

Software Engineering

CSC648/848

Section 4 | Team 2

Artemis

3/18/2022

Brain Adams
Joseph Kois
Brandon Cruz-Youll
Sherman Wong
Arslan Alimov
Jade Simien

badams2@mail.sfsu.edu
jkois@mail.sfsu.edu
bcruz5@mail.sfsu.edu
swong42@mail.sfsu.edu
aalimov@mail.sfsu.edu
jsimien@sfsu.edu

Team Lead
GitHub Master
Scrum Master
Backend Lead
Backend Support
Frontend Lead

History Table:

3/1/22	Evaluated M2 for work needed to complete target. Divided work up and assigned tasks to team members.
3/8/22	Short stand up for progress on individual team members piece of the project. Created some models for the backend.
3/15/22	Went over remaining M2 tasks and team workloads. Front-end met and discussed refining UI/UX flow and elements needed. Back-end discussed finishing preparations for vertical sw prototype

1. Data Definitions V2

<u>Name</u>	<u>Definition</u>	<u>Usage</u>
<p>Bug</p> <p>Priorities:</p> <p>Critical</p> <p>Medium</p> <p>Low</p>	<p>Behavior that is unexpected or unintended</p> <p>Scale of urgency that bug needs to be fixed</p> <p>Highest priority bug to be assigned and worked on with urgency. Color: Red</p> <p>Bug that should be assigned and worked on sooner rather than later, but not mission critical. Color: Yellow</p> <p>Lowest priority bug to be assigned and worked on time willing. Color: Green</p>	<p>Tickets can cite known bugs to fix. Developers will be able to associate known bugs with tickets.</p> <p>To easily ascertain the required urgency the ticket needs attending to, the bug priorities will be easily visible for quickly ascertaining which tickets need to be worked on</p>
<p>Ticket</p> <p>Bug Title</p>	<p>A single task that needs to be done</p> <p>Short description of bug to be displayed on ticket and Recently Viewed Tickets</p>	<p>There will be lists of tickets that developers can be assigned to. These tickets can be closed once the task has been completed. Tickets can include</p>

<p>Bug description</p> <p>Priority Status</p> <p>Comments</p>	<p>Full description of problem, viewable by clicking on ticket.</p> <p>Bug priority to be displayed on left side of ticket, represented by colors</p> <p>Tickets will have logged comments with date/time/developer to log status/updates/and any issues that are blocking the completion and closing of the ticket. Stack traces may be placed</p>	<p>Tickets can include tasks like bug fixes, maintenance and refactoring. Tickets will start in the Issue Pool and be moveable to user-defined columns in the Workspace of the project. Tickets will be searchable.</p>
<p>Close</p> <p>Viewable</p>	<p>The completion of a task, to mark a ticket (task) as being complete</p> <p>Users will be able to click on closed tickets and view all the closed tickets of the project</p>	<p>Developers will be able to close their tickets after the task is completed.</p>
<p>Workspace</p> <p>Boards</p>	<p>A collection of project boards, and potentially teams that belong to a particular organization. Workspaces contain all the information for a specific team or project, and are containers for tickets to be created and closed in.</p> <p>Project boards</p>	<p>Workspaces serve as a container to organize all the data for any given project or team.</p>

Team	A collection of users who have specific permissions	Teams are used to organize users and what they can alter within a given Workspace. If you belong to a developer team you can close tickets, if you are a part of a QA team you can create tickets etc.
Privileges	Set by organization along with job titles. Varying amount of privileges that allow: creating tickets, closing tickets, moving tickets, assigning tickets to developer, assigning tickets to team Workspace.	

