

List Stakeholders and their roles, relationships, and set of activities to be performed.

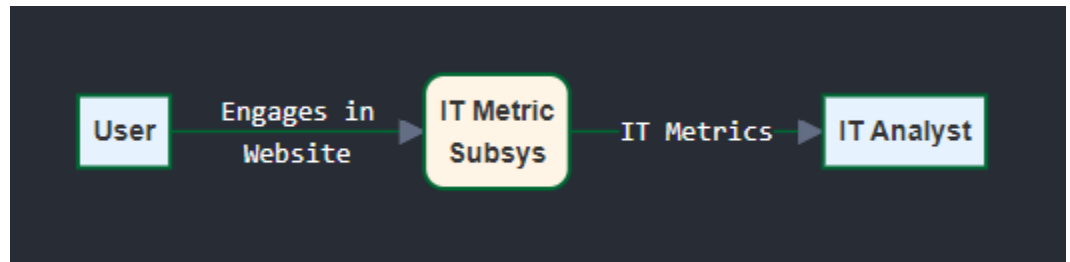
- 1.) Stakeholders Actual
 - a.) Main Role: Supplying funds and capital to the Process of creating this project.
 - b.) Relationships: Financial.
 - c.) Activities Performed: Funding.
- 2.) Account Manager (For cloud)
 - a.) Main Role: Maintaining the relationship between the Platform and its Cloud infrastructure provider.
 - b.) Relationships: Involvement with infrastructure and the provider.
 - c.) Activities Performed: Metric analysis and pulse checks.
- 3.) Help Desk Staff
 - a.) Main Role: Assist in managing support tickets
 - b.) Relationships: Relationship with platform, users, instructors, and Account Manager.
 - c.) Activities Performed: Support Ticket Management.
- 4.) Instructor
 - a.) Main Role: To supply information, knowledge, on a particular subject.
 - b.) Relationships: With user, platform, help desk
 - c.) Activities Performed: Course supply.
- 5.) Software Engineering Staff
 - a.) Main Role: To facilitate the SDLC process of the entire project from creation to maintenance.
 - b.) Relationships: With helpdesk, Stakeholders actual, account managers.
 - c.) Activities Performed: Software development.
- 6.) Analysts as consultants
 - a.) Main Role: Guide in facilitating the efficiency of architecting project at hand.
 - b.) Relationships: With software engineering staff, help desk, account managers.
 - c.) Activities Performed: Consulting.
- 7.) Marketing Team
 - a.) Main Role: To facilitate the advertisement of the Platform, aiding in the acquisition of funds once platform is launched.
 - b.) Relationships: With Stakeholders, account managers
 - c.) Activities Performed: Advertising metric analysis, data, and execution thereof.

List the components involved in your system, by potential category, leave some blank if need be

1.) Reports

a.) IT Efficiency

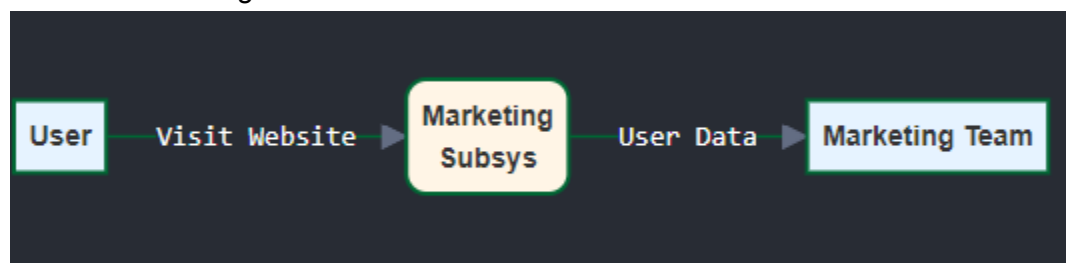
- i.) This is any form of IT Efficiency Metric that is gatherable through any given software.
- ii.) Context Level Diagram:



iii.)

