

TIC2002

# INTRODUCTION TO SOFTWARE ENGINEERING

AY19/20 Semester 1

## Duke Project Report

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## User Stories

1. Duke task checklist supports multiple users to use the application;
2. As users who prefer faster entries, it would be a great fit for this kind of audience to be able to quickly note down and manipulate tasks using various commands, which are triggered by a few key strokes. It's faster than clicking buttons by mouse in GUI;
3. When the next time users start the program, Duke should still remember the tasks that users had left from last time;
4. There are different types of task that fit in different use cases;
5. There are commands that mark task status such as completion and provide views of list of tasks;
6. System should be fast, reliable and provide message to guide correct user behaviour.

## Non-functional requirements

1. Message from the system should be fun and intimate;
2. The system should be smart to guide the users with meaningful alert of what to do rather than just exit;
3. Minimum visual elements/clusters which create distraction for users want to be fast. The aesthetic aims for simplicity and tidiness.

## Level-1 The output Duke shows when launching the program

<pre>Knock knock Σ √( . ∪ . ? )    ----      -     _ \ _ _     _ _ _ _                 / / _ \                 &lt; _ /     _ _ / \ _ _ , _   \ \ _ _         \      /   Hey! \      / here, living in a ...   pod... 🍷   Who is there summoning me?   li shihao   Welcome back, li shihao</pre>	<pre>Knock knock Σ √( . ∪ . ? )    ----      -     _ \ _ _     _ _ _ _                 / / _ \                 &lt; _ /     _ _ / \ _ _ , _   \ \ _ _         \      /   Hey! \      / here, living in a ...   pod... 🍷   Who is there summoning me?   Linus T   New master registered ^o^/</pre>
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Figure 1: Screenshot - Start Greeting Page Existing/New User

<pre>Knock knock Σ √( . ∪ . ? )    ----     _ \ _ _     ----                 / / _ \                 &lt; _ /     ---- / \ _ _     \ \ ----     \      /   Hey! \    / here, living in a ...   pod... 🍌   Who is there summoning me?   <i>li shihao</i>   Welcome back, li shihao</pre>	<pre>Knock knock Σ √( . ∪ . ? )    ----     _ \ _ _     ----                 / / _ \                 &lt; _ /     ---- / \ _ _     \ \ ----     \      /   Hey! \    / here, living in a ...   pod... 🍌   Who is there summoning me?   <i>Linus T</i>   New master registered ^o^/</pre>
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Figure 2: Screenshot - Start Greeting Page Existing/New User

- Level-4 Describe the commands for adding different types of tasks**
- Level-2 Describe the commands for listing tasks**
- Level-3 Describe the commands for marking/unmarking tasks as done.**
- Level-5 Describe what kind of errors Duke can handle. E.g., give different types of incorrect commands it can handle**
- Level-6 Describe the commands for deleting tasks**
- Level-7 Give a sample of the tasks as they are stored in the hard disk**
- Level-8 Explain how Duke uses dates/times**
- Level-9 Describe the commands for searching for tasks.**
- Level-10 Individual feature: If you implemented an individual feature, describe that feature**
- Other features Describe other features you implement**
- A-MoreOOP Give a class diagram to match your code**
- A-MoreOOP Give at least one object diagram illustrating the state of your program at some point**
- A-MoreOOP Give at least one sequence diagram illustrating an object interaction in your product**
- A-JavaDoc: Give at least 2 javadoc comments from you code**
- A-JUnit: Give 2-3 JUnit test methods from your code**
- A-Assertions: Give at least 2 code segments that contain assertions you added to your code**
- Suggested test commands Give a list of commands a tester can execute in sequence to examine your product. Cover all features in a reasonable order:**