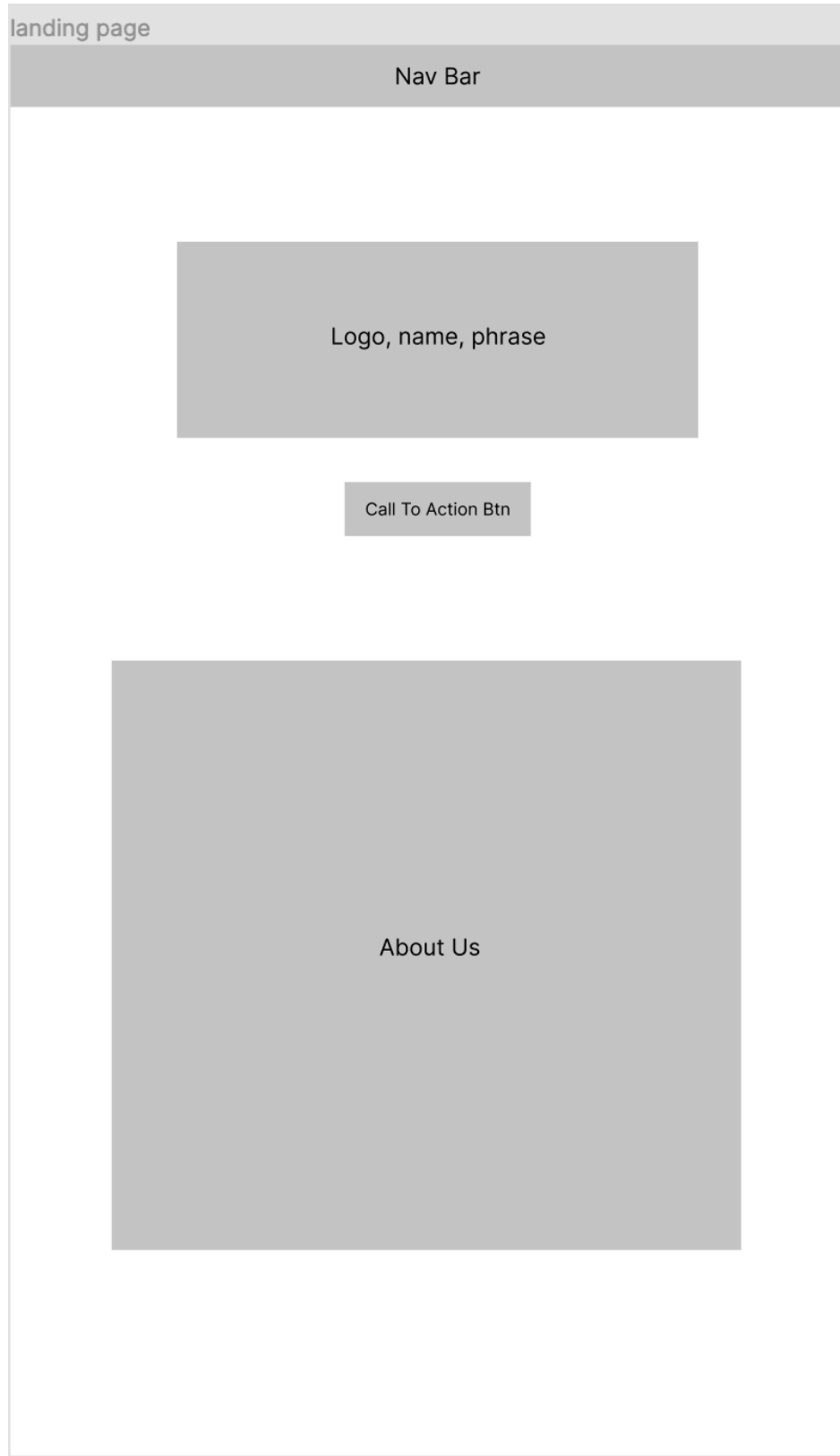
2. Functional Requirements V2

<u>Number</u>	<u>Priority</u>	<u>Requirement</u>	<u>Details</u>
1	1	Tickets	Includes priority status, assignment status, bug title, bug description and comments.
1	1	Ability to create and modify tickets	Click + to add a new ticket. Click on ticket to view/modify: bug title, bug description, developer assignment.
1.1	1	Tickets will have bug title, bug description, bug priority, user assignment	These should be modifiable
2	1	Users should be able to assign tickets	