b.) Marketing

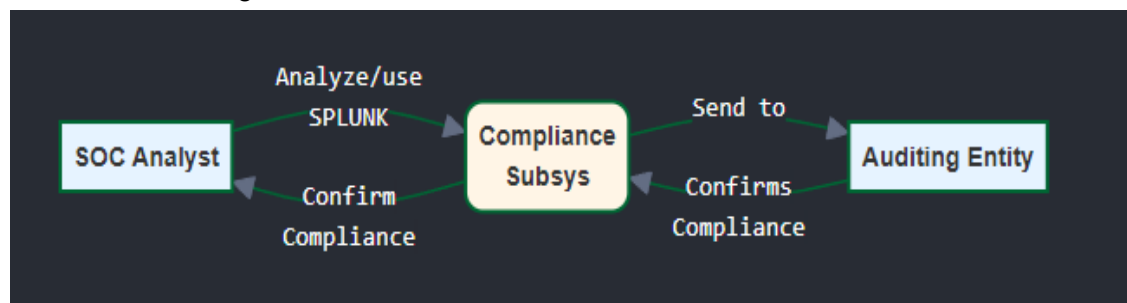
- i.) This is a report of any necessary Marketing Metric to better facilitate advertising efforts by the Marketing Team, in an effort to draw users into the E-Learning platform.
- ii.) Context Level Diagram:



iii.)

c.) Compliance

- i.) This is a report of any necessary metrics security wise that must be attained for Security Compliance within our organization
- ii.) Context Level Diagram

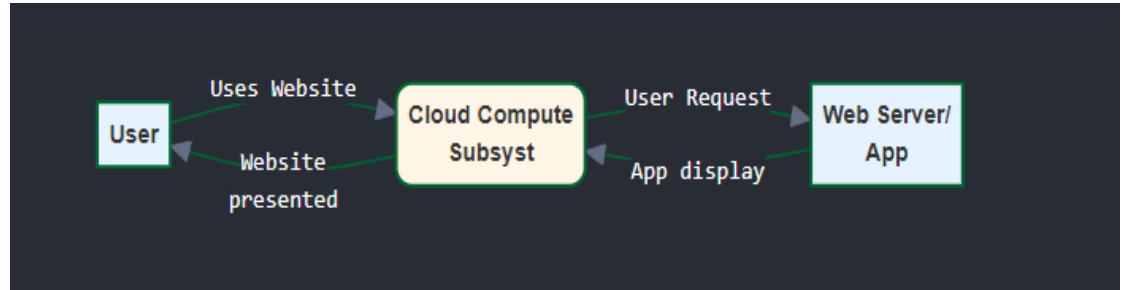


iii.)

2.) Machines

a.) Cloud Infrastructure to host the platform

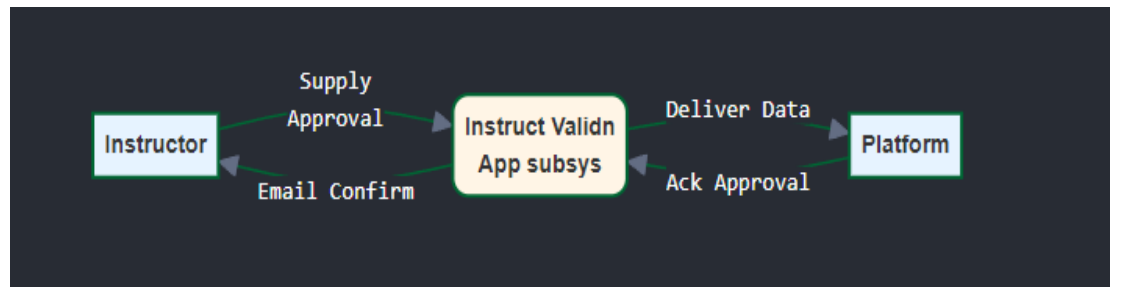
- i.) This is a conceptual diagram of the flow between the Cloud Computing solution, the web server we host it on, and the input from the user
- ii.) Context level Diagram



3.) Documents

a.) Instructor Validation Application

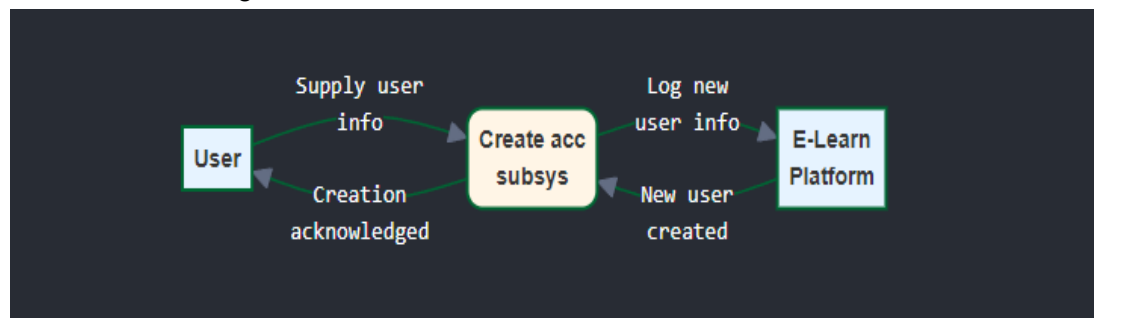
- i.) This is the document to which the Instructor must fill out before being allowed to produce course content on the E-Learning Platform.
- ii.) Context Level Diagram



