

### Role - Business Analyst

The BA translated the requirements and needs of the customer into a business model: process models and business goals and business vision. The BA researches the market to understand customer requirements and collaborates with the Architect(s) to translate them into a technological vision. They are responsible for designing features etc. which will distinguish their project from the competition and often work closely with the Marketing and Sales teams. In our simulation, the BA will also be responsible for the User-interface design to facilitate easier user-interaction. The BA will work with the testers to come up with the user acceptance criteria written on the back of each user story.

### Revision History

Week Number	Author	Description of changes
2	Michael Tran, John Chan	<ul style="list-style-type: none"><li>• Added risks/mitigation</li><li>• Added business goals</li><li>• Added user stories</li><li>• Added UI Mock-ups</li><li>• Added Business Process Models</li></ul>
3-4	Michael Tran, John Chan	<ul style="list-style-type: none"><li>• Added Variations in the domain</li><li>• Refined wireframes using Axure</li></ul>

1. Define Business Goals, Key Performance Indicators that measure the degree to which the goals have been achieved.
  - A. Meet deadlines
  - B. Ensure Customer Satisfaction / Implement user stories as wanted by customer (scores/grades)
  - C. Provide a simple and intuitive way for people to manage their bank accounts (feedback)
2. Define User Stories for the project.

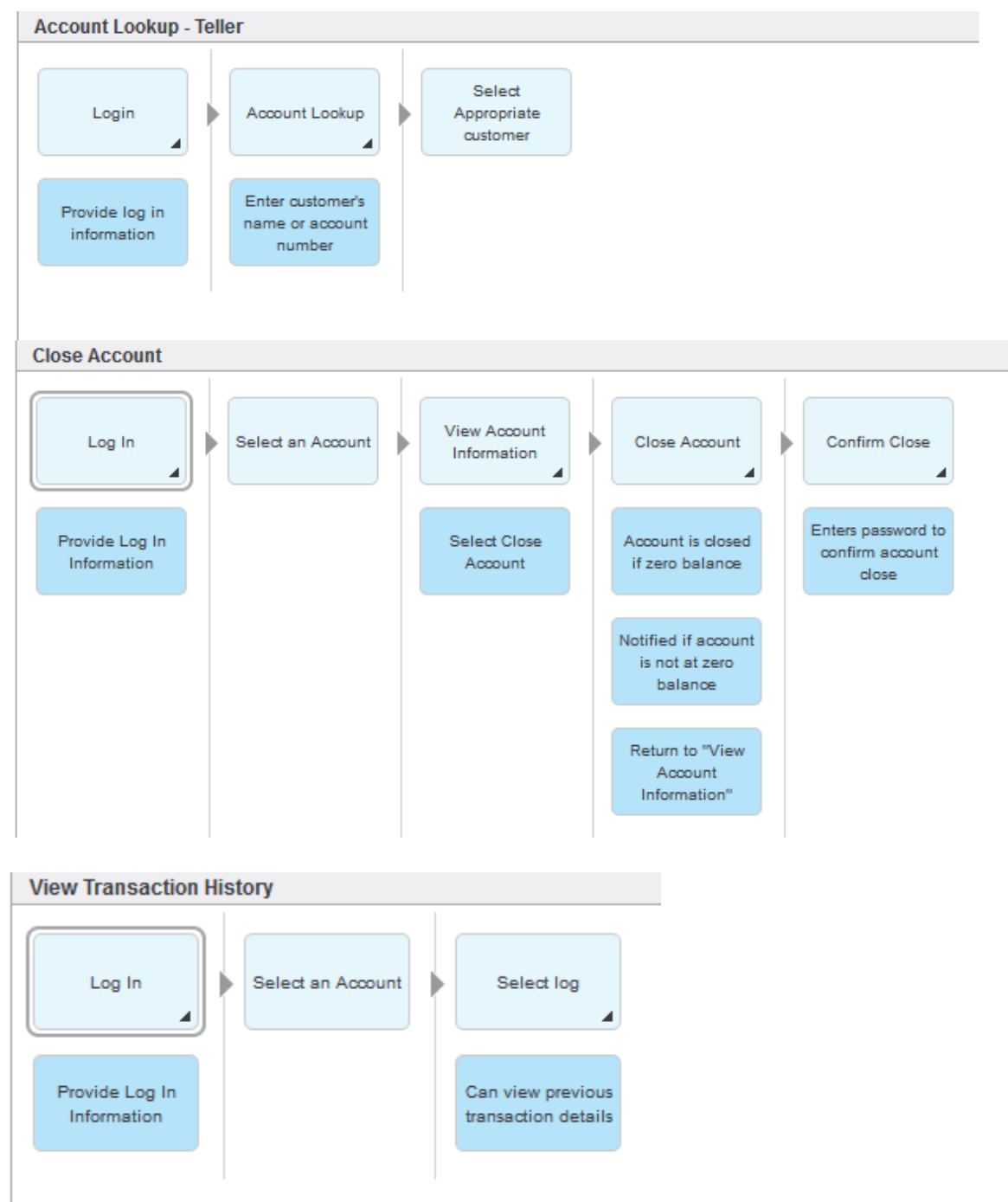
Name	Description	Estimation	Priority
<b>Securely Log in</b>	User should be able to securely log in as a bank employee or account holder	2 days	10
<b>Securely Log out</b>	User should be able to log out and return to the log in screen	1 day	20
<b>Sign up</b>	New customers should be able to open their first bank/user account with name, address, date of birth, email and account type.	1 day	10
<b>Account Lookup</b>	Teller should be able to look up a customer's account to perform transactions for them.	1 day	20
<b>Open Account</b>	Account holder/teller should be able to add a new bank account.	1 day	20
<b>Forgot Password</b>	User should be able to retrieve password by submitting their email and account number	2 days	30
<b>Display Accounts/Balances</b>	Account holder should be able to see all of their accounts	1 day	20
<b>Close Account</b>	Account holder/teller should be able to disable and delete one of the customer's bank accounts.	2 days	30
<b>Close Account Failure</b>	Notify user that account must have zero balance to be closed.	1 day	30
<b>Debit Account</b>	Account holder/teller should be able to withdraw money from a customer's bank account IF withdrawal amount does not exceed the account balance.	2 days	20