	3	1	Users should be able to mark tickets as closed	Once completed, ticket will be closed out with final comments, date/ time/and user who closed it out.
	3.1		<i>see closed tickets are viewable</i>	
	4	2	Ability to attach stack traces and descriptions to tickets	
	5	1	Closed tickets are viewable	Users should be able to click on 'closed tickets' to view all closed out tickets
2		1	Workspace	Based on user permissions
	1	1	Create, Destroy Workspaces	
	1.1	1	Easily access creating/ destroying workspaces	
	2.1	1	Workspace owners to have permissions to destroy workspace,	
	3.1	1	The ability to see all workspaces user belongs to on user profile	
	4	2	Users can subscribe to Workspaces	
3		1	Teams	
	2	1	Ability to assign users to various teams	
	3	1	Assigned groups of tickets to various teams	
4		1	Profile	

1	1	Users can create a profile and log in	
1.1	1	Assigned projects	When users are assigned a project, it will show up on their profile
1.2	2	Assigned tickets	When users are assigned a ticket, it will show up on their profile
1.3	1	User name	Editable varying on permission given by organization
1.4	1	User title	Editable varying on permission given by organization
2	1	Basic session based authentication	
3	1	Users can change their password	
3.1	2	Password requirements	Organization will have ability to designate any password requirements (length, special characters, numbers, case sensitivity)
4	1	Users can view Workspaces and teams that they are assigned to	

3. UI Mocks Ups and Storyboards



register

Nav Bar

Project Name
Logo

Registration Fields

log in

Nav Bar

Log In Fields

Project Name
Logo

settings

Nav Bar

User Img

User Info

User Work Data

dashboard

Nav Bar

Workspace
Nav

Issue Pool

Issue
Coloumn

Issue
Coloumn

ARTEMIS

Get Started with Artemis

login

Pursue Perfection.

Artemis makes it easy to track bugs and manage projects with an elegant, efficient design in order to boost productivity for all of our customers teams

Learn More



manage tickets

Users will have the ability to modify tickets in their projects. They can easily add tickets, mark tickets as completed, mark tickets as in progress along with many more features.



store changes

With a built in changelog, your team will easily be able to track the changes that have been made to all of your projects that are currently being worked on.



Security

At Artemis, we value safety and security first and foremost, and we understand how important it is to protect the data of your projects, employees, and customers. All of your data is secured using Bcrypt, UUID's and safe browsing with HTTPS.

ARTEMIS

Register

username

email

password

use 8 or more characters with a mix of letters, numbers, and symbols

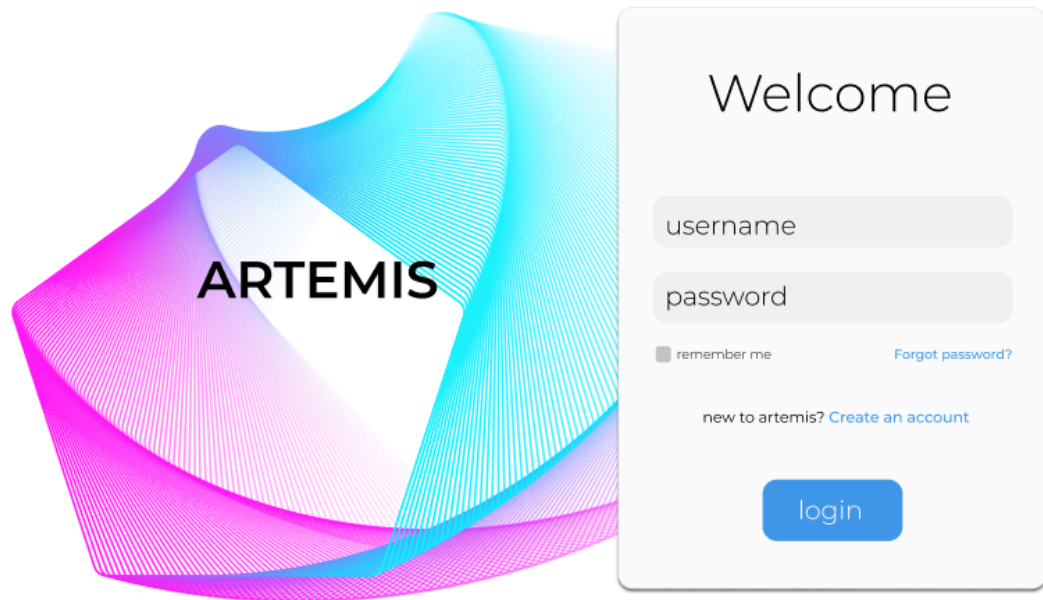
confirm password

☐ I agree to Artemis [Privacy Policy](#)