4.) Processes

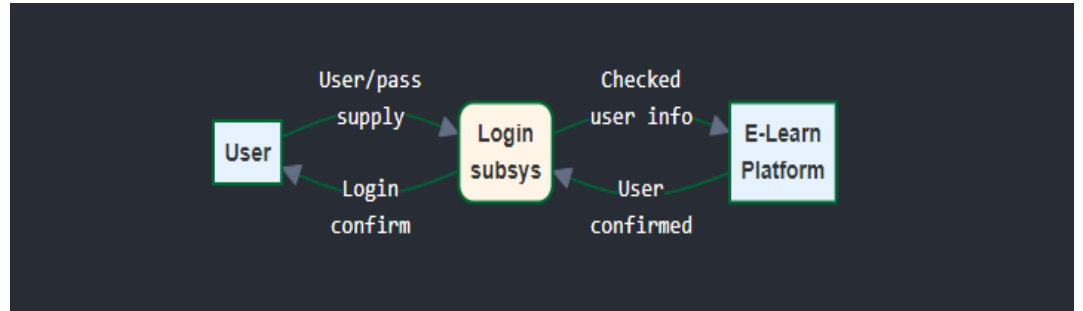
a.) Create Account

- i.) This is the process in which the User creates an account on the platform for the first time
- ii.) Context Level Diagram



b.) User Login

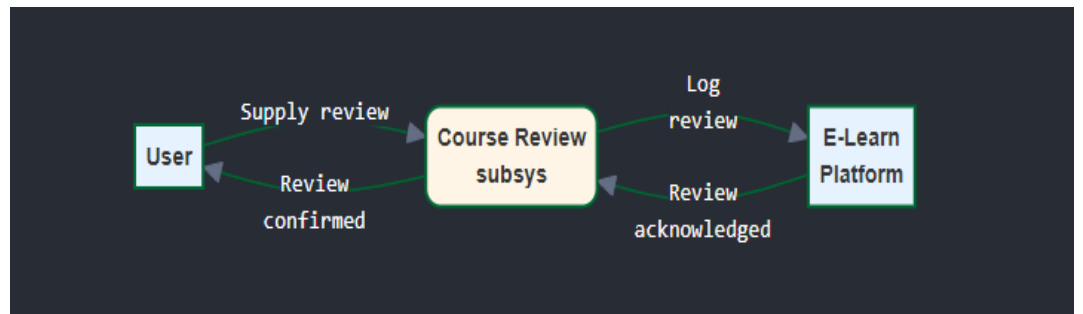
- i.) This is the process to which a Valid User logs into the platform for further use.
- ii.) Context Level Diagram



iii.)

c.) Review a Course

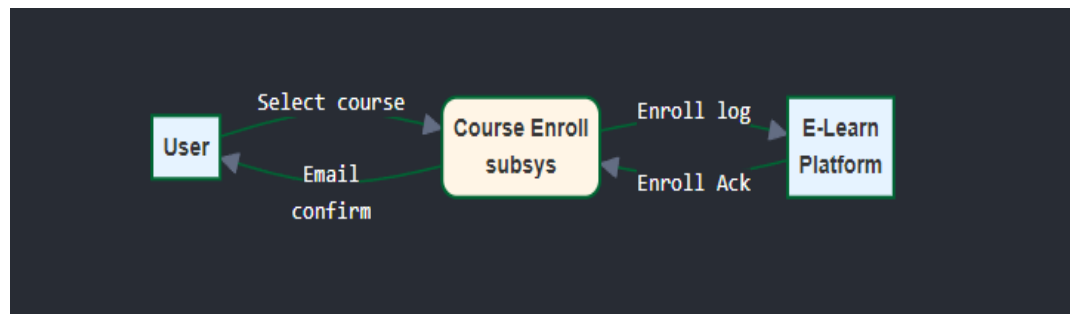
- i.) This is the process to which a Valid User is able to review any given course to which they could be enrolled in.
- ii.) Context Level Diagram



iii.)

