Project: Librarian

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# *Project Description and Roadmap*

## **Define Requirements and Scope**

### Requirements:

#### What should the system do?

* Receive user directory data.
* Organize directory data.
* Display organized directory data to user.

#### How should the system perform?

* Librarian must be easily able to enter directory data.
* Librarian should organize File data faster than it takes for the user to organize the directory data.
* Librarian should display directory data in a way that is user friendly and appealing to the eye.

### Scope:

#### Project Objective:

* The objective of the Librarian project is to develop a digital tool that assists users in efficiently organizing directory data.

#### The deliverables of the Organizer project include:

* An application interface for users to input directory data.
* Automated algorithms for organizing input directory data.
* Visualization tools for displaying organized directory data in a user-friendly format.

## **Sprint Planning**

### Sprint Composition (3-4 days):

Each sprit is composed of:

* Plans and Objectives
  + What we are going to do and how we success will be measured.
* Execute and Test
  + Do what we said we are going to do and test it to make sure it works. If we run into problems, then we need to go back to step 1 or go to step 2 if there are somethings that you did execute that are good to keep.
* Review
  + Document what you did.
  + If there needs to be adaptations, address them in the next sprint.
  + Reflect on what you have learned during this sprint.

### Initial Research Sprint (3-4 days):

1. Create a list of information that you need to understand before you start developing.
2. Perform Research on each item in the list until you have completed the list or you need to modify the list, then you need to go back to step 1, and if you have multiple items already completed go to step 3.
3. Document and reflect what you have learned. Address this information in the next sprint.

### Development Sprint (3-4 days):

1. Create a list of prioritized tasks that need to be completed before the system is complete. Lets call this the backlog. Select the top 3 items on the list and plan out the execution of these tasks, and if designing is necessary then design now.
2. Execute on developing the tasks. Each task must be tested before it is considered completed. This phase will be completed once the 3 items are completed.
3. Document and reflect on what you have learned. Address this information in the next sprint.
4. Begin a new Development sprint if project backlog is not empty, If project needs more information before continuing perform a Research Sprint.