

RUP Artifacts

for

Habit tracker

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Version History

Editor's Name	Date (DD/MM/YYYY)	Reason for Changes/Sections Updated	Version
Kamila	02.09.2021	Document creation	1
Dias	03.09.2021	Adding use cases	1.1
Makshe	05.09.2021	Labeling features, adding	1.2
Kamila	15.09.2021	Adding goals	2
Dias	20.09.2021	Checking functional requirements, plan	2.1
Makshe	23.09.2021	Checking non-functional requirements	2.2
Makshe	04.10.2021	Correcting stakeholders and features	3
Dias	06.10.2021	Adding user stories	3.1
Kamila	10.10.2021	Correcting the software development plan	3.2

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1. Business Goals and Objectives

write the business goals of your project, what the project should achieve

1	Build new everyday reliable software product
2	Develop the product iteratively
3	Offer better interface and more features among competitors in the market
4	Diversity training, team building
5	Launch the app by the end of the course

2. Roles and responsibilities

Stakeholder's Name	Roles	Responsibilities
Developer	Front-end developer Back-end developer Designer Database administrator Content provider	Create a design of a mobile app Create the front-end Create the back-end Create the database, fill it with goals samples Test and release the product Writing clear documentation for the project
User	Android app user	Use the application
Owner	Customer of the product	Giving the task, preferences about the project Accepting/rejecting the project

3. Requirement Analysis and Specifications

3.1. Features

ID #	Use Case Title	Priority	Any Other Label
1	Set a new goal to achieve	Must Have	

2	Send notifications about daily steps	Must Have	
3	Authorization using mobile phone or email	Should Have	
4	The ability to check the progress on the goal (previous, current and future steps, failures and successes)	Should Have	
5	Share the progress in social media	Could Have	
6	Give up archiving the goal	Must Have	
7	The failure of the daily step	Should Have	
8	Reward steps in a way to goal archiving	Should Have	

3.2. Use Cases

Use Case	Primary Actor	Basic flow	Extensions
Set a new goal to achieve	User	<ol style="list-style-type: none"> 1. The User presses a button "<i>Set a goal</i>". 2. The System offers to choose one item from the list of "<i>Bad habits</i>" or "<i>Good habits</i>" 3. The User chooses the start date. 	<ol style="list-style-type: none"> 1. The System does not have a necessary goal in lists. <ol style="list-style-type: none"> a. The User chooses option "<i>Other</i>" b. The System shows a textbox to enter the goal. c. User enters.
Send notifications about daily steps	System	<ol style="list-style-type: none"> 1. The system sends notifications about the user's current progress. 	<ol style="list-style-type: none"> 1. The user does not want to get notifications. <ol style="list-style-type: none"> a. The user can turn off the notifications. 2. The user does not have goals. <ol style="list-style-type: none"> a. The system does not send notifications.

Authorization using mobile phone or email	User	<ol style="list-style-type: none"> 1. The user wants to sign up using a mobile phone or email. 2. The system shows the sign up form. 3. The user fills the form. 4. The system registers the new user. 	<ol style="list-style-type: none"> 1. The user filled in the incorrect mobile phone or email. <ol style="list-style-type: none"> a. The system shows the error. b. The user tries to fill it again. 2. Entered mobile phone or email are already registered. <ol style="list-style-type: none"> a. The system shows an error. b. The user tries again.
The ability to check the progress on the goal	User	<ol style="list-style-type: none"> 1. The user wants to check his current progress and his future steps. 2. The user opens the app, chooses the goal. 3. The system shows the progress on this goal. 	<ol style="list-style-type: none"> 1. The user does not have goals. <ol style="list-style-type: none"> a. The system offers to set a new goal.
Share the progress in social media	User	<ol style="list-style-type: none"> 1. The user wants to share the progress with friends. 2. The user chooses social media, messenger or etc. 3. The user chooses for whom to send, or other options. 4. The system sends a message to the friend or creates a post. 	<ol style="list-style-type: none"> 1. The user did not log in his account in the chosen social network. <ol style="list-style-type: none"> a. The system shows an error and asks to log in.
Giving up achieving the goal	User	<ol style="list-style-type: none"> 1. The user wants to remove the goal. 2. The system asks if the user is sure. 3. The user confirms. 4. The system deletes the goal and offers to retry it 	<ol style="list-style-type: none"> 1. The user does not confirm deleting the goal. <ol style="list-style-type: none"> a. The system does not delete the goal.

		later.	
The failure of the daily step	User	<ol style="list-style-type: none"> 1. The user did not cope with the step. 2. The system offers to retry this step on the next day. 	<ol style="list-style-type: none"> 1. The user does not want to continue archiving the goal. <ol style="list-style-type: none"> a. The system offers to delete the goal.
Reward steps in a way to goal achieving	User	<ol style="list-style-type: none"> 1. The user fulfils the step. 2. The system gives him points to his rating. 	<ol style="list-style-type: none"> 1. The user fails the step. <ol style="list-style-type: none"> a. The system takes away points from the user rating.

