Group 6

Maverick Analyzers

Evelyn Espinoza-Macias <eespinoza-macias@unomaha.edu>
Michael Mulvey <mmulvey@unomaha.edu>
Miguel Rocha <miguelrocha@unomaha.edu>
Natalie Moore <nmoore14@unomaha.edu>

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CLIENT DOCUMENTS

Opening Statement

Spielcraft Games will be an online trading game that consists of two players. Players will login to a match-making system where they are paired with another player to play the game. Maverick Analyzers will design an account system that facilitates the way in which users can create an account for the game, login, and logout, reset forgotten password, access their own account page, view the home page to gain an overview of the online trading game, and learn more about the game through an about page.

We have also structured a plan outlining the deliverables we will undertake in distinct phases, so we focus on developing the project on time and within budget. Maverick Analyzers project goal is that by collaborating closely with our client and stakeholders we will ensure that the account system meets their requirements and exceeds their expectations. We aim to design an account system that will provide a positive experience to players when accessing the online game and provide business benefits to the client.

Executive Summary

This project outlines the proposal for an online tabletop trading card game that will be developed by our company. Gaming online is exploding, and our company will leverage the power of replicating the tactile and social aspects of strategic tabletop gaming while enhancing it with digital advantages like immersive online gameplay experience, accessibility, and convenience. The game will have splendid features such as trading cards, game store, two players, matching players, and more. This game will capture and maintain a strong gaming community through the interaction and engagement of the players. Maverick Analyzers will focus on having a secure, user friendly, and strong user account system that allows users to create an account, login, logout, reset forgotten password, access their account page, home page, and about page. Having a well-developed user account system is important to the success and the trustworthiness of the game. Maverick Analyzers will collaborate closely with our clients and partners to ensure that the account system meets their needs and exceeds their expectations. Maverick Analyzers will continue updating documents to provide up to date analysis. We will provide the design documentation to give the client a detailed overview of the context, flow, and functionality of the account system.

The Milestone 4 documents contain:

Client Documents

- **Opening Statement**: The Opening Statement defines the scope of the project, outlines the project goals and objectives, and establishes expectations for the project.
- **Executive Summary**: The Executive Summary provides a brief overview of the project plan and focuses on valuable information to persuade the client.
- **Implications for Client:** The Implications for Client outline the client's expectations.
- **Online Game Rules**: This document highlights the online game rules.
- **Items for Approval**: The Items for Approval help to ensure that all parties involved in the project agree with the project plan and that the project is meeting the necessary requirements.
- **Client Approvals**: Emails received from the client indicating approval or disapproval is documented here.

Project Documents

- **System Service Request**: The System Service Request provides a process for stakeholders to communicate their specific requirements and needs.
- **Project Charter**: The Project Charter defines the project's scope, objectives, and deliverables, outlines the roles and responsibilities of each team member, and provides a roadmap for the project team to follow.
- **Project Scope Statement**: Defines the boundaries, deliverables, and constraints of the project.
- **Statement of Work**: Outlines the specific tasks and resources required for the project.
- **Work Breakdown Structure**: Provide a clear overview of the work required in sub tasks.
- **Work Breakdown Structure Dictionary**: Provide descriptions and additional information about each work package in the WBS.

- **Gantt Chart**: Provide a visual representation of the project timeline.
- **Economic Feasibility Analysis**: Assessment of the production and delivery in terms of financially viable.
- **Requirements Documentation**: All stakeholders have a clear and shared understanding of what the project aims to achieve.
- **User Interface Wireframes**: User Interface Wireframes are a visual representation of the user interface (UI) and the foundation for the visual design phase.
- **Risk Management Plan**: Provides the process of identifying, assessing, and controlling risks to ensure project success.
- **Baseline Project Plan**: All the information collected during project initiation and planning is collected and organized into this document.
- **Context Diagram**: Visual representation that shows an overview of how the system and process interacts with its environment.
- **Data Flow Diagram Level 0**: Shows a high-level overview of the systems' functions and how they interact with other entities via data flows.
- **Data Flow Diagram Level 1**: Shows a more detailed view by breaking the primary processes shown in the Level 0 diagram into smaller processes and demonstrating the data flows that connect them.
- **Data Flow Diagram Dictionary for Level 1**: Shows an in-depth breakdown of the data flows, stores, processes, and external entities shown in the Level 1 DFD.
- **Use Case Diagram:** A visual representation that shows the distinctive features that the account system interacts with actors.

Control Documents

- **Roles and Responsibilities**: The Roles and Responsibilities document helps to define the tasks and responsibilities of each team member and establish accountability.
- **Change Log**: The Change Log tracks all changes made to the project plan throughout the distinct phases.
- **Communication Management Plan**: The Communication Management Plan helps to ensure that everyone is informed of project progress.
- **Meetings Communications**: The Meetings and Communication document helps effective collaboration and ensures that all stakeholders are kept informed of communication progress.
- **Team Member Status**: The Team Member Status document helps to ensure that each team member is aware of their responsibilities and is meeting project deadlines.

Appendix

- **Appendix A**: PowerPoint presentation slides breaking down the key project deliverables and providing a high-level overview of the project analysis and design.

Implications for Client

The primary implication for the client is that we solve the problem of allowing players to create an account with Spielcraft Games. Currently the game does not have anything like this since it's currently a board game prototype and the full online version has not been created. In this project, the Maverick Analyzers will design an account system that will be user-friendly and efficient. It will allow players to create an account for the game, login, and logout, reset forgotten password, and access their own user account page. Implementing enhanced financial visibility solutions empowers our clients to make informed decisions, reduce costs, and proactively manage risks. This strategic move not only ensures compliance and stakeholder confidence but also positions them for competitive advantage and sustainable growth in a dynamic market environment. By creating the Requirements Documentation, User Wireframes, Baseline Project Plan, and the Risk Management Plan, we are now able to grasp a better picture of what is to come and what things into which we may run.

- In the Requirements Documentation the client can now see what is required for each step to be seen as completed.
- With User Wireframes, the client can see a rough representation of what the website would look like and if he has any changes, he wishes to make that would be a great time to voice those opinions prior to writing the HTML and CSS to create them.
- The Baseline Project Plan outlines in detail the way we as the creation team wish to move forward with the project and the client can see this and tell us which adjustments, he wishes us to make or if it satisfies his needs for the project.
- With the Risk Management Plan the client can now see the possible risks moving forward with Hardware, Software, Personnel, and the Database itself.

Online Game Rules

Online Game Rules will be referenced for About Page

Player count: 2

Battlefield:
- Each game is played on a battlefield.
- A battlefield is an 8x16 hex grid, with a line called a centerline dividing it into two 8x8 grids.

Army Building:
- Before a game starts, each player selects one pre-built army, without knowing anything about the opponent's army.
  - An army consists of units (hexagonal pieces that move and interact on the battlefield) and command cards (cards played from hand to determine what actions units take) with a total combined value of <=50 points.
    - Each unit and each card has a point value correlated with its overall usefulness in the game.
    - A card's point value is equal to its cost.
  - Each army is built using the army builder (an app which allows a player to select units and cards from their collection to include in their deck).
  - An army must have at least 30 cards (it can have more than 30).
  - An army can have any number of units provided the total value of the army does not exceed 50 points.
  - Once units are selected, the player must choose how the units will be deployed to the battlefield at the beginning of each game.
    - The player must place each unit on a hex on the battlefield.
    - All units must be on the same side of the battlefield's center line.

Setup:
- When a game loads, each player's army is deployed as that player chose while building the army.
- Each player starts with 5 cards in hand, and a shuffled face-down deck of their remaining cards. The deck does not necessarily need to be visible on screen, but the number of cards remaining in a player's deck should be displayed.
- Each player has a discard pile (same display requirements as deck) that starts out empty.
- Randomly determine the first player.
- The second player draws an additional card to start the game.

Gameplay:
- In turn order, players take turns back and forth until the game ends.
- The game ends when one player has lost units with a total combined value of at least 20, or when one player has only one unit remaining.
  - The other player wins.
- Player turn:
  - Perform 2 of the following actions, in any combination:
    - Play a card.
    - Draw 5 cards.

- o Play a card:
- Pay the cost in the top corner of the card.
  - o To pay a cost, discard other cards from hand with a total combined cost >= the cost being paid.
- Perform the action(s) on the card.
  - o Each card has one or more actions specified on it.
- Place the card in the player's discard pile.
- Draw 5 cards:
  - o Move 5 cards from the player's deck to the player's hand.

Units and Cards:

- Cards:
  - o Each card has:
    - cost (Point value)
    - action(s)
- Units:
  - o Each unit is a hexagon with:
    - Point value.
    - 6 edges each with a strength value
      - One edge is the front.
    - Health value
    - Movement speed value
  - o Some units additionally have:
    - Armor value
    - Range value
  - o There are 3-unit types:
    - Infantry
    - Cavalry
    - Range
      - Ranged units follow all the same rules as infantry and cavalry but have the additional ability to perform ranged attacks.

Movement and combat:

- When a command card says to move a unit, a player can move any unit a number of movements points up to its movement speed.
  - o A movement point can be spent to either:
    - Move to the hex in front of the front of the unit and optionally rotate 60 degrees in either direction, or
    - Rotate 60 degrees in either direction.
      - When a unit moves into edge-to-edge contact with an enemy unit, those two units fight.
  - o The unit with the higher strength on the edges that are in contact deals damage to the other unit = the difference in strength.
    - The unit that takes damage immediately loses health = damage dealt.
      - The health value on that unit decreases by the amount of health lost.

Health and defeat:
- When a unit's health decreases to 0 or lower, it is removed from the battlefield, and its point value is deducted from its player's total.
  - (The game ends when one player loses >=20 points or only has one unit remaining.)

Armor:
- When a unit takes damage, reduce that damage by the unit's armor value before decreasing health (not all units have armor).

Ranged:
- Ranged units may move and attack just like infantry and cavalry. They may additionally perform ranged attacks.
- When a command card allows a unit to perform a ranged attack:
  - Select a unit within the attacking unit's range value.
    - Range value is a number of concentric rings of hexes around the attacking ranged unit.
  - Deal 2 damage to the selected unit.

Items for Approval

Maverick Analyzers have no items left to be approved by the client.

Client Approvals

Milestone 1

I approve. Those items will all be very useful for the software. I love the Maverick Analyzers logo!

Thank you,
Alex

On Wed, Sep 13, 2023, 6:50 PM Miguel Rocha <miguelrocha@unomaha.edu> wrote:
Hello Alex,

Our group name is Maverick Analyzers (Group 6). I have attached the Milestone 1 document. Please reference the section "Items for Approval" for System Service Request and Project Charter approval. Any feedback will be greatly appreciated.

Miguel Rocha

Milestone 2 and 3

Milestones 2 and 3 were approved by Alex Wolf during Office hours on 11/07 at 2:00pm.

Milestone 4

Milestone 4 documents were approved by Alex Wolf during Office hours on 11/29 at 3:15pm.

PROJECT DOCUMENTS

System Service Request

Requested by:	Maverick Analyzers	Date:	September 7, 2023
Department:	IT		
Contact:	Miguel Rocha (miguelrocha@unomaha.edu)		

Type of Request

X	New System
	System Enhancement
	System Error Correction

Urgency

	Immediate – Operations are impaired, or opportunity lost
	Problems exist, but can be worked around
X	Business losses can be tolerated until new system installed

PROBLEM STATEMENT

We need a new account system for our upcoming mobile game smash hit. This would include people being able to create accounts, login, logout, access forgot password link, view home, user account, and about page. It would also accomplish all of this in a secure manner, complying with all applicable regulations such as GDPR or CCPA.

SERVICE REQUEST

This project will implement an account system for the Spielcraft Games online trading game of our client Alex Wolf. The purpose of this system is to facilitate the way in which players can create an account for the game, login, and logout, reset password, access their own user account, gain an overview of the game in the home page, and learn more about the game through an about page. The system will be user friendly, secure, and efficient.

DECISION

X	Request approved	September 13, 2023. I approve. Those items will all be very useful for the software. Alex responded in the email.
	Recommended revision	
	Rejected	

Project Charter

Date Prepared:	9/07/2023 (Updated: 12/01/23)
Project Name:	Account System
Project Manager:	Miguel Rocha (miguelrocha@unomaha.edu)
User:	Alex Wolf
Project Start/End:	September 2023 – May 2023

PROJECT OVERVIEW

This project will implement an account system for the Spielcraft Games online trading game of our client Alex Wolf. The purpose of this system is to facilitate the way in which players can create an account for the game, login, and logout, reset forgotten password, access their own user account, gain an overview of the game in the home page, and learn more about the game through an about page. The system will be user friendly, secure, and efficient.

 OBJECTIVES

- Collection of user data to customize user gaming experience and setting preferences.
- Link to user database that provides valuable data on player behavior, preferences, and interactions. Developers can use this data to make informed decisions about game updates and improvements.
- Open user to connect with friends, family, or other players online, that will provide a larger audience for potential users.

ASSUMPTIONS

- Users are willing to provide personal information in turn to play the game and be able to track their progress.
- Users with accounts may be more likely to make purchases within the game.
- Users are willing to create an account, login, and play in public and private locations.
- Users are willing to create an account, login, and play on handheld and desktop devices.

