PROJECT REQUIREMENTS

0.   GENERAL INFO
The project should be implemented in a self-organizing team in accordance in the SCRUM methodology .

1.   PROJECT TITLE
Before start you should specify the title of the project.

2.   PROJECT ROLES
Obligatory roles in team should by specified at the beginning of the project:
- ➢ SCRUM MASTER
- ➢ PRODUCT OWNER
- ➢ DEV TEAM
  - o Programmers
  - o Testers
  - o Etc.

3.   VISION (CONCEPT)
When you know the requirements you should focus on project vision. A project concept is a statement that gives a program or project its direction, depth and meaning. It is used to sell a project and guide decision making. This is the big picture of your project that presents the highest level of abstraction. The best way to present the vision (concept) of the project is graphical representation in general.

4.   AIM
Identify what is the main aim of the project. Remember that aim should be measurable and clear. Next, you should specify assumptions and limitations of the project. Finally, try to recognize what will be the client's profile, i.e. to whom the project is addressed?

5.   REQUIREMENTS
Analyze the project domain and competitive solutions in order to specify all functional and non-functional requirements as detail as well for the project.

6.   ARCHITECTURE
Specify project architecture as follows:
- ➢ Design components
- ➢ Design classes, methods, fields
- ➢ Design relationship between classes
- ➢ Present the UML diagram
- ➢ Design tests

7.   IMPLEMENTATION
Based on the SCRUM methodology, project rules and knowledge of programming manage the project. Divide project into tasks, assign responsibilities and deliver iteratively fragments of the project.
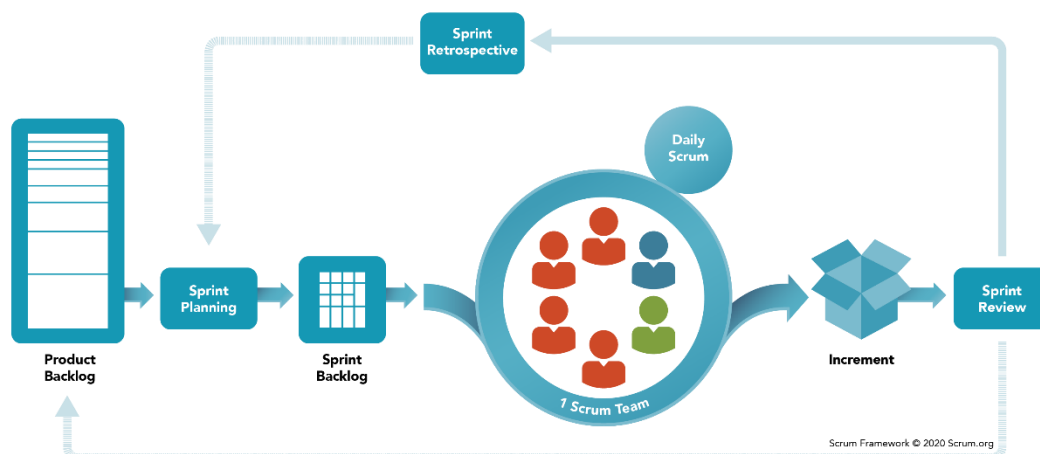
All activities over in project team should be specified in the JIRA software and use the GitHub as a project repository.