Assignment 1

You have formed a team and talked with the client; this is happening. The client wants to see details set in stone before you get the go ahead. So, the team decides to sit down and try to figure out how to do this before jumping into code.

- Write down all requirements in a document that you agreed upon. They need to be unambiguous, valid, complete, consistent, verifiable and feasible. Each requirement must have a clear owner. For cross team requirements you need the other team's name also. What you agree to here is what you will implement for the next assignment. The next assignment (in two weeks from now) will be to fully implement all requirements until the lab 3.
- Create a use case diagram based on your requirements.
- Create a class diagram depicting all your application. It may not be generated from code.
- Create tasks in a project management software for the implementation of your application and any other task related to completing assignment 3. All team members must have access to the software. Each task represents **at most 15 minutes of work**, has a relevant name and description. So, if you have 4 tasks that means that all of them can be done in an hour. This will likely generate many tasks, so if you have less than 20 then probably you are not done. Have each student in the team pick/be assigned at least 5 tasks.
- Do not write any code, this assignment is all about design and planning.
- When you are done, go to https://github.com/ and:
    - Create a repository with the name: UBB-SE-2025-[your team's name]
    - Upload your designs (diagrams + pictures of the GUI from the seminar), both the project files (e.g. .mdj for staruml) and pictures for easy viewing
    - Pdf version of your requirements
    - Share it with your lab assistant (ask for their id), course teacher (imre-zsigmond), and the other team leads from your group.

Deadline: lab 3