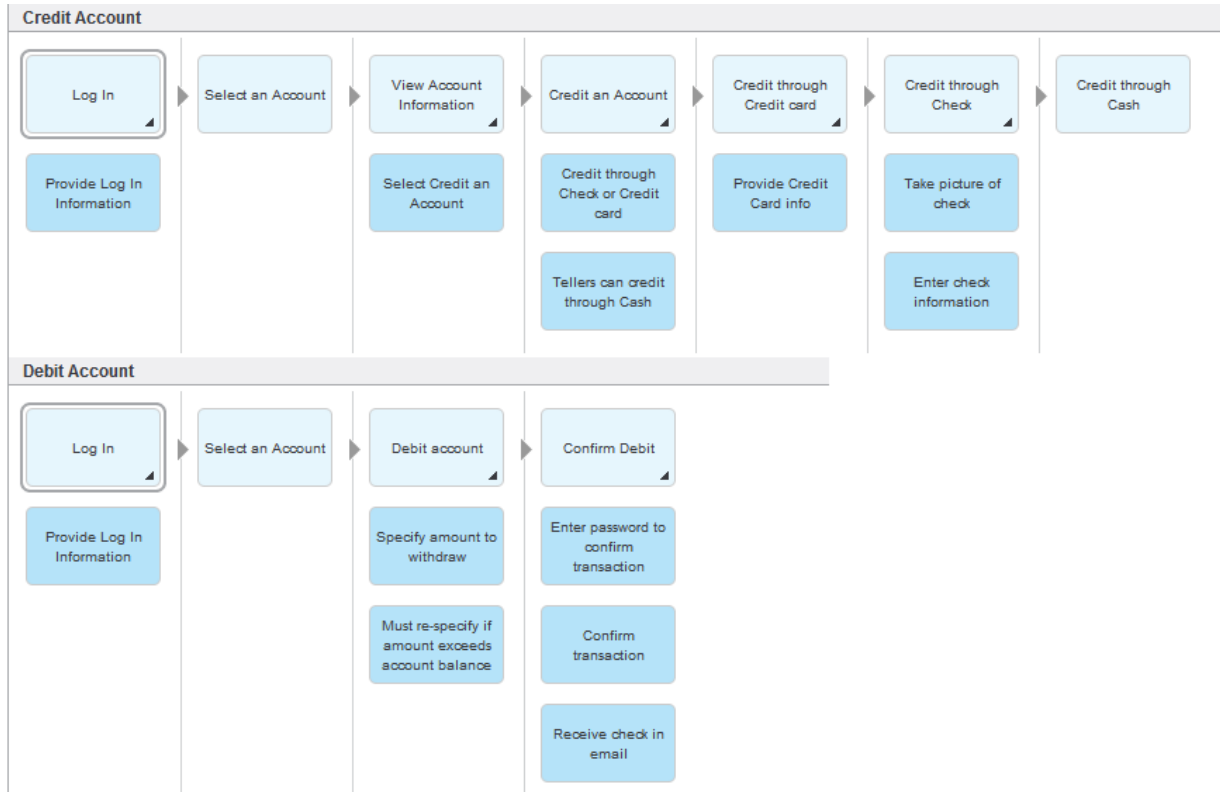
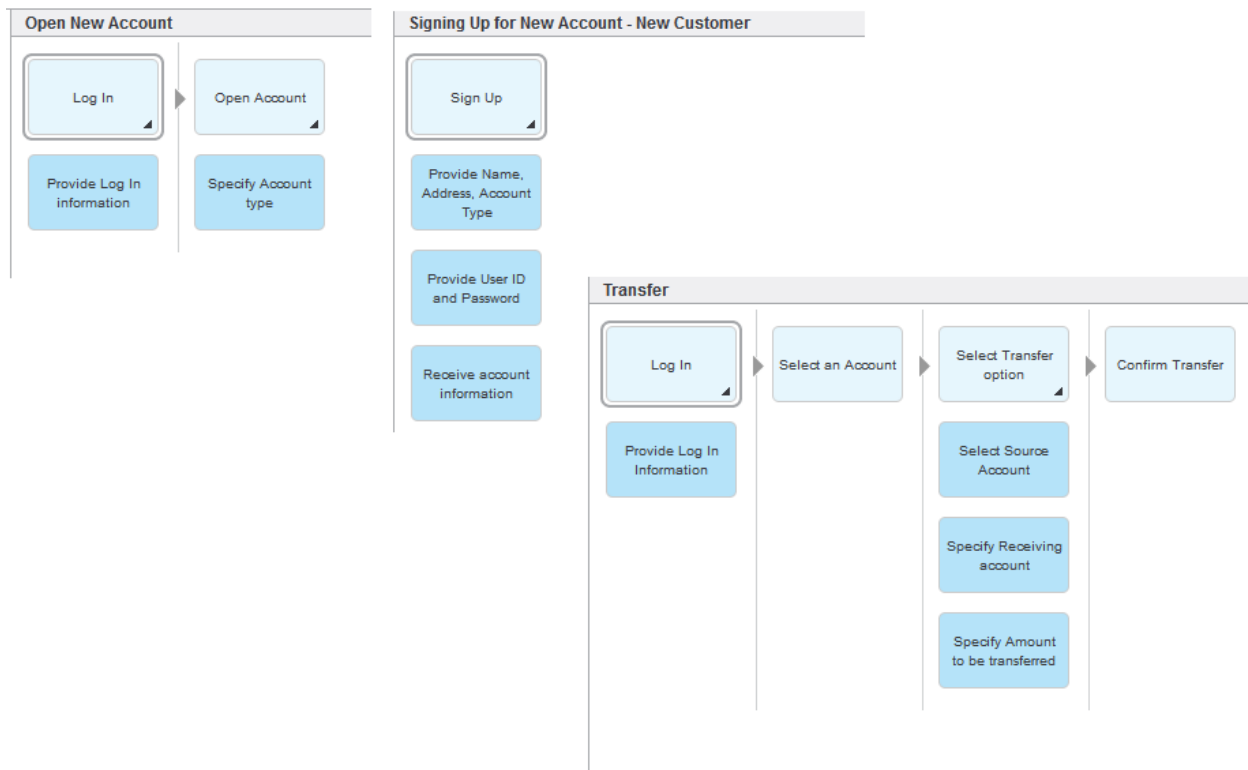
<b>Email Check</b>	Check is emailed to account holder once they debit their account.	2 days	20
<b>Withdrawal/Transfer Failure</b>	Notify user that they can't perform this action due to insufficient funds in source account	1 day	30
<b>Credit Account</b>	Account holder/teller should be able to deposit money into one of customer's bank account. Account holder can do this through credit and check. Teller can do this through cash as well.	2 days	20
<b>Picture Check</b>	Account holder should be able to take a picture of a check to credit their account.	1 day	40
<b>Transfer</b>	Account holder/Teller should be able to transfer money from one of the customer's bank accounts to another one of the same customer's account.	2 days	20
<b>Wire</b>	Account holder/Teller should be able to transfer money from one of the customer's accounts to another customer's account.	1 day	20
<b>Transfer Confirmation</b>	User must confirm this transaction	1 day	30
<b>Calculate Interest</b>	Account holder should be able to view interests of each of their bank accounts.	2 days	15
<b>Get Balance</b>	Balances of accounts should be listed to Account holder/Teller.	1 day	20
<b>Transaction History</b>	Account holder/Teller should be able to view customer's transaction history	1 day	30
<b>Print Statement</b>	Account holder should be able to retrieve and print out their transaction history	2 days	30

