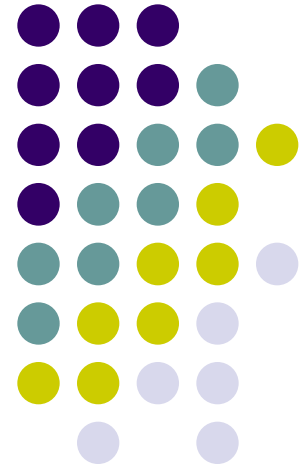
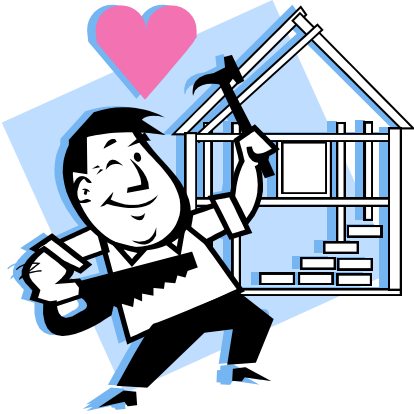


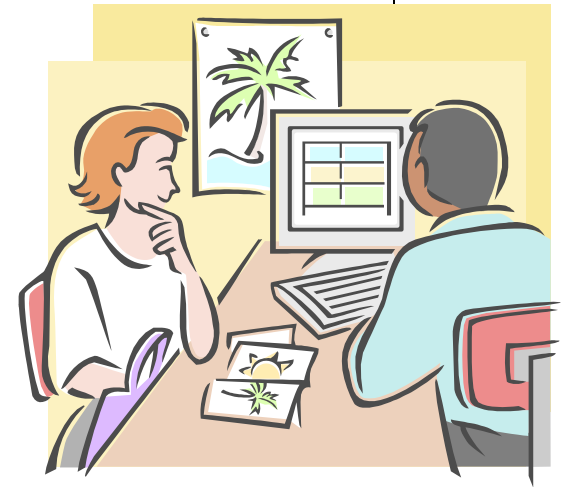
# Volunteer Management System

Presented by Team SE18-08S



# Agenda

- ❖ **Project Revisit**
- ❖ Use Case Modeling
- ❖ Software Architecture
- ❖ Demo of Prototype
- ❖ Transition Strategy
- ❖ Project Progress
- ❖ Challenges & Problems
- ❖ Q & A





# Project Revisit

- ❖ **Purpose:** *To build a web-based solution to facilitate the process of volunteer registration, project management till retention.*
- ❖ **Requirement overview:**

Volunteer Management

Staff Management

Project Management

Itinerary Management

Administration



# Agenda

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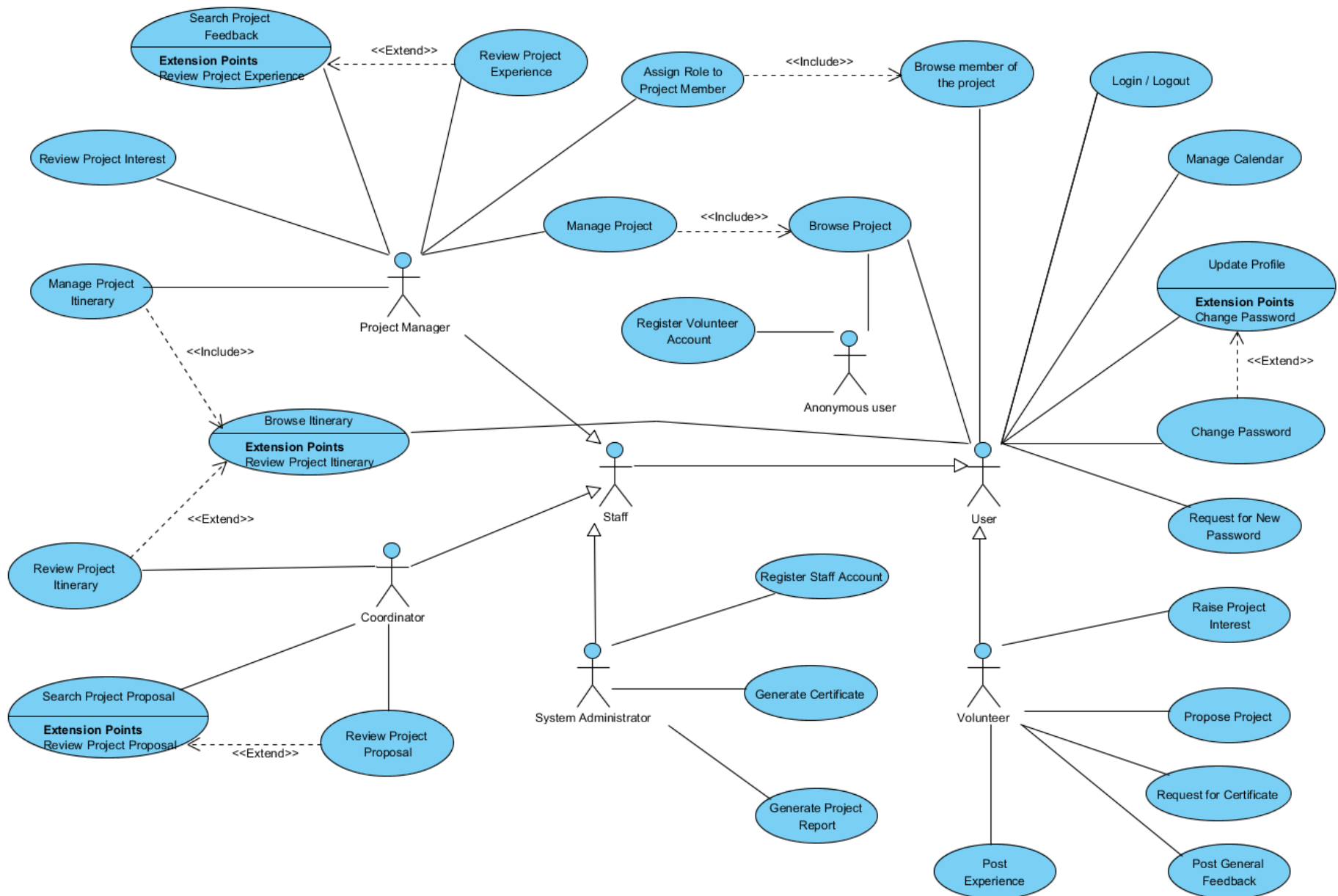
# Use Case Modeling

