**REQUESTED BY:** DR. DAVID BIROS **DATE:** 11/9/2014

**PREPARED:** HALI DEUBLER AND KEITH WRIGHT

**SYSTEMS PLANNING AND SELECTION**

1. **PRIORITIES FOR SYSTEM AND PROJECT**
   1. The system must allow employees to clock in remotely using the mobile application for Android. The application must list what computer tickets are still active for the convenience and feasibility of Geekabytes employees.
   2. The data supplied to the employees must be accurate and simple in nature. The application will use a front facing graphic user interface that displays information from the clock-in server located in New York City.
   3. A Geekabytes employee should be able to clock-in to the application, and view which tasks or tickets they have open to complete for the day’s work. The employee will then be able to clock-out for lunch and at the end of the day.
2. **Architecture for data, networks, hardware, and IS management – VSD** 
   1. See page 5
3. **EMPLOYEE WORK PLAN**
   1. Kyle Riedemann

* Creation of the application
* Development of the ERD.
  1. Aaron Wright
* Creation of the DFD.
  1. Travis Deever
* Creation of network architecture diagram
* Language Support
  1. Hali Deubler
* Geekabytes research
* Baseline Project Overview
* Language Support
  1. Keith Wright
* Creation of System Scope Statement
* Baseline Project Overview
* Language Support

1. **SYSTEM SCOPE AND FEASIBILITY**
2. See page 4

**SYSTEMS ANALYSIS**

1. **SYSTEM DESCRIPTION**
   1. Currently, if an offsite job is available, the employee must first drive to the repair shop in Stillwater, Oklahoma and then drive to the offsite location. This is costing Geekabytes, LLC extra expenses and costing their employees extra gas.
2. **GENERAL RECCOMENDATIONS**
3. An entity relationship diagram is attached on page ? The E-R diagram will store the data logged from Geekabytes, LLC.’s website as well as the application we are making in the database.
4. The application we are making has a simple design and allows the employees to clock in remotely. This application also shows the employees what computers are at the store waiting to be worked on.
5. When an employee clocks in, the application will talk to the database and update the information.
6. At the store, when an employee enters notes about a computer, the database will update. After the data is entered, the application will show the current status of what needs done at the store.
7. **SYSTEM JUSTIFICATION AND ALTERNATIVE SYSTEM POSSIBILITES** 
   1. Clocking in at Geekabytes, LLC could include building a web application where the employees would use the web browser on any device to clock-in.
   2. The employees could call the secretary Arlene, and have her clock in for each employee. This system is composed of possible issues with the exception of employees that start offsite jobs before Geekabytes opens.
   3. The proposed Android application is the best solution at this time. All employees own Android phones and can download the free app.

**SYSTEMS DESIGN**

1. **SPECIFICATION DETAILS**
   1. Screen Design (GUI)
   2. Forms and Report Design
   3. Logical Design
   4. Conceptual Design
   5. Database Design
2. **ACQUISITION PLAN**
   1. To use this system all employees must download the application on their Android phone from the Google Play Store.

**SYSTEMS IMPLEMENTATION AND OPERATION**

1. **Code**
2. Kyle Riedemann coded the clock-in application for Geekabytes. The application is hosted on the Google Play Store.
3. **Documentation**
4. Kyle?
5. **Training procedures and support capabilities**
6. Kyle info
7. **New versions or releases of software with associated updates to documentation, training, and support**
8. Kyle info