[Company Name]

your logo here

Demo Project  
demonstrating Spring & Angular

**Version 0.0:** [Date published]

**Presented by:** [Presenter's name]

# Goal

The goal of this project is to demonstrate skills in the area Spring & AngularJS. A sample application is defined and being implemented.

# Application Overview

The sample application provides functionalities for task management. The user can create projects and within a project, create a list of tasks. He can arrange these tasks as he sees fit, mark them as completed.

# Epics

The following Epics have been identified:

* Registration/Login: register to the system or log in.
* Project Management: create, modify and delete projects. Reorder projects.
* Task Management: create, modify and delete tasks. Reorder tasks or move them to other projects.

# Use Cases

This section holds the main use cases.

## Register

|  |  |
| --- | --- |
| **Goal** | A new user registers to the service. |
| **Primary Actor** | User |
| **Trigger** | User selects register. |
| **Main Success Scenario** | 1. The user clicks on register. 2. The user provides his name and email address and password. 3. He receives a welcome mail with an embedded link. 4. He clicks on the link and confirms his email ending up on the front page (already logged in). |
|  |  |

## Login

|  |  |
| --- | --- |
| **Goal** | A registered user logs in to the application. |
| **Primary Actor** | User |
| **Trigger** | User selects login. |
| **Main Success Scenario** | 1. The user clicks on login. 2. The user enters his email and password. 3. The system authenticates the user and forwards him to the front page. |
|  |  |

## Create Project

|  |  |
| --- | --- |
| **Goal** | A logged-in user creates a new project. |
| **Primary Actor** | User |
| **Trigger** | User selects new project. |
| **Main Success Scenario** | 1. The user clicks on new project. 2. The user enters the name of the new project. 3. A new empty project is being created and will show up in the project list. |
|  |  |

## Create Task

|  |  |
| --- | --- |
| **Goal** | A logged-in user creates a new task. |
| **Primary Actor** | User |
| **Trigger** | User selects login. |
| **Prerequisite** | A project is already selected. |
| **Main Success Scenario** | 1. The user clicks on new task. 2. The user enters the task name and description. 3. The new task is being added to the project. |
|  |  |

## Modify Task

|  |  |
| --- | --- |
| **Goal** | A logged-in user modifies an existing. |
| **Primary Actor** | User |
| **Trigger** | User selects login. |
| **Prerequisite** | A project is already selected. |
| **Main Success Scenario** | 1. The user clicks on an existing task. 2. The user modifies the task in-place. 3. Changes are stored back to the server. |
|  |  |

## Rearrange Task

|  |  |
| --- | --- |
| **Goal** | A logged-in user moves a task to a new location. |
| **Primary Actor** | User |
| **Trigger** | User selects login. |
| **Prerequisite** | A project is already selected. |
| **Main Success Scenario** | 1. The user clicks on an existing task. 2. He drags the task to a new position. 3. Task position is stored back to the server. |
|  |  |

## Change Task Status

|  |  |
| --- | --- |
| **Goal** | A logged-in user puts a task into a new status. |
| **Primary Actor** | User |
| **Trigger** | User selects login. |
| **Prerequisite** | A project is already selected. |
| **Main Success Scenario** | 1. The user clicks on an existing task. 2. He selects the new status. 3. Depending on the new status, the task may disappear from the project list. |

# Implementation

## Entities

The following key entities play a role in this application.

### User

A user is a person using the system. It can authenticate to the system and will have associated roles.

### Team

A user belongs to one or multiple teams. Users in the same team share visibility on projects and tasks.

### Role

Within the scope of a team, a user can have multiple roles. Roles define what the user is allowed to see and do.

### Project

A project is a container for tasks. Projects are owned by a team.

### Task

A task is contained in a project. It can have various states associated.

# Worksheet

Client approval: Yes No

Note whether your case study needs to be ready in time for a specific event:

Date: Event:

Your company information

|  |  |
| --- | --- |
| Branch |  |
| Address |  |
| City, state, ZIP Code |  |
| Phone number |  |
| Fax number |  |

|  |  |
| --- | --- |
| Contact name |  |
| Title |  |
| Phone number |  |
| Fax number |  |
| E-mail address |  |

|  |  |
| --- | --- |
| Solution group |  |
| Solution offering |  |
| Project name or title |  |

Customer profile

|  |  |
| --- | --- |
| Customer name |  |
| Division |  |
| Address |  |
| City, state, ZIP Code |  |
| Phone number |  |
| Fax number |  |
| Web site address |  |

|  |  |
| --- | --- |
| Industry |  |
| Number of employees |  |
| Annual revenue |  |

|  |  |
| --- | --- |
| Contact name |  |
| Title |  |
| Phone number |  |
| Fax number |  |
| E-mail address |  |

# Template

### Case Study for [Customer Name]

## Company profile

[Briefly describe your customer’s products or services. Include information about the company's history.

###### Example:

Wingtip Toys, established in 1956, is the premier supplier to toy retailers worldwide.

Revenues in 2003: $3.5 million

Estimated IT budget for 2004: $1.2 million

Wingtip Toys ceased IT development after September 11, 2001, and has not pursued any recent IT development.]

## Business situation

[Identify the problems that your customer is facing and their goals and objectives. List the strategic business or competitive reasons that caused the customer to reevaluate its current situation. Be as specific as possible, citing examples when appropriate and including supporting customer quotes.

Example: As a result of the recovery of the market, Wingtip Toys wants to procure software for improved tracking of inventory and purchasing.]

## Technical situation

[Provide a detailed evaluation of the customer's current technical situation. Identify what the customer uncovered during the evaluation of its systems, the technical challenges the customer is facing, and how the customer believes it can meet the challenges.

Example: Wingtip Toys' current environment runs on older computers that are no longer capable of handling the bandwidth necessary for servicing Wingtip Toys' worldwide customer base. Additionally, Wingtip Toys would like to allow customers to automate their orders and also would like to eliminate telephone and paper orders.]

## Solution

[Summarize your company's solution for your customer's problem. Identify how your company implemented the solution, the resources that it used, and what steps it took and why. Describe the specific technology that your company used and why. Explain the technological benefits of your company's solution.]

## Benefits

[Summarize the business benefits that your company's solution provided for your customer. Focus on the quantifiable benefits, such as the dollar amount saved in training costs, the percentage increase in productivity, or the percentage increase in sales. Note that return-on-investment figures will greatly increase the impact of the case study. Identify any new capabilities and future plans that the customer has as a result of the solution.]

## Products and services your company used

[List the products and services that your company used for the solution.

Example: For an IT solution, list the server products used for the solution.

List the client operating system used for the solution.

List other desktop, e-mail, or Internet products used by the customer.

List third-party products used for the solution.

List the services your company used, such as IT business consulting and user experience engineering.]

## Services provided by other groups or companies

[List any external companies that participated in the solution and what services they provided.]