STAKEHOLDERS AND RESPONSIBILITIES

Stakeholders	Role	Responsibility	Signatures
Natalie Moore	Milestone Manager	Project Manager	Natalie Moore
Miguel Rocha	Business Analyst	Bridge business needs and technical solutions	Miguel Rocha
Michael Mulvey	Database Administrator	Maintain database	Michael Mulvey
Evelyn Espinoza-Macias	System Analyst	Support of IT systems	Evelyn Espinoza-Macias

Project Scope Statement

Spielcraft Games Project Scope Statement	Prepared by: Miguel Rocha, Evelyn Espinoza-Macias Date: September 21, 2023

General Project Information
      Project Name: Account System
      Sponsor: Alex Wolf, CEO
      Project Manager: Michael Mulvey

Problem / Opportunity Statement
      We need a new account system for our upcoming mobile game smash hit. This would include people being able to create accounts, login, logout, reset forgotten password, and view home, user account and about pages. It would also accomplish all of this in a secure manner, complying with all applicable regulations such as GDPR or CCPA.

Project Objectives:
- Collection of user data to customize user gaming experience and setting preferences.
- Link to user database that provides valuable data on player behavior, preferences, and interactions. Developers can use this data to make informed decisions about game updates and improvements.
- Open users to connect with friends, family, or other players online will provide a larger audience for potential users.

Project Description:
      A new user account system will be created for the Spielcraft Games online trading game of our client Alex Wolf. This system will facilitate the way in which players can register for the game, login, and logout, reset password, access their own user account page, gain an overview of the game in the home page, and learn more about the game through an about page. The system will be user friendly, secure, and efficient.

Business Benefits:
- Improved utilization of marketing and user experience
- Access to a secure account system and control over user information
- Improved understanding of users gaming patterns

Project Deliverables:
- Account system analysis and design documentation
- Create user account process, login/logout, and reset forgotten password
- Create a home page, about page and user account page

Estimated Project Duration:
      4 months

Statement of Work

Project Name: Account System
Project Manager: Michael Mulvey
User: Spielcraft Games
Start Date: September 26, 2023
End Date: December 08, 2023
Development Staff Estimates (person-months): 4 months

Project Description:

A new account system will be created for the Spielcraft Games online trading game for our client Alex Wolf. This system will allow users to create an account for the game, login, logout, reset forgotten password, access their own user account, gain an overview of the game in the home page, and learn more about the game through an about page. The account system is Maverick Analyzers opportunity to implement a user-friendly, secure, and efficient account system.

Goals:

The goal of the account system is to enhance user experience in the Spielcraft Games online trading game.

Objectives:

- Collection of player data to customize player gaming experience and setting preferences.
- Generate a link to a user database that provides valuable data on player behavior, preferences, and interactions. Developers can use this data to make informed decisions about game updates and improvements.
- Grow a larger audience for potential users by connecting with friends, family, or other players online.

Set up Website
- Create and develop front-end and back-end.
- Required Documents

Test with Client
- Advertise product and get at least 12,000 clients in the first year.
- Develop and test onboarding process.
- Debug and Fix bugs.

Scaling
- Promote further, get 25% client increase per year.
- Streamline processes.
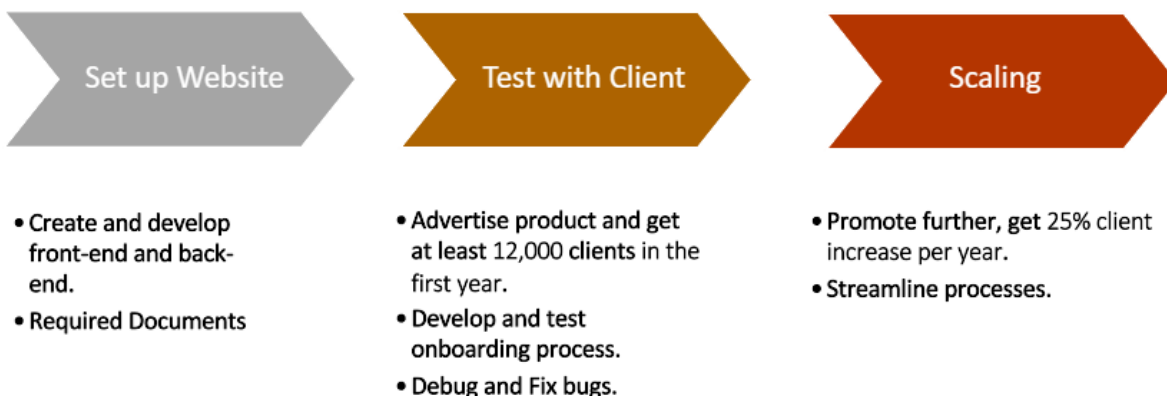
Work Breakdown Structure

ISQA 4110 Course
1. **Create Documentation & Create Account System**
   a. Milestone 1
      i. Create and Revise Client Documents
      ii. Create and Revise System Service Request
      iii. Create and Revise Project Charter
      iv. Create and Revise Roles and Responsibilities
      v. Create and Revise Change Log
      vi. Create and Revise Communications Management Plan
      vii. Create and Revise Meeting Communications
      viii. Create and Revise Team Member Status Report
   b. Milestone 2
      i. Create and Revise Project Scope Statement
      ii. Create and Revise Work Breakdown Structure
      iii. Create and Revise Work Breakdown Structure Dictionary
      iv. Create and Revise Gantt Chart
      v. Create and Revise Economic Feasibility Analysis
      vi. Create and Revise Statement of Work
      vii. Create and Revise Client and Control Documents
   c. Milestone 3
      i. Create and Revise Gantt Chart
      ii. Create and Revise Baseline Project Plan
      iii. Crease and Revise Required Documentation
      iv. Create and Revise User Interface Wireframes
      v. Create and Revise Risk Management Plan
      vi. Create and Revise Control Documents
   d. Milestone 4
      i. Create and Revise Context Diagram
      ii. Create and Revise Data Flow Diagram
      iii. Create and Revise Use Case Diagram
      iv. Create and Revise Presentation Slides
      v. Create and Revise Control Documents
   e. Milestone 5
      i. Create and Revise Application Overview
      ii. Create and Revise Use Case Diagrams
      iii. Create and Revise Data Model (ER Diagram)
      iv. Create and Revise Mockups
      v. Create and Revise Release Plan
      vi. Create and Revise Tasks Management Plan
      vii. Create and Revise Communications Management Plan
      viii. Create and Revise Gantt Chart
      ix. Create and Revise Contingency Plan
      x. Create and Revise Link to GitHub Repository

f. Milestone 6
    i. Create and Revise PyCharm Project
    ii. Create and Revise Front-End code
    iii. Create and Revise Back-End code
    iv. Create and Revise Linking code to GitHub
    v. Create and Revise Data Model (ER Diagram)
    vi. Create and Revise Mockups
    vii. Create and Revise Tasks Management Plan
    viii. Create and Revise Communications Management Plan
    ix. Create and Revise Gantt Chart

g. Milestone 7
    i. Create and Revise Front-End code
    ii. Create and Revise Back-End code
    iii. Create and Revise Linking code to GitHub
    iv. Create and Revise Test Cases Documentation
    v. Create and Revise Presentation Design
    vi. Create and Revise Technical Manual
    vii. Create and Revise Tasks Management Plan
    viii. Create and Revise Communications Management Plan
    ix. Create and Revise Gantt Chart

h. Milestone 8
    i. Create and Revise Front-End code
    ii. Create and Revise Back-End code
    iii. Create and Revise Linking code to GitHub
    iv. Create and Revise Test Cases Documentation
    v. Create and Revise Presentation Slides
    vi. Create and Revise Data Model (ER Diagram)

Work Breakdown Structure Dictionary

ID	Name	Description of Task and Deliverable	Progress Measure
1.a.i.	Create and Revise Client Documents	Create a comprehensive document capturing client requirements and expectations and revise based on feedback if necessary. **Deliverable:** Document containing sections such as introduction, objectives, and client-specific data.	Percentage of sections completed and approved by the client.
1.a.ii.	Create and Revise System Service Request	Initiate a detailed request for system services based on specified requirements. Incorporate revisions based on technical evaluations. **Deliverable:** Formatted document with sections detailing technical requirements, purpose of request, and system functionalities.	Number of service requirements addressed and approved.
1.a.iii.	Create and Revise Project Charter	Construct a foundational project charter outlining objectives, stakeholders, and other critical elements. Make updates, as necessary. **Deliverable:** Document with headers like project objectives, stakeholders, scope, and project manager details.	Completion of charter sections and stakeholder approval.
1.a.iv.	Create and Revise Roles and Responsibilities	Develop a clear document defining team roles and their respective responsibilities. Revise when organizational or project changes occur. **Deliverable:** Table with columns for team member names, roles, responsibilities, and contact information.	Number of roles defined and approved.
1.a.v.	Create and Revise Change Log	Maintain a log detailing all changes made during the project lifecycle, including the rationale behind each change. **Deliverable:** Log table with columns for change ID, date, person responsible, description, and reason for change.	Number of change entries logged and validated.

1.a.vi.	Create and Revise Communications Management Plan	Create a plan detailing the project's communication strategy, channels, and frequency. Revise as communication needs evolve. **Deliverable:** Document with sections on communication objectives, methods, frequency, and stakeholders.	Percentage of communication strategies implemented and accepted.
1.a.vii.	Create and Revise Meeting Communications	Document the proceedings of meetings, ensuring clarity and understanding for all stakeholders. Update based on post-meeting feedback. **Deliverable**: Set of documents containing meeting agendas, minutes, and action items with dates and responsible parties.	Number of meetings documented and reviewed.
1.a.viii.	Create and Revise Team Member Status Report	Generate reports highlighting individual team member contributions, progress, and obstacles. Update regularly. **Deliverable:** Table with columns for team member names, tasks assigned, progress status, and challenges faced.	Percentage of team members reported on and validated.
1.b.i.	Create and Revise Project Scope Statement	Define the boundaries of the project, clearly outlining what is included and what is excluded. Adjust based on scope changes. **Deliverable:** Document with sections detailing project boundaries, inclusions, exclusions, and deliverables.	Completion of scope sections and stakeholder validation.
1.b.ii	Create and Revise Work Breakdown Structure	Divide the entire project into manageable tasks and then logically order them. **Deliverable:** Hierarchical list of tasks formatted using the template.	Percentage of project that has tasks identified
1.b.iii	Create and Revise Work Breakdown Structure Dictionary	Describe each task from the WBS including deliverable and progress measurement. **Deliverable:** Table with one row per task from the WBS and columns for name, description, deliverable, and progress report.	Percentage of table cells filled in with text

1.b.iv.	Create and Revise Gantt Chart	Visualize project timeline, tasks, and their dependencies using a Gantt chart. Update to reflect timeline changes. **Deliverable:** Visual chart with a timeline, bars for task durations, milestones, and dependencies.	Percentage of tasks plotted and timeline adherence.
1.b.v.	Create and Revise Economic Feasibility Analysis	Evaluate the economic viability of the project through cost-benefit analysis and other financial metrics. **Deliverable:** Report with sections on cost estimates, projected benefits, potential risks, and ROI calculations.	Completion of financial metrics analyzed and stakeholder consensus.
1.b.vi.	Create and Revise Statement of Work	Draft a detailed agreement describing the work to be performed, deliverables, and timelines. Revise based on contractual changes. **Deliverable:** Document with sections such as work description, timeline, payment terms, and expected deliverables.	Completion of agreement sections and sign-off.
1.b.vii.	Create and Revise Client and Control Documents	Create critical documents that manage client expectations and project controls. Update based on client or project adjustments. **Deliverable:** Collection of formatted documents ensuring project alignment with specifications and quality controls, including client sign-off sheets and quality checklists.	Percentage of control documents created, revised, and accepted by stakeholders.
1.c.i	Create and Revise Gantt Chart	A visual representation of the project timeline, indicating task durations, dependencies, and milestones. **Deliverable:** Chart with a timeline, bars representing task durations, milestones, and dependencies.	Percentage of tasks added to the chart and their completion status.
1.c.ii	Create and Revise Baseline Project Plan	The initial plan encompasses the entire project scope, resources, timeline, and deliverables before execution.	Percentage of plan sections completed and approved.

		Deliverable: Document with sections on project objectives, milestones, resource allocation, and deliverables.	
1.c.iii	Crease and Revise Required Documentation	Essential documents needed for project understanding, implementation, and handover. **Deliverable:** Set of documents including project overview, technical specifics, user manuals, and more.	Percentage of total required documents completed.
1.c.iv	Create and Revise User Interface Wireframes	Visual blueprints representing the layout and interaction of web or application interfaces. **Deliverable:** Series of schematic designs showing user interface layout and elements.	Number of wireframe screens/pages completed vs. total required.
1.c.v	Create and Revise Risk Management Plan	A structured approach to identify, assess, and mitigate project risks. **Deliverable:** Document detailing potential risks, their likelihood, impact, and mitigation strategies.	Percentage of identified risks assessed and addressed.
1.c.vi	Create and Revise Control Documents	Documents ensuring project alignment with specifications, quality standards, and other requirements. **Deliverable:** Collection of documents, including quality checklists, specification alignments, and client sign-off sheets.	Percentage of control documents completed and approved
1.d.i	Create and Revise Context Diagram	A high-level representation of a system, showing its boundaries, entities, and interactions. **Deliverable:** Diagram illustrating the system, its external entities, and the flow of data between them.	Completion and validation of system components and interactions depicted.
1.d.ii	Create and Revise Data Flow Diagram	Graphical representation of the flow of data within a system. **Deliverable:** Diagram detailing data sources, processes, storage elements, and destinations.	Percentage of system components mapped and validated.

