

Student Registration System Continued

Requirements

1. Key Problems the System Will Solve
 - a. Students need a way to check class schedules, register or drop for their classes
 - b. The school needs a way to store information about the university, and its clients this includes:
 - i. Course ID
 - ii. Professor Information
 - iii. Students Enrollment
 - iv. Class Description
 - v. Class Size
 - vi. Student information
 - vii. Student course list
 - viii. Billing information
 - ix. Credits Taken By Students
 - x. Credits Being Taken By Students
 - xi. Students Bills
 - xii. Holds on accounts
 - xiii. Student schedule
 - c. The school needs a means to connect a and b together so that a student can enroll, have access to what they are enrolling in, have a schedule, and be able to do this all remotely with a simple user interface.
2. Key Features of the Software
 - a. Online
 - b. Store information about the student and the university.
 - c. Ability to edit account information
 - d. Different accounts for different access levels.
 - e. Efficient User Interface
 - f. Ability to prevent certain actions from accounts
 - g. Ability to contact users VIA notifications or emails
 - h. If we have time Mobile Friendly .
3. Key Technologies
 - a. SQL Database
 - b. Web Server to host Website
 - c. A networked connection
 - d. A machine to connect to the website.
4. Where we will get access to the technologies
 - a. We have contacted Dr.Mason and he gave us access to the server for the web page as well as a data base.
 - b. Stout provided us with computers to connect to the webpage.
 - c. We are using MYSQL workbench to develop the database.

Team Description

1. Our team name is **StrongHold Software Solutions** the product name is Nationwide Student Registration for Regination University.
2. Our Scrum Master is Jerry
3. Our Relations Manager is Chase

Team Biography

Jerry He -

Languages: Java, C, C++, HTML5, SQL, Python,

Integrated Development Environment: Visual Studio, Adobe Dreamweaver, MySQL, Code::Blocks, Eclipse, jGRASP, Anaconda

Jeffrey McCuen -

Languages: C++, C#, JavaScript

Integrated Development Environments: Visual Studio, VMware, MySQL, Unity Game Engine, Code::Blocks, Adobe Dreamweaver

Jacob Trang-

Languages: C#, Javascript, C++, Java

Integrated Development Environments: Visual Studio, Unity Game Engine, jGrasp, Adobe Dreamweaver

Chase Christensen-

Languages: C++ • C# • HTML5 with canvas • JavaScript • SQL • Java • C • Assembly • Python

Integrated Development Environments

- Eclipse • MonoDevelop • Visual Studio • jGrasp • VMware and Linux default compiler
- Adobe Dreamweaver • MySQL • Hyperion • Unity Game Engine • Brackets
- Project Jupyter • Code::Blocks • Atom