

# Software Design Document

for

## Community Project Tracking

CS 472

**Draft 0.1**

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# **1 Introduction**

## **1.1 Overview**

This document is intended to be used by the developer of the TODO software.

## **1.2 Stakeholders**

The stakeholder in the design is also the client.

## **1.3 Definitions**

1.3.0.1 Should: Requirements with this marker are desired, but not crucial, and will be a part of the final deliverable contingent on time and progress.

1.3.0.2 User: The person, or persons, who operate or interact directly with the product.

1.3.0.3 Will: Requirements with this marker are guaranteed to be in the final delivered product.

1.3.0.4 Item: Item refers to a data object. This object is either an appointment or a task.

1.3.0.5 CSV: CSV is an acronym for Comma Separated Value. This is a standard and common format of simple tabular data.

1.3.0.6 GUI: Acronym for Graphical User Interface. Used to refer to the look and feel the user experiences.

1.3.0.7 Immediately: Immediately refers to actions that will begin as soon as the user has given the input for the action to occur.

1.3.0.8 Client: Julie Engfer, the Office Manager for Festival of Fairbanks.

1.3.0.9 Administrator: A user with special permissions as specified in section 3.1.2 User Management.

1.3.0.10 CPT: The name of this application.

1.3.0.11 Worker: The person(s) responsible for the hours worked in a Project. Users are also Workers, but there may be Workers that are not Users, e.g., "boyscouts."

1.3.0.12 Project: Seen at top of timesheet, e.g., "Bicycle Path."

1.3.0.13 Program: A project which occurs annually, e.g., "Clean Team."

1.3.0.14 Activity: The specific type of work a Worker does, e.g., "Ice Chipping."

1.3.0.15 Location: The place where an activity is done, e.g., "CORE 1st - 3rd."

1.3.0.16 Tool/Equipment: The implement used to complete an Activity. Corresponds to "Equipment Used" on the original timesheet.

1.3.0.17 Comment: A remark a User may optionally provide on the timesheet.

1.3.0.18 Timesheet: The name for the web page on which the various data are entered.

## 1.4 References

The 1998 - IEEE Standard for Information Technology - Systems Design - Software Design Descriptions was referenced to produce this document.

## 1.5 Revision tracking

0.1	Feb 16	Empty document created.
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## 2 Design Considerations

### 2.1 Programming Languages

The project will be completed using Groovy on Grails to produce a java web application.

## 2.2 Database

The H2 database manager is the default database manager used by Grails and according to information from third parties is sufficient to handle the task necessary.

## 2.3 Project Management

This project will use `Git` version control in conjunction with `GitHub` to keep track of changes. The repository can be reached at <https://github.com/blake6489/Community-Project-Tracking>.