## ❖ Use Case Model Survey:

- ❖ 23 use cases
- ❖ 7 actors

## ❖ Sample Use Cases:

- ❖ Search Project Member
- ❖ Assign Role to Project Member
- ❖ Generate Certificate



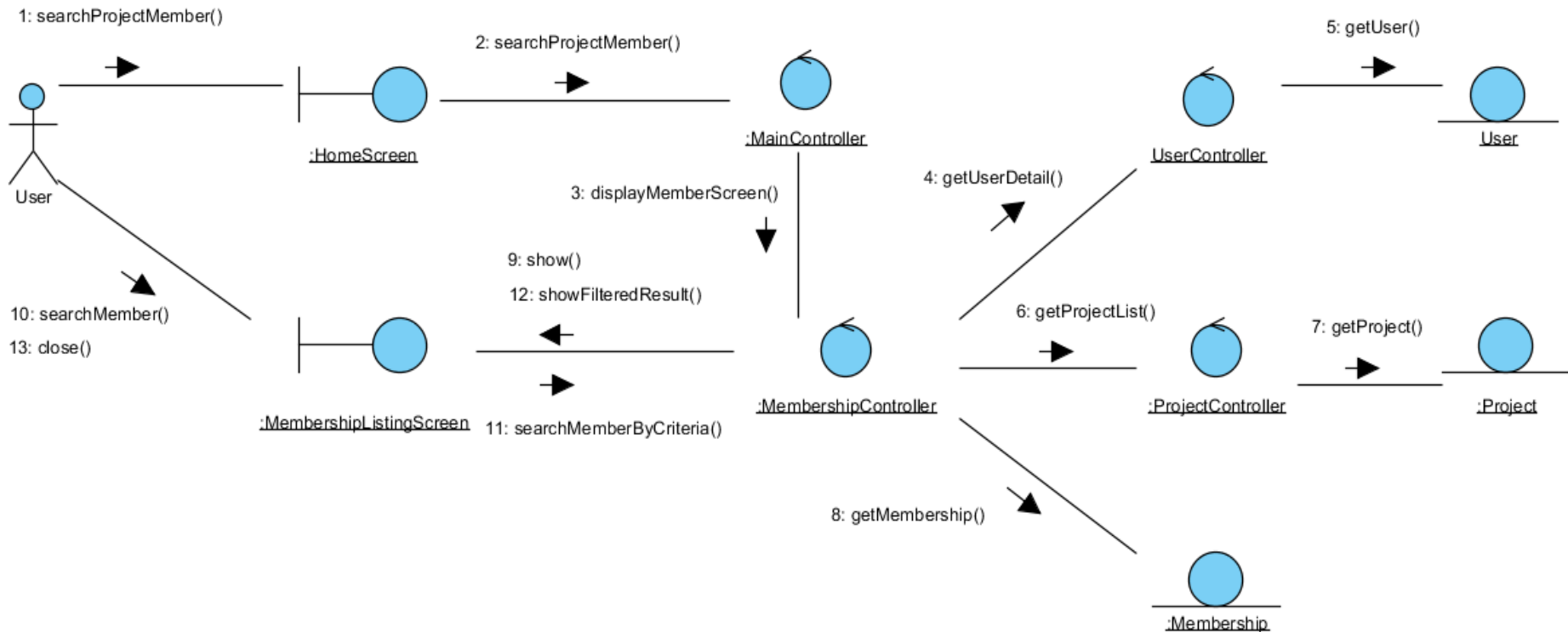
# Use Case Modeling

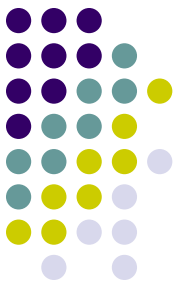
