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| SYDNEY INTERNATIONAL SCHOOL OF TECHNOLOGY AND COMMERCE |
| ICT304 - Group Assessment Briefing Document |
| Report and Presentation |
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## Introduction

Requirement planning and gathering is one of the most important aspects of our project which helps to add values to the particular project to various levels. A proper explained requirement makes it easy for the whole team to work on. It provides a proper understanding of how a system should will be executed. Study shows that over 70% of failed project are related to a poor requirement planning and gathering process. It is the process of determining all requirement s of projects which includes functional non-functional and system requirements. Requirements gathering is an exploratory cycle that includes investigating and recording the task's precise requirements from beginning to end. Compelling requirement gathering and prerequisites the executives start toward the start of the project. In this document, we will be looking after requirement planning and gathering and identify difference type functional and non-functional requirement for our ROSTER management application for casual staffs of ABACUS company (Anwar, 2020).

If a Project requirement report is not properly addressed, it may cause more serious issue such as a product that doesn’t provides users with the desired outcome and miscommunication and lack of understanding between the executive team members. This report helps the team members to decide the requirement and work effectively.

## Project Charter

Project subtitle: Find more work and manage your time

Project Sponsor: Datong Zhou

Project Manager and Team members:

Group Manager: Datong Zhou

Group Member: Chihyen Wei, Bandana Tiwari, Deepin, Kishan, Anju

Objectives: The main goal of the project is to develop a platform that facilitates IT workers to find jobs by establishing a reasonable management model and task assignment function, and business managers can easily find suitable employees. It also helps job seekers improve their professional skills and provides training.

Deliverables:

We have completed the UI design and basic project framework construction, and completed the database connection. 电脑萤幕

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Time Frame: it will takes 8 week for us to finish the project. The WBS will be maintained in next session.

Budget: 表格

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## Software Requirement for the project

**a) Users Requirement:**

The system requirements for this project are given below:

1. The users of this system should be able to login/out easily.
2. The new users should be able to register in the system with their Id email and password.
3. The web application should be reliable, available and user friendly.

**b) System Requirement:**

The system Requirement of Roster management system are given below:

1. The Web based roster Managing application should be authentic.
2. Flutter will be used for developing this application and dart programing will be used for coding.
3. Proto.io will be used for designing UI design, draw.io will be used for drawing figures. Beside that miro will also be used drawing figures like used case diagram. (requirements?, Harvey & Prechelt, 2022)

**c) Functional and non-functional requirement**

Functional requirement states what a system should do or must not do. It should indicate how the system will react to certain situations or inputs. Some of the functional requirement identified for our project is as follows:

1. **Staff Registration**: New user should be able to register in the system by filling Full name, E-mail or phone number and password. All of the option should be filled and phone and email must be valid.
2. **Sign In:** Staff can login in with correct credentials with phone number or email and password. Credentials must match and should have two factor authentication.
3. **Account recovery/ password change**: User will able to recover their password and with OTTP. New password must contain at least at least a capital letter along with mail verification.
4. **Dashboard:** Staff will see upcoming roster. Only roster manager and individual user will be able to view the roster.
5. **Availability check:** Manager can check availability of staff by looking into the availability part. Staff will be available only after providing their availability.
6. **Training**: Staff can practice their task. Access the training videos. Training material will be updated regularly. Team leader should provide with the material.
7. **Working hours**: User will be able to see working hours and calculate total hours. Total hours of each day and week are recorded.
8. **Cock in/Clock out:** Staff daily hours are recorded. Clock-in and clock-out every day. Clock-in/out can only done in company tablet. Staff must sign in with passcode.
9. **Roster manager by manger:** Manager can assign, remove and change, assign and update tasks. Only be accessed by manger.
10. **Non-functional Requirement**

Non-functional requirements aim at system properties and constraints. The lists of non-functional requirements involved in this project are described below:

**a) Dependability requirement**

Dependability shows the end-user level of trust. A system must be repairable, maintainable and capacity to tolerate errors. The requirements are described below.

**b) Usability**

It is simpler to utilize our application even with practically no direction. We have attempted to simplify this application and make it easy to use every which way by keeping its basic plan and language of our substance less complex. Orientation sessions will be held after launching the project so that staff will have minimum error using the system.

**c) Performance**

Our application's execution is extremely extraordinary as its response time while completing any of its reaction time is low. Likewise, we understand that low reaction time suggests better execution. Thus, we can assume that the exhibition of our application is incredible.

**d) Scalability**

Our application can adjust to extended use or be prepared to manage more information as time propels. In another word, we can say that our application can /manage multiple staff without degrading its exhibition. Along these lines, we can infer that our system is versatile.

**d) Eliability**

The ROSTER Management System can be considered as a solid. We can just tell as the system is configured, tested and verified by the manager. In this way, it very well may be considered as solid. We performed testing to know whether or not our application is solid.

**e) Availability**

Our system has reliability of 99.61% to match the requirement. Data base are backed up in Sydney office and Perth head office server. ("Functional vs Non-Functional Requirements - Understand the Difference", 2022) This will help to keep the system running in case of any software and hardware failure. All the update and maintenance must be done in-between 12am-4am when the work load is low or null. The system must not be offline more than 1 hours in each maintenance period.

## Use case Diagrams

The purpose of the Use Case diagram is to describe the dynamic aspects of the roster management system.

We used four actors, Availability management, Role management, Training management and User management. Below are actors and their use cases

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Figure 12 Availability management use case Diagram for ROSTER MANAGEMENT SYSTEM

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Figure 13 Role management use case Diagram for ROSTER MANAGEMENT SYSTEM.

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Figure 14 Training management use case Diagram for ROSTER MANAGEMENT SYSTEM

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Figure 15 User management use case Diagram for ROSTER MANAGEMENT SYSTEM

## Work Breakdown Structure (WBS)

The following diagrams shows the WBS and the time plan for our project. There is average 4 subtask in every main tasks. Group member will able to choose whatever task they want to do to help the time finish all the task.

电脑萤幕的截图

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图形用户界面

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## Conclusion

This document helps to identify possible requirements accurately. It helps to minimize possible mistakes, which increase productivity of the project and reach key milestones (Eby, 2017). As the project is designed with the mindset end user (Casual staff), it is sure to provide good user experience. With precious stated requirement, the possibility to achieve good user experience is easier.

Here we have discussed the Functional and non-functional requirements of our project. Functional requirements states how a system should work, its software requirement specification, provides accurate info about system features. These requirements are typically simple to characterize.

Non-functional requirement are basically is quality attributes of the project. Unlike functional requirement, this includes system entire operating behaviours but not a specific character/function.

The requirements might change according to the business need while the project is being held. Project sponsor and final user has major role in doing so.

References:

requirements?, W., Harvey, R., & Prechelt, L. (2022). What is the difference between user requirements and system requirements?. Retrieved 14 April 2022, from https://softwareengineering.stackexchange.com/questions/264113/what-is-the-difference-between-user-requirements-and-system-requirements

Functional vs Non-Functional Requirements - Understand the Difference. (2022). Retrieved 14 April 2022, from https://reqtest.com/requirements-blog/functional-vs-non-functional-requirements/