### 3. Business Process Models

Use blueworks live to document the business processes. Describe the flow of the main business processes within the scope of your project.

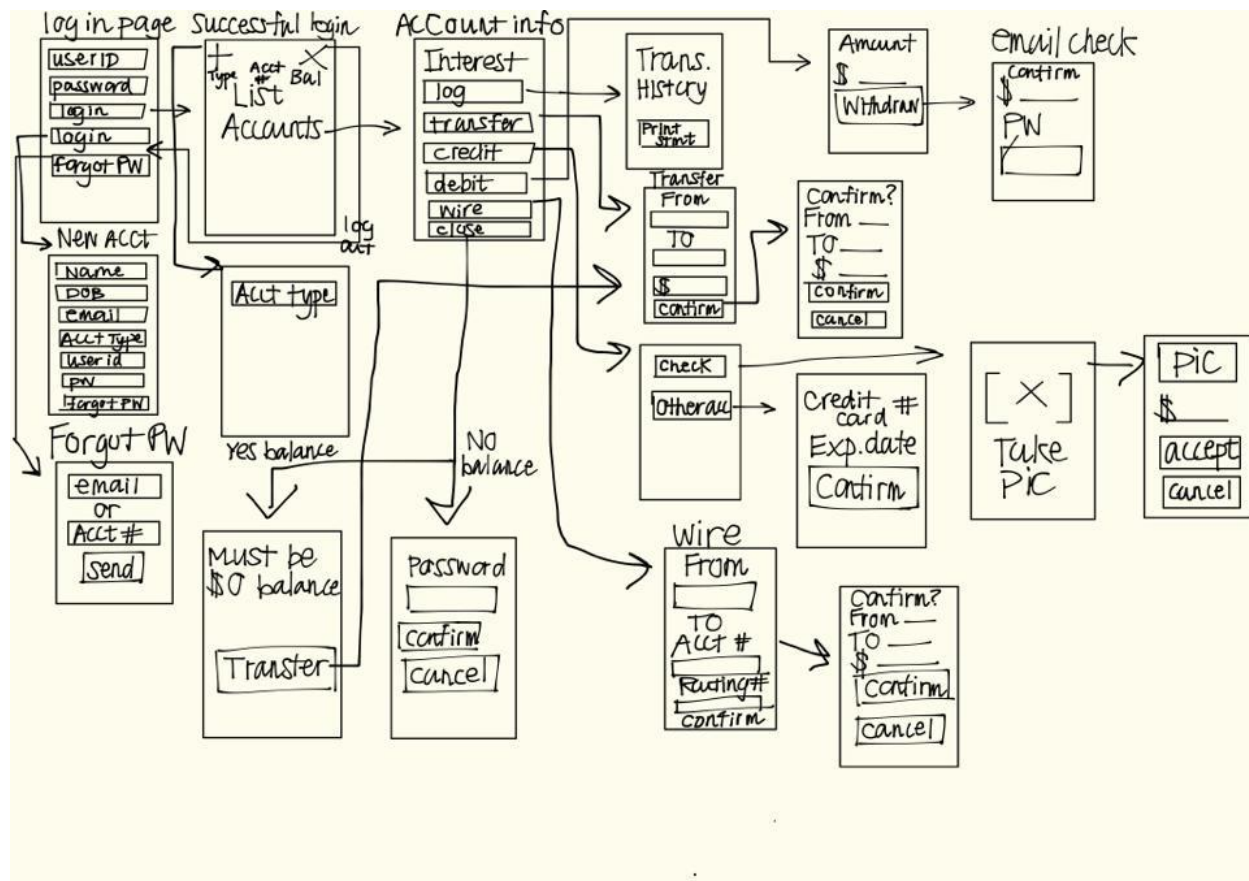
Business Processes - an account holder may close an account, view their transaction history, debit an account, credit an account, open a new account, and transfer or wire money from one account to another. A teller may do all of these things for a customer by accessing the customer's account using the account lookup tool. New customers can only sign up for an account.



