# Resource Manager

# Use-Case: Allocate Resource

1. Brief Description

When a project manager

Wants to find a resource for a project they click on the skill required for the project so that they can assign a list of users who have that skill required and the time available

1. Actors
   1. Project Manager

Manages projects and resource requirements in the system

* 1. Resource

Is allocated to project as a resource

1. Pre-Conditions
   1. A project exists
   2. A resource requirement exists
   3. The project manager is on the manage project screen
   4. Users exist in the system
   5. The project manager has authenticated and is authorised to manage the project
2. Normal Flow

The use case begins when project manager clicks on the allocate button on the manage project screen against a specific requirement

|  |  |
| --- | --- |
| Project Manager | System |
| 1. Clicks allocate button | 1. Finds resources which match the requirements |
|  | 1. Displays the resources to the user |
| 1. Selects specific resource and then clicks on the add button | 1. Adds the resource to the project and marks that resource requirement as allocated |
|  | 1. The resource is sent a notification of their allocation. |
|  | 1. The project manager is returned to the manage project screen |

The use case ends.

1. Alternate Flows
   1. No available resources

If at step 2 of the normal flow no resources are found, then

|  |  |  |
| --- | --- | --- |
| Project Manager 1 | Project Manager 2 | System |
|  |  | 1. Displays a message to the project manager to request if a secondary search for resources without time available should be performed |
| 1. Requests to perfom additional search |  | 1. Finds resources who have the skill requirements but not the required time allocation |
|  |  | 1. Displays resources to the user identifying them as unavailable |
| 1. Selects a Resource and clicks the “request release from current allocation” option |  | 1. Notifies the resource and the project manager that the resource has been requested |
|  | 1. Accepts the transfer of the resource | 1. Continues the normal flow at step 5. |

* 1. User requests to be released from project

If at step 6 of alternate flow 5.1 the user requests to join the project

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| --- | --- | --- | --- |
| resource | Project Manager 2 |  | System |
| 1. Requests to join project from notification |  |  | 1. Notifies project manager 2 of users request |
|  | 1. Accepts the users request to be released from their project |  | 1. Notifies project Manager 1 of the acceptance of the resource release |
|  |  | 1. Clicks accept resource transfer | 1. Continues the normal flow at step 5. |

1. Subflows
   1. Manager doesn’t want to perform secondary search

If at step 2 of alternate flow 5.1 the project manager selects the no, return me to the project management screen

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| --- | --- |
| Project Manager | System |
| 1. Clicks no, return me to the project management screen | 1. Continue from step 7 of the normal flow |

* 1. No resources are found in second search

If at step 3 of alternate flow 5.1 no resources are found that have required skill allocation

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| --- | --- |
| Project Manager | System |
|  | 1. Displays message stating no resources are found for required resource |
| 1. Clicks return me to the project management screen | 1. Continue from step 7 of the normal flow. |

* 1. Project Manager 2 declines the request to release resource

If at step 7 of the alternate flow 5.1 or step 3 of alternate flow 5.2 the project manager declines releasing the resource

|  |  |
| --- | --- |
| Project Manager 2 | System |
| 1. Declines releasing resource | 1. Notifies resource and project manager 1 of the allocation |

1. Key Scenarios
   1. Normal Flow

A resource requirement is fulfilled so that the resource is allocated to it.

* 1. No available resources

No resources are available that match the resource requirements

* 1. Resource requests transfer of project

This allows resources to have some control over their desired allocation.

1. Post-conditions
   1. A project has a resource requirement fulfilled for one of its resource requirements.
   2. A user has their allocation consumed for the time they are allocated to a new resource.
2. Special Requirements

There are no special requirements for this use case.