## Sample 1: Search Project Member



**Description:** Let user search and view the member list of a project.

### Interaction diagram

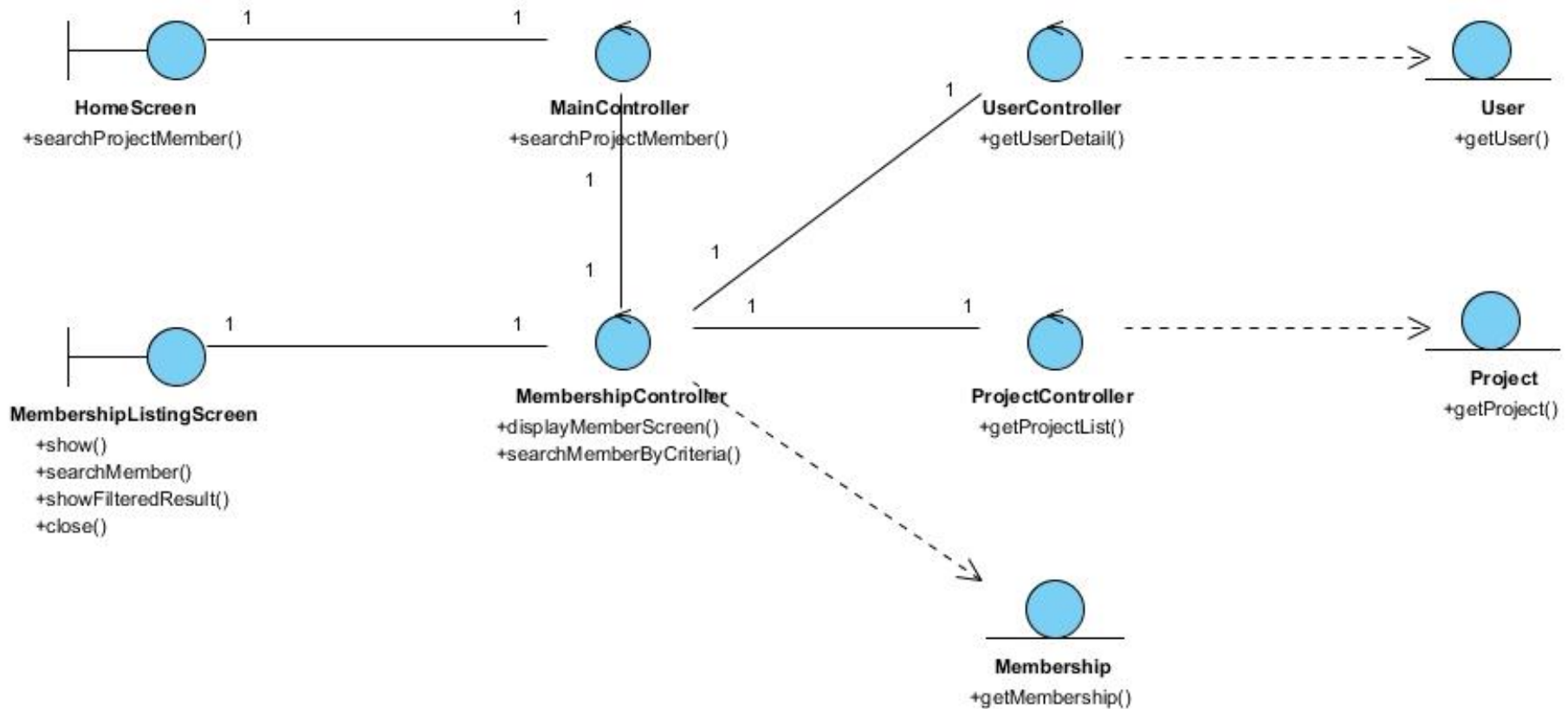




# Use Case Modeling

## Sample 1: Search Project Member

### Class diagram





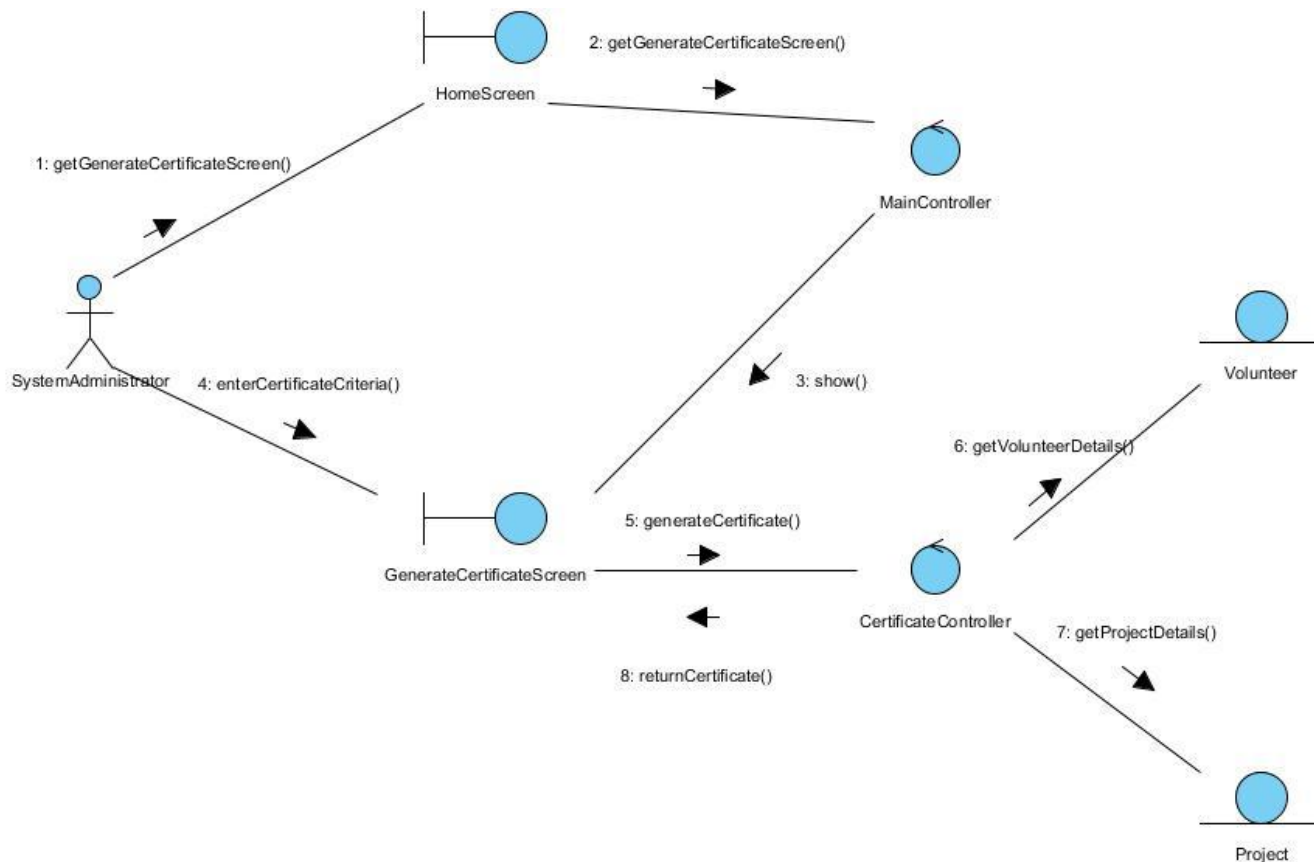