1.d.iii	Create and Revise Use Case Diagram	Use Case Diagram provides a high-level overview of the interactions between users and an account system. **Deliverable:** A visual representation that shows the distinctive features that the account system interacts with actors.	Diagram showing all actors interaction with the account system, completed, and approved.
1.d.iv	Create and Revise Presentation Slides	Slides to convey project updates, findings, or pitches to stakeholders. **Deliverable:** Set of slides with visuals, text, and other relevant information.	Number of slides completed vs. the total number planned.
1.d.v	Create and Revise Control Documents	Documents ensuring project alignment with specifications, quality standards, and other requirements. **Deliverable:** Collection of documents, including quality checklists, specification alignments, and client sign-off sheets.	Percentage of control documents completed and approved.
1.e.i	Create and Revise Application Overview	Document details the description of an application. **Deliverable:** Document that outlines the account system purpose, functionality, and design.	Percentage of identify, describe, and approval of document.
1.e.ii	Create and Revise Use Case Diagrams	Model illustrating the requirements and use cases of an application. **Deliverable:** Graphical representation that shows the actors, use cases, and their relationships of the account system.	Percentage of illustrating the complete account system.
1.e.iii	Create and Revise Data Model (ER Diagram)	Structured representation of how data is organized, stored, and accessed in a database. **Deliverable:** Data model showing the design, implementation, and relationships between data elements in the account system project.	Percentage of data model illustrating the complete database structure.
1.e.iv	Create and Revise Mockups	Non-functional preview of how webpages of the website will look and feel.	Percentage of mockups

		Deliverable: Collection of rough designs of the user interface that shows the forms and webpages of the website.	illustrating the complete rough design of the website and approval.
1.e.v	Create and Revise Release Plan	Document that details how the application will be developed, tested, and delivered to end-users. **Deliverable:** Document outlining the scope, timeline, resources, and activities required to successfully deliver the account system.	Percentage of outlining the complete plan for the account system and approval.
1.e.vi	Create and Revise Tasks Management Plan	Document that provides guidance to teams to ensure tasks are completed efficiently and in alignment with project goals. **Deliverable:** Document outlining how tasks, activities, and assignments will be organized, executed, and monitored in the account system project.	Percentage of outlining the complete plan for the account system and approval.
1.e.vii	Create and Revise Communications Management Plan	Document detailing the project's communication strategy, channels, and frequency. **Deliverable:** Document with sections on communication objectives, methods, frequency, and stakeholders. Revise as communication needs evolve.	Percentage of communication strategies implemented and accepted.
1.e.viii	Create and Revise Gantt Chart	A visual representation of the project timeline, indicating task durations, dependencies, and milestones. **Deliverable:** A chart showing a timeline, bars representing task durations, milestones, and dependencies.	Percentage of tasks added to the chart and their completion status.
1.e.ix	Create and Revise Contingency Plan	Document that provides procedures and processes to ensure that a project can continue, recover, and minimize the impact of unexpected events.	Percentage of outlining the complete plan of procedures, processes, and approval.

		Deliverable: Document that outlines procedures and strategies to be implemented in response to unexpected events.	
1.e.x	Create and Revise Link to GitHub Repository	GitHub repo is a place where teams can store, manage, and collaborate on code. **Deliverable:** Provide a GitHub repo link to account system project code.	Percentage of the creation, obtaining, and providing the GitHub repo link.
1.f.i	Create and Revise PyCharm Project	PyCharm is a Python Development Environment used to develop a web project. **Deliverable:** Create PyCharm project to start generating front-end and back-end files for editing code.	Percentage of the creation of PyCharm Project.
1.f.ii	Create and Revise Front-End code	Front-end code consists of HTML, CSS, and JavaScript languages focused on the design elements of the website application. **Deliverable:** Create front-end code to design the account system.	Percentage of Front-end code completion.
1.f.iii	Create and Revise Back-End code	Back-end code will connect both the database and application using Python language and Django open-source framework. **Deliverable:** Create back-end code to allow functionality of the account system.	Percentage of Back-end code completion.
1.f.iv	Create and Revise Linking code to GitHub	GitHub repo is a place where teams can store, manage, and collaborate on code. **Deliverable:** Provide a GitHub repo link to account system project code.	Percentage of the creation, obtaining, and providing the GitHub repo link.
1.f.v	Create and Revise Data Model (ER Diagram)	Structured representation that defines how data is organized, stored, and accessed in a database. **Deliverable:** Data model showing the design, implementation, and relationships between data elements in the account system project.	Percentage of data model illustrating the complete database structure.
1.f.vi	Create and Revise Mockups	Non-functional preview of how webpages of the website will look and feel.	Percentage of mockups illustrating the

		Deliverable: Collection of rough designs of the user interface of the forms and webpages of the website.	complete rough design of the website and approval.
1.f.vii	Create and Revise Tasks Management Plan	Document that provides guidance to teams to ensure tasks are completed efficiently and in alignment with project goals. Deliverable: Document outlining how tasks, activities, and assignments will be organized, executed, and monitored in the account system project.	Percentage of outlining the complete plan for the account system and approval.
1.f.viii	Create and Revise Communications Management Plan	Create a plan detailing the project's communication strategy, channels, and frequency. Revise as communication needs evolve. Deliverable: Document with sections on communication objectives, methods, frequency, and stakeholders.	Percentage of communication strategies implemented and accepted.
1.f.ix	Create and Revise Gantt Chart	A visual representation of the project timeline, indicating task durations, dependencies, and milestones. Deliverable: Chart with a timeline, bars representing task durations, milestones, and dependencies.	Percentage of tasks added to the chart and their completion status.
1.g.i	Create and Revise Front-End code	Front-end code consists of HTML, CSS, and JavaScript languages focused on the design elements of the website application. Deliverable: Create front-end code to design the account system.	Percentage of Front-end code completion.
1.g.ii	Create and Revise Back-End code	Back-end code will connect both the database and application using Python language and Django open-source framework. Deliverable: Create back-end code to allow functionality of the account system.	Percentage of Back-end code completion.
1.g.iii	Create and Revise Linking code to GitHub	GitHub repo is a place where teams can store, manage, and collaborate on code.	Percentage of the creation, obtaining, and

		Deliverable: Provide a GitHub repo link to account system project code.	providing the GitHub repo link.
1.g.iv	Create and Revise Test Cases Documentation	Document that outlines test cases execution process and test coverage. **Deliverable:** Document describing test case process, coverage, and result.	Percentage of test cases completion.
1.g.v	Create and Revise Presentation Design	Slides to convey project updates, findings, or pitches to stakeholders. **Deliverable:** Set of slides with visuals, text, and other relevant information.	Number of slides completed vs. the total number planned.
1.g.vi	Create and Revise Technical Manual	Document used as a guide to indicate how the account system works. **Deliverable:** Create Technical Manual describing how the account system works.	Percentage of completion of technical manual for user guide.
1.g.vii	Create and Revise Tasks Management Plan	Document that provides guidance to teams to ensure tasks are completed efficiently and in alignment with project goals. **Deliverable:** Document outlining how tasks, activities, and assignments will be organized, executed, and monitored in the account system project.	Percentage of outlining the complete plan for the account system and approval.
1.g.viii	Create and Revise Communications Management Plan	Create a plan detailing the project's communication strategy, channels, and frequency. Revise as communication needs evolve. **Deliverable:** Document with sections on communication objectives, methods, frequency, and stakeholders.	Percentage of communication strategies implemented and accepted.
1.g.ix	Create and Revise Gantt Chart	A visual representation of the project timeline, indicating task durations, dependencies, and milestones. **Deliverable:** Chart with a timeline, bars representing task durations, milestones, and dependencies.	Percentage of tasks added to the chart and their completion status.

1.h.i	Create and Revise Front-End Code	Front-end code consists of HTML, CSS, and JavaScript languages focused on the design elements of the website application. **Deliverable:** Create front-end code to design the account system.	Percentage of Front-end code completion.
1.h.ii	Create and Revise Back-End Code	Back-end code will connect both the database and application using Python language and Django open-source framework. **Deliverable:** Create back-end code to allow functionality of the account system.	Percentage of Back-end code completion.
1.h.iii	Create and Revise Linking code to GitHub	GitHub repo is a place where teams can store, manage, and collaborate on code. **Deliverable:** Provide a GitHub repo link to account system project code.	Percentage of the creation, obtaining, and providing the GitHub repo link.
1.h.iv	Create and Revise Test Cases Documentation	Document used as a guide to indicate how the account system works. **Deliverable:** Create Technical Manual describing how the account system works.	Percentage of test cases completion.
1.h.v	Create and Revise Presentation Slides	Slides to convey project updates, findings, or pitches to stakeholders. **Deliverable:** Set of slides with visuals, text, and other relevant information.	Number of slides completed vs. the total number planned.
1.h.vi	Create and Revise Data Model (ER Diagram)	Structured representation that defines how data is organized, stored, and accessed in a database. **Deliverable:** Data model showing the design, implementation, and relationships between data elements in the account system project.	Percentage of data model illustrating the complete database structure.

Gantt Chart

<<see included G6 Maverick Analyzers Milestone 3 Gantt Chart.xlsx >>

Economic Feasibility Analysis

<<see included https://docs.google.com/spreadsheets/d/1dH0jpLSiNMNeAsAj8n5auDUt22SYd-DP/edit#gid=1640950440 >>

Requirements Documentation

Stakeholder / Role	Requirements	Category of Requirement	Priority	Acceptance Criteria
New User - Evaluates user account	Clear and concise instructions on what is required for new user account	Functionality	High	Website has easy to understand Create Account page
New User - Creates account	Trust account management database will protect account information	Information Security	High	Secure Accounting system is in place and works
Existing User - Login/Logout	Button that allows for Login/Logout with credentials	Functionality	Medium	User can Login/Logout without hassle
Existing User - Forgot Password	Button that allows for user request reset password link	Functionality	High/Medium	User can update account password
Existing User - Access user account page	User account page with username, password, email and other account items	Functionality & Information Security	High/Medium	User can access their own user account page to update information
New/Existing User - View Home page	Home page with a link to the about page	Functionality	Low	User can view Home page
New/Existing User - View About page	Description of the game	Functionality	Low	User can view About page

User Interface Wireframes

The following wireframes are simple designs that serve as the framework of what the user interface could look like. The objective is to gain a better perspective of how the user will interact with the account system and how information will be displayed on each screen.

Wireframe Flow

Narrative Overview

The account system has a sequence of six (6) screens that are shown in order:

1. Create Account
2. User Account
3. Login/Logout
4. Forgot Password
5. Home Page
6. About Page

Sample Design

Create Account Page ⮞ User Profile Page ⮞ Login/Logout Page ⮞ Forgot Password Page ⮞ Home Page ⮞ About Page

Testing and Usability Assessment

- All tests are outlined in the individual wireframes.

Wireframe 1: Create Account Page

Narrative Overview

The Create Account page will be the first page new users will visit. It will ask the user to provide the following information to create an account. This screen is a Django page on the client's SpielcraftGames.com website.

Sample Design

Create Account

First Name

Last Name

Email

Username

Password

- Use at least 8 characters
- Use upper and lower case characters
- Use at least one number
- Use at least one special character (!@#$%^&*)

Confirm Password

Submit

Testing and Usability Assessment
- The user can enter information for all required text fields.
- Selecting the "Submit" button will create the user's profile and redirect the user to the home page.
- When incorrect data is entered in the text fields, it will throw an error and won't allow the user to "Submit" the account information until all data matches the requirements.
- If no data is entered, it will throw an error and won't allow the user to "Submit" and create an account.

Wireframe 2: User Account Page

Narrative Overview

Once a user has created an account, they will be redirected to the home page. The user can select the "Profile" tab in the navigation panel to view their account. Users will have the option to add, discard, or update any personal information. Django is used to create this page.

Sample Design

My Account

View and edit your personal info below.

Display Info

Display Name *

Title

Account

Update your personal information.

Login Email:

First Name

Last Name

Phone

Address

Update Info

Testing and Usability Assessment
- The user can add, discard, or update any information on their user account page.
- All changes in the user account will be saved when selecting the "Update Info" button.
- When an incorrect data type is entered in the text fields, an error will be thrown. Therefore, if an error occurs and the "Update Info" button is selected it will not save any changes.

Wireframe 3: Login/Logout Page

Narrative Overview

The Login page allows users who already have an account to log into the system. Users will be required to enter their username and password to login. Once they have logged in, users will have the option to logout by selecting the login bar located in the navigation panel and selecting the logout text in the dropdown. The login and logout functionalities are implemented using Django.

Sample Design

Login

Username

[   ]

Password

[   ]

Forgot Password?

[Sign In]

Testing and Usability Assessment

- The user can enter all required information.
- Selecting the "Sign-In" button will direct the user to the home page.
- When incorrect data is entered in the text fields, it will throw an error and won't allow the user to login.
- If the user forgot their password, selecting the "Forgot Password?" text will redirect them to the page to reset it.

Wireframe 4: Forgot Password

Narrative Overview

The Forgot Password page permits users to reset their password. By entering their email address in the following text field and clicking the "Submit" button, they receive an email with a link to reset their password. This is implemented by using Django.

Sample Design

Forgot Password

You will receive an email to reset your password. Make sure you enter your email address correctly.

Email   Enter your email

Submit

Testing and Usability Assessment

- The user can enter their email address in the required text field.
- Selecting the "Submit" button will send an email to the user with a link to reset their password.
- When the incorrect data field or email address is entered, the user will not receive an email.

Wireframe 5: Home Page

Narrative Overview

The Home Page provides a brief overview of the online trading game. It will provide a "Learn More" button allowing users to access the About Page to view more details about the Spielcraft Games. Users will also be able to navigate through the different pages by selecting the tabs provided in the navigation bar. This screen is a Django page on the client's SpielcraftGames.com website.

