Individual Assignment Specifications

**Team**: VMS

**Iteration**: 0

**Special Roles**

* Project Coordinator: Allen Dorris
* Quality Assurance Czar: Katie Bridson
* Video Demo Creators:
  + N/A
  + N/A
* Demo-Booth Operator: N/A
* Instructor Meeting Leader: N/A

**Tasks: Alex Ziegenhorn**

* Task 1: User Interface Designs
  + Description: Design of hand-drawn user interface schematics, with both general and detailed plans included
  + How to Evaluate: This task will be considered completed when, from the finished user interface designs, it is clear what the purpose of the project is, how to navigate said project, and that the user interface is reasonably pleasing to the eye.
  + Outcome of Task: Satisfies above evaluation standards.
* Task 2: Quality Assurance Plan
  + Description: Using both unit tests and system tests, design a quality assurance strategy that will accurately test the project to ensure that it is ‘fool-proof’.
  + How to Evaluate: This task will be considered complete when a clear, laid out plan for testing the quality of the project is finished. The tools used and the specifics about the various tests must also be specified.
  + Outcome of Task: Satisfies above evaluation standards.

**Tasks: Allen Dorris**

* Task 1: Requirements Specifications
  + Description: To create a list of requirements that describes the system’s functionality, matching the criteria given in the Milestone 0 instructions.
  + How to Evaluate: The task is considered complete when the mentor has signed off on the requirements.
  + Outcome of Task: There is a document called “Requirements Specifications” which details the various things a user, employee, or employer might want as User Stories.
* Task 2: Feedback Management
  + Description: To define what policies and procedures will be followed in managing and handling feedback received. Additionally, to set up a system for managing feedback and create a document to hold it.
  + How to Evaluate: The task is considered complete when the document is created that holds all of the policies and procedures required.
  + Outcome of Task: There is a document called “Feedback Management” which details the format for documenting feedback and lists an example.
* Task 3: Collaboration Plan
  + Description: To discuss with the team and mentor to determine a means of communication and possibly a schedule, and list it in a document.
  + How to Evaluate: The task is considered complete when the document that holds the means of communication is created.
  + Outcome of Task: There is a document called “Collaboration Plan” which details the schedule for meeting and means of communication with the mentor.

**Tasks: Ben Sell**

* Task 1: Risks
  + Description: Create a list of possible pitfalls that can be encountered in the project. What do we do when a problem occurs, and how do we avoid it happening in the first place?
  + How to Evaluate: Deliverables include a list of risks, possible problems, etc. Along with this list will be descriptions of each item, and possible solutions to that item.
  + Outcome of Task: Satisfies above evaluation standards.

**Tasks: Josh Hatcher**

* Task 1: Code Skeleton
  + Description: Create a functional code skeleton. Ideally would like to create Java interfaces that describe the functionality of the application. Have an interface setup for each requirement.
  + How to Evaluate: If an interface is setup for each requirement (specification), good to go.
  + Outcome of Task: Satisfies above evaluation standards.
* Task 2: Schedule
  + Description: Create the timeline for the project. Want to make sure everyone is on the same page with regards to responsibilities. This is where dependencies upon teammates must be understood, or critical failure will happen.
  + How to Evaluate: Make sure the schedule is doable, and agreed upon by all members. Needs to have sufficient content, but still be accomplishable by everyone.
  + Outcome of Task: Satisfies above evaluation standards.

**Tasks: Katie Bridson**

* Task 1: Software Architecture & Design
  + Description: Create architectural design documents including data flow/deployment diagrams and database model diagrams.
  + How to Evaluate: This task is considered complete when high-level project designs for both the system and the database have been created and approved by the mentor.
  + Outcome of Task: See the following files: architecture\_diagram.png, mysql\_dbmodel.pdf, Design. The database design documents show the MySQL tables and attributes with data types, as well as the data types for the corresponding Java entities. The high-level architecture diagram shows the Spring MVC architecture we will use and the languages and platforms.
* Task 2: Instructor Documentation
  + Description: Create documentation detailing the location of each project artifact.
  + How to Evaluate: Create documentation detailing the location of each project artifact.
  + Outcome of Task: There is a document called README that details the names of the documents that match each task for Milestone 0.