# Use Case Modeling

## Sample 2: Generate Certificate

**Description:** Let user search and view the member list of a project.

### Interaction diagram

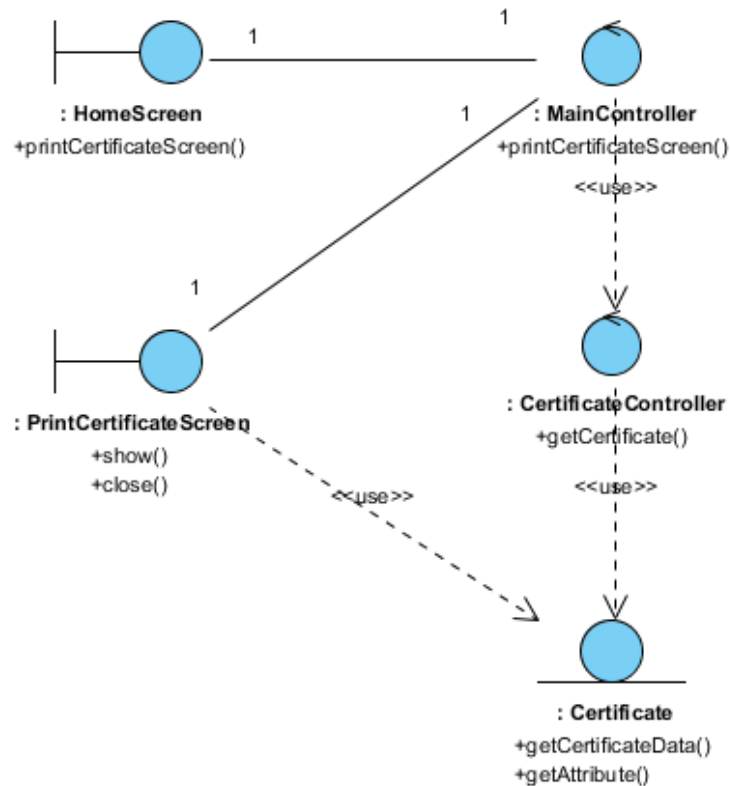




# Use Case Modeling

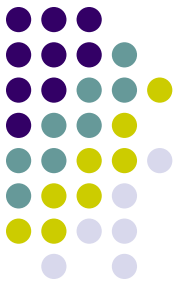
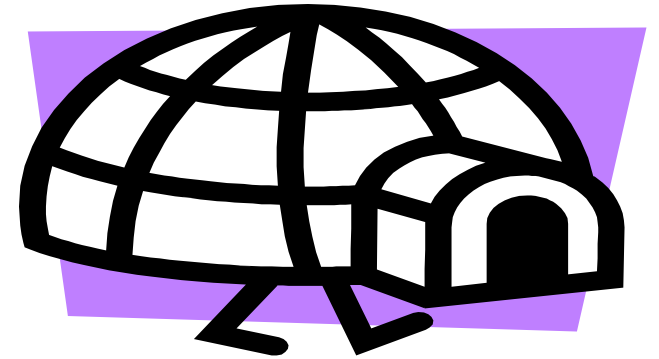
## Sample 2: Generate Certificate