User Stories

1. Set a new goal to achieve

As a user I want to be able to set any goal so that I can create my own goal if there is no necessary predefined one.

2. Send notifications about daily steps

As a user I want to be able to get notifications from the app so that I can remember about steps to do that day.

3. Authorization using mobile phone or email

As a developer I want users to be able to register users in the app using phone number or email so that I can simplify the process of changing password for users.

4. The ability to check the progress on the goal

As a user I want to see both previous and future steps of the goal so that I can visualise the whole progress on the goal.

5. Share the progress in social media

As a user I want to be able to share my progress in social media so that I can show my achievements to others.

6. Giving up achieving the goal

As a developer I want to add a possibility to stop achieving the goal so that users

can take a break and try it again.

7. The failure of the daily step

As a user I want to have the ability to repeat the daily step if I could not fulfill it so that I can continue with my goal.

8. Reward steps in a way to goal achieving

As a developer I want to add a rewarding system, e.g. give points for successes and take back for failures so that I can motivate users.

4. Non-Functional Requirement

NFR	Sub-Characteristics	How will you achieve it
Response time	Complete page loads under 3 seconds	Ensure that the code is efficient at all levels
Reliability	The app should be available at least 90% of the day	Predict and solve the app failures
Usability	Users should be able to get through different features based on their cognitive knowledge	Use as little data as possible, separate content from navigation
	Users should be able to create goal under three clicks	
Portability	Screen works across all popular devices without loss of data and functionality	Use special Android libraries, APIs
Maintainability	Fixing a bug should take now more than one week	Follow SOLID principles, use standard API formats and clear document interfaces

5. Software Development plan

Inception Phase				
#Iteration	Timeline	Developer	Activities	Artifacts
#1	24/08/2021 - 30/08/2021	Kamila Khamidullina	Determine Business goals and objectives with valid justification Identify the stakeholders Establish roles and responsibilities	Deliver the documentation of achieved milestones
#2	01/09/2021- 03/09/2021	Dias Usenov	Requirement engineering(20% use cases) Identify Risks	Update the documentation of achieved milestones with User stories and Risk Lists
#3	01/09/2021- 05/09/2021	Makshe Seytkaliev	Requirements engineering	Update documentation
#4	15/09/2021- 20/09/2021	Dias Usenov	Requirements engineering	Update documentation
#4	03/10/2021- 06/10/2021	Dias Usenov	Add user stories	Update documentation

Elaboration Phase				
#Iteration	Timeline	Developer	Activities	Artifacts
#1	01/09/2021- 05/09/2021	Kamila Khamidullina	Software development planning	Iteration Plan
#2	15/09/2021- 20/09/2021	Dias Usenov	Revise Functional requirements (100%)	Document 100% use cases
#3	19/09/2021- 23/09/2021	Makshe Seytkaliev	Revise non-functional requirements	Update documentation
#4	03/10/2021- 04/10/2021	Makshe Seytkaliev	Revise stakeholders	Update documentation
#5	08/10/2021-1 0/10/2021	Kamila Khamidullina	Revise the software development plan	Update documentation

Construction Phase				
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#Iteration	Timeline	Developer	Activities	Artifacts
#1	01/09/2021-10/09/2021	Kamila Khamidullina	Create the mock-up of the project	Mock-up
#1	06/09/2021-14/09/2021	Dias Usenov, Makshe Seytkaliev	Work on Feature 1, 4	Update project on git
#1	06/09/2021-14/09/2021	Makshe Seytkaliev	Work on Feature 6	Update project on git
#1	06/09/2021-14/09/2021	Dias Usenov	Work on Feature 7	Update project on git
#1	06/09/2021-14/09/2021	Makshe Seytkaliev, Kamila Khamidullina	Work on Feature 3	Update project on git
#1	06/09/2021-14/09/2021	Dias Usenov Kamila Khamidullina	Work on Feature 8	Update project on git
#2	06/09/2021-14/09/2021	Makshe Seytkaliev	Work on Feature 2, 5	Update project on git

Transition Phase				
#Iteration	Timeline	Developer	Activities	Artifacts
#1	05/10/2021-10/10/2021	Kamila Khamidullina	Integration, End to end testing Training for Users and Developers	Github repository Final README and SSD for developers and Users
#2	05/10/2021-10/10/2021	Makshe Seytkaliev	Final product release	Working Product