# 3 Domains

## 3.1 Activity

3.1.0.1 constraints

3.1.0.2 name 250 characters, alphanumeric and spaces

3.1.0.3 uniqueName 250 characters, alphanumeric and spaces set to lower case

3.1.0.4 setName

## 3.2 Location

3.2.0.1 constraints

3.2.0.2 name 250 characters, alphanumeric and spaces

3.2.0.3 uniqueName 250 characters, alphanumeric and spaces set to lower case

3.2.0.4 setName

## 3.3 Project

3.3.0.1 constraints

3.3.0.2 name 250 characters, alphanumeric and spaces

3.3.0.3 hasMany

## **3.4 Role**

3.4.0.1 constraints

3.4.0.2 mapping

3.4.0.3 authority

3.4.0.4 type

## **3.5 Timesheet**

3.5.0.1 constraints

3.5.0.2 hasMany

3.5.0.3 date

3.5.0.4 project

3.5.0.5 template

3.5.0.6 worker

## **3.6 Tool**

3.6.0.1 constraints

3.6.0.2 name 250 characters, alphanumeric and spaces

3.6.0.3 uniqueName 250 characters, alphanumeric and spaces set to lower case

3.6.0.4 setName

## **3.7 User**

## **3.8 Worker**

3.8.0.1 constraints

3.8.0.2 name

## **3.9 Work Record**

# **4 Controllers**

## **4.0.1 Activity**

4.0.1.1 create

4.0.1.2 delete

4.0.1.3 edit

4.0.1.4 index

4.0.1.5 list

4.0.1.6 save

4.0.1.7 show

4.0.1.8 update

## **4.0.2 Home**

4.0.2.1 rails

4.0.2.2 home



4.0.2.3 index

### **4.0.3 Location**

4.0.3.1 create

4.0.3.2 delete

4.0.3.3 edit

4.0.3.4 index

4.0.3.5 list

4.0.3.6 save

4.0.3.7 show

4.0.3.8 update

### **4.0.4 Login**

4.0.4.1 ajaxDenied

4.0.4.2 ajaxSuccess

4.0.4.3 authfail

4.0.4.4 denied

4.0.4.5 index

4.0.4.6 full

4.0.4.7 login

## **4.0.5 Logout**

4.0.5.1 index

## **4.0.6 Project**

4.0.6.1 create

4.0.6.2 delete

4.0.6.3 edit

4.0.6.4 index

4.0.6.5 list

4.0.6.6 save

4.0.6.7 show

4.0.6.8 update

## **4.0.7 Tool**

4.0.7.1 create

4.0.7.2 delete

4.0.7.3 edit

4.0.7.4 index

4.0.7.5 list

4.0.7.6 save

4.0.7.7 show

4.0.7.8 update

## **4.0.8 User**

4.0.8.1 create

4.0.8.2 delete

4.0.8.3 edit

4.0.8.4 index

4.0.8.5 list

4.0.8.6 resetPassword

4.0.8.7 save

4.0.8.8 show

4.0.8.9 update

# **5 Views**

## **5.1 Layouts**

Layouts are application-wide views not tied to any specific controller. Layouts will be in the "views/layouts" folder.

### **5.1.1 application**

This is the application-wide layout. It's responsible for deciding what layout templates to render based on user access levels. It must also render flash messages to alleviate other views from having to do so.

### **5.1.2 \_login**

This template renders when the user hasn't logged in. It'll contain an ajax form allowing the user to login. Once the user has successfully logged in, the page will refresh.

### **5.1.3 \_admin**

This template renders when an admin is logged in. It'll contain links to parts of the application admins can access.

### **5.1.4 \_user**

This template renders when a non-admin is logged in. Not sure what it'll show.

## 6 Interface

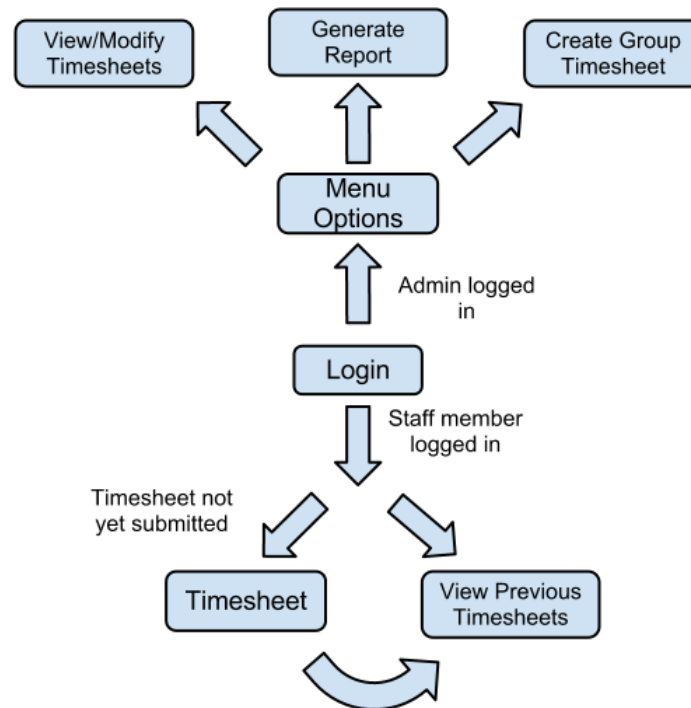


Figure 1: Diagram of user travel through site

## 7 Test Cases

## 8 Traceability matrix

	Functional	Non-functional
??	✓	