### Class diagram



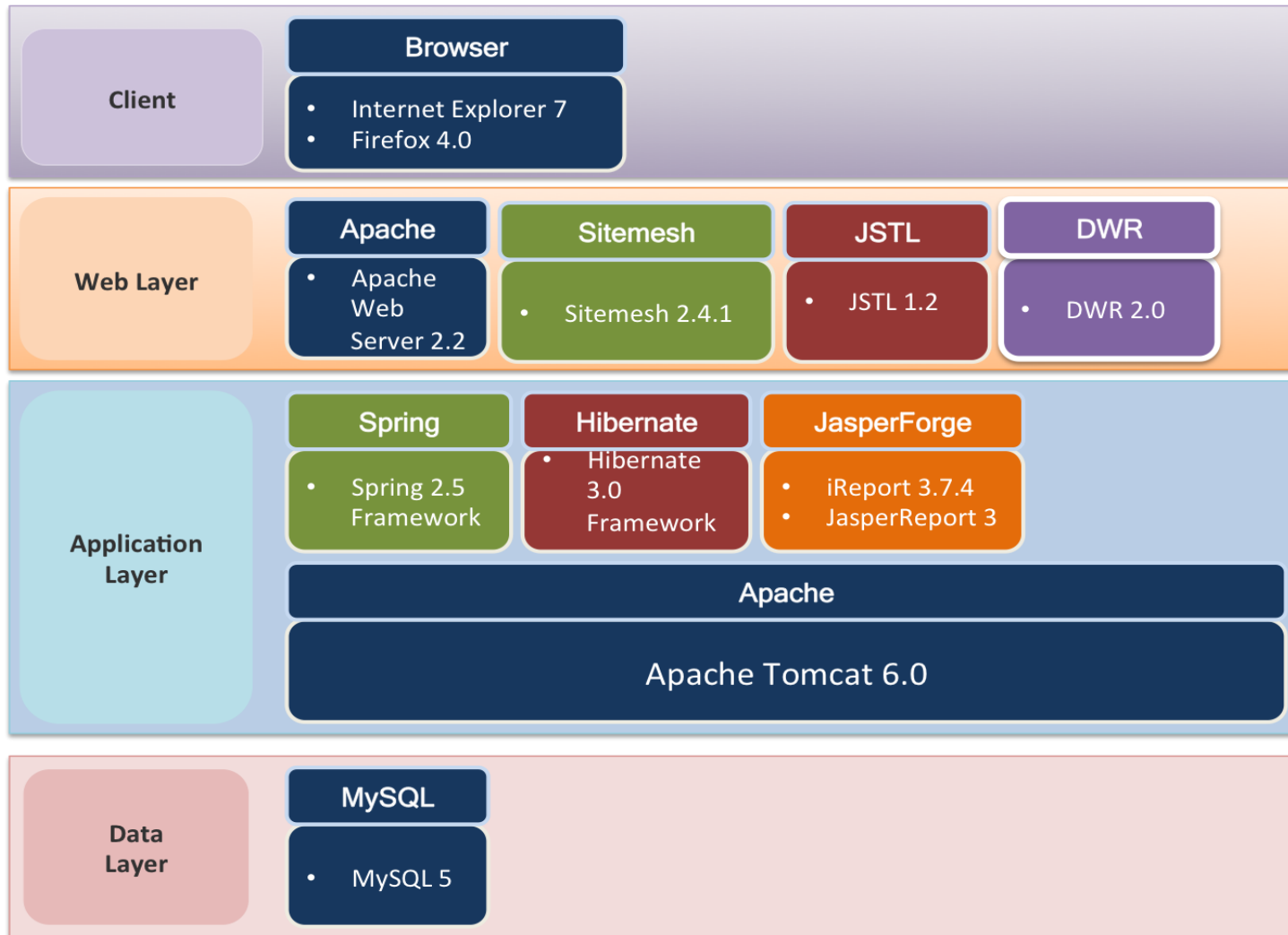
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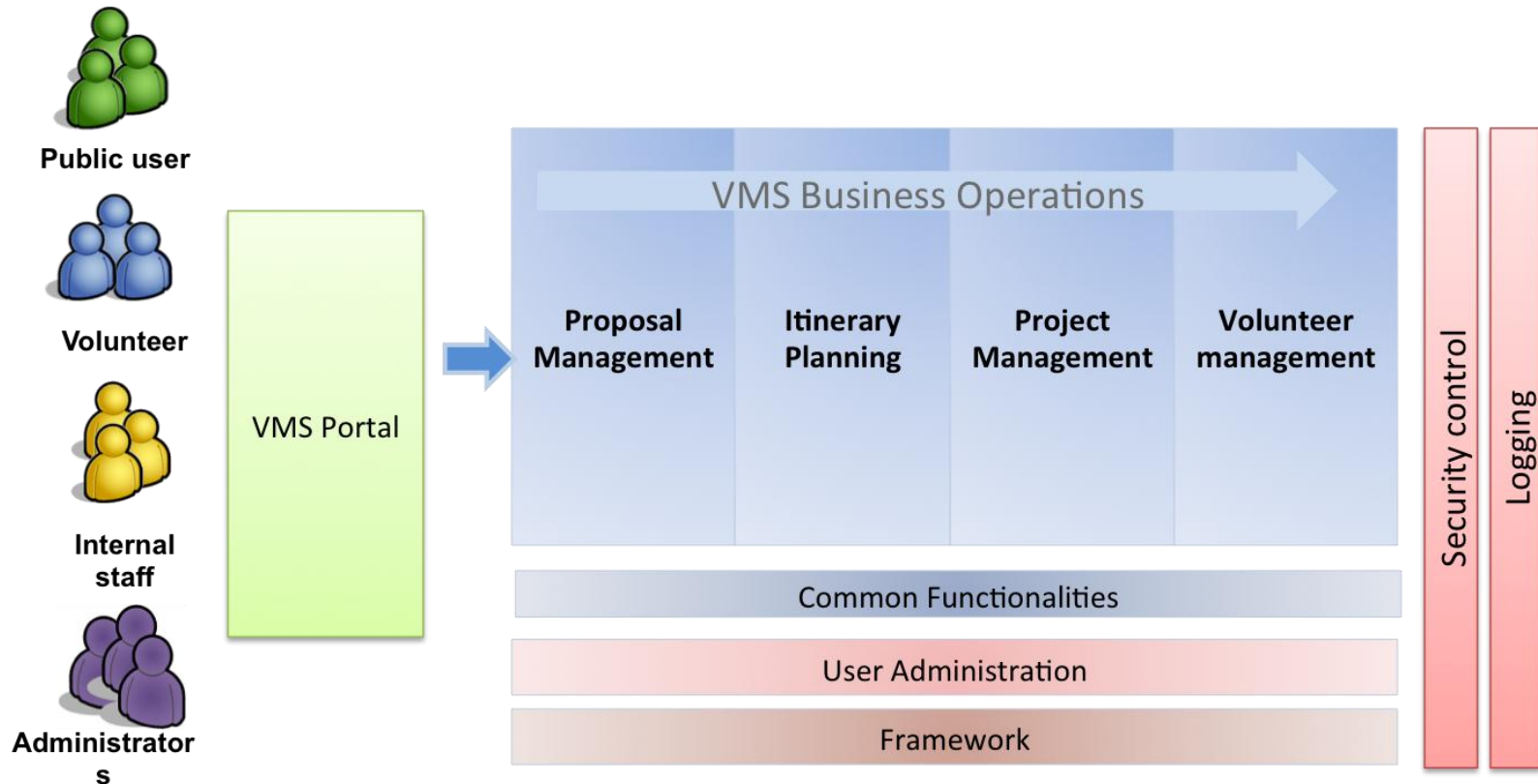