d.) Enroll in a course

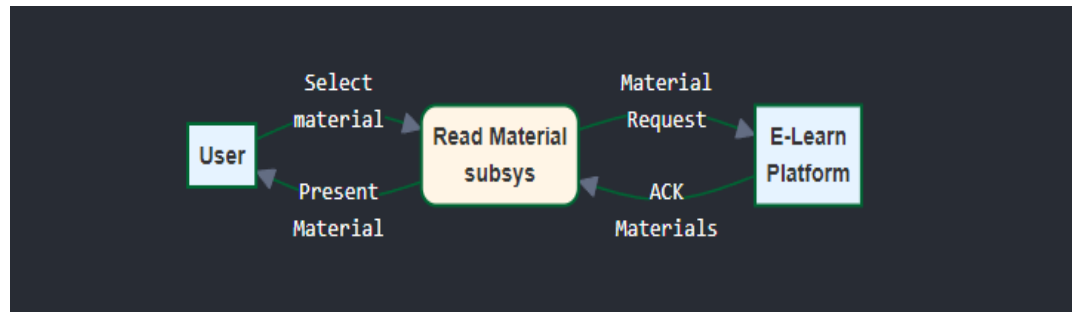
- i.) This is the process to which a Valid User is able to enroll in any given course that exists on the platform.
- ii.) Context Level Diagram



iii.)

e.) Read course materials

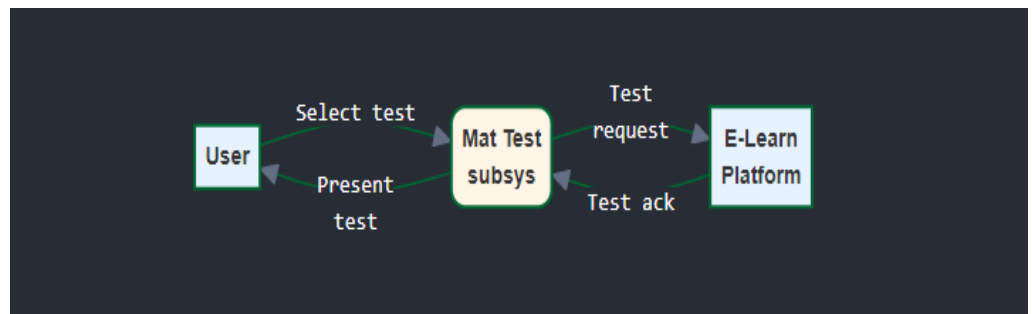
- i.) This is the process to which a Valid User is able to read course materials that are related to a given course they are enrolled in.
- ii.) Context Level Diagram



iii.)

f.) Tests on course materials

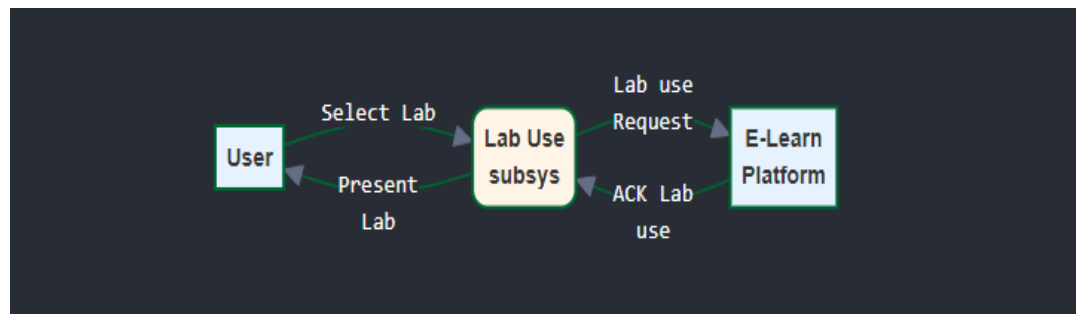
- i.) This is the process to which the user can do written tests on the materials (Mat) to which they have been participating with.
- ii.) Context Level Diagram



iii.)

