# **1** **Executive Summary by** Thiago De Mendonca

The following is a proposal for a Principles of Software Engineering Project: ELEVEN.

A web store solution for a system environment consisting primarily of distribution and inventorying of hardware parts. Our goal is to offer a robust and user friendly solution for small businesses and corporations in the process of migrating to a digital system.

Although we have experienced incredible growth in the digital sector over the years, many small businesses and operations still are heavily invested in physical data collection. ELEVEN is a solution that aims to eliminate issues such as user errors going unchecked, inventory being a major undertake, increased costs associated with physical records and data collection and data retrieval being inefficient.

The ELEVEN project will be web based, therefore eliminating the need of a specific local program or hardware for both user interface and administrators alike. The system shall have a dedicated digital database with expanding abilities for inventory and users, a user friendly interface, a list of offered services such as equipment rental and task oriented requests, use of API for inventory tracking, security improvement and data safety.

Implementation will be done continuously and in stages. We will first develop and test the basic components. The following stages will be to integrate the databases, API’s and additional services. The final stage will be to implement and validate the software.

This system could lead to future projects involving more extensive databases, as well as increased performance and optimization. Therefore it will not only provide and excellent solution initially but will carry the growth potential to accompany the environment it is implemented with.

# **2** **Competitive analysis**

Analyzing competitive products available today. Present competitors’ features vs. your planned ones. First, create a table with key features of competitors vs. yours. Only at very high level, 5-6 entries max. After the table, you must summarize what are the planned advantages or competitive relationship to what is already available.

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| **ELEVEN** | **COMPETITOR** |
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# **3** **Data definition**

This section serves as the “dictionary” of your document. It defines main terms, data structures and “items” or “*entities*” *at high or logical (not implementation) level* (e.g. name, meaning, usage, and NOT how the data is stored in memory) so it is easier to refer to them in the document. Focus on key terms (main data elements, actors, types of users etc.) specific for your application and not on general well know terms. These terms and their names *must be used consistently* from then on in all documents, user interface, in naming software components and database elements etc. In later milestones, you will add more implementation details for each item. You will later expand this section with more details.

# **4** **Overview, scenarios and use cases Will**

This section describes the project overview (in much more details) and likelihood usage scenarios of your product from end users’ perspectives. Focus only on main use cases. Simple text format is OK and preferable – tell us a story about who and how is the application used. Focus on WHAT users do, their skill level, not on HOW the system is implemented. You can expand use cases provided in high level document in future milestones.

**Customers** may only browse the store. If they wish to access other user features, such as purchasing, they could create an account by signing up with their name, z-number, email, college, department, graduation date, classes taken (3 letters, 4 numbers), and password. Afterwards they may login to gain access other user features.

**Customers** would be able to access the website and look for products or kits which they wish to purchase. They could either browse through the website by navigation or search directly for what they want. After they find the item, they could look at the product description and choose to add the item to the cart or download related datasheets and documents for the product. The product would have a different price for single purchase or bulk purchase. Once the products are in the cart, the user can choose to either rent the product, if applicable, or purchase it in which case an amount is credited from the user’s account. The website also asks users what the purpose of the purchase is, whether it’s required for a course or not.

If a **customer** cannot find an item, they could submit a request for the store to add the product to the inventory list.

**Customers** can also request a job from the store to use the 3D Printer, Printed Circuit Board, or Laser Cutter. They must upload the correct files for each job and have an option to leave a comment as well. The job would be queued up for a employee to complete. The user is given a order ID to track their job request. An alert would be sent to the store for an employee to complete the job order.

**Employees** create their account by signing up the same way but entering a staff key ID which grants them permission to access employee features after logging in.

**Employees** could access the store the same way a customer could. They may also edit products such as their descriptions, prices, or availability. Employees could add or remove products to the website. They could form new kits/bundles with existing products to create a new product.

**Employees** could reorder more inventory through available vendors.

**Employees** could view customer information and details about their purchases. Purchase orders would be displayed organized by where the inventory is located to make it convenient for employees to gather and pack the products.

