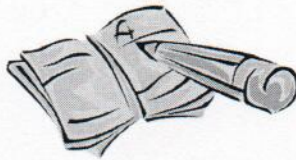## Program Component

Classes:
    Customer / Address Class
    Testimonial Class
    Admin (Subclass?)

Achievement Methodology

Assigned to: Team @ Large
Chris — Customer Class

Anticipated Delivery Date:

Actual
Completion
Date:

———

Agile Story

Conceptualist Team Member: Chris

Date: 1/27/2016

Program Component

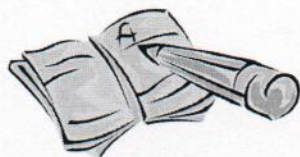Pamphlet Design — Hardcopy / Online

Achievement Methodology

WRITTEN / HARDCOPY Pamplet

Assigned to: Chris

Anticipated Delivery Date:

Actual Completion Date: ———

Agile Story

Conceptualist
Team
Member:

Date: 4/27/2016

Program Component

Admin App

Customer Login

Admin Login

Open Pamphlet to Public no admin
Access

Achievement Methodology

3 Levels of Access
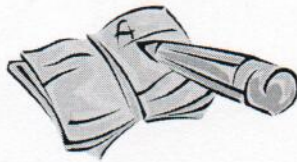
1 Public   No Access
2 Customer   — Limited
3 Admin   Full Access

Assigned to: Jim/Jared

Anticipated Delivery Date:

Actual
Completion
Date:

Agile Story

Conceptualist Team Member:

Date:

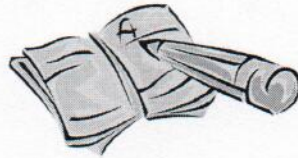## Program Component

Customer App   Guest

Manage Your Account   Customer
                                       Admin

Achievement Methodology

Assigned to:

Anticipated Delivery Date:

———————

Actual Completion Date:

Agile Story

Conceptualist
Team
Member:

Date: 4/27/2016

Program Component

WRAPPER Class For A Database

Guest — No Data   Admin

Customer — Customer Object   Map of Customers
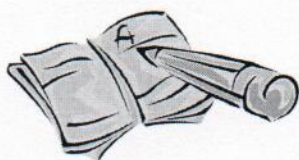Testimonial Object   Set of Testimonials

Achievement Methodology

Assigned to: Jim/Jared
Admin
Jason/Thomas Catterca

Anticipated Delivery Date:

Actual
Completion
Date:

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Agile Story

Conceptualist
Team
Member:

Date:

Program Component

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Achievement Methodology

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Assigned to:

Anticipated Delivery Date:

Actual
Completion
Date:

_____