

Project Board

Project board merupakan menu yang dapat diakses oleh peserta Bootcamp dan digunakan sebagai acuan fase development selama Mini Project.

Data akan disimpan ke tabel t_project_board

Prerequisite tables:

- m_sow
- m_story
- d_story_sow
- d_story_att
- m_user
- m_batch
- d_batch_student
- t_board_assignment

Transaction and log tables: t_project_board, l_project_board

Table update: m_story (add new field, 'description')

Tables

m_story Master story

| Fields | Datatype | Nullable | Notes |
|-------------|--------------|----------|-------------------------|
| Id | bigint | N | primary key |
| name | varchar(100) | N | |
| score | int(2) | N | |
| type | varchar(1) | N | M (Master), T (Trx) |
| priority | int(3) | Y | |
| description | varchar(max) | Y | include HTML formatting |

m_sow Scope of Work

| Fields | Datatype | Nullable | Notes |
|-------------|--------------|----------|----------------|
| Id | bigint | N | primary key |
| sow | varchar(100) | N | misal UI, CRUD |
| description | varchar(200) | Y | |

d_story_sow Scope of Work
per Story

| Fields | Datatype | Nullable | Notes |
|----------|----------|----------|-------------|
| Id | bigint | N | primary key |
| story_id | bigint | N | foreign key |

| | | | |
|--------|--------|---|-------------|
| sow_id | bigint | N | foreign key |
|--------|--------|---|-------------|

| d_story_att | Story Attachment | | |
|-------------|------------------|----------|-------------|
| Fields | Datatype | Nullable | Notes |
| Id | bigint | N | primary key |
| story_id | bigint | N | foreign key |
| attachment | varchar(max) | N | file path |

| m_user | | | |
|----------|--------------|----------|-------------|
| Fields | Datatype | Nullable | Notes |
| Id | bigint | N | primary key |
| username | varchar(50) | N | |
| password | varchar(50) | N | |
| fullname | varchar(200) | N | |

| m_batch | Batch | | |
|---------------|-------------|----------|-----------------------|
| Fields | Datatype | Nullable | Notes |
| Id | bigint | N | primary key |
| batch_no | varchar(50) | N | |
| technology_id | int | N | foreign key |
| trainer_id | int(2) | N | foreign key |
| status | varchar(1) | N | O (ongoing), D (done) |

| d_batch_student | Students in Batch | | |
|-----------------|-------------------|----------|-------------|
| Fields | Datatype | Nullable | Notes |
| Id | bigint | N | primary key |
| batch_id | bigint | N | foreign key |
| user_id | bigint | N | foreign key |

| t_board_assignment | Board Assignment | | |
|--------------------|------------------|----------|-------------|
| Fields | Datatype | Nullable | Notes |
| Id | bigint | N | primary key |
| batch_id | bigint | N | foreign key |
| story_id | bigint | N | foreign key |

t_project_board

Project Assignment

| Fields | Datatype | Nullable | Notes |
|----------|------------|----------|---------------------------|
| Id | bigint | N | primary key |
| user_id | bigint | N | foreign key |
| batch_id | bigint | N | foreign key |
| story_id | bigint | N | foreign key |
| status | varchar(1) | Y | O (on progress), D (done) |

l_project_board

Log Project Assignment

| Fields | Datatype | Nullable | Notes |
|------------------|--------------|----------|------------------|
| Id | bigint | N | primary key |
| project_board_id | bigint | N | foreign key |
| user_id | bigint | N | foreign key |
| action | varchar(max) | N | See next chapter |
| action_time | datetime | N | Time of action |

Business Flow

1. Peserta akan terlebih dahulu login ke aplikasi MOTTO
2. Dari user_id peserta, dapat diketahui Batch peserta tersebut (yang sedang aktif, karena tidak menutup kemungkinan peserta mengikuti bootcamp lebih dari 1x)
3. Tab **Assignments** akan menampilkan story yang ditugaskan untuk batch tersebut yang belum diambil oleh peserta batch.
4. User dapat melihat detail dari masing-masing story dengan meng-klik pada pills di tab manapun (Assignment, My Plan, Development, Done, Team). Detail story akan dijelaskan lebih lengkap di **Modal Story**
5. User melakukan Sprint planning dengan menggeser story yang diinginkan dari tab **Assignments** ke tab **My Plan** dan disimpan ke tabel **t_project_board** secara otomatis.
6. Story yang direncanakan bisa dibatalkan dengan meng-klik tanda silang, *selama story tersebut belum memasuki fase development (ditandai dengan status pada t_project_board masih kosong)*. Story yang dibatalkan akan muncul kembali di tab **Assignments** dan dihapus dari **t_project_board**
7. Setelah story dari **My Plan** dipindahkan ke **Development**, maka story tersebut tidak bisa dibatalkan, dan hanya bisa dipindahkan ke tab **Done**
8. Story pada tab **Done** bisa dikembalikan ke **Development**
9. Tabs di bagian bawah adalah keterangan story yang diambil oleh rekan 1 tim, beserta statusnya (planning/development atau Done)

10. Warna *pills* pada masing-masing story dibedakan dari type story-nya, apakah Master, Transaksi, Report. Jika story sudah *done*, warna *pills* sedikit dipudarkan (pemilihan warna boleh mengikuti mock-up atau menggunakan skema pribadi)
11. Semua aktivitas perpindahan story dicatat dalam tabel **I_project_board**
12. Format log pada action
 - a. *username* picks *storyName*
 - b. *username* cancels *storyName*
 - c. *username* starts development of *storyName*
 - d. *username* finished development of *storyName*
 - e. (jika dikembalikan dari Done ke Development) *username* moves back *storyName* to Development

Project Board: Batch #123