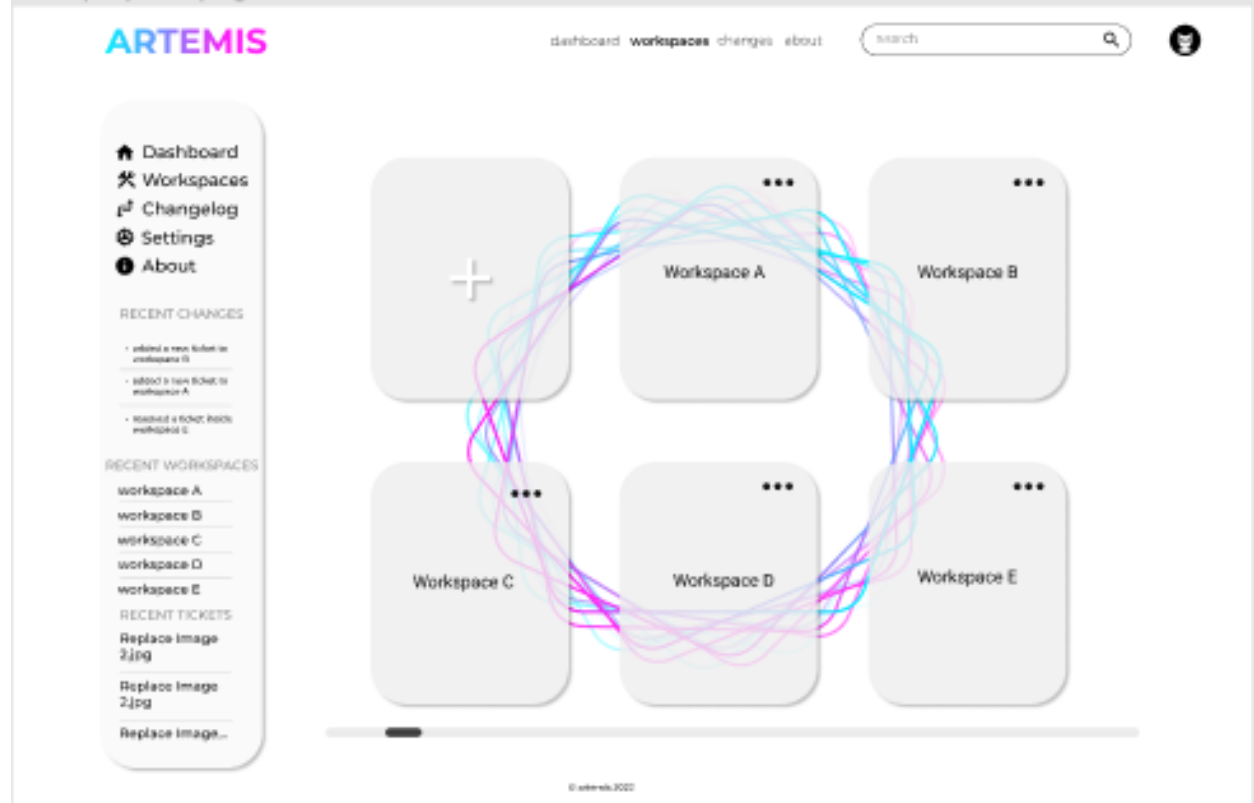
☐ I agree to Artemis [Terms of Service](#)

Register

already joined? [login](#)



view projects page



creating a new project

ARTEMIS

dashboard workspaces changes about

search



- Dashboard
- Workspaces
- Changelog
- Settings
- About

RECENT CHANGES

- added a new ticket to workspace B
- added a new ticket to workspace A
- deleted a ticket from workspace B

RECENT WORKSPACES

- workspace A
- workspace B
- workspace C
- workspace D
- workspace E

RECENT TICKETS

- Replace Image 2.jpg
- Replace Image 2.jpg
- Replace Image...

