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| **Project Title:** Commerce Bank Transaction Tracker | |
| **Start Date:** 02/19/2020 | **End Date:** 6-18 months after the start date |
| **Project Manager:** Alexa Summers | |
| **Project Sponsor:** Commerce Bank | |
| **Customer:** Commerce Bank | |
| **Users:** Commerce Bank Customers | |
| **Purpose (Problem or opportunity addressed by the project)**:  The purpose of this project is to provide customers of Commerce Bank a web application to manage their transaction information. Of course, Commerce has a large clientele, so making an application where all transaction information is in one place would definitely be beneficial to both the company and the customers. This would help the company become more organized and distribute information in a more efficient way, and the customer would be able to have access to anything they want to know whenever they want to know.  Included in this application will be different settings customizable by the person using the service. Transaction notifications will be set based on a dollar amount requested by the user (they can state if they want a minimum amount to be notified about). There will also be trigger settings which can be activated, including out-of-state or out-of-country notifications, reaching a maximum balance on a card, or if a charge is made at a specific time of day which is not approved. Users will be able to search for specific transactions, as well as refer back to old notifications that will be stored in their account. | |
| **Goals and Objectives**: The goal of this project is to allow users to access transactions on demand and set triggers for potential fraudulent spending such as transaction location, time, and amount.   * The application should be responsive. It should be able to be viewed either on a desktop browser or a mobile phone. * The app should be simple and to the point, with important elements clearly defined and pages easy to navigate. Trigger setting operations should be user-friendly. * The application should be able to notify users of transactions that meet custom criteria in order to create an early warning system for fraudulent spending. The notifications should be stored for easy access and reference for the user. | |
| **Schedule Information (Major milestones and deliverables)**: The following milestones are planned. The dates are very rough estimates. They should not be made public outside of the immediate project team. Rough estimate for project duration is 6-18 months. The schedule below is based on a 12-month project life cycle.  02/23/2020 - Project Charter Approved 02/29/2020 - Preliminary Requirements Complete 03/06/2020 - Preliminary Project Plan Complete 03/02/2020 - Iteration #1 Complete 03/16/2020 - Iteration #2 Complete 04/03/2020 - Architecture Complete 04/07/2020 - Iteration #3 Complete 04/20/2020 - Iteration #4 Complete 04/26/2020 - System Test Complete 04/27/2020 - User Guide and System Administration Manual Complete 05/04/2020 - Iteration #5 Complete 05/04/2020 - Product Released | |
| **Financial Information (Cost estimate and budget information)**: There is no financial cost to this application and no budget allotted. | |
| **Project Priorities and degrees of freedom:**  This project is being developed by 5 senior level students who are enrolled either part time or full time and are working on it for around 2-5 a week. The schedule and budget is fixed. | |
| **Approach:** We plan to create a usable product during the first iteration so everything in future iterations can be tested against something visual. Our priorities will always reside in functionality rather than physical design especially early on in the project. As we get more comfortable with the functionality, we will begin creating an aesthetically pleasing application. Our programmers all have different experience levels with the different kinds of softwares we plan to use, so certain things might take more time to implement than initially planned. To combat this, we are working our way through tutorials to learn about the areas we are lacking in and getting first hand experience to try out what we are newly learning. | |
| **Constraints**: The final solution should not rely on any third-party licensed software (beyond the operating system). We want to maintain distribution flexibility and minimize dependencies and added expense. | |
| **Assumptions**: At this point, we really don’t have any assumptions, as the project is relatively cut and dry. As we proceed with project construction, we will keep track of any assumptions that arise. | |
| **Success Criteria**: If a user is able to create notification triggers, view existent ones, and view/add transactions in the app with no errors, the project is successful. | |
| **Scope**: Adding in notifications over email and text will require access to some kind of server(s) that may or may not be available. User session management will potentially require the usage of hashed and salted database entries. | |
| **Risks and obstacles to success**: The programming staff has little experience developing full stack web applications. We are assuming they can become familiar with the programming environment and technologies during the first few weeks of the project. This lack of first-hand experience also makes it difficult to estimate programming effort with any precision.  Database access is another potential hurdle. With no access to university machines to host a database on, developers must either rent out an instance or run database software locally. | |
| **Signatures**  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Project Manager**  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Project Sponsor**  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Customer**  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Technical Lead** | |