Phase 3 Report

Group 2

Introduction:

In today's fast-paced world, where demands on our time seem to be ever-increasing, staying on top of our tasks and maximizing productivity can often feel like an insurmountable challenge. However, in this digital age, technology offers us the opportunity to not only manage our daily responsibilities efficiently but also elevate our overall productivity.

Enter "Do," your all-in-one web application designed to transform the way you organize tasks and supercharge your productivity. "Do" is a powerful and user-friendly tool created to streamline your workflow, helping you achieve more in less time while reducing stress and overwhelm. This groundbreaking web app combines innovative features and intuitive design to help you regain control of your schedule and turn your aspirations into accomplishments.

From task management and prioritization to insightful data analytics, "Do" is your personal productivity assistant. Join us as we explore how "Do" empowers you to reach new heights in productivity, simplify your daily life, and ultimately accomplish more than you ever thought possible. Discover a better way to get things done with "Do."

Users of the app:

It is developed for individuals and people who work in teams.

Schedule:

Requirements Modeling:

A:

    1-User should be able to add tasks

    2- User should be able to create a project.

    3 – User should be able to add people to a team

    4 – User should be able to assign tasks to his team members (Only the leader can do this)

5 – Users can finish a task by clicking check on it

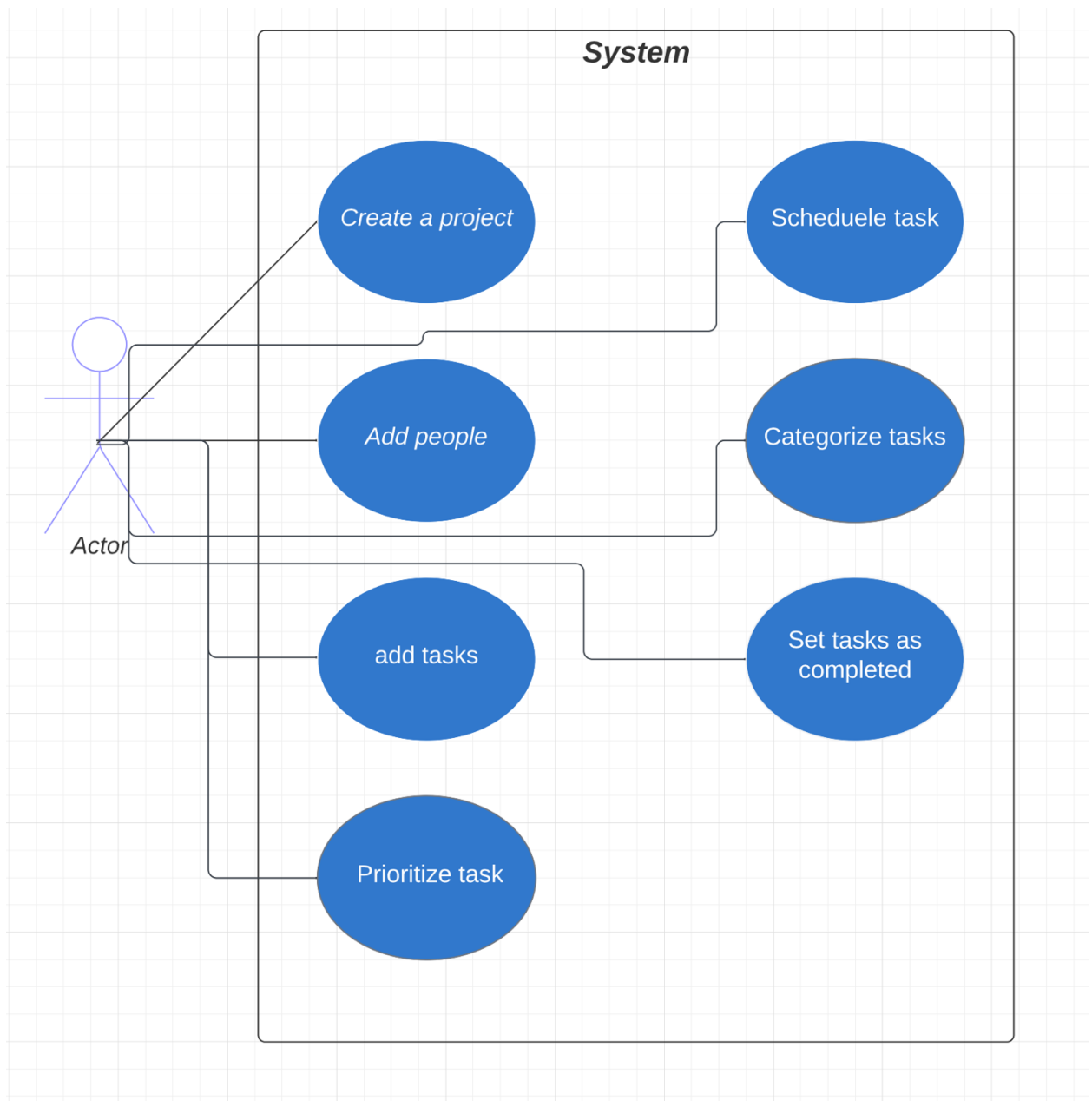6 – user can visualize his progress

B:

1 – Usability

2 – Integrity

3 – Testability

4 – Reusability

5 – Maintainability

C:

System

Create a project

Scheduele task

Add people

Categorize tasks

add tasks

Set tasks as completed

Prioritize task

Actor

D:

Use case name	Create a project
Actors	User
Preconditions	User has to be signed in
Description	A project is where a set of related tasks are in
Postconditions	A project should be appended to the previous projects of the user(if any)
Alternative flows and exceptions	No alternative or exception cases

Use case name	Schedule a task
Actors	User
Preconditions	A user has to be signed in and a real task should be selected
Description	Setting a deadline or due date for a task
Postconditions	A task should have a deadline appeared on it
Alternative flows and exceptions	No alternatives Nor exception cases

Use case name	Add people
Actors	User(project owner)
Preconditions	A user has to be signed in and a real project should be selected(members<=5)
Description	Adding collaborators to the project.
Postconditions	The project should appear in the collaborator screen and be able to access it
Alternative flows and exceptions	Members should be less than 5.

Use case name	Add tasks
Actors	User
Preconditions	User should be signed in and have an existing project
Description	User should add his wanted task in a project and visualize them
Postconditions	A task should appear in the project page
Alternative flows and exceptions	No alternatives nor exceptions

Use case name	Set tasks as completed
Actors	User, Members
Preconditions	User, member should be signed in and the task should be uncompleted
Description	Tagging a task as complete
Postconditions	The task should be removed
Alternative flows and exceptions	The user can check all task at once or deleting the project will check all tasks, no exception scenario

Use case name	Assign task for members
Actors	User and member
Preconditions	User and member should have a common project
Description	User can delegate a task to a specific member
Postconditions	The task is added to the member
Alternative flows and exceptions	No alternative nor exception scenario

Use case name	Visualize progress
Actors	leader or member
Preconditions	Should have a project to visualize
Description	The user should have a brief percentage on the progress of the project
Postconditions	A summary should appear to the user
Alternative flows and exceptions	No alternatives, If project is empty or completed a special message should appear wither about completed or error

	showing that this is an empty project

Reference and Definitions :

    1 – Usability :

    2 – Integrity

    3 – Testability

    4 – Reusability

    5 – Maintainability

A quality requirements taxonomy, as defined in [Wiegers 2003].