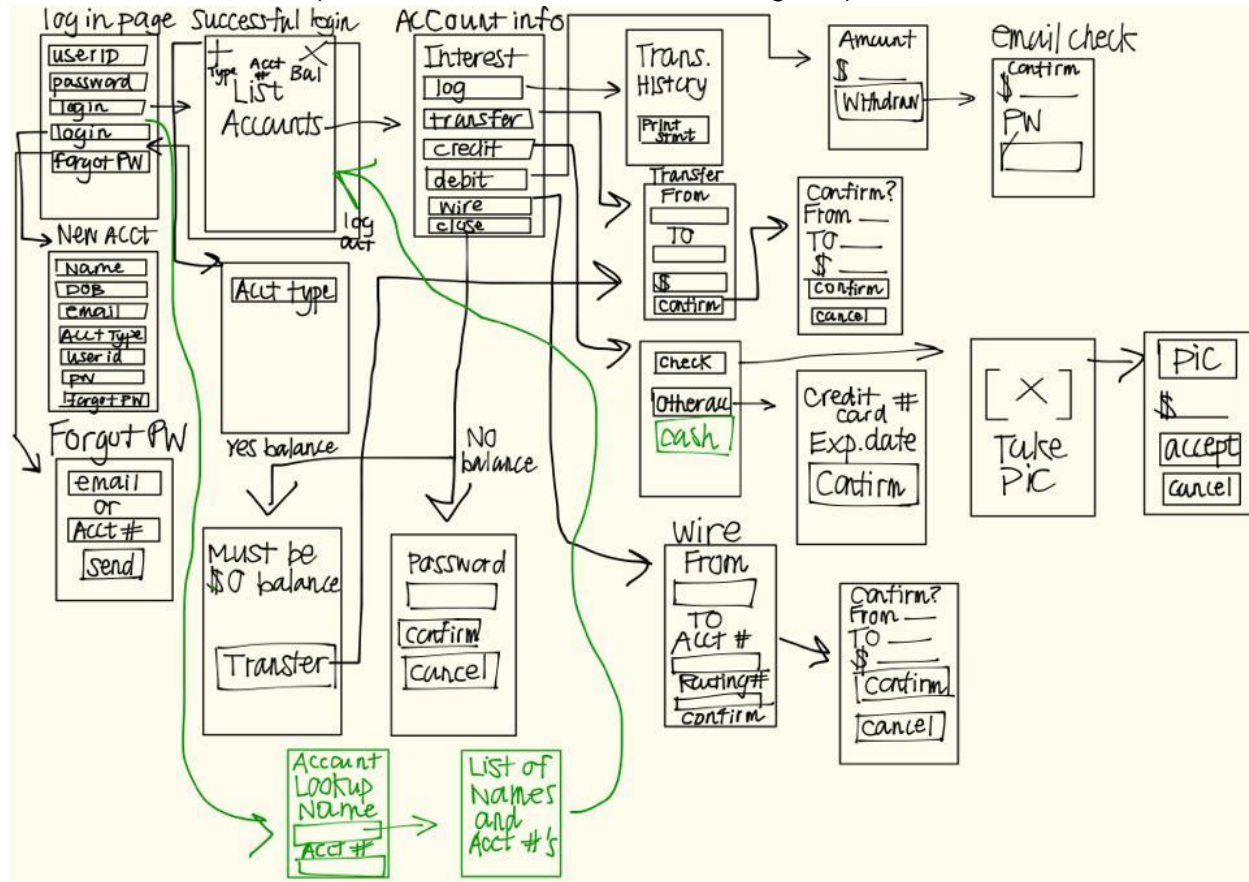


## 4. Wireframes: Simple UI mock-ups and flow between them.

UI flow for Account Holder:



### UI Flow for Bank Teller (Difference from Account Holder in green)



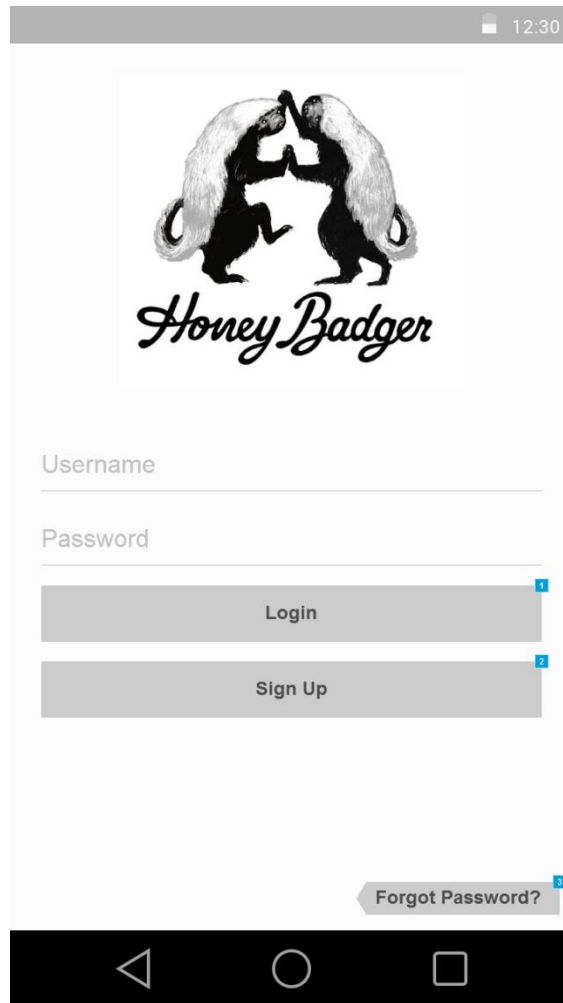
## 5.. Project Risks and Mitigation plan

Risk	Counterplan
Calling in sick	Make sure everyone gets enough sleep
Midterms/Other classes/Out of town/Predictable conflicts	Let Project Manager know of any upcoming difficulties one may have
Unfamiliar with new technologies	Everyone should try to catch themselves up and get help from those who are experienced.
Holidays	Take them into account when planning ahead

## 6. Variations in the Requirements

- As of now, there are two types of user accounts: teller and customer
  - a. Tellers can access customer's accounts in order to perform bank functions for them
  - b. Customers can only access their own accounts and perform transactions with their own accounts.
- Different rules in interest rates based on account type
  - a. Checking Account Interest Rates
  - b. Savings Account Interest Rates
    - i. As of now, these are the only differences between Checking and Savings
- Different rules in interest rates based on Account balance over 30 days
  - a. Balance = \$3000+ = 3% interest rate
  - b. Balance = \$2000-3000 = 2% interest rate
  - c. Balance = \$1000-2000 = 1% interest rate
- As of now, there are no rules on the number of accounts per customer, but may change.
- Different account types available to customer
  - a. Checking
  - b. Savings

