So, I think the questions we have for tomorrow are as follows:

UI:

-How much UI is actually needed for the prototype? The document doesn't really say anything about the UI.

**Interfaces are the main thing. Want to see most important interfaces.  
Creating a user, logging in that user.**

**Want to see that you can connect to the service.**

Activity Diagrams:

-How many error cases should I add?

**How it effects interaction focus on. Primary flow we expect. Obvious extensions. Where user doesn’t exist.**

-When to use flow end for Activity Diagrams

**Even with a long time between – do a cycle instead of extension.**

-Can you have multiple systems?

**Can generalize if content is similar, else different subsytems if they are different.**

databases:

-Is it okay that my design matches more what we did last year, not exactly what's shown on uml.blauw.me

-should we store images in the database?  
**Make sure cant be accessed without credentials.  
Easier to have references, so only need to get image when page loaded. Look at security here. As must be stored in DB then.  
Up to us.**

General doc:

-Should we add use case diagrams as well?

**Yes**

Presentation:

-How are we presenting? Do we need a powerpoint, or a live demo, or what?

**Have powerpoint 3-5min  
The same as prev powerpoint presentation, then demo.   
I am playing this role, and are doing this task (User demo). (Show functionality and backend CRUD at the end – not atm).**

-The guideline says "A database design in 3rd normal form indicating the data model the solution relies on", what does it mean by "indicating the data model the solution relies on" exactly, what needs to be included there?  
**Has to be relational DB in 3rd normal form – that’s what model probs means.**

Notes on our Fignma GUI

**Landing page: Should be sign in as default.**

**My Current Tasks Page: Get rid of check boxes. As must go into a more detailed summary where you can provide info/proof before completion.**

**Detailed Task:Maybe location, go to maybe activity, then have the tasks as the subTasks.**

**Add Some type of notifications for assigned tasks.**

**It is important to have good reports for the admin side to change/view suitable employees.**

**Look and Feel: White good, Green backgrounds (powder green) is a good colour. Other greens aren’t good – darker green icons.**

Rating an employee

**Show aggregate results, not every rating (for employee)  
-Must be more aggregate for the admin viewing an employee as well.  
--Gamification can help make it easier to see bad reviews kinda.**

Updates

**We get marked on changes from the previous deliverable.**