Sample Design
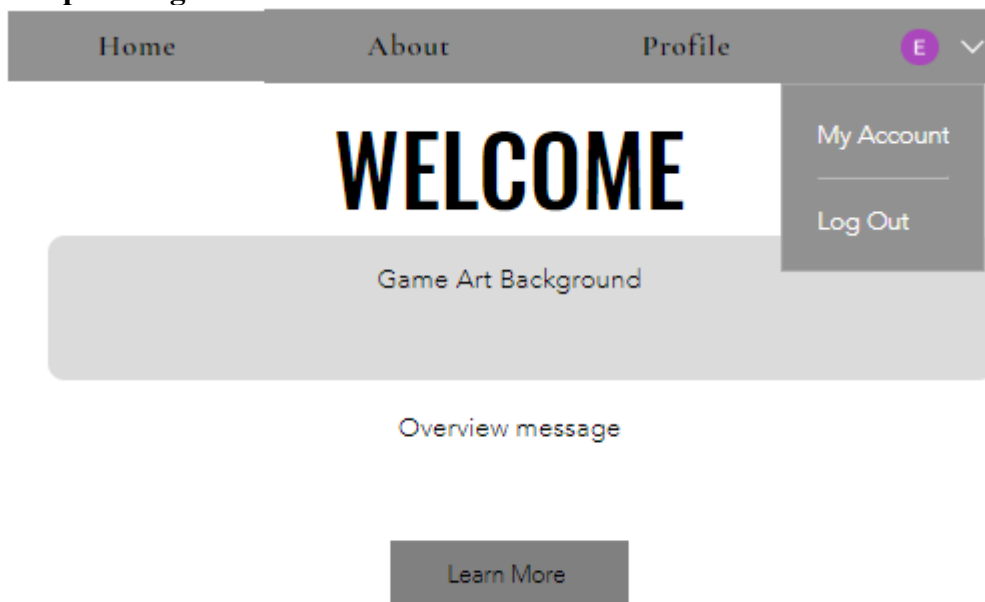
Testing and Usability Assessment
- New users and registered users can view the Home Page overview.
- Selecting the "Learn More" button will direct the user to the About page.
- Clicking on any tab in the navigation bar and profile dropdown will redirect users to the appropriate screen.
- When accessing the Home Page, all information will display appropriately.
  - Display correctly in any browser.
  - Display appropriately in different screen sizes.

Wireframe 6: About Page

Narrative Overview
The About Page will supply the client's online game rules to inform players how the game functions. This screen is a Django page on the client's SpielcraftGames.com website.

Sample Design

Testing and Usability Assessment
- New users and registered users can view the About Page.
- Links should work appropriately and redirect the user to the required pages.
- When accessing the About Page, all information displays appropriately.
    - Display correctly in any browser.
    - Display appropriately in different screen sizes.

Risk Management Plan

Risk 1
- Unauthorized access to the database such as viewing, modifying, or deleting data.

Method: Control
- Implementing access control measures to ensure that only authorized users have access to the database. This includes user authentication and permissions management.
- Monitor the database for suspicious activity.
- Train employees in security best practices.

Tools
- Intrusion Detection Systems (IDS)/Intrusion Prevention Systems (IPS)
  - Having both IDS and IPS can provide an effective defense by monitoring network traffic, providing alerts, and blocking unauthorized actions.
- Database Firewall
  - Only specific resources should have access to the database.

Roles and Responsibilities
- The database administrator's responsibilities are to implement strong access control measures, regularly backup the database, and have a recovery and restore plan. Continues monitoring of the database for suspicious activity.

Risk Category: Database
- User information is stored in a database that can be unauthorized viewed, modified, deleted, or stolen.

Risk 2
- Unauthorized and unfettered access to the physical server

Method: Control
- Storing the central servers in a facility that you control
- Keeping the door to the server rack locked and restricting access to the key for it.
- Train employees in how to check for proper identification and clearance for access to physical media.
- Lock down ports on the server.

Tools
- Validation Templates
  - Having a .CSV file that can be ran to check to see if the system has been altered in anyway and show any changes that have been made to the system (EX: Checksum)
- Physical
  - Only specific personnel should have access to the Server Rack
  - Disable all unused ports on the server itself to reduce the risk of a "Autorun" attack if someone plugs in a form of removable media.

Roles and Responsibilities

- The system administrator's responsibilities are to implement an ACL or access control list for physical access to the server. Additionally locking down the unused ports on a server is vital to safeguard the information located in the software.

Risk Category: Hardware

- Unauthorized and unfettered access to the physical Server could cause critical failure to the system and possibly steal information without consent or knowledge.

Risk 3

- Technical Risks such as poor code, system failures and network downtime.

Method: Control

- Implementing coding standards to ensure software development is successful.
- Practicing best coding practices and resolving logical errors in a timely manner.
- Monitor system development and run tests to ensure the application runs efficiently.
- Integrating quality resources to mitigate network issues.

Tools

- Test Automation
  - Ensures that all test cases for the code pass, and that the system runs efficiently.
- OneTrust
  - Integrate a risk management tool that can analyze potential risks and help address them in a timely manner.

Roles and Responsibilities

- The system administrator is responsible for incorporating best practices to prevent and mitigate any issues that can occur.

Risk Category: Software

- Failure in software can affect the development and functionality of the system. If network outages occur, it can disrupt the team's operations and result in productivity loss.

Risk 4

- Insider Threats

Method: Control

- Use two-man rules for access to physical servers.
- Regularly review all code and pull requests.

Tools

- PACS (Physical Access Control System)

- o Physical access control can restrict who can go where, and if a two-man team is required for example.

Roles and Responsibilities
- The manager's responsibilities include enforcing the two-man rule for code merges.

Risk Category: Personnel
- Insider personnel have great power within an organization.

Risk 5
- Sensitive information to be stolen and leaked from the database.

Method: Transfer
- Maintain a third-party cybersecurity insurance policy.
- Have them manage cybersecurity incidents in terms of the financial claims.

Tools
- Cybersecurity Insurance Company
  - o Have cybersecurity insurance, financial protection, and support in the event of a cyber incident.

Roles and Responsibilities
- The database administrator's responsibility is to obtain and maintain the cybersecurity insurance policy.

Risk Category: Database
- User information is stored in a database that can be unauthorized viewed, modified, deleted, or stolen.

Baseline Project Plan

Introduction

This project will implement an account system for the Spielcraft Games online trading game of our client Alex Wolf. The purpose of this account system is to facilitate the way in which players can create an account for the game, login, and logout, reset password, access their own user account page, gain an overview of the game in the home page, and learn more about the game through an about page. The system will be user friendly, secure, and efficient.

Maverick Analyzers recommend establishing an account system for the online game. The technologies that we recommend using in the account system are HTML, CSS, JavaScript, Django/Python, and SQLite database. HTML provides the standard markup language for creating web pages that consists of headings, paragraphs, lists, links, images, and other elements of a web page. CSS provides the ability to control the appearance of web pages such as the layout, fonts, colors, and other visual elements. JavaScript provides the ability to create interactive web pages such as drop-down menus, animated graphics, and dynamic background colors. Django is a Python web framework that provides tools to build applications from the backend to the frontend. SQLite database is integrated into Django that allows developers to integrate the database easier to the frontend.

Using these technologies will give Maverick Analyzers the tools to provide a friendly designed application, well-functioning application, secure, and the ability to scale the account system and the user account page. Having the account system implemented will give the users a gateway to their user account page, game store that will allow them to purchase, and to other parts of the application/game. The user account page will display the user's information with other game details.

Next steps that are recommended for implementation are to purchase hardware such as servers, storage, and network hardware. Also, we will need to purchase and gather the software or licenses to start the development of the account system.

System Descriptions

Statements of Alternatives

Maverick Analyzers recommends Django to build the account system for the online game. The alternatives considered are Flask, Vue.js, and Phone Registration.

Recommendation: Account System through Django Framework

Pros	Cons
Django comes with a wide range of built-in features, including a user authentication system, database, template system, form system, and URL routing system. This allows developers to reuse code, reducing custom development, reducing development costs, and speeding up development.	Django's extensive feature set can make it overwhelming for developers who are just starting to learn the framework.
Django's user authentication system is secure, customizable, and supports various authentication methods such as email and usernames.	Django's rich set of features and built-in functionalities can make it seem like overkill for small or simple projects. The framework's power and capabilities may not be fully utilized in such scenarios, potentially adding unnecessary complexity.
Django provides tools to create secure, aesthetically pleasing, and user-friendly forms for creating accounts and login web pages.	Some developers prefer more modular or micro-frameworks where they can choose the components they need. Django has a monolithic nature and often inherits features you might not use.
University of Omaha teaches Django in their courses, and there is a large and active community of Django developers. This community can provide support and assistance, making it easier to find resources and help when needed.	

Django is a full-stack Python web framework that is fast, flexible, and secure. It is a viable choice for building an account system for an online game because it has built-in features that are essential for this type of application such as a user authentication system, database, template system, form system, and a URL routing system. Users will be entering information into the create account and login form. If any format of the information is not correct or missing required information, the user will be alerted by detailed messages. After logging in successfully they will be greeted by a home page. The user will be able to navigate the application by using the navigation bar. Users will be able to navigate to the home, about, and their user account page.

As positives, Django user authentication provides an authentication system that is secure, customizable, and supports various authentication methods such as email and usernames. This provides a secure account system because there is no need for third party software. The database makes it easy for developers to work with data in the database to reduce development costs and developers can select their preference database. The template, form, and the URL feature allows developers to reuse code that also reduces development costs. Django provides the features to create secure, nice looking, and friendly forms for the registration and login pages. With Django user data is stored and then retrieved in targeting marketing or combined with other types of

marketing. The account system built with Django will provide user support reduction cost because the account system will be dependable. Various large companies use Django such as NASA, Google, Instagram, National Geographic, Mozilla, and Spotify. This means that Django development is a marketable skill and that will provide a large pool of applicants to hire as developers to maintain or scale the account system. The University of Omaha teaches their students Django in some of their courses. There is also a large community of developers who can provide support and assistance.

As negatives, there are not many drawbacks using Django as the framework to build the account system. One of the drawbacks is that Django does come with multiple features that can make it complex and difficult to learn for developers just starting to learn Django. Django can be overkill for small projects, but it is scalable, meaning that it can be used in small to large projects.

Alternative 1: Account System through Flask

Pros	Cons
Flask's minimalist design allows developers to choose the components they need for their specific project. This gives developers a high degree of flexibility and control over their applications.	Relying on third-party libraries and extensions the overall reliability and security of the application can be reduced.
While Flask doesn't have built-in user authentication, it supports various third-party authentication extensions like Flask-Login and Flask-Security.	Developers may need to rely on third-party libraries and extensions to add additional functionality.
Flask includes features for template rendering, form handling, and URL routing. These built-in components help developers create web pages, handle user inputs, and define URL routes efficiently, reducing development time and costs.	Flask doesn't have built-in user authentication that can increase the risk of vulnerabilities.
Flask enables the storage and retrieval of user data, which can be useful for various purposes, including targeted marketing and personalization.	Flexibility can lead to inconsistent project structures and practices.

Flask is a lightweight Python web framework that has simplicity and flexibility. Developers have a lot of freedom to choose how to structure their projects and integrate additional building blocks (libraries) as needed. This flexibility makes Flask a desirable choice for a wide range of web development projects. Flask would provide all the necessary features for the account system, but developers may need to locate third party libraries to accomplish that.

As positives, Flask allows developers to choose the components they need for their application. For user authentication, Flask does not have a built-in feature, but it does support various third-party authentication libraries such as Flask-Login and Flask-Security. These libraries provide a secure and customizable way to verify user credentials and define what actions each user is allowed to perform. This gives the ability for developers to ensure that the user data is secure. Flask provides a lightweight database that allows developers to work with different databases making it easy to work with data and reducing development costs. Flask comes with a template, form, and URL feature that allows developers to reuse code that also reduces development costs. Flask provides limited features but does have the ability to get third party extensions to create secure, clever design, and friendly forms for the registration and login pages. The user data can be stored and then retrieved to use the data in strategy targeting marketing or combine it with other types of marketing. Building the account system with Flask will provide user support reduction cost because the account system will be dependable. Flask is used in large companies. A few examples are Netflix, Airbnb, and Uber. There are developers that have the skill to develop in Flask.

As negatives, Flask does have some limitations. Flask is a microframework that only has basic components necessary for web development. This means that developers may need to use third-party libraries to add additional functionality to the account system. The flexibility of Flask can lead to inconsistent project structures and practices. This can add vulnerabilities to the account system and reduce reliability. Flask is not suitable for large projects that can limit the scaling of the account system. Developers may have a steeper learning curve in learning Flask due to needing to learn third party libraries.

Alternative 2: Account System through Vue.js & Django

Pros	Cons
Vue.js is designed to be progressive, which means it can be incrementally adopted into existing Django projects or start from nothing.	To transmit data between Vue.js and Django developers would need to set up middleware for communication. This can introduce complexity and potential security vulnerabilities.
Vue.js flexibility allows developers to reuse code and knowledge across different projects and platforms, potentially reducing development costs.	Data flow and security like authentication and authorization can lead to vulnerabilities.
Developers can use Vue.js to create dynamic, responsive, and user-friendly forms and interfaces for creating account, login, and other parts of the application.	Using Vue.js and Django requires developers to be knowledgeable in both technologies. This increases development costs.
By combining Django and Vue.js, developers can take advantage of the benefits of both frameworks. This can lead to a more reliable and user-friendly application.	Maintaining and debugging the frontend, backend, and middleware can be challenging, leading to increased maintenance costs.

