

# SPMP - eBanking Web App

Group Four

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# 1. Introduction

e-Bank makes it easy for users to bank online without the hassle of physically going to a bank. The basic functionalities, such as login/logout, view account, transfer funds, pay bills, utility, and security will be implemented in order for customers to use online. The plan for development is to use the water fall module in order to complete each phase of this design. The scheduled updates will be provided on a monthly bases and the unscheduled can be planned weekly in order to ensure new securities are up to date. Below you will find a basic list of the project delivery.

## 1.1. Project Overview

The e-Bank objectives for the design are to complete a database driven website that is functional for online users to complete successful banking transactions. In the e-Bank the database will be holding user's information and while securing it when the user is no longer logged on. The major activities for the e-Bank are to design a front-end and back- end website. The front-end will consist of the user interface while the back-end will provide as the database in which it holds the users information. The milestones in this project are the design requirements, project plan, system architecture design, Object-Ordinated design, the database design (back-end), and the user interface design (front-end). This project when compared to other online banking systems will provide the user with a more user friendly (interactive) website design allowing the customers to access their banking information in an organized manner.

## 1.2. Project Deliverables

In this system for e-Bank the production will be finished on May 1, 2016 which gives the total project time of 3 months. This plan is shown below in greater detail. The due dates of this project are subjected to change due to customer input or a delay in project production. The delivery of each section of e-Bank will be brought to the customer in order to review the product and to make necessary changes.

In order to design e-Bank the project delivery to the customer is as follows:

- List of project deliverables
  - Project Plan
  - Project Design
  - Systems Design
  - Unit Testing
  - Systems Integration
  - System Maintains

- Final Documentation
- Presentation

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### 1.2.1 Delivery Schedule

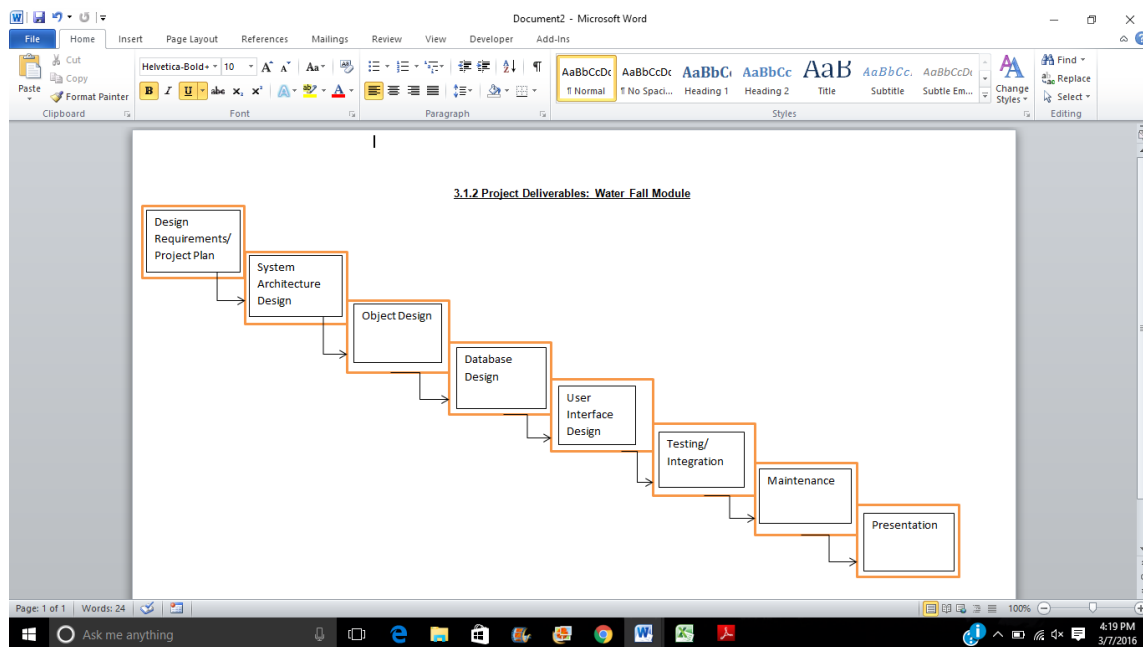


Figure 1: 3.3.1.1.<sup>1</sup>

## 2. Project Organization

The e-Bank system shall be built and designed closely following the agile methodology. Agile practices encourage faster development processes that focus more on solving user stories and coping with rapid changed. This is in contrast with other software engineering models, which make overreaching plans that will either be completely ignored or undergo heavy revisions. Changes are inevitable are too time consuming

<sup>1</sup>Project deliverables schedule.

and costly to deal with in an application that must be developed in a short time window.