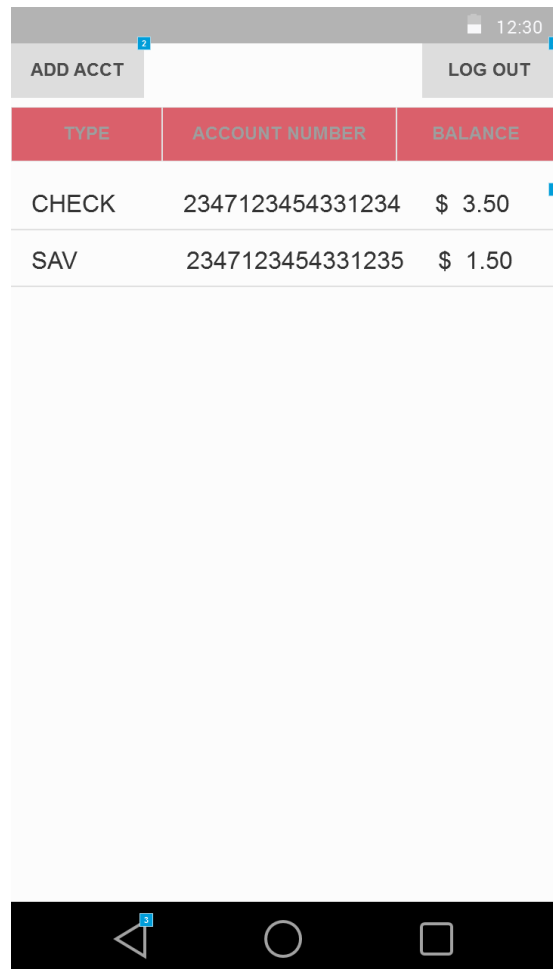


**Refined Wireframe (Does not include all of it):****1.1. Home****1.1.1. User Interface****1.1.2. Widget Table**

Footnote	Interactions
1	OnClick: Case 1: Open Successful Login in Current Window
2	OnClick: Case 1: Open Sign Up Page in Current Window
3	OnClick: Case 1: Open Sign Up Page in Current Window

## 1.2. Successful Login

### 1.2.1. User Interface



### 1.2.2. Widget Table

Footnote	Interactions
1	OnClick: Case 1: Open Account Info in Current Window
2	OnClick: Case 1: Open Add Account in Current Window
3	OnClick: Case 1: Open Home in Current Window
4	OnClick: Case 1: Open Home in Current Window

## 1.3. Sign Up Page

### 1.3.1. User Interface

The image shows a mobile application interface for a sign-up page. The page is titled "Sign Up" and features a white card with a light gray background. The card contains the following fields and controls:

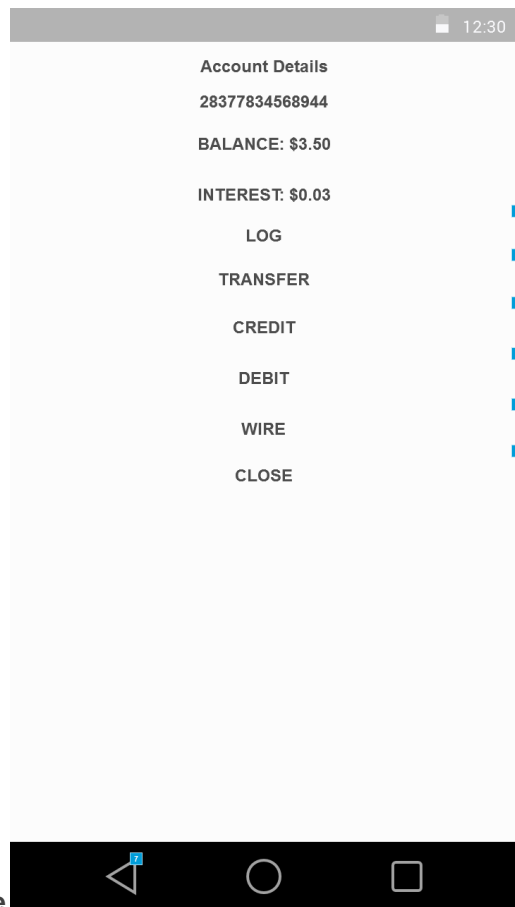
- Name:** A text input field with a person icon to the left. The field is divided into three sections: "MM", "DD", and "YYYY".
- Address:** A text input field with a location pin icon to the left. Below it are two more fields: "City" and "Zip", with a "CA" dropdown menu between them.
- Email:** A text input field with an envelope icon to the left.
- Account Type:** A dropdown menu with a downward arrow.
- User ID:** A text input field.
- Password:** A text input field.