Vue.js is a lightweight and flexible JavaScript framework that allows developers to choose the components they will need for the application. Vue.js is not a full stack framework, it's used to develop excellent user interfaces. The reason to use Vue.js is because it is known for its speed, flexibility, and ease of use. Vue.js has the features to produce the front-end of the account system but it will need Django to perform the back-end tasks of the account system.

As positives, Vue.js is designed to be progressive, which means it can be incrementally adopted into existing projects and provides a straightforward approach to building interactive web applications. Vue.js is flexible in terms that can be used to build a variety of applications from websites, web applications, and mobile applications. This can result in reusing code to other projects and platforms and reducing development costs. Vue.js itself cannot provide the features to build the account system but with Django it can create secure and excellent user interface forms for the account creation and login web pages. The user data can be stored and then retrieved to use the data in strategy targeting marketing or combine it with other types of marketing. Building the account system with Vue.js and Django will provide user support reduction cost because combining Django with Vue.js would provide all the benefits of both frameworks. Vue.js is simple enough for beginner developers to learn quickly.

As negatives, due to the need for middleware to transmit data from and to Vue.js and Dango, this causes complexity, vulnerabilities, and an increase in maintenance costs. Needing to have developers be knowledgeable in Vue.js and/or Django increases the development costs.

Alternative 3: Account System through Phone Communication

Pros	Cons
No need to spend time developing a new information system.	The account system is important for tracking user data. Without it, the game cannot provide personalized experiences or store user specific information.
We maintain a close relationship with all users, knowing them well.	Without an account system the game may miss significant revenue opportunities from user purchases.
	There would be high labor costs with the need to support the user.
	User's account can experience data loss or security and privacy issues.
	The game can experience low user retention.

Performing user support through phone communication can be done. It would require the user to call in to create an account. An account administrator would need to update and monitor user accounts. This would be very costly, time consuming, and difficult to maintain.

As positives, the phone communication alternative would result in not needing to spend time developing a new account system. The user account managers would be familiar with the user accounts.

As negatives, an online game without an account system does not function. Users will not be able to create accounts online, login into the game, and perhaps not be able to purchase game items or have data associated with them. The game won't be able to generate revenue from users purchases nor from targeting marketing. There would be high labor costs. User's account can experience data loss, security, and privacy issues. Users would have negative experiences with the game due to waiting to get help or the game would not have the necessary features to grow.

Feasibility Analysis

Economics

Maverick Analyzers has completed a five-year economic feasibility analysis (EFA) on the account system. The cost-benefit analysis method was used to conduct the EFA. The EFA included identifying and quantifying all the costs and benefits associated with the account system project. The estimated first year users are 12,000. Every year an additional amount is estimated for the net growth of users to be 25% from the previous year. Each user is estimated to provide indirect $2.5 of revenue per month with the implementation of the account system. The following is an overview of Economic Feasibility Analysis.

- Project Overall Net Present Value: $ 678,917.66
- Net Present Value of all Benefits: $ 2,276,629.41
- Net Present Value of all Costs: $(1,597,711.75)
- Return on Investment: 42.5%
- Anticipated Breakeven: first year.
- For full details please reference Economic Feasibility Analysis report: See attached Economic Feasibility Analysis

Technical

Maverick Analyzers have many years of experience in designing and developing applications. One of the primary features of an application is the account system. The account system allows the user to create an account, login, and view their individual information. With our team's skills we can deliver a secure, user friendly, and reliable account system. The team has experience planning, analyzing, designing, implementing, and maintaining applications.

Miguel Rocha
- HTML
- CSS
- JavaScript
- SQL
- Python
- Vue.js
- Django

Evelyn Espinoza-Macias
- HTML
- CSS
- Java
- SQL
- Python
- Django

Michael Mulvey
- o HTML
- o CSS
- o System Administration
- o Database Administration

Natalie Moore
- o HTML
- o CSS
- o SQL/Database Administration
- o Django

Operational

Maverick Analyzers will be using hardware, network, database, and software to implement the account system. The account system will need to be hosted on a high-end server with at least 32GB of RAM and a 10TB redundant array of independent disks (RAID) will be used. Backup disks will be used to protect data from disk failure and cyberattacks but also to allow restoration of data. Multiple network connections systems will be used to ensure a robust, reliable, great gaming experience, and accessibility to all users around the world. The account system will be deployed on a server that is running a Windows or Linux operating system. Developer preference of development software will be used such as PyCharm or Visual Studio Code. Maverick Analyzers will use cybersecurity techniques and software to defend against cyberthreats and cyberattacks.

The account system will be integrated with the operations of the company. A new user will have access to the application after successful login. A user that successfully logged into the application will have access to their user account page. Users will have access to the home page and about page. Maverick Analyzers will provide support to users and employees on the account system.

Legal and Contractual

The account system will comply with all applicable laws and regulations and obtain the consent of users to collect, use, and share their data. The security measures that are implemented will be effective in protecting the account system from hacking and protecting user data from being stolen or lost.

Political

There are no major political obstacles to the development of the account system. The industry associations that may be interested in the project include the Entertainment Software Association (ESA) and the International Game Developers Association (IGDA).

Schedule

- Create Documentation   August - December 2023
  - Milestone 1   August - September, 2023
  - Milestone 2   September - October, 2023
  - Milestone 3   October – November, 2023
  - Milestone 4   November – December, 2023
- Create Account System   January - May 2024
  - Milestone 5   January - February, 2024
  - Milestone 6   February - March, 2024
  - Milestone 7   March – April, 2024
  - Milestone 8   April – May, 2024

Management Issues

Team Configuration and Management
- Project Team: Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha, Natalie Moore
- Report to: Alex Wolf, CEO
- Marketing and Sales Team: Evelyn Espinoza-Macias, Natalie Moore
- Deployment Team: Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha, Natalie Moore
- Administration Team: Miguel Rocha, Michael Mulvey

Communication Plan
The project team works throughout the week to complete project deliverables. Weekly team meetings are scheduled to review weekly tasks and resolve unforeseen issues. When input is needed the team will hold Ad-Hoc meetings to ensure that the project meets client expectations. The team will share the progress and status of their work in plenary meetings to provide feedback and make revisions accordingly.

Project Standards and Procedures
Analysis and Design
- Administration best practices - documenting and organizing effectively.
- Communicate regularly - email communication and plenary meetings with company.
- User Interface Design Principles - designing clear wireframes.

Implementation
- Create and Manage PyCharm project.
- Follow Django coding standards - correct indentation, proper naming conventions.
- Data Management best practices – data backup procedures, secure data.
- Building scalable backend systems.

Maintenance: Scaling
- Testing best practices – test automation, documenting test cases.
- Regular maintenance standards – continuously make revisions.
- Implementing auto scaling.

Create Documentation – ISQA 4110
- Documentation best practices – organization, consistency and listing all deliverables relevant to the account system.
- Provide constructive feedback.
- Continuously update documents as project progresses.

Create Account System– ISQA 4120
- Installing most up to date Python version 2023.2.5 and Django.
- Design best practices - user friendly, visually appealing.
- Implement Account System best practices – secure credentials, reliable authentication system, easy to access user account information, user privacy.
- Documentation up to date – consistent with what will be delivered.

Security Issues

Information Security Analysis

Assets
- User Data
- Deployment Information
- Company Prestige
- Django Website

Vulnerabilities
- Lack of communication and marketing of the system's functionality
- Delayed deployment of application after purchase was made
- Django development is not set up correctly, leading to system misconfiguration

Threats
- System is terminated as the company decision is to refocus
- Django, PyCharm or Visual Studio code discontinues its service
- Users can access similar services elsewhere

Potential Losses
- Data breach targeting users' personal information
- Project team's time and effort in creating this system
- Loss of revenue if users change to a more efficient system

Safeguards
- Review and evaluate the account system to ensure it runs efficiently
- Implement a communication management plan to protect communication with members of the company
- Work closely with the users to meet their requirements

Information Security Policies

Access Management
- Overview: Maverick Analyzers will oversee access and privileges management by applying the principle of least privilege. The least privilege principle will decrease the likelihood of errors arising when running the system, the spread of malware, chances of a cyber-attack or unauthorized access into the account system.
- Scope: All users. All assets.
- Policy:

- o A classification is used to determine what user can access an asset and what actions they can take. This is classified depending on the gravity of damage that can result by providing inaccurate privileges.
- o Assets should be organized following these categories:

	Description	Read Privilege	Write Privilege	Root Privilege
Public	Accessible to everyone	Low Risk	Low Risk	Extremely High Risk
Internal	Accessible to Maverick Analyzers	Medium Risk	High Risk	Extremely High Risk
Confidential	Accessible to business groups	High Risk	High Risk	Extremely High Risk
Highly Confidential	No permanent access	Extremely High Risk	Extremely High Risk	Extremely High Risk

- o Assets that are not labeled will be considered Internal by default.
- o Incorporating the least privilege principle and the permissions categorized accordingly will help standardize procedures on how to properly give access. This will ensure best practices with authentication and authorization.
- Definitions:
  - o Principle of least privilege: This principle reduces the risk of malicious activity happening within the system. By not allowing access to unauthorized users, we are protecting data and functionality of the system.
  - o Authentication: Authenticating is the process of verifying a user's identity to ensure the right person is given the appropriate access.
  - o Authorization: When a user is authenticated, it has been verified that they can be granted permission to access the system.
- Enforcement
  - o The system is set up to grant appropriate access limitations.
  - o Permissions are granted following the policy classification.
  - o The manager yearly reviews access permissions.

Data Backup
- Overview: Maverick Analyzers will implement two types of data backup methodologies, full and incremental. The policy will assess the type of data to be backed up, how often it should occur, and recovery strategy.
- Scope: All users. All assets.
- Policy:
  - o The following organization is used to determine what type of data backup should be conducted and how often it should occur. The backups will depend on the frequency of changes.
  - o Data should be backed up following these categories:

	Description	**Frequency**
Full Backup	All data is backed up into another location.	Every month
Incremental Backup	Backup all changed files completely.	Weekly

- o Incorporating these two data backup procedures will help store data safely without the risk of data loss or data breach. This will ensure that sufficient copies are stored securely.
- o Data backups will be tested every three months.

- Definitions:
    - o Full Back up: All data is sent to another location to store.
    - o Incremental Backup: Backup files that have changed since the last backup.
- Enforcement
    - o The system will store data safely.
    - o Data will be backed up weekly around 2:00 AM.
    - o The IT team will be responsible for conducting these backups.

