



Opstart af programmet



Welcome to Colour IT's IT project management system

Please select your job position

Scrum master

Product owner

Project creator

Team member



Efter valg af job position, dette er ens for alle



Please select one of this 3 options

Create new project

Project history

Search



Ved valg af "Create new project"

—



Kommenterede [MMM(S1)]: Hvad man kan her justeres efter om man er team member osv.

Project name	NOTE: I disse felter skriver de ansatte i				
Deadline					
Total hours					
Team members & job position	Name	Scrum master	Product owner	Project creator	Team member
	navn	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
	navn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
	navn				
Functional requirements	Who	What	Why	Responsible team member	Time registration
Non-functional requirements	Requirement		Responsible team member		Time registration
	•				
	•				
Project requirements	Requirement		Responsible team member		Time registration
	•				
	•				
Status	Not started	Started	Ended	Approved	Rejected
	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Create projekt



Ved valg af "Project history"



Not Started

Project name	Latest update	Edit
		Edit
		Edit

Kommenterede [MMM(S2): Kan kun edit hvis man har rigtige status. Projekt navn er link til projekt liste.

Listen ordnes automatisk med den nyeste øverst

Started

Project name	Latest update	Edit
		Edit
		Edit

Ended

Her er der en tabel magen til de andre.



Valgt: Search del 1 af 2



Search by employee

Type in who you wish to find

Search by project

Type in what project you wish to find

Search by status

Type in project status



Valgt: Search del 2 af 2

Tekst	Tekst	Tekst	Tekst	Tekst

Kommenterede [MMM(S3): Når man har indtastet noget i en af søgefelterne (oven over), kommer man til en liste over det man søgte på inden for det søgte emne.