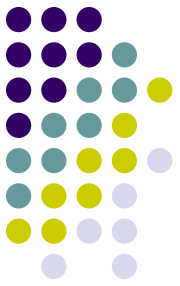


# Software Architecture – Technologies & Components



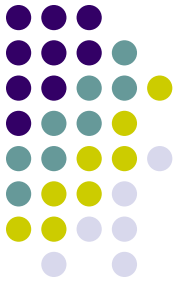
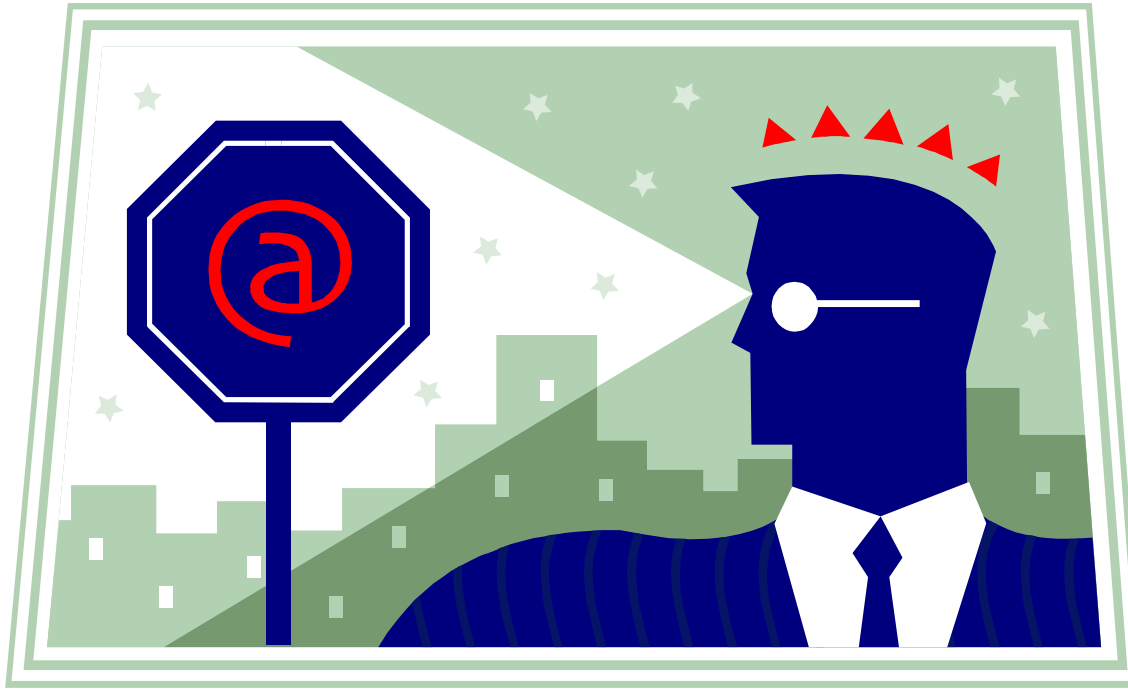
# Software Architecture – Logical Application Architecture





# Agenda

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Volunteer Management System

# DEMO OF PROTOTYPE



# Demo of Prototype

## ❖ Technical Prototype:

### ❖ Purpose:

- ❖ Confirm system components working
- ❖ Confirm feasibility and reusability

### ❖ Result:

- ❖ Verified and accepted within team

## ❖ User Interface Prototype

### ❖ Purpose:

- ❖ Review usability
- ❖ Confirm UI design with user

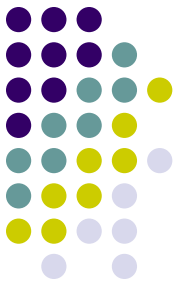
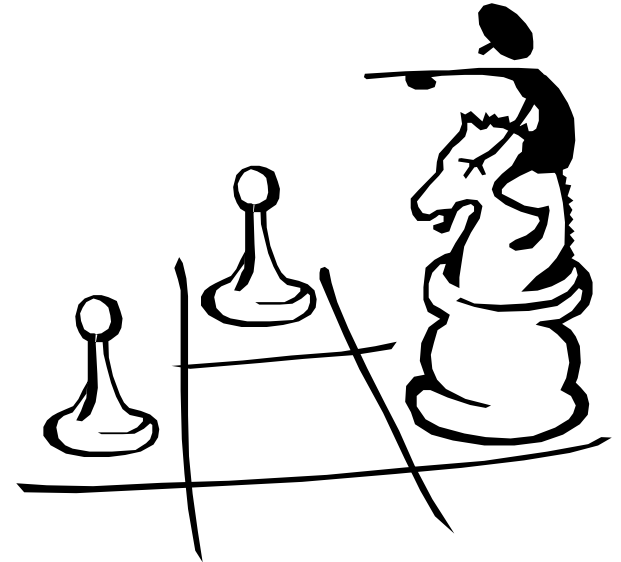
### ❖ Result:

- ❖ Verified and accepted by user representative



# Agenda

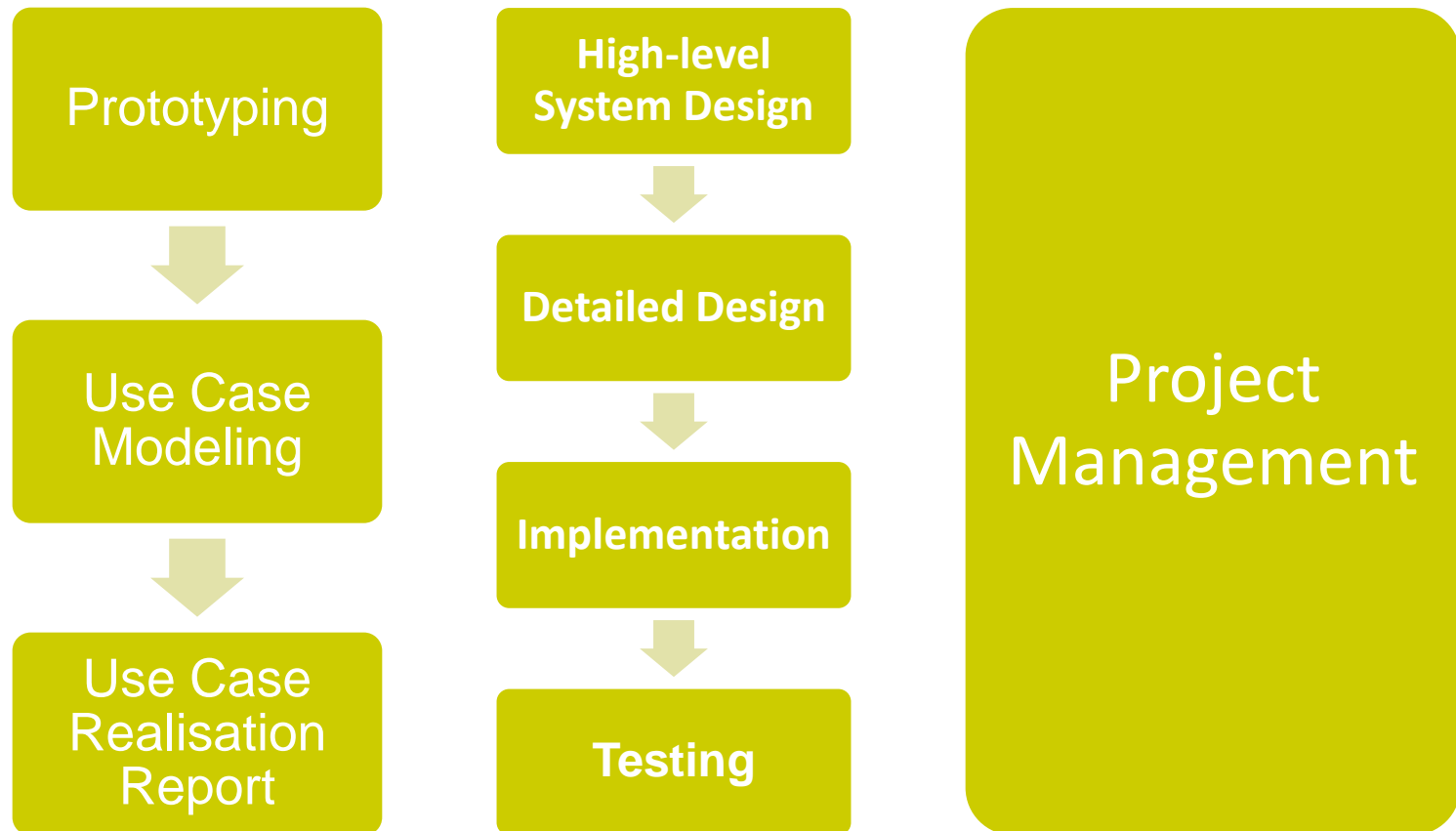
- ❖ Project Revisit
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# Transition Strategy – Analysis to Design



## ❖ RUP workflows & process



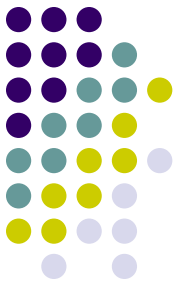
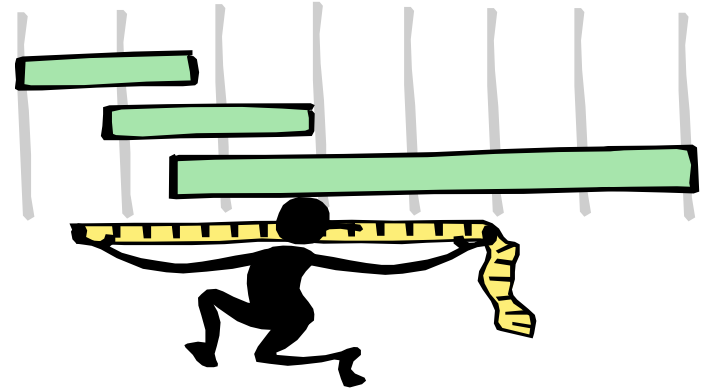
# Transition Strategy – Analysis to Design



No	Task	Description	In-Charge
1	High level design	<ul style="list-style-type: none"><li>•Software architecture</li><li>•Prototype</li></ul>	<ul style="list-style-type: none"><li>•Architect</li><li>•Design team</li></ul>
2	Detailed Design Specs	<ul style="list-style-type: none"><li>•Use Case Realisation Report (Designed)</li><li>•Guidelines &amp; standards</li></ul>	<ul style="list-style-type: none"><li>•Architect</li><li>•Design team</li></ul>
3	Implementation	<ul style="list-style-type: none"><li>•Code</li><li>•Unit-test</li></ul>	<ul style="list-style-type: none"><li>•Development team</li></ul>
4	Testing	<ul style="list-style-type: none"><li>•Test script (SIT &amp; UAT)</li><li>•Test plan</li><li>•Test result</li></ul>	<ul style="list-style-type: none"><li>•Test lead</li><li>•Test team</li></ul>
5	Project Management	<ul style="list-style-type: none"><li>•Development plan</li><li>•Project reports</li><li>•User guide</li></ul>	<ul style="list-style-type: none"><li>•Project Manager</li><li>•QA Manager</li><li>•Business Analyst</li></ul>