Context Diagram
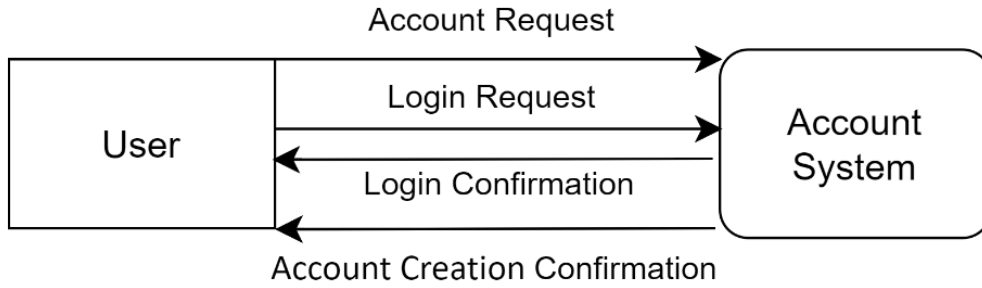
Data Flow Diagrams

Data Flow Diagram Level 0
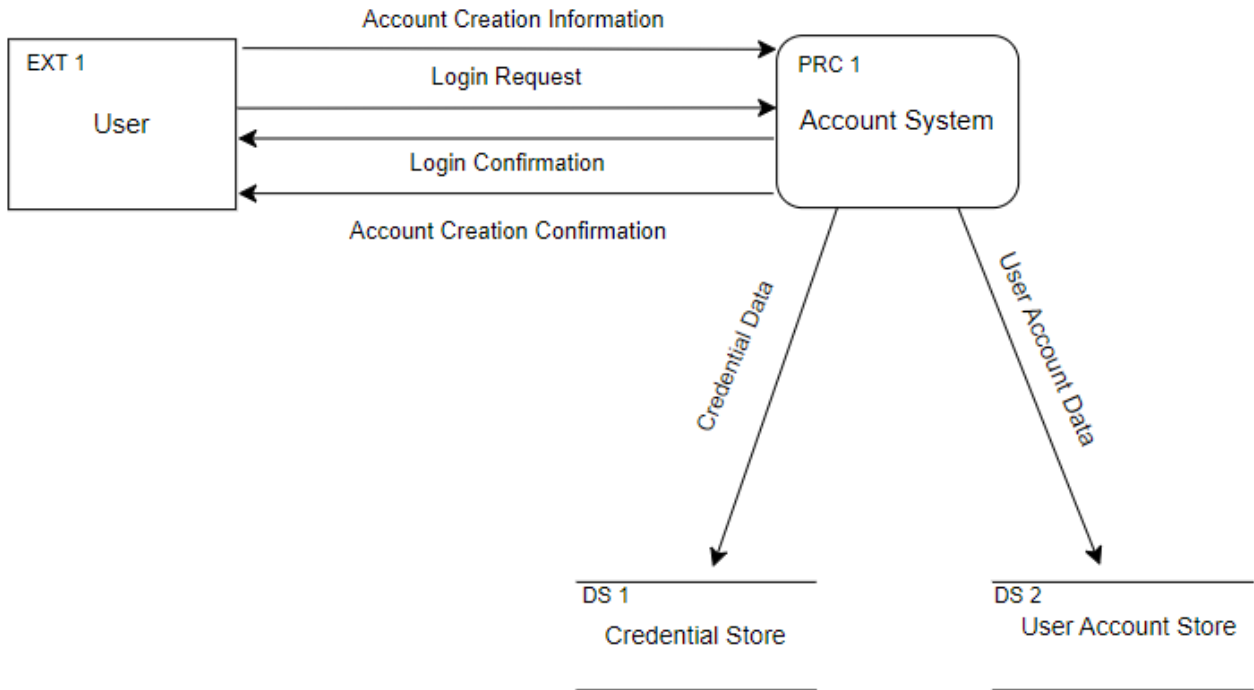
Data Flow Diagram Level 1
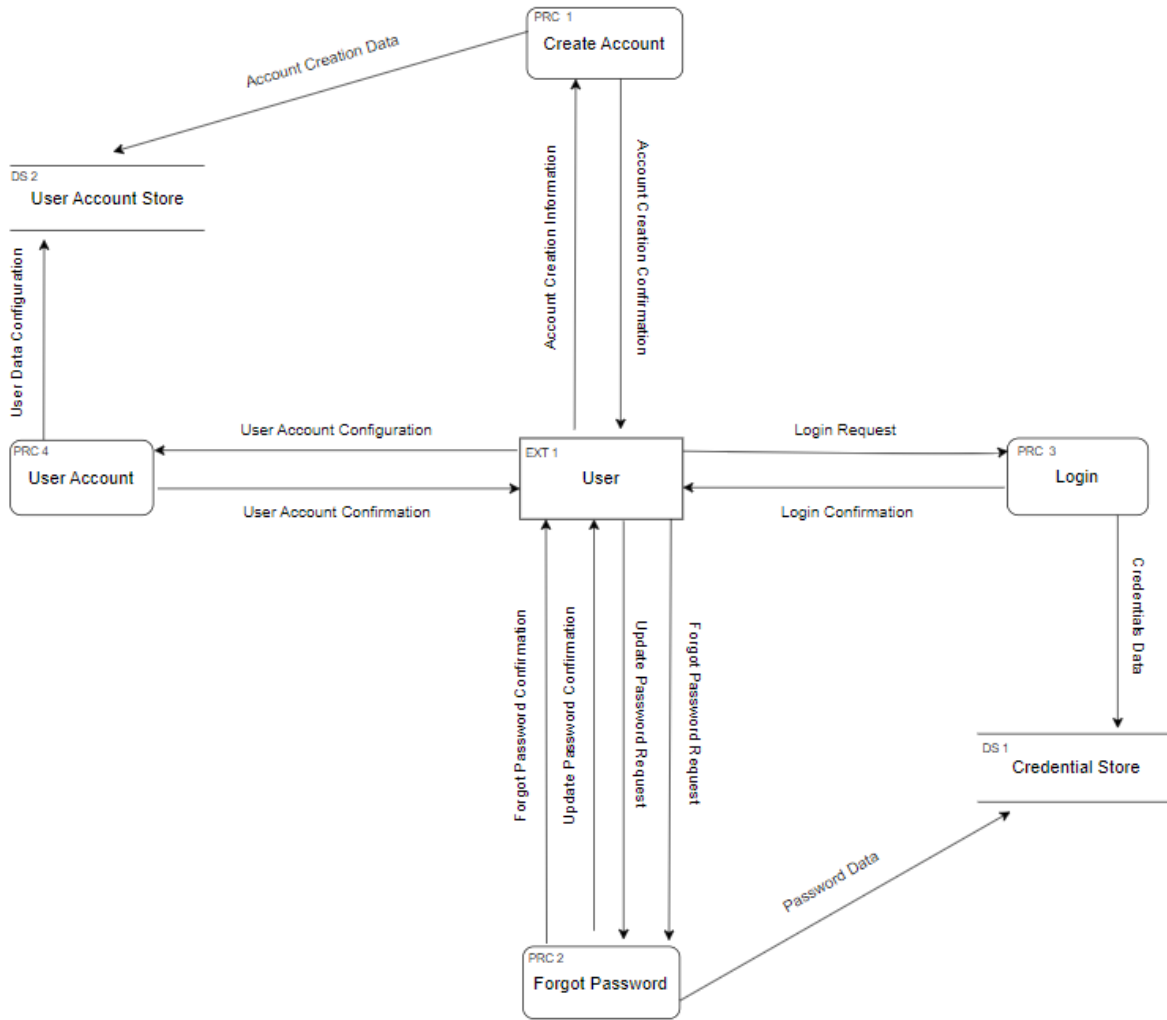
Data Flow Diagram Dictionary for Level 1

_____

Processes

Label:

      PRC 1 – Create Account

Description:

      This process is for users to fill out the Create Account form. By submitting the Create Account form, the user requested to create an account. Users will get a create account confirmation.

Decomposition:

      RECEIVE Account Creation Information from User

      SEND Account Creation Data to User Account Store

      SEND Account Creation Confirmation to User

Label:

      PRC 2 – Forgot Password

Description:

      This process is for users to enter their registered email address in the Forgot Password form. By submitting the Forgot Password form, the user requested a reset password link. Users will receive a Forgot Password confirmation. Users will send a request to update their password. Users will get updated password confirmation.

Decomposition:

      RECEIVE Forgot Password Request from User

      RECEIVE Update Password Request from User

      SEND Password Data to Reset Password and Recovery Store

      SEND Reset Password Confirmation to User

SEND <u>Update Password Confirmation</u> to <u>User</u>

Label:

 PRC 3 – Login

Description:

 This process is for users to enter their login credentials in the login form. By submitting their credentials, they are requesting authorization to access the application's web pages such as their account page. The user will get a login confirmation.

Decomposition:

 RECEIVE <u>Login Request</u> from <u>User</u>

 SEND <u>Credentials Data</u> to <u>Credential Store</u>

 SEND <u>Login Confirmation</u> to <u>User</u>

Label:

 PRC 4 – User Account

Description:

 This process is for users to edit the user account information.

Decomposition:

 RECEIVE <u>User Account Configuration</u> from <u>User</u>

 SEND <u>User Data Configuration</u> to <u>User Account Store</u>

 SEND <u>User Account Confirmation</u> to <u>User</u>

External Entities

Label:

 EXT 1 – User

Description:

This external entity is the user that will be interacting with the account system.

_____

Data Stores

Label:

DS 1 – Credential Store

Description:

This data store stores information related to user credentials.

Label:

DS 2 – User Account Store

Description:

This data store stores user account information related to their user account information.

_____

Data Flows

Label:

Account Creation Confirmation

Description:

This data flow is to provide the user with Account Creation Confirmation.

Decomposition:

Account Creation Confirmation message

Label:

Account Creation Data

Description:

This data flow is to create a user account.

Decomposition:

First Name

Last Name

Username

Password

Email address

Address

Phone Number

Date of Birth

Label:

Account Creation Information

Description:

This data flow is to provide the system with Account Creation information.

Decomposition:

First Name

Last Name

Username

Password

Email address

Address

Phone Number

Date of Birth

Label:

Credentials Data

Description:

This data flow is to authenticate the user's credentials.

Decomposition:

Username

Password

Label:

Forgot Password Confirmation

Description:

This data flow provides the user with a reset password link.

Decomposition:

Reset password email link

Label:

Forgot Password Request

Description:

This data flow is to receive the user's email to send them a reset password link.

Decomposition:

Email

Label:

Login Request

Description:

This data flow is to authenticate the user's credentials to login.

Decomposition:

Username

Password

Label:

Login Confirmation

Description:

This data flow is to provide the user with authentication confirmation.

Decomposition:

Login confirmation message

Label:

Password Data

Description:

This data flow is to provide the credential store with the password data.

Decomposition:

password

Label:

User Data Configuration

Description:

This data flow is to update the user account information.

Decomposition:

First Name

Last Name

Password

Email address

Address

Phone Number

Date of Birth

Label:

User Account Configuration

Description:

This data flow is to send the User Account Configuration to the User Account, to update the user   account.

Decomposition:

First Name

Last Name

Password

Email address

Address

Phone Number

Date of Birth

Label:

Update Password Confirmation

Description:

This data flow is to provide the user with update password confirmation.

Decomposition:

Update password confirmation message

Label:

Update Password Request

Description:

This data flow is to provide Forgot Password with the password data.

Decomposition:

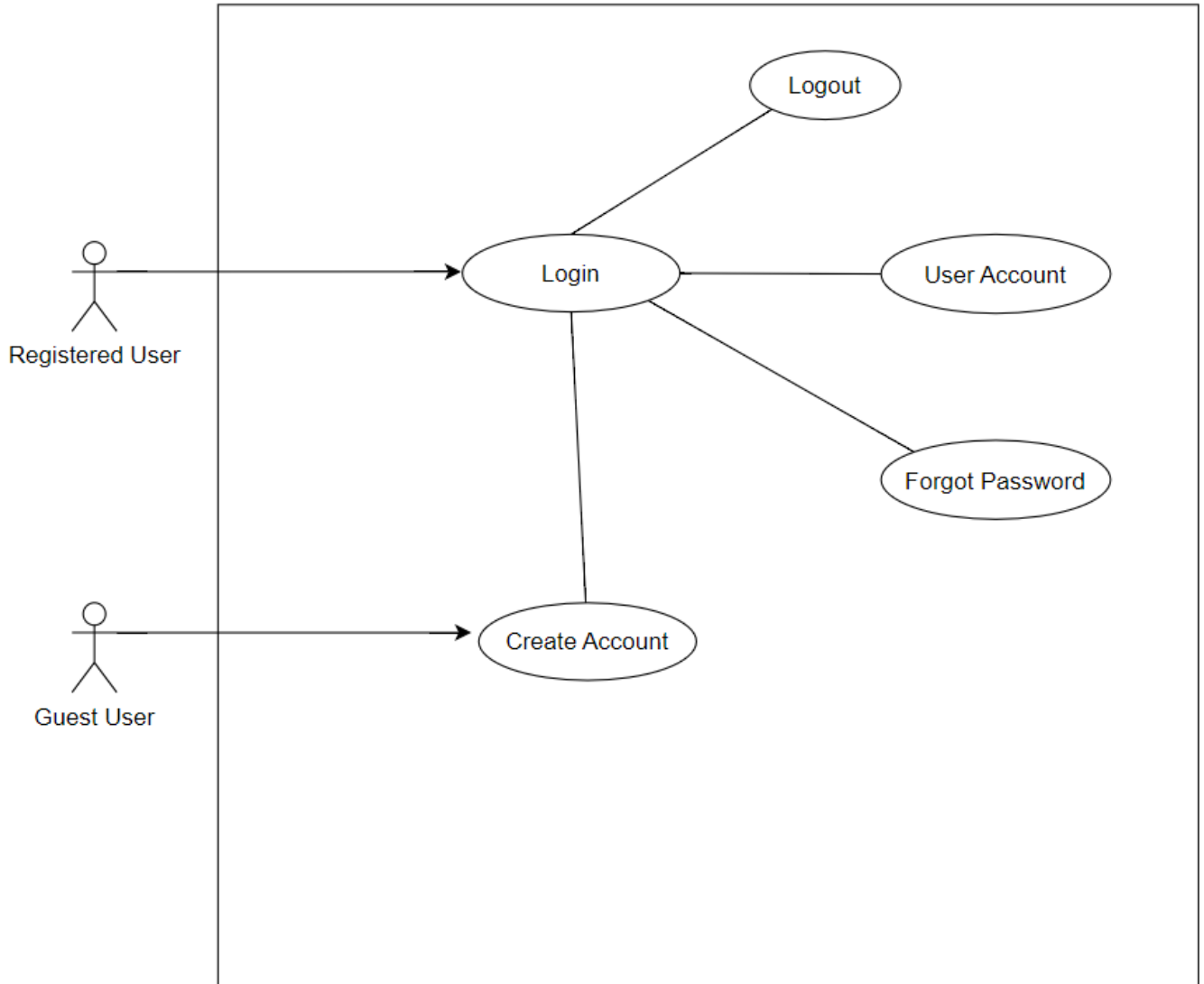Password

Label:

User Account Confirmation

Description:

This data flow is to provide the user with user account update confirmation.

Decomposition:

User account confirmation message

Use Case Diagram

Use Case: Create Account

Use Case Title:	**Create Account Process**
Primary Actor:	Guest User
Level:	Kite (summary)
Stakeholders:	User
Precondition:	User access to the website
Minimal Guarantee:	Create account dashboard is set up allowing new users to enter the required data to create their own account.
Success Guarantee:	User account is set up for the user.
Trigger:	User submits the create account form.
Main Success Scenario:	1. User enters required information to create an account. 2. User submits the create account form. 3. Account information is saved.

Extensions (Errors):	1a. Required fields are incomplete.
	    1a1. Highlights text field in red emphasizing that information is missing, until it is entered.
	    1a2. User quits.
	1b. Privacy terms and conditions are not accepted.
	    1b1. Show error that privacy terms and conditions must be accepted, it is checked.
	    1b2. User quits.

