| **Project Title:** Commerce Bank Banking App | |
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| **Start Date:** 08/30/2021 | **End Date:** 12/06/2021 |
| **Project Manager:** Blake Simpson | |
| **Project Sponsor:** UMKC | |
| **Customer:** Commerce Bank | |
| **Users:** Commerce Bank Customers | |
| **Stakeholders and Expectations:**  Team: Have ready access to individuals with the authority to make decisions regarding software requirements. Be given specific and detailed feedback on product increments.  Commerce Bank: Have a cool app to show to the department at project end.  UMKC: Gain web visibility with an app students can use to enhance their programming experience. | |
| **Purpose (Problem or opportunity addressed by the project)**:  Customers need to be able to have notifications for when certain purchase amounts are charged to their accounts; we will create a web application that pulls in transaction details and allows the user to set triggers for notification rules and receive notifications around them. The system should also save data to a database so recurring reports can be created. | |
| **Goals and Objectives**: The overall goal is to give customers a way to keep track of their bank account. The app is expected to:   * Provide a web application dashboard for notifications on user bank accounts * Useable by anyone, regardless of technical level * Front End design (preferably in the style of Commerce Bank) * A Login Page * Ability to create notification that follow rules * Transaction Summary * OWASP ZAP security scan * Notifications via email * Use pull requests for code review | |
| **Schedule Information (Major milestones and deliverables)**:  09/09/2021 - Gather requirements  09/15/2021 - Iteration 1 Begins  09/18/2021 - Discuss people’s comfortability with tasks and delegate tasks 09/18/2021 - Project Charter Complete  future due dates to be determined:  09/21/2021 - Scenarios of Use Complete 09/23/2021 - Requirements Complete 09/28/2021 - Project Plan Complete  09/30/2021 - Iteration 1 Closeout  10/06/2021 - Iteration 2 Begins 10/07/2021 - Technical Prototype Complete  10/14/2021 - Customer Approved UI Prototype Complete  10/21/2021 - Iteration 2 Closeout  10/21/2021 - Architecture Document Complete  11/11/2021 - Test Report Complete 12/02/2021 - User Guide and System Administration Manual Complete 12/07/2021 - Product Released | |
| **Financial Information (Cost estimate and budget information)**:  1 project manager at 4 hours per week for 14 weeks 56 hours \* $50/hr = $2800  1 requirements engineer at 4 hours per week for 14 weeks 56 hours \* $40/hr = $2240  2 software engineers at 4 hours per week each for 14 weeks 112 hours \* $40/hr = $4480  224 hours total, $9520 total, avg, $42.50 per hour | |
| **Project Priorities and degrees of freedom:** Dates are not flexible without prior authorization from the sponsor. Budget is extendable in terms of hours put in by each team member. This is at the discretion of the team based on approaching deadlines. Roles are changeable based on workloads of individual team members. Roles are expected to shift throughout the project as needs arise. Technology used is up to us whether we want to use .NET or some other programming language. Stretch goals are up to us as well; we just need to select 2 of them. | |
| **Approach:** Agile.  Iterative and incremental is planned. Feedback will be used from one iteration to the next. The first iteration will focus on basic functionality of the web application. Subsequent iterations will build upon that and incorporate more features as time allows. | |
| **Constraints**:  Build a banking web application using data provided by Commerce Bank. Building the application in the style guide of Commerce Bank. The application should be intuitive and easy to use. The project should be completed by the end of the semester.  Approval is required from UMKC to make this an official UMKC app. Any UMKC symbols used in the app must adhere to guidelines the university provides. Consent may be required from the One Card office to proceed with the proposed screen scrape of umkc.managemyid.com. We are proceeding with the project while pursuing this consent with the understanding we may not get it. If consent is denied, the team will create an unofficial RooBucks app. | |
| **Assumptions**: Commerce provides dummy data of accounts for our database. The application is functional. There will be a commerce representative that we can ask questions to.  UMKC terminals are available and function when we need them. Remote MAC Lab will allow our programmers to work away from UMKC. | |
| **Success Criteria**: The project will be considered a success if (1) the team delivers an operational prototype at the end of the semester with the features mentioned in the goal section above, and (2) All team members made significant contributions to the project. Gain knowledge in software development and .NET framework. Enjoyed the project and working with the people. | |
| **Scope**:  At the minimum, the software will (1) allow users to login and check their bank account balance, and (2) receive alerts for custom notifications. The scope will be extended to include notifications via email and a security scan of the project using OWASP. | |
| **Risks and obstacles to success**: A risk the team faces is a lack of experience in developing web apps. This lack of experience generates a lot of unknowns. We have only a best guess for the level of work required for the features we have committed to. We do not yet have a clear picture of how the code will be implemented. Schedule conflicts could be obstacles to success. The amount of time we have in the semester is a risk. | |
| **Signatures:**  Blake Simpson, Renny Soto, Andrew Aeilts, Lila Shelton, Daanyaal Tariq,  Jacob Anderson **Project Manager:**  Blake Simpson  **Project Sponsor:**  UMKC  **Customer:**  Commerce Bank | |