# Agenda

- ❖ Project Revisit
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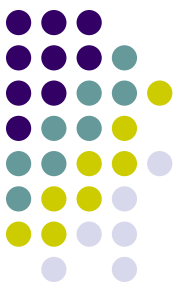
# Project Progress

Activity	Planned Start Date	Planned End Date	Actual Start Date	Actual End Date	Task Status
<b>Analysis Modelling</b>					
Produce Functional Specs - UCMS and UCRR (Analysis)	10 Apr 2011	10 Aug 2011	12 Apr 2011	18 Aug 2011	
Produce High-level Design Specifications	1 Jul 2011	10 Aug 2011	25 May 2011	10 Aug 2011	
Produce Prototyping Study Report	10 Apr 2011	12 Jun 2011	01 May 2011	18 Aug 2011	
Prepare Second Audit & Presentation	01 Aug 2011	12 Aug 2011	01 Aug 2011	12 Aug 2011	
<b>Design Modelling</b>					
Produce detailed DS	18 Aug 2011	15 Sep 2011	-	-	OPEN

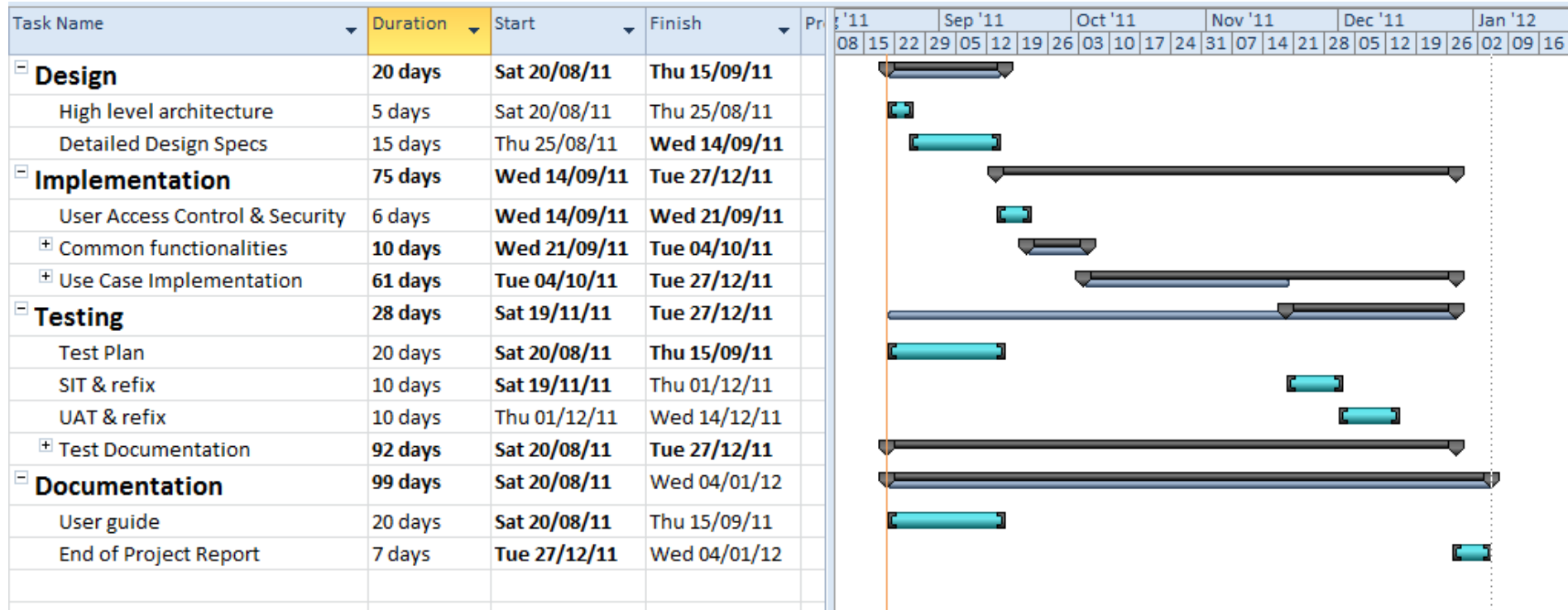
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# Development plan





# Agenda

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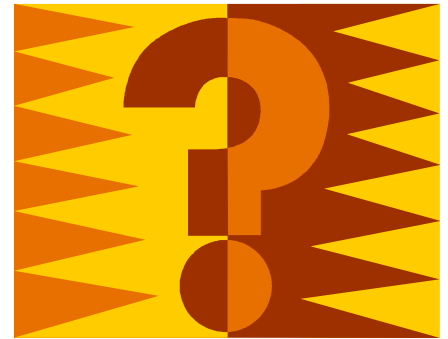
# Challenges & Problems

No	Challenge	Description	Solution
1.	Communications	Difficulty to gather all members for discussions.	<ul style="list-style-type: none"><li>•Online meeting via Skype</li><li>•To fix a weekly meeting time</li></ul>
2.	Task Control	Visibility of task status.	<ul style="list-style-type: none"><li>•To log time log</li><li>•Regular status update</li></ul>
3.	Standard & Quality variance	Different familiarity level within the team	<ul style="list-style-type: none"><li>•Guidance from lead</li><li>•Peer reviews</li><li>•Code walkthrough</li><li>•Pair development</li></ul>



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# Question & Answer