**Admin** accounts has access to everything an employee does as well as being able to approve new item requests.

**Admin** may edit customer and employee accounts. Admin could grant/reject permission for employees to access certain functions such as being able to order inventory. Admin may add or remove vendors.

# **5** **Initial list of high-level functional requirements Will**

This refers to the high-level functionality that you plan to develop to the best of your knowledge at this point. Focus on WHAT and not HOW. Keep the users in mind. Develop these functions to be consistent with use cases and requirements above. Number each requirement and use these numbers consistently from now on. For each functionality use 1-5 line description.

**Customer**

Search - search for products or kits by using keywords, if not found then offers to request the item

Navbar - for website browsing

Sign-up (Customer/Employee) - create a user profile with login details, user information, what kind of customer (teacher/student) or employee.

Login (All Users) - create session ID and access to more features depending on type of user account.

Product Details/Docs - product description box and related downloadable documents such as datasheets

Cart/Checkout - add to cart option and purchase. Credits the user account, asks for reason of purchase, provides order ID

Item Request Form - provides user with a form to submit to admin

Job Request - different job request page for each type of job. Allows user to upload documents and images as well as leaving comments for the job

View Profile (All Users) - shows account information and order history. Allows user to change their own profile. Employees can see customers’ login information also. Admins can see employee information and edit all user information

View Order Transaction - shows order details and tracking ID

**Employee**

Edit Products - can add or remove products and edit product details

Order Inventory - shows inventory and allows employees to order more inventory from vendors. Displays different prices from different vendors.

Organize Purchase Order - purchase orders are displayed organized to employees for convenience

View Job Requests - employees can view job requests and everything attaining to the request

**Admin**

Edit all users

Add/Remove Vendors - displays list of vendors and allows admin to make changes

View Item Requests - displays item request messages for the admin

# **6** **List of non-functional requirements**

For example, performance, usability, accessibility, expected load, security requirements, storage, availability, fault tolerance etc. Number each. When possible, try to quantify these quality attributes.

# **7** **High-level system architecture**

Lists of main software products, tools, languages and systems to be used, list of core APIs available at this point, supported browsers etc.

You also have to decide on which frameworks you will use if any. These provide both user interface, as well as cross-platform and cross browser layout/css. All external code you plan to use must be listed along with their license.

(SQL, HTML, PHP, Java… Chrome, IE, Bootstrap)

# **8** **Team by Thiago De Mendonca**

List student group names, name of Scrum master, product owner and initial roles for each member

# **9** **Checklist by Thiago De Mendonca**

For each item below you must answer with only one of the following: DONE, ON TRACK (meaning it will be done on time, and no issues perceived) or ISSUE (you have some problems, and then define what is the problem with 1-3 lines)

a) Team decided on basic means of communications

b) Team found a time slot to meet outside of the class

c) Front and back end team leads chosen

d) Github master chosen

e) Team ready and able to use the chosen back and front-end frameworks

f) Skills of each team member defined and known to all

g) Team lead ensured that all team members read the final M1 and agree/understand it before submission

# **10** **Tasks before submission by Thiago De Mendonca**

Teams must collaborate in creating M1 document by having working M1 document on their team GitHub private repository (similar to managing code) so all team members can access it. Added advantage of doing it this way is that it builds teamwork and communication. We recommend having a folder for project documentation on team’s GitHub where milestones and other similar files can be kept.

# **11** **Submission by Thiago De Mendonca**

Each team submits one single word document with all the above required sections to Canvas by the due date. Must have a title page to your document, including:

a) Course Title and term: CEN 4010 Principles of Software Engineering, Spring 2018,

b) Document name: Milestone 1 Project Proposal and High-level description

c) Your team name, and project name (you can use the name you chose for your team)

d) Team number (I will assign you one)

e) Names of students (team lead first) with e-mail of team lead

f) Date

g) History table (revisions) (Note: you will update this document based on instructors’ feedback so this is important)