The organization of the e-Bank will be through an online system in which all developers can communicate effectively if or when all developers cannot meet in person. Even though meeting in person is best, understanding time conflicting it is the best way to stay in contact while effectively finishing each phase of the design. The organization of the interface will be constructed through the boundaries of a simple page layout, strategical colors and textures, use data fields appropriately, icons, messages boxes etc. . . in an interactive way with the user allowing easy access to online banking.

## 2.1 Organization

Below is a table that describes the organization of the teams.

Name	Role
Anthony DeDominic	Project Owner/Developer
Kevin Bailey	Developer
Courtney Combs	Developer
Jeremy Drexler	Developer

In keeping with agile workflows and organization, all developers are expected to also play a role in managing the project, but more importantly, themselves.

It is also expected that developers pick the work that best fits their knowledge or skill. There is no reason that developers have to fixed into any particular role, such as front end development, database design, etc.

## 2.2. Project Responsibilities

All team members are to come up with features, tasks, or other implementable ideas to the project manager. The project manager must also come up with the above. The project manager should also meet with the customer to determine the full needs and ability of the application.

Once The above is completed, it is expected that the project manager and the other team members come up with *user stories* which correspond to the gathered information. The user stories shall be compiled by the project manager into tasks. Tasks shall include the following:

- Name of the developer who shall complete the feature (or unassigned)

- A descriptive title
- A user story which describes what the feature implements or solves
- Criteria that defines when the feature is considered correct and complete.
- Estimated time to complete
- The deadline for the feature

The tasks shall be recorded onto a Kanban board. The Kanban board is merely a board which is broken into the following sections.

- Backlog, work that is unassigned and to be done later.
- Ready, The feature is ready to be worked on.
- In progress, the feature is being worked on.
- Done, the feature meets acceptance criteria.

Developers should be expected to take on work voluntarily or solve the work as handed out by the project manager. However, a user story can not be considered *done* until the project manager signs off on it.

## 3. Managerial Process

### 3.1. Objectives and Priorities

The management objective of this project is to produce a working e-banking system on time with all of the functionality described in the SRS, while maintaining the schedule outlined in 3.1.2. This will be accomplished by keeping everyone up on the same page through emails, change logs, and weekly meetings.

### 3.2. Assumptions, Dependencies, and Constraints

The completion of this project is dependent on the participation of all 4 group members completing their work in a timely fashion, and that the deadlines of March 30, 2016 (Design documents), April 27, 2016 (Final Deliverable), and April 29, May 2, and May 4, (Project Presentation) do not change.

### 3.3. Risk Management

Potential risk factors for the success of the project include group members not completing work on time, potentially hindering the work of other group members, due to illness, familial emergency, or not having the time to finish. Miscommunication between group members on changing requirements due to unforeseen problems

arising. Our contingency for these risks rely on the trust we have for each group member to bring it to the attention of everyone if they are encountering problems. This will be facilitated by frequent communication between group members, and frequent deadlines to ensure we never fall too far behind.

### **3.4. Monitoring and Controlling Mechanisms**

The monitoring of progress will be done through weekly meetings (typically Monday/Wednesday at 11:00am - 2:00pm) on the second floor of the library. These meetings will allow us to inform the other members of our progress on various tasks and address any questions or concerns we may have. Frequent emails will also be exchanged allowing us to contribute the work that has been completed to be compiled for final use. Use of the online task board, kanban board, will also allow us to view how members are progressing on the subsections of their tasks.

### **3.5. Technical Process**

#### **3.5.1. Methods, Tools, and Techniques**

The methods, tools, and techniques used during the course of the project are listed in the SRS.

#### **3.5.2. Software Documentation**

Documentation will be done by everyone, and will be done through kanban boards which will allow us to see documentation for each change to the work that we make. This documentation will be reviewed to make sure that it is coherent and the intentions of the group are made clear.

### **3.6. Work Packages, Schedule, and Budget**

#### **3.6.1. Work Packages**

Work is to be assigned through a kanban board, where developers will be able to choose what they wish to work on from the backlog.

### **3.6.2 Dependencies**

The dependencies of the project are shown in section 3.1.2 in the form of a Water Fall Module.

### **3.6.3 Resource Requirements**

The most obvious and important resource to the success of our project is the time of our group members. At this time it is difficult to quantify the amount of time it will take each section of the project to complete due to a dearth of knowledge regarding the amount of previous experience that each of the group members has. Other resources include a server on which to host the service, as well as the use of various programming languages and text editors.

### **3.6.4 Budget and Resource Allocation**

We don't have a budget for this project. The allocation of group member time is currently unknown as the group has not defined it's agility as of yet.

### **3.6.5 Schedule**

As of now, no Epics (collection of user stories) have been defined. Thus, it is assumed complete value will be attained nearing the end of the project. Expect changes to this section when epics are defined.