g.) Labs on course materials

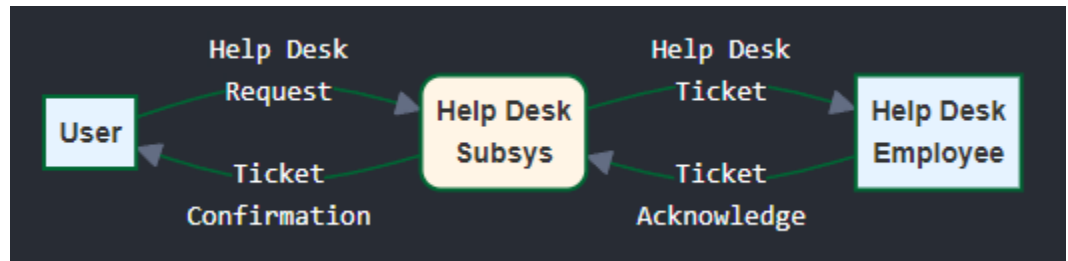
- i.) This is the process to which the user can engage in hands on labs in relation to the courses to which they have been participating in and learning from
- ii.) Context Level Diagram



iii.)

h.) Help Desk Support

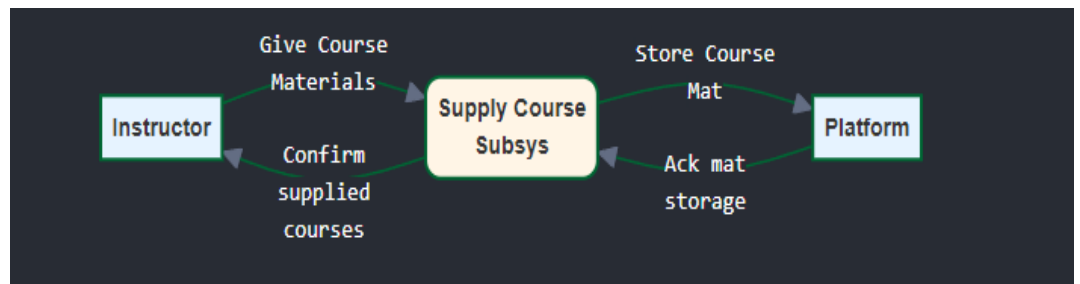
- i.) This is the process to which the user or instructor may request help from the Help Desk in relation to any given issue occurrence from platform use.
- ii.) Context Level Diagram



iii.)

i.) Supply a Course

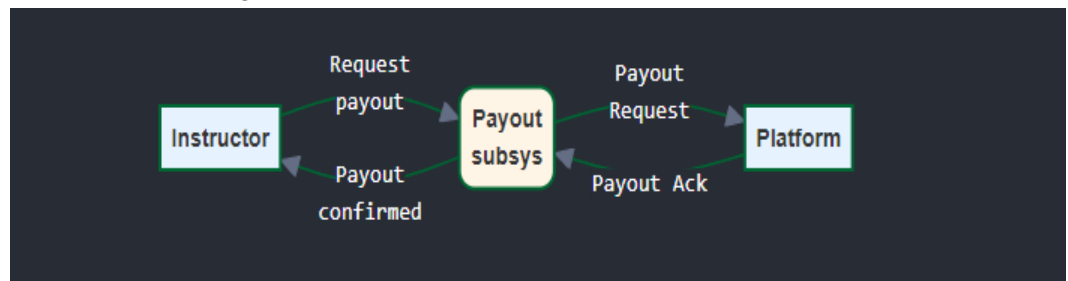
- i.) This is the process to which a valid instructor may Supply a course to the platform for Valid Users to learn from.
- ii.) Context Level Diagram



iii.)

j.) Instructor Payout

- i.) This is the process to which a Valid Instructor may receive payout from the platform in a manner pre-defined and established by the project at hand.
- ii.) Context Level Diagram



iii.)

List the Use cases: Tables following

- 1.) Create Account
- 2.) User Login
- 3.) Review Course
- 4.) Enroll in Course
- 5.) Read Materials
- 6.) Test Knowledge on Materials
- 7.) Engage in Hands-On Labs
- 8.) Review Peer Consenses (Check forums related to labs, courses, etc.)
- 9.) Help Desk Support
- 10.) Apply to be Instructor (Instructor User)
- 11.) Supply Course (Instructor as User)
- 12.) Instructor Payout (Instructor as User)