Workspace Title

Workspace Description

back

create

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Dashboard

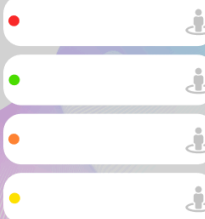
Projects

Search

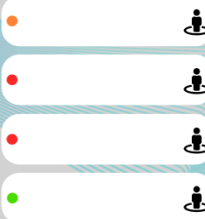


- Home
- Settings
- Recently Viewed

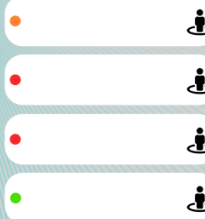
Unassigned



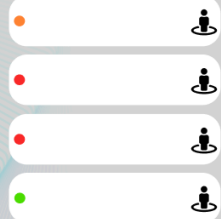
+



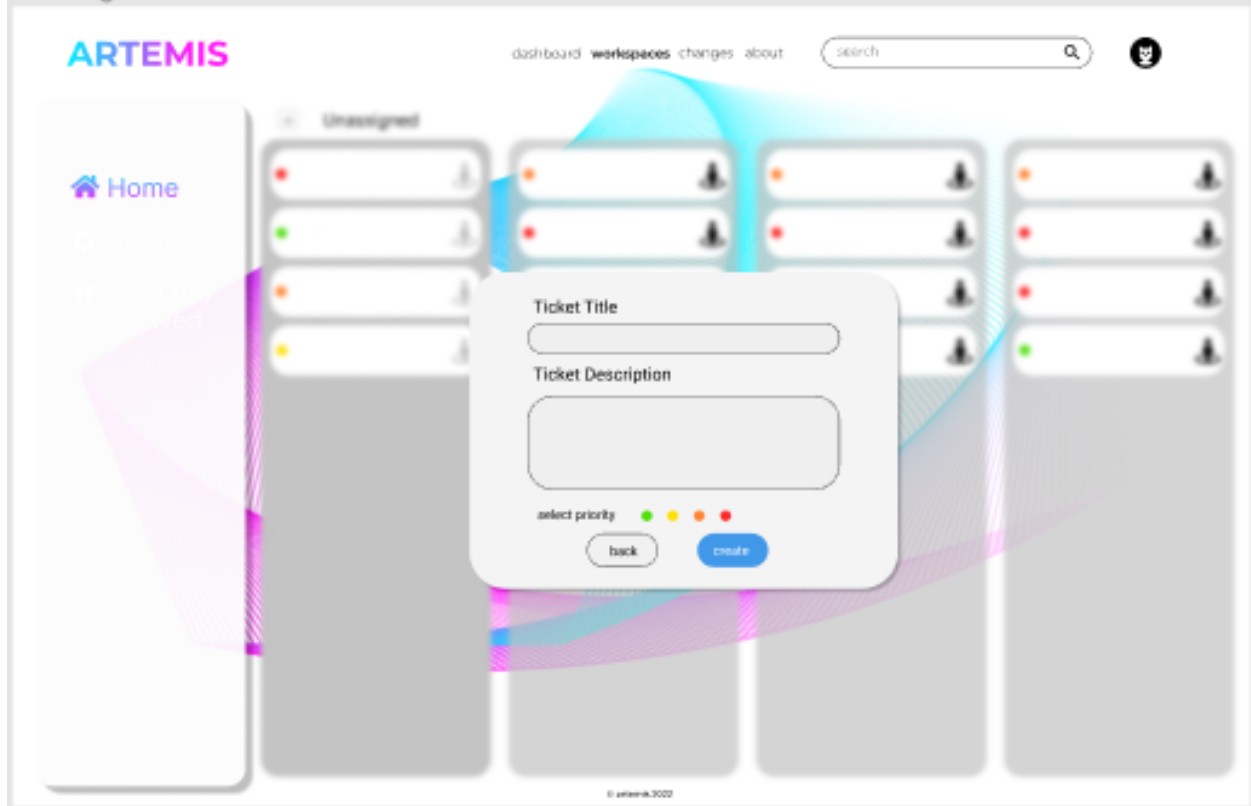
+



+



creating a ticket screen



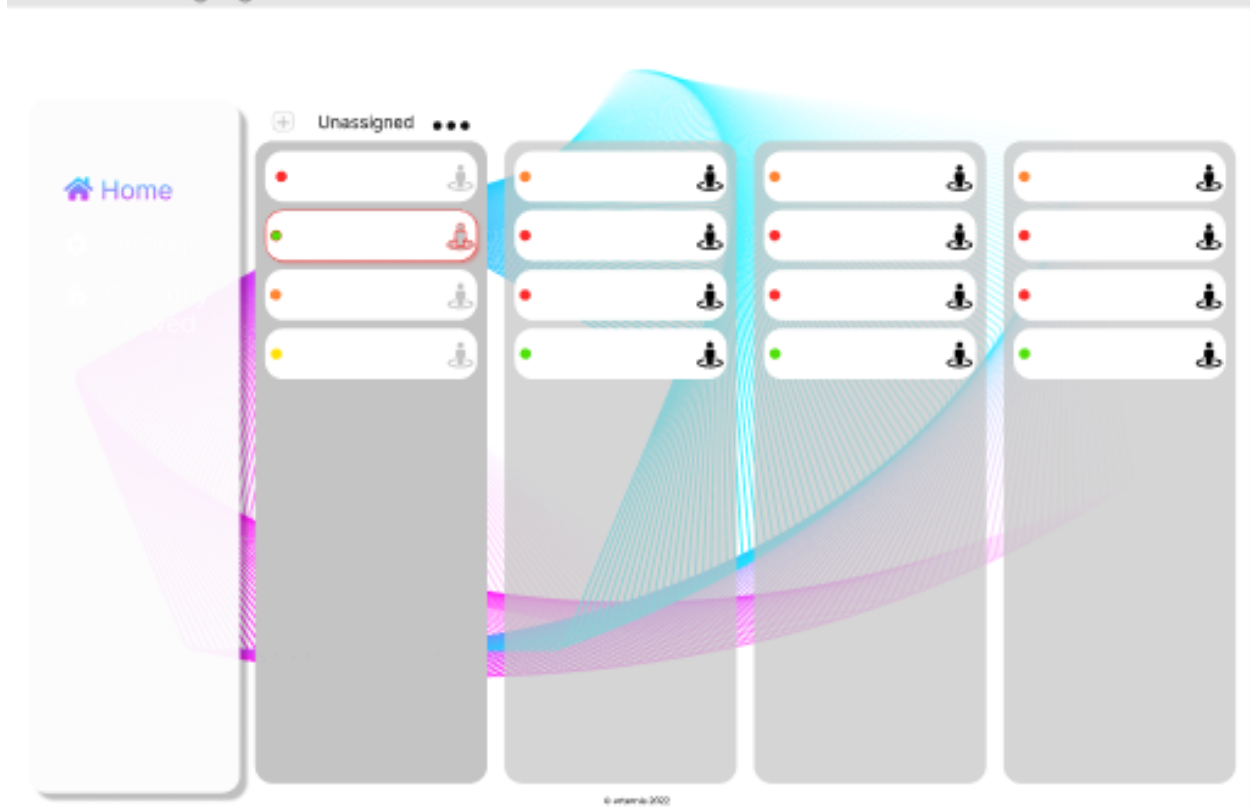
ticket confirmation screen



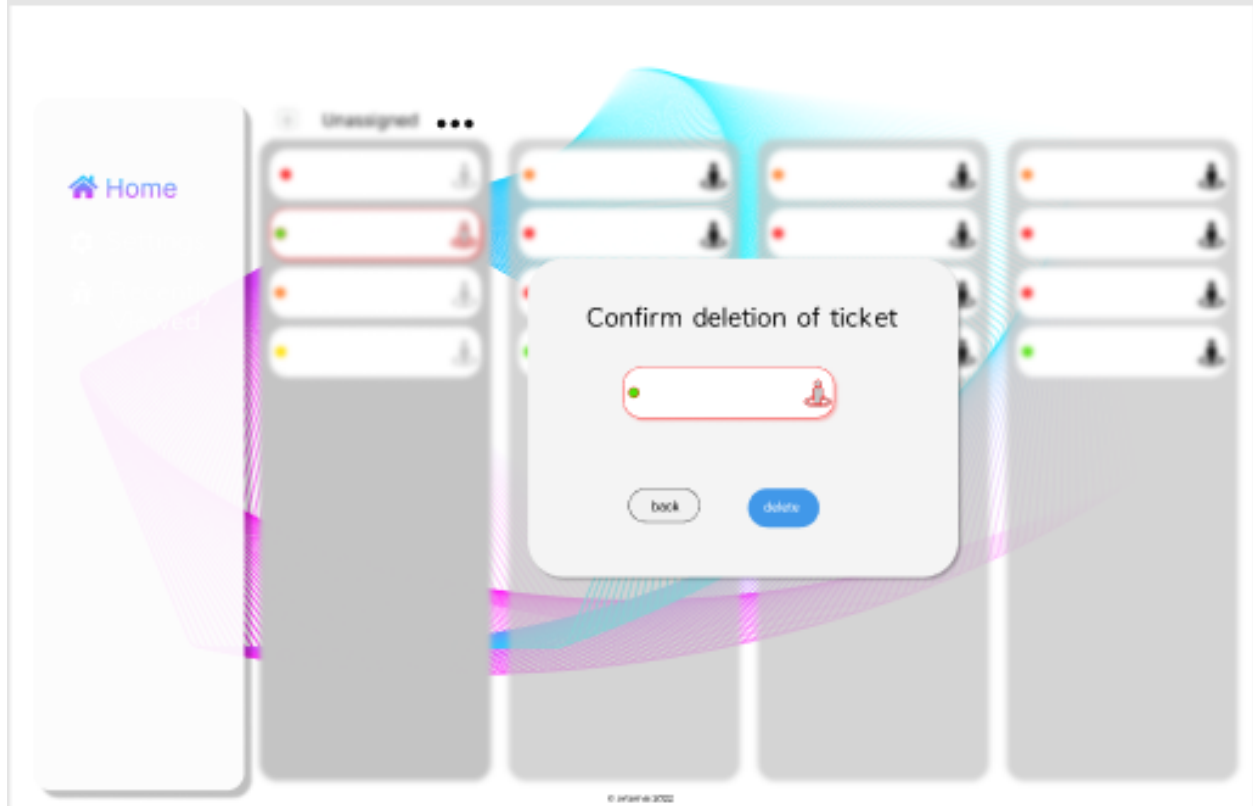
delete tickets screen



delete ticket highlight



delete ticket confirmation



ticket confirmation screen



UX Summary:

Through our discussions of the UI/UX, we realized we needed to work more on our flow. We decided the landing page would lead to the log in page—from there the user could choose to register. Once the log in form was filled out, the user would land on the workspaces page. The user then chooses the board they wish to observe. Tickets are available to create/edit/close out/ assign and delete. We kept the theme of the Blue/Pink mix for consistency; however, we tried to have it remain a small portion to not overwhelm the senses and be a clean, crisp site. We discovered we needed to change placements so the user could easily utilize the different tools available to them. After discussion of the adjustments, we made them in our GUI mock ups.

4. High Level Architecture, Database Organization

@Entity extends BaseEntity()

Organization

- Name (unique, non null)
- R: One to Many: Members (users)
- R: One to Many: Workspaces

Workspaces

- Name (unique, non null)
- R: Many to One: Organization cascade
- R: One to Many: Teams

Boards:

- Name (unique, non null)
- R: Many to One: Workspaces
- R: One to Many: Tickets

Teams:

- Name (unique, non null)
- Permissions? if time permits
- R: Many to One: Workspaces cascade

Tickets:

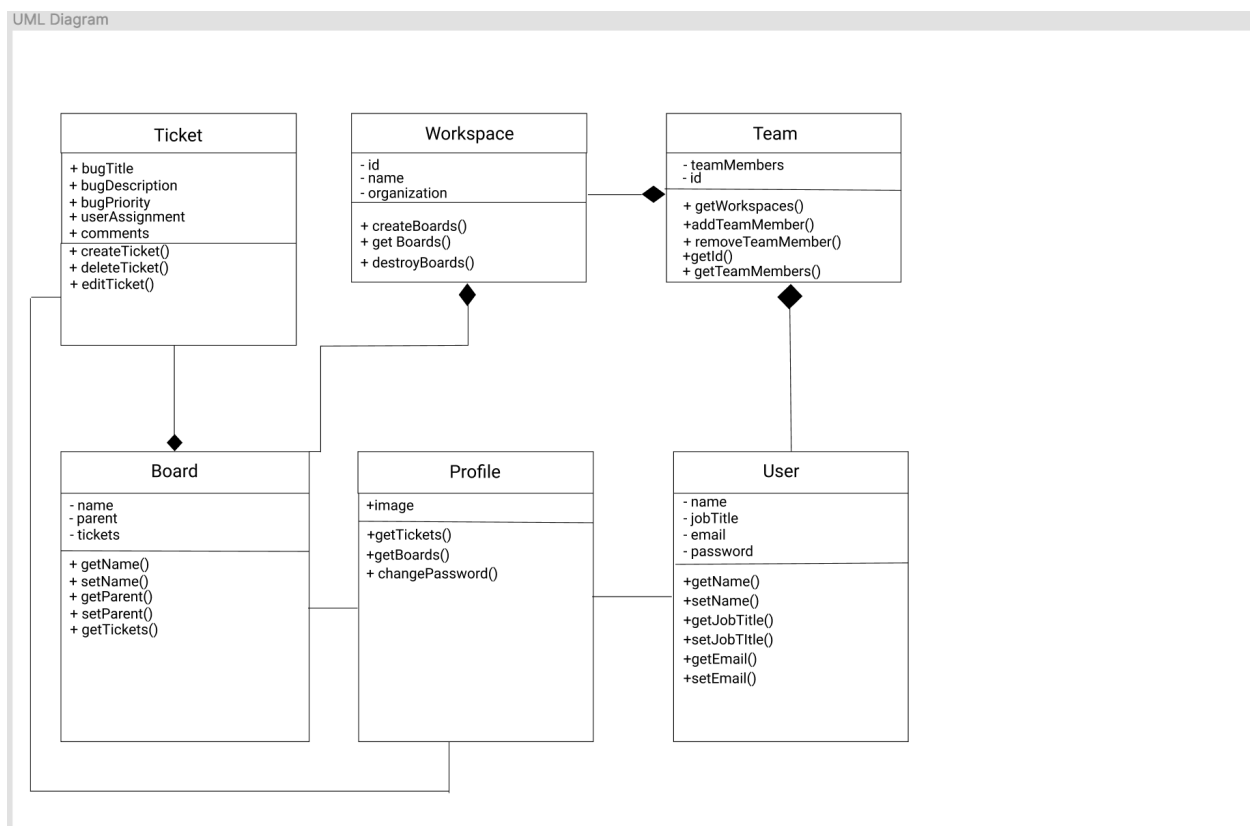
- ID (unique)

- Description (non null)
- Comments
- ClosedDate (nullable)
- OpenDate (nullable)
- R: Many to One: Board cascade

Users

- ID (unique)
- Username (unique, non null)
- Hashed Password (unique, non null)
- R: Many to One?: Organizations
- R: Many to Many?: Teams
- R: Many to Many: Boards

5. High Level UML Designs



6. Key Risks

Skills Risks:

Each team member has gone over technologies/languages they have not encountered before and continue to read up on them weekly.

Schedule Risks:

We have dedicated time in scrum meetings to dedicate to timelines and readiness for the upcoming milestones. We keep track of our responsibilities for each team member on Trello and utilize discord for off-the-cuff dialogue on any issues that have come up that need the hive mind to help figure out.

Legal/Content Risks:

All software utilized in building the project is being used with proper licensing and copyright.

7. Project Management

The scrum meeting starts with a stand-up where each team member explicitly details the part of the project they are working on, their progress and any problems that have arisen. All members have a chance to discuss the problems along with any solutions they may be able to offer. Next is discussing the upcoming targets we are aiming to complete, breaking down to smaller units and assigning those to team members. Trello is being used for documentation and accountability. Discord is used at all other times to communicate with each other any and all information dissemination.

Vertical Prototype Home Test Page: www.thoughtgrove.com

Team GitHub: <https://github.com/CSC-648-SFSU/csc648-spring22-04-team02>