At the bottom of the card, there are two buttons: "CANCEL" and "DONE". The "DONE" button is highlighted in blue. There are small blue squares with numbers 1, 2, and 3 next to the "CANCEL", "DONE", and "Password" fields, respectively. The entire form is displayed on a mobile device screen with a status bar at the top showing the time 12:30 and a navigation bar at the bottom with three icons: a back arrow, a circle, and a square.

### 1.3.2. Widget Table

Footnote	Interactions
1	OnClick: Case 1: Open Home in Current Window
2	OnClick: Case 1: Open Home in Current Window
3	OnClick: Case 1: Open Home in Current Window

## 1.4. Account Info



### 1.4.1. User Interface

### 1.4.2. Widget Table

Footnote	Interactions
1	OnClick: Case 1: Open Log in Current Window
2	OnClick: Case 1: Open Transfer in Current Window
3	OnClick: Case 1: Open Credit in Current Window
4	OnClick: Case 1: Open Debit in Current Window
5	OnClick: Case 1: Open Wire in Current Window
6	OnClick: Case 1: Open Close - No Balance in Current Window

Footnote	Interactions
7	OnClick: Case 1: Open Successful Login in Current Window

## 1.5. Transfer

### 1.5.1. User Interface

12:30

From ▼

To ▼

\$

Transfer

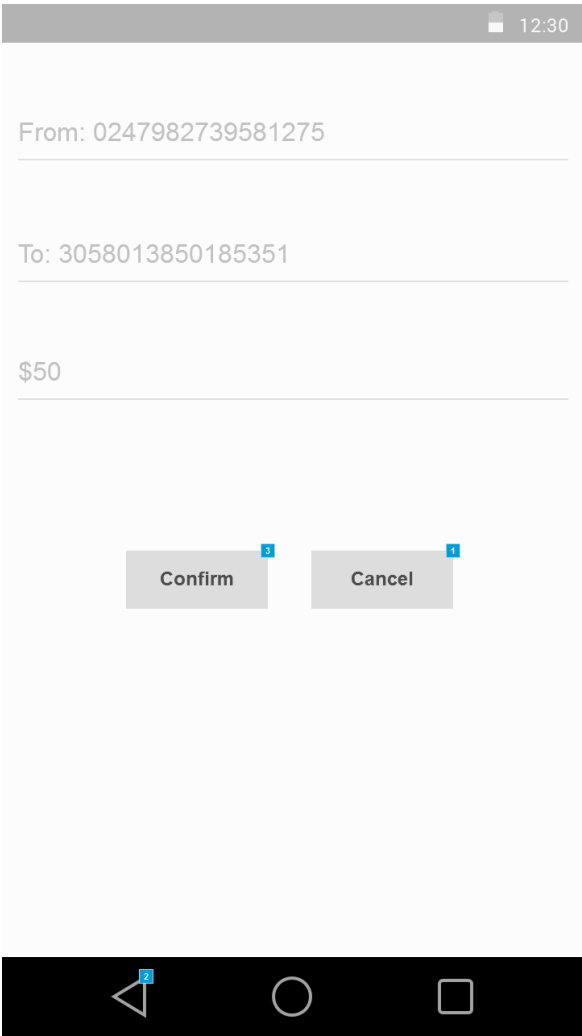
1 2 3

### 1.5.2. Widget Table

Footnote	Interactions
1	OnClick: Case 1: Open Transfer Confirmation in Current Window
2	OnClick: Case 1:
3	OnClick: Case 1: Open Account Info in Current Window

Transfer Confirmation

1.5.3. User Interface



1.5.4. Widget Table

Footnote	Interactions
1	OnClick: Case 1: Open Transfer in Current Window
2	OnClick: Case 1: Open Transfer in Current Window
3	OnClick: Case 1: Open Account Info in Current Window