Use Case: Login/Logout

Use Case Title:	**Login/Logout Process**
Primary Actor:	User with existing account
Level:	Kite (summary)
Stakeholders:	User
Precondition:	User has an account; User has access to the website

Minimal Guarantee:	A login dashboard is set up allowing returning users to enter their login credentials to access their user account and website.
Success Guarantee:	Users can login successfully and are redirected to the Home Page.
Trigger:	User enters and hits the submission button to login.
Main Success Scenario:	1. User enters username and password. 2. By clicking the submission button, the user is directed to the Home Page. 3. Authentication is successful.

Extensions (Errors):	1a. Required fields are incorrect.
	    1a1. Highlights text field in red emphasizing that the data is wrong, until correct data is entered.
	    1a2. User quits.
	1b. Required fields are missing.
	    1b1. Highlights text field in red emphasizing that information is missing, until it is entered.
	    1b2. User quits.

Use Case: Forgot Password

Use Case Title:	**Forgot Password Process**
Primary Actor:	User with existing account
Level:	Kite (Summary)
Stakeholders:	User
Precondition:	User access to the website, User has created an account
Minimal Guarantee:	Reset password dashboard is set up allowing returning users to enter their registered email.
Success Guarantee:	Users can update their password successfully.
Trigger:	User clicks on the forgot password button.
Main Success Scenario:	1. User enters the required registered email. 2. User submits the Forgot Password form. 3. User receives reset password link.

	4. User submits the updated password.

Extensions (Errors):	1a. The required email field is invalid.
	    1a1. Highlights text field in red emphasizing that information is missing. Unit the information is entered correctly.
	    1a2. User returns to the login page.
	1b. Required new password fields are incomplete.
	    1b1. Highlights text field in red emphasizing that information is missing, Unit the information is entered correctly.
	    1b2. User quits.

Use Case: Edit User Account Page

Use Case Title:	**Edit User Account Process**
Primary Actor:	User with existing account
Level:	Kite (Summary)
Stakeholders:	User
Precondition:	User successfully logged on the website
Minimal Guarantee:	User account dashboard is set up allowing users to view account information.
Success Guarantee:	Users can successfully edit their user account information.
Trigger:	Logged in user clicks on the My Account button.
Main Success Scenario:	1. Users enter their user account page. 2. Users view their user account information. 3. Users can successfully edit user account information.

Extensions (Errors):	1a. Required fields are invalid.
	    1a1. Highlights text field in red emphasizing that information is invalid, until the information is correctly entered.
	    1a2. User quits.
	1a. Required fields are incomplete.
	    1a1. Highlights text field in red emphasizing that information is missing, until the information is correctly entered.
	    1a2. User quits.

Control Documents

Roles and Responsibilities

Milestone 4

Title	Role	Responsibilities
Milestone Manager Natalie Moore	The Milestone Manager is responsible for the planning, execution, and completion of project Milestones. Developing all project documentation in conjunction with the fellow project members. This role ensures that the project is advanced in line with company guidelines and system best practices. The Milestone Manager is responsible for financially funding the project team. This includes identification of federal and corporate dollars to fund team members. The Milestone Manager is responsible for articulating the progress of the team to respective stakeholders.	• Manage and Lead the Team • Allocate tasks and responsibilities to the appropriate team members. • Manage the coordination of team meetings and meeting minute creation. • Maintain open communication channels with project team members and stakeholders. • Identify and assess potential risks that could affect Milestone completion. • Review and check all deliverables before submitting to the client.
Database Administrator Michael Mulvey	Database Administrator is responsible for the design, implementation, maintenance, and security of database systems.	• Ensuring data integrity • Optimizing database • Manage user access. • Implementing backup and recovery plan
Business Analyst Miguel Rocha	The Business Analyst ensures that the Maverick Analyzers strategize with their planning and analyze existing business models to provide the best technical analysis to the systems analyst.	• Sorting Business Needs • Determining Feasibilities • Problem Solving • Get up-to-date information and data related to the organization to create research-based plans to ensure the strategies that you prepare are well-researched and fact-based.

Title	Role	Responsibilities
System Analyst Evelyn Espinoza-Macias	The System Analyst diagnoses and designs the information systems to implement solutions that will enhance user experience.	• Develop technical documentation for project execution. • Ensure the project is realistic from a technical perspective. • Collaborate with stakeholders and clients to define business rules. • Communicate system development.

Milestone 3

Title	Role	Responsibilities
Milestone Manager Evelyn Espinoza-Macias	The Milestone Manager is responsible for the planning, execution, and completion of project Milestones. Developing all project documentation in conjunction with the fellow project members. This role ensures that the project is advanced in line with company guidelines and system best practices. The Milestone Manager is responsible for financially funding the project team. This includes identification of federal and corporate dollars to fund team members. The Milestone Manager is responsible for articulating the progress of the team to respective stakeholders.	• Manage and Lead the Team • Allocate tasks and responsibilities to the appropriate team members. • Manage the coordination of team meetings and meeting minute creation. • Maintain open communication channels with project team members and stakeholders. • Identify and assess potential risks that could affect Milestone completion. • Review and check all deliverables before submitting to the client. •
Financial Analyst Miguel Rocha	The Financial Analyst analyzes project budgets, estimating costs, and forecasting revenue to ensure the profitability and financial sustainability of the projects.	• Maximize return on investment. • Allocate Resources • Identify financial risk. • Financial planning

Business Analyst Natalie Moore	The Business Analyst ensures that the Maverick Analyzers strategize with their planning and analyze existing business models to provide the best technical analysis to the systems analyst.	• Sorting Business Needs • Determining Feasibilities • Problem Solving • Get up-to-date information and data related to the organization to create research-based plans to ensure the strategies that you prepare are well-researched and fact-based.
System Analyst Michael Mulvey	The System Analyst diagnoses and designs the information systems to implement solutions that will enhance user experience.	• Develop technical documentation for project execution. • Ensure the project is realistic from a technical perspective. • Collaborate with stakeholders and clients to define business rules. • Communicate system development.

Milestone 2

Title	Role	Responsibilities
Milestone Manager Michael Mulvey	The Milestone Manager is responsible for the planning, execution, and completion of project Milestones. Developing all project documentation in conjunction with the fellow project members. This role ensures that the project is advanced in line with company guidelines and system best practices. The Milestone Manager is responsible for financially funding the project team. This includes identification of federal and corporate dollars to fund team members.	• Manage and Lead the Team • Allocate tasks and responsibilities to the appropriate team members. • Manage the coordination of team meetings and meeting minute creation. • Maintain open communication channels with project team members and stakeholders. • Identify and assess potential risks that could affect Milestone completion. • Review and check all deliverables before submitting to client. •

	The Milestone Manager is responsible for articulating the progress of the team to respective stakeholders.	
Financial Analyst Miguel Rocha	The Financial Analyst analyzes project budgets, estimating costs, and forecasting revenue to ensure the profitability and financial sustainability of the projects.	• Maximize return on investment. • Allocate Resources • Identify financial risk. • Financial planning
Business Analyst Natalie Moore	The Business Analyst ensures that the Maverick Analyzers strategize with their planning and analyze existing business models to provide the best technical analysis to the systems analyst.	• Sorting Business Needs • Determining Feasibilities • Problem Solving • Get up-to-date information and data related to the organization to create research-based plans to ensure the strategies that you prepare are well-researched and fact-based.
System Analyst Evelyn Espinoza-Macias	The System Analyst diagnoses and designs the information systems to implement solutions that will enhance user experience.	• Develop technical documentation for project execution. • Ensure the project is realistic from a technical perspective. • Collaborate with stakeholders and clients to define business rules. • Communicate system development.

Milestone 1

Title	Role	Responsibilities
Milestone Manager Miguel Rocha	The Milestone Manager is responsible for the planning, execution, and completion of project Milestones. Developing all project documentation in conjunction with the fellow project members. This role ensures that the project is advanced in line with company guidelines and system best practices.	• Manage and Lead the Team • Allocate tasks and responsibilities to the appropriate team members. • Manage the coordination of team meetings and meeting minute creation. • Maintain open communication channels with

	The Milestone Manager is responsible for financially funding the project team. This includes identification of federal and corporate dollars to fund team members. The Milestone Manager is responsible for articulating the progress of the team to respective stakeholders.	project team members and stakeholders. • Identify and assess potential risks that could affect Milestone completion. • Review and check all deliverables before submitting to client. •
Marketing Specialist Evelyn Espinoza-Macias	The Marketing Specialist ensures that Maverick Analyzers has a consistent outward appearance, is attractive to users, and finds the right users.	• Design Logo • Manage website. • Write messaging. • Ensure brand guidelines are followed
Business Analyst Michael Mulvey	The Business Analyst ensures that the Maverick Analyzers strategize with their planning and analyze existing business models to provide the best technical analysis to the systems analyst.	• Sorting Business Needs • Determining Feasibilities • Problem Solving • Get up-to-date information and data related to the organization to create research-based plans to ensure the strategies that you prepare are well-researched and fact-based.
System Analyst Natalie Moore	The System Analyst ensures that Maverick Analyzers correctly diagnoses and designs the information systems in question.	• Develop technical documentation for project execution. • Ensure project is realistic from a technical perspective. • Meet with client to define business rules

Change Log

General File Changes and Milestone 4

Date	Author	Description of Change
9/21/23	Evelyn, Natalie, Michael, Miguel	Version from Milestone 1
9/21/23	Miguel	Create Project Scope Statement
9/22/23	Miguel	Create Work Breakdown Structure
9/22/23	Miguel	Create Work Breakdown Structure Dictionary
9/25/23	Miguel	Add Online Game Rules from client under Client Documents
9/25/23	Miguel	Create Client Approvals under Client Documents
9/25/23	Miguel	Create Statement of Work
9/25/23	Miguel	Create Gantt Chart
9/25/23	Miguel	Create Economic Feasibility Analysis
10/18/23	Miguel	Update Milestone 3 Document date on the footnotes
10/20/23	Miguel	Format document list on Executive Summary
10/20/23	Miguel	Remove empty rows on tables on Change Log
10/20/23	Miguel	Format tables on WBSD and Roles and Responsibilities to disallow row to overflow across pages
10/23/23	Miguel	Create Baseline Project Plan
11/6/23	Miguel	Update Milestone 3 Document date on the footnotes
11/14/23	Miguel	Add Milestone 4 Documents to the Document
11/27/23	Miguel	Update the format of Table of Context
12/02/23	Miguel	Update Milestone 4 Document by replacing register with create account, profile page with user account page, and other alignments.

Client Documents – Opening Statement

Date	Author	Description of Change
9/21/23	Evelyn	Version from Milestone 1
9/29/23	Evelyn	Update Opening Statement to reflect Milestone 2
10/05/23	Evelyn	Revise Opening Statement to reflect Milestone 2
11/14/23	Miguel	Add Reset Password in the first Paragraph
11/30/23	Evelyn	Update and Revise Opening Statement to reflect Milestone 4

Client Documents – Executive Summary

Date	Author	Description of Change
9/21/23	Miguel	Version from Milestone 1
9/25/23	Miguel	Update the milestone documentation list
10/19/23	Miguel	Update the paragraph to provide relevant information on Milestone 3
10/23/23	Miguel	Update the document list to reflect Milestone 3
11/14/23	Miguel	Add Reset Password into the first paragraph
11/14/23	Miguel	Add Reset Password into the paragraph
11/14/23	Miguel	Update the Milestone Documentation List
12/01/23	Evelyn	Revise Executive Summary – updated list descriptions

Client Documents – Implications for Client

Date	Author	Description of Change
9/21/23	Michael	Version from Milestone 1
11/14/23	Miguel	Add Reset Password into the second bullet

Client Documents – Online Game Rules

Date	Author	Description of Change
9/25/23	Miguel	Create Online Game Rules
10/05/23	Evelyn	Revise Online Game Rules - Add note explaining why we have it

Client Documents – Items for Approval

Date	Author	Description of Change
9/21/23	Natalie	Version from Milestone 1
9/28/23	Miguel	Revise approval items
11/07/23	Evelyn	Update items for approval
11/14/23	Miguel	Add Milestone 4 document links
12/01/23	Evelyn	Update Items for Approval status

Client Documents – Client Approvals

Date	Author	Description of Change
9/21/23	Natalie	Version from Milestone 1
10/29/23	Miguel	Update the client approval documents list

| 11/07/23 | Evelyn | Update client approvals for Milestone 2 and 3 |
| 11/30/23 | Miguel | Update client approval for Milestone 4 |

Project Documents – System Service Request

Date	Author	Description of Change
9/21/23	Michael, Natalie, Miguel, Evelyn	Version from Milestone 1
11/14/23	Miguel	Add Reset Password into the first paragraph
11/14/23	Miguel	Add Profile page into the first paragraph
11/14/23	Miguel	Add Reset Password into the second paragraph
12/01/23	Evelyn	Revise document – update terms to be consistent and reformat

Project Documents – Project Charter

Date	Author	Description of Change
9/21/23	Miguel, Evelyn	Version from Milestone 1
11/14/23	Miguel	Add Reset Password into first paragraph
11/14/23	Miguel	Update the Objective section
12/01/23	Evelyn	Revise document – update terms to be consistent and reformat
12/02/23	Miguel	Update STAKEHOLDERS AND RESPONSIBILITIES to reflect Milestone 4.

Project Documents – Project Scope Statement

Date	Author	Description of Change
9/21/23	Miguel	Revise sections Header, General Project Information, Problem / Opportunity Statement, & Project Objectives.
9/21/23	Evelyn	Revise sections Project Description, Business Benefits, Project Deliverables, & Estimated Project Duration.
11/14/23	Miguel	Add Reset Password and profile page into Problem / Opportunity Statement
11/14/23	Miguel	Update Project Objectives
11/14/23	Miguel	Add Reset Password into Project Description
11/14/23	Miguel	Add Reset Password into Project Deliverables
12/01/23	Evelyn	Revise document – update terms to be consistent and reformat

Project Documents – Statement of Work

Date	Author	Description of Change
9/29/23	Evelyn	Create Statement of Work
10/05/23	Evelyn	Revise Statement of Work
11/14/23	Miguel	Add Reset Password into Project Description
11/14/23	Miguel	Update Objectives
11/27/23	Miguel	Remove Milestone Flow Diagram
12/01/23	Evelyn	Revise document – update terms to be consistent and reformat

Project Documents – Work Breakdown Structure

Date	Author	Description of Change
9/25/23	Miguel	Create Work Breakdown Structure
9/29/23	Michael	Add Milestone 3 and 4
10/06/23	Evelyn	Revise Work Breakdown Structure - ISQA 4120 section
11/22/23	Miguel	Revise ISQA 4120 - Milestone 4, replace IDEF with Use Case Diagram

Project Documents – Work Breakdown Structure Dictionary

Date	Author	Description of Change
9/25/23	Miguel	Revise Milestone 1 and add Milestone 2
9/30/23	Natalie	Add WBSD definitions and goals
10/05/23	Michael	Add Milestone 3 and 4
10/12/23	Miguel	Revise ISQA 4120 - Milestone 1
10/12/23	Evelyn	Revise ISQA 4120 - Milestone 2/3
10/12/23	Michael	Revise ISQA 4120 - Milestone 4
11/22/23	Miguel	Revise ISQA 4120 - Milestone 4, replace IDEF with Use Case Diagram
12/02/23	Evelyn	Revise document – reformat

Project Documents – Gantt Chart

Date	Author	Description of Change
9/29/23	Michael	Create Gantt Chart for Milestone 1-4

10/05/23	Michael	Revise Gantt Chart
10/12/23	Michael	Update 4120
10/24/23	Michael	Update Progress, Assigned to, and Hours
10/29/23	Miguel	Add the Estimate Hours column for ISQA 4110 and ISQA 4120
11/7/23	Michael	Added Names to 4120
11/28/23	Michael	Update percentages for Gantt Chart

Project Documents – Economic Feasibility Analysis

Date	Author	Description of Change
9/29/23	Miguel	Revise estimated numbers
10/6/23	Miguel	Revise estimated first year user number from 10000 to 12000
10/31/23	Miguel	Update formula in Summary worksheet - Cell name, Use the first year positive PV cash flow to calculate the breakeven fraction from =ABS(G34)/H33 to =ABS(F34)/G33

Project Documents - Requirements Documentation

Date	Author	Description of Change
10/24/23	Michael	Create section and add 6 items
11/27/23	Miguel	Add requirement Existing User - Forgot Password
12/02/23	Evelyn	Revise document – reformat table

Project Documents - User Interface Wireframes

Date	Author	Description of Change
10/28/23	Evelyn	Create User Interface Wireframe documents
11/07/23	Evelyn	Revise User Interface Wireframe - Home Page
11/28/23	Evelyn	Update About Page Wireframe to reflect project changes - no subscription
12/02/23	Evelyn	Revise documents - reformat

Project Documents - Risk Management Plan

Date	Author	Description of Change
10/24/23	Miguel	Add Risk 1 - Database Risk
10/24/23	Michael	Add Risk 2 - Hardware
10/29/23	Evelyn	Add Risk 3 - Software
11/6/23	Miguel	Add Risk 5 - Database stolen and leak information
12/02/23	Evelyn	Revise document - reformat

Project Documents - Baseline Project Plan

Date	Author	Description of Change
10/23/23	Miguel	Add sections Introduction, System Descriptions, & Feasibility Assessment
10/29/23	Evelyn	Add Management Issues section
10/31/23	Miguel	Update Alternative 3: Introduction paragraph by adding costly and time consuming,

10/31/23	Miguel	Update Feasibility Analysis - Schedule - Maintenance: Scaling by adjusting the year from 2023 to 2024 and made the dates right justified
10/31/23	Miguel	Update Feasibility Analysis - Economics - Anticipated Breakeven: from 0.24% to first year
10/31/23	Miguel	Update Feasibility Analysis - Schedule - Changed the schedule structure to reflect the WBS.
11/02/23	Evelyn	Update Management Issues - Information Security Policy - Add Data Backup Policy
11/14/23	Miguel	Add Reset Password into first paragraph
12/02/23	Evelyn	Revise document - reformat
12/06/23	Miguel	Revise Schedule section – Reverted back to Milestone 3 version

Project Documents - Data Flow Diagram

Date	Author	Description of Change
11/21/23	Evelyn	Create DFD Level 0 / 1
11/27/23	Miguel	Insert DFD section in Document
11/27/23	Miguel	Revise DFD Dictionary
11/28/23	Michael, Miguel, Evelyn	Revise DFD Level 1 and add updated version into document
12/01/23	Miguel	Revise DFD Level 0 and add updated version into document
12/01/23	Miguel	Revise DFD Dictionary
12/01/23	Evelyn	Revise DFD Level 1 and add updated version into document

Project Documents - Use Case Diagram

Date	Author	Description of Change
11/27/23	Miguel	Insert Use Case Diagram section in Document
11/28/23	Michael	Create Use Case diagram
11/28/23	Evelyn / Miguel	Create Use Case tables
12/01/23	Evelyn	Update Case Diagram – add revised diagram into document

Control Documents – Roles and Responsibilities

Date	Author	Description of Change
9/26/23	Evelyn	Revise System Analyst Roles and Responsibilities
9/26/23	Miguel	Revise Financial Analysis roles and responsibilities
10/18/23	Miguel	Update Milestone Manager to be Evelyn Espinoza-Macias and moved Michael Mulvey to System Analyst role.
11/14/23	Miguel	Add Milestone 1-4
11/14/23	Miguel	Add Database Administrator role and Assigned Micheal to it
11/27/23	Miguel	Update to reflect Milestone 4 be the first and Milestone 1 to be that last
12/02/23	Evelyn	Revise document - reformat

Control Documents – Communication Management Plan

Date	Author	Description of Change
10/05/23	Evelyn	Update Communication Management Plan - Zoom Links

| 11/28/23 | Michael | Update all Milestone 4 Communication Management Plan |
| 12/02/23 | Evelyn | Revise document - reformat |

Control Documents – Team Member Status Report

Date	Author	Description of Change
9/25/23	Miguel	Removed Milestone 1 tasks and left Milestone 2 tasks. As indicated in the video for Milestone 2.
10/05/23	Team	Update Team Member Status Report - Completed/Awaiting Approval/In-Progress//Issue or Others
10/27/23	Evelyn	Update Status Report
11/28/23	Michael, Evelyn, Miguel	Update Status Report

Appendix A - Presentation Slides

Date	Author	Description of Change
11/27/23	Miguel	Insert Appendix A - Presentation Slides section in Document
11/28/23	Evelyn	Add PowerPoint Presentation link
11/30/23	Evelyn	Revise PowerPoint Presentation Slides

No log entries for documents:
- Change Log
- Meeting Communications

COMMUNICATION MANAGEMENT PLAN

What	Who	Purpose	When/Frequency	Type of Meeting
Weekly Team Meetings	Evelyn, Natalie, Miguel, & Michael	Review weekly milestone tasks and resolve issues that come up	Tue/Thu, 3:00 pm CDT	Zoom - https://unomaha.zoom.us/j/96382882594
Client (Alex)	Alex, Evelyn, Natalie, Miguel, & Michael	Get input from other teams and make sure the project meets their needs	As needed. Mon 2-3 pm CDT	Zoom - https://unomaha.zoom.us/my/georglink Email - Alex@spielcraftgames.com Slack - @Alex Wolf
Check-in (GA)	Mr. Dass, Evelyn, Natalie, Miguel, & Michael	Project feedback and Check-in	Every four weeks, Tue 3:00 pm	Zoom - https://unomaha.zoom.us/j/95172022843
Standups (Dr. Rosser)	Dr. Rosser, Evelyn, Natalie, Miguel, & Michael	Report Draft and Check-in	Every four weeks, Thurs 3:00 pm Thurs 11/2/2023 4:00PM - 4:15PM Thurs 11/30/2023 3:00PM - 3:15PM	Zoom - https://unomaha.zoom.us/j/91752338717 https://unomaha.zoom.us/j/97976150829
Plenary Meeting	All Stakeholders	Inform everyone about what is going on	8/31 - 9/1/2023, First team communication and get	Zoom

		across the company	requirements elicitation	

Meeting Communications

Milestone 1

Date: 8/31/2023
Time: 3:00 pm CDT
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Natalie Moore, Miguel Rocha

Absent:
- Michael Mulvey - missed the meeting due to work.

Subject:

Item	Responsible Party	Comments
Team Name	Evelyn, Natalie, Miguel	• **Decision:** We picked Maverick Analyzers as the team's name.
Team Logo	Evelyn	• **Action Item:** Create a logo for our team.
Roles & Responsibilities	Evelyn, Natalie, Miguel	• Assigned roles to team members. • **Action Item:** Team members will write their roles and responsibilities.
Scheduled Check-In with GA	Evelyn	• **Action Item:** Scheduled a check in meeting with GA for Tuesday at 3:00 pm.
Scheduled Weekly Team Meetings	Evelyn	• **Action Item:** Scheduled recurring weekly meetings for Thursday's at 3:00pm. • Objective is to review Milestone tasks and go over any issues or questions.

Date: 9/5/2023
Time: 3:00 pm CDT
Location: Zoom
Present:
- Samuel Dass, Evelyn Espinoza-Macias, Natalie Moore, Miguel Rocha, Michael Mulvey
Absent:
- None

Subject:

Item	Responsible Party	Comments
Mr. Dass asked questions	Evelyn, Natalie, Miguel, Michael	• Questions were about the experiences of the class and the client meeting.
Present Milestone1 draft	Miguel	• Share screen on Zoom • Present Milestone1 draft • Mr. Dass provided feedback

Date: 9/5/2023
Time: 3:15 pm CDT
Location: Zoom
Present:

- Evelyn Espinoza-Macias, Natalie Moore, Miguel Rocha, Michael Mulvey

Absent:

- None

Subject:

Item	Responsible Party	Comments
Team Project Topic	Evelyn, Natalie, Miguel, Michael	• **Decision:** Agree on team project topic on account system. Account system include registration, login, logout, profile page, home page, and about page,
Milestone1 each member responsibilities	Evelyn, Natalie, Miguel, Michael	• **Action Item:** Evelyn will work on the Opening Statement. • **Action Item:** Miguel will work on the Executive Summary. • **Action Item:** Michal will work on the Implications for Client. • **Action Item:** Natalie will work on the Items for Approval.
Standup Meeting with Dr. Rosser	Miguel	• **Decision:** Team decided to meet with Dr. Rosser on 9/12/2023 at 3:00 pm • **Action Item:** Scheduled the appointment

Date: 9/7/2023
Time: 3:00 pm CDT
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Natalie Moore, Miguel Rocha, Michael Mulvey

Absent:
- None

Subject:

Item	Responsible Party	Comments
Milestone 1 Documents to complete	Evelyn, Natalie, Miguel, Michael	- **Action Item:** Natalie to complete SSR problem statement. - **Action Item:** Michael to complete SSR Service request. - **Action Item:** Evelyn to complete the Project Charter Project Overview. - **Action Item:** Miguel to complete the Project Charter Objectives and Assumptions.
Team first meeting with client	Miguel	- Let the team know that Dr. Link and Dr. Rosser are getting a process established to communicate with Alex.
Submit Milestone 1 draft documents	Miguel	- **Action Item:** Submit Milestone 1 draft documents to Dr. Rosser on 9/10.

Date: 9/12/2023
Time: 3:30 pm CDT
Location: Zoom
Present:

- Evelyn Espinoza-Macias, Natalie Moore, Miguel Rocha, Michael Mulvey

Absent:

- None

Subject:

Item	Responsible Party	Comments
Presented Milestone 1 Document to Dr. Rosser	Miguel	- Dr. Rosser provided feedback on Milestone 1 document. - Dr. Rosser email the Milestone 1 document feedback
Q&A with Dr. Rosser	Miguel, Natalie, Evelyn, Michael	Got our questions answered

Date: 9/12/2023
Time: 3:45 pm CDT
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Miguel Rocha, Michael Mulvey

Absent:
- Natalie Moore

Subject:

Item	Responsible Party	Comments
Dr. Rosser Meeting	Miguel, Evelyn, Michael	• **Action Item:** Each member of the team will update their section as needed.
Items to finish Milestone 1	Miguel, Evelyn, Michael	• Complete the Milestone 1 document by finishing the updates. • Action Item: Miguel will email Alex for approval for SSR and Project Charter. • Action Item: Miguel or team, after Alex approval on SSR and Project Charter, will submit the final draft of Milestone 1. Waiting for Dr. Rosser answers if one or all team members need to submit the final draft of Milestone 1.

Milestone 2

Date: 9/21/2023
Time: 3:00 pm CDT
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Miguel Rocha

Absent:
- Natalie Moore: Scholarship meeting
- Michael Mulvey: Working

Subject:

Item	Responsible Party	Comments
Discussed Milestone 2	Miguel, Evelyn	- Looked at the new section, Project Scope Statement, and the updated Change Log. - Dr. Link will be releasing videos 9/20 - 9/24 regarding the Milestone 2 document. **Action Item:** Miguel will send an email to Dr. Rosser to get clarification on the new Change Log. The new example provided to use the Change Log section was updated. