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| **Software Project Management (SE3080) : Assessment 2** |
| **Interfaces of the Proposed System** |

Visit the figma page to get a better look at the interfaces and the flow: <https://www.figma.com/file/O44VxDnqDTQIQ7lk5NtHX4/Untitled?node-id=109%3A1088>

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|  | | **Group No** | **2021S2\_REG\_WE\_13** |
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| **Function(s)**  **Note**: Include the functions required to complete for **sprint 1** & **sprint 2** | **Sprint 1**   * Login of PM/Employee and admin * Admin registration * Employee addition to the system * Edit profile - employee   **Sprint 2**   * Attendance tracking using face recognition * Salary calculation | | |
| **Sprint 1** | **Picture of interface 1** | **Brief description of interface 1** | |
| Graphical user interface  Description automatically generated  Graphical user interface  Description automatically generated | **Purpose**: The purpose of the interface is to login to the system as an admin.  **Flow**: Initially the admin will arrive at the page. After hovering over the input fields the handle will change. When username field is clicked the place holder will go and admin is able to type the username. The password field functions similarly. After entering both the UN and PW, the admin will click the login button. This will check the credentials. If the credentials are correct, the user will be navigated to their respective dashboards. If the UN, PW combination is incorrect, a prompt saying that it is incorrect will appear as displayed below.  **Good practices**:   * Simplistic design that focuses the user’s attention directly to the function * Login here title which gives the purpose of the interface * Place holders which direct the admin to the relevant input fields * Handles changing in relevant places. * Giving feedback to the user * If the PW, UN combination is incorrect, a prompt will appear | |
| **Picture of interface 2** | **Brief description of interface 2** | |
|  | **Purpose:** The purpose of this interface is to add project managers and employees to the system/ delete users and generate a report of the users by the admin  **Flow**: The admin will be navigated to the interface from dashboard. The admin will then click the respective input fields and input the data. When clicking the input field, the placeholder will go away. The username input field is a normal text field. The email field will validate the entered email and prompt an error message if the email format is incorrect. After entering the password, and while entering the confirm password, it will prompt the user if there is a mismatch. The department is a drop down, the admin can select whether the user is from marketing / Dev or whether he is a tester from that field. After entering the relevant information, they can click the add button which dynamically adds the user to the table in real time (Because of redux). It is possible to search employees by clicking the field and entering the UN. It is also possible to generate a report of all the employees in the system  **Good practices**:   * Simplistic, design which focuses the user's attention to the task at hand. * Title is provided to the page * Place holders and icons which gives the user an idea about the respective input fields * Email field will give feedback if the format of the field is incorrect. * Confirm pw will validate whether the pw is matching in real time and prompt if there is a mismatch * Department field is a drop down so that there is minimum error from the user's side when entering the department * Adding the entry in real time to the table so that the user has immediate feedback | |
| **Picture of interface 3** | **Brief description of interface 3** | |
| Graphical user interface, website  Description automatically generated | **Purpose**: The purpose of the interface is to edit the profile by the employee and the project manager (Note: employees and PMs are added to the system by the admin and they are not allowed to register to the system. When adding employees to the system, only the basic fields such as the UN, Email, Password and Department are provided). By clicking edit profile, employee and PMs can add all the other relevant information and edit information in the future.  **Flow**: The employee / PM will navigate to this interface by clicking the respective buttons in their dashboards. After navigating to the interface, the user will enter the relevant information or edit the already existing information in the system. The first name and last name are normal text boxes. The email field will validate whether the entered string matches the email format. The username is an un editable field. Password and confirm password will act the same as in the employee addition interface. If the PW and confirm PW does not match an error will be prompted. The user will enter the address after that and upload a profile picture of them by clicking browse. The progress bar will show the status of the upload when the file is uploading. After entering the information or editing, the relevant button can be pushed to edit the profile information  **Good practices**:   * Simplistic interface which directs the user's attention directly to the function. * Providing labels to the input fields so that it is easily noticeable * Providing a status bar for the file upload so that the user gets feedback about the progress. * Password and confirm PW checking whether they match and providing feedback * Title to the page saying what is supposed to do * Simple and non-technical language | |
| **Picture of interface 4** | **Brief description of interface 4** | |
| **Graphical user interface, website  Description automatically generated** | **Purpose:** The purpose of the system is to register as an admin to the system  **Flow**: The admin will navigate to this interface by clicking register now in the login interface (or any other method). After navigating, the admin will initially provide the User name, email, PW and confirm their password. If PW and confirm PW is not matching an error will be prompted. After entering the information, register button can be pressed and it will navigate the user to their dashboard.  **Good practices**:   * Simplistic and uniform interface * Title which gives the user an idea about the functionality of the interface. * Placeholder and icons which provides the user an idea about the respective input fields | |
| **Sprint 2** | **Picture of the interface\_5** | **Brief description of interface\_5** | |
| Graphical user interface, calendar  Description automatically generated | **Purpose:** The purpose of the interface is to mark the in and out time of the employees for the respective dates. (Marking attendance)  **Flow**: The PM / employee can navigate to this interface by clicking the mark attendance button in their dashboard. The interface contains a table which contains the attendance, and the respective in/out time for the respective employees. The system time is taken and displayed. The user can add an attendance entrée as follows. When checking in to the system. select the date from the date picker and click the left face icon which will make a pop up (explained in the next interface) from which you can access the camera which will identify whether you are the correct user and puts the system time the input field here (cannot be entered manually) and after the working hours, when checking out, the checkout time can be added to the system by clicking the right face icon which will recognize the correct user and adds the system time.  After adding both the in time and the out time, the add button can be pressed to add the entry to the table.  **Good practices**:   * System will add the check in time and the checkout time automatically minimizing the user errors. * Simple but dynamic interface * Every entry to the table is added dynamically (because of redux) providing easy feedback to the user. * Handle of the mouse will change in the places where user can click. * Icons providing an intuitive experience * The interface only has one purpose and everything related is in the same interface without nesting levels | |
| **Picture of the interface\_6** | **Brief description of interface\_6** | |
| Graphical user interface, application  Description automatically generated | **Purpose:** This is the popup that will come when clicking the face icon in the previous interface. This will be used to identify the user using the camera feed.  **Flow**: The user will arrive at this interface by clicking the face icon in the previous interface. The live feed from the camera will be displayed in the grayed area. When the enter button is clicked, the system will recognize whether the user is a valid user and if so, the system time will be added to the input in the previous interface, if not a prompt will say to adjust the lighting or respective message. | |
| **Picture of the interface\_7** | **Brief description of interface\_7** | |
| Graphical user interface, application, website  Description automatically generated | **Purpose:**  This interface is a user dashboard which also displays some information about the user.  **Flow**: The user will navigate to this page after login. Here the active user will be displayed. Along with the active user, the due salary and the no of dates worked is also displayed.  **Good practices**:   * Easily clickable buttons for profile edit, project management and marking attendance. (Large size makes it easy to click on Mobile interfaces) * Distinctive simplistic look | |
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| **Student Name** | **A.S.V Jayadeva** | | |
| **Function(s)**  **Note**: Include the functions required to complete for **sprint 1** & **sprint 2** | **Sprint 1**   * Project allocation to the PM * Project creation / updating / deletion/ search by the admin * Team recruitment by the PM   **Sprint 2**   * Creating sprints * Allocating tasks to the sprint and eventually scrum for each member | | |
| **Sprint 1** | **Picture of interface 1** | **Brief description of interface 1** | |
| Inserting image... | **Purpose**: The purpose of the interface is to display all the projects  **Flow**: After navigated to admin dashboard click on the projects card. Then you will be redirected to a page called project management. Here you will see all the projects in a table. Here you can see the create, edit and delete buttons also. Furthermore, admin can search the project by its name.  **Good practices**:   * Table which displays all the relevant but necessary information * Clickable button with large size that can be clicked even on mobile devices | |
| **Picture of interface 2** | **Brief description of interface 2** | |
|  | **Purpose**: The purpose of the interface is to add projects  **Flow**: In the project management page admin must click on the create button. Then admin must fill the relevant details like project name, description and project manager. Finally click on the add button.  **Good practices**:   * Table which displays all the relevant but necessary information * Clickable button with large size that can be clicked even on mobile devices | |
| **Picture of interface 3** | **Brief description of interface 3** | |
| Inserting image... | **Purpose**: The purpose of the interface is to edit projects details  **Flow**: In the project management page admin must click on the edit button. Then admin must fill the updated details and finally click on the edit button.  **Good practices**:   * Simplistic and uniform interface * If we give invalid values into the fields, it will prompt an alert | |
|  | **Picture of the interface\_4** | **Brief description of interface\_4** | |
|  |  | **Purpose**: The purpose of the interface is to add team member into a relevant project  **Flow**: After redirected to the project manager dashboard project manager must click on the Recruit employees. Then PM should select a project to add members. After selecting a project, you will navigate to a new page that shows all the employees and there PM can select the team members for that relevant project.  **Good practices**:   * Simplistic and uniform interface * If we give invalid values into the fields, it will prompt an alert | |
| **Sprint 2** | **Picture of the interface\_5** | **Brief description of interface\_5** | |
|  | **Purpose**: The purpose of the interface is to add sprint table into the system.  **Flow**: After navigated to the Project Manager dashboard there is an option to redirect to this Page. Then you must click on the create button in order to create a sprint table. Here you can give the duration of sprint. After click on the save button sprint table will be appear on the same page.  **Good practices**:   * Simplistic and uniform interface * Placeholder and icons which provides the user an idea about the respective input fields * If we give invalid values into the fields, it will prompt an alert | |
| **Picture of the interface\_6** | **Brief description of interface\_6** | |
|  | **Purpose**: The purpose of the interface is to assign task into the current sprint  **Flow**: After adding a sprint table for the current week then project manager can create an issue and assign that task to an employee. Here project manager has to give data like issue name, points, assignee and estimated days. After giving those data then click on the add button. Then a row will be added in the sprint table.  **Good practices**:   * Used Placeholders to identify easily. * If we give invalid values into the fields, it will prompt an alert | |
| **Picture of the interface\_8** | **Brief description of interface\_8** | |
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| **Student Name** | **D.N. Palliyaguruge** | | |
| **Function(s)**  **Note**: Include the functions required to complete for **sprint 1** & **sprint 2** | **Sprint 1**   * Change the status of the task * Assign dates for tasks * View the status of the task * View the added projects   **Sprint 2**   * Task management | | |
| **Sprint 1** | **Picture of interface 1** | **Brief description of interface 1** | |
|  | **Purpose:** The purpose of this interface is to change the status of the assigned task  **Flow**: After the employee login, he can view project details. Once a project is created employee can navigate to this page and he can change the status of the task. There are three separate tabs for to do, in progress and Done mode. He can drag and change the status of the task.  **Good practices**:   * Used different colors for different status to improve user experience * Drag and drop option is available so that users can easily change the status of the tasks * Clickable large icons that are even accessible on a mobile UI. * Icons which provide an intuition on to what it is supposed to do | |
| **Picture of interface 2** | **Brief description of interface 2** | |
|  | **Purpose:** Purpose of this is to calculate the estimated time for a task. Once a task is assigned employee can estimate the time that will be allocated to the task.  **Flow**: Once a task is assigned user can add the time estimation for the task by clicking on the button in the relevant task.  **Good practices**:   * Proper validations are added * User friendly | |
| **Picture of interface 3** | **Brief description of interface 3** | |
|  | **Purpose:** Purpose of this is to view the added projects. Users can view all the projects easily when he navigates to this page.  **Flow**: When user logs in to the system three options will be shown and when he chooses project details, he will be navigated to the project view page. Then he can view the added projects.  **Good practices**:   * Simple color-coded items which indicate the number of Todo tasks, in progress and completed tasks without going in depth on to the project * Simple design which contains all the necessary information. * Large clickable project cards | |
| **Picture of interface 4** | **Brief description of interface 4** | |
|  | **Purpose:** In the previous UI when the user changes the status of the task it will be displayed in here. Even the supervisors can view the status of the tasks of all the employees in one place. Users can view the tasks with the estimated time as well and the earned point**s** for the task.  **Flow**: When user logs in to the Employee Management sub system, there is an option called Sprint Management. When user selects the Sprint Management option, he will be redirected to the Sprint overview page. Then the employee can view the added tasks.  **Good practices**:   * Cards which divide into sprints. * Large buttons which are clickable on mobile interfaces * Color coded tasks which provide an intuition on to the status of the task. * Edit and delete icons to edit and delete tasks * Proper language usage | |
| **Sprint 2** | **Picture of the interface\_5** | **Brief description of interface\_5** | |
|  | **Purpose:** The purpose of this is to get a summary of all the tasks. Employee can get an overall idea about the tasks that has to be done, completed tasks, tasks in progress and tasks under review. PM can add a review for the task as well.  **Flow**: When user logs in to the Employee Management sub system, there is an option called Evaluate Projects. Once the employee goes to that option, he will be navigated to the task overview page  **Good practices**:   * Simple design with necessary information. * Graph that gives quick idea about the project * Since the employee's name is displayed in the top PM can identify the task summary of the employee easily. | |
| **Registration No** | **IT19146898** | | |
| **Student Name** | **K.D.A.B Fernando** | | |
| **Function(s)**  **Note**: Include the functions required to complete for **sprint 1** & **sprint 2** | **Sprint 1**   * Employee / Project manager login * Add feedback * Forgot password   **Sprint 2**   * Salary payment * Project evaluation | | |
| **Sprint 1** | **Picture of interface 1** | **Brief description of interface 1** | |
|  | **Purpose:** The purpose of this interface is to login as employee and project manager. This interface is similar to the admin login interface, but the register now functionality is not provided  **Flow**: The employee / PM will navigate to this page from the website domain. After navigating to the page, the employees can click the input fields and enter the UN and Password. After entering the username and the password, the login button can be clicked. After the login button is clicked, the system will check the UN, PW combination and authenticate it. If it is correct the employee will be navigated to the dashboard. Otherwise, an error message will be displayed  **Good practices**:   * Providing a title to the page * Icons and placeholder which indicates what to type in the relevant input fields * Error message will prompt if the UN , PW combination is incorrect | |
| **Picture of interface 2** | **Brief description of interface 2** | |
|  | **Purpose:** This interface allows the Project manager to provide feedback about each sprint  **Flow**:  The PM will navigate to this interface by clicking the feedback button on the sprint card. After navigating, the PM can write the comment in the text area and click add button.  **Good practices**:   * Large buttons which are clickable in mobile interfaces also * Text area provided to add large text instead of an input field since is will display the whole comment instead of a section * Lable which gives the user an insight to what the text area expects | |
| **Picture of interface 3** | **Brief description of interface 3** | |
|  | **Purpose:** The purpose of this interface is to reset the forgotten password  **Flow**:  The users will navigate to this by clicking the forgot password field in the login page. After coming to this page users can provide the user's name and the email and if the user's name password combination is correct the password will be sent to the provided email address  **Good practices**:   * Providing feedback messages to the user * Icons and place holders which provides idea about the input fields * Title for the page | |
| **Sprint 2** | **Picture of the interface\_4** | **Brief description of interface\_4** | |
|  | **Purpose:** The purpose of the interface is to monitor the salary of the employees by the admin and mark the salaries that are paid for the month. It is also possible to generate reports and search employees  **Flow**: The admin will navigate to this from their dashboard. All the salaries relevant to this quota will be displayed (automatically calculated based on the number of days worked). The amount due for the respective employees and the option to pay is displayed on top. The employees who have no due mount will be displayed at the bottom. The admin can click the pay button to mark as paid which will turn the yellow icon green    **Good practices**:   * Intuitive list which displays all the relevant but necessary information * Color coded to categorize the to be paid and already paid salaries. * Clickable button with large size that can be clicked even on mobile devices | |
| **Picture of the interface\_5** | **Brief description of interface\_5** | |
| Inserting image... | **Purpose:** The purpose of this interface is to evaluate the project by the project manager. The graph will provide an idea about the due, to do and other tasks while the sprint feedback is displayed on the current sprint  **Flow**: PM is navigated to this UI from the PM dashboard. From here he can get an overview of the project quickly. He can click the edit button to edit a sprint feedback or delete button to delete feedback  **Good practices**:   * Simple but intuitive design with relevant and necessary information * Clickable icons which give an idea about what can be done from there | |
| **Picture of the interface\_6** | **Brief description of interface\_** | |
|  | **Purpose:** The purpose of this modal is to edit the given feedback  **Flow**: The PM will edit the text area and click the edit button  **Good practices**:   * Modal has a title indicating its functionality * Labels are provided to the input fields * Text is put to the text area to be edited * Simple language | |

# Project manager flow

Graphical user interface

Description automatically generated

# User flow

Graphical user interface, diagram

Description automatically generated

# Admin flow

Graphical user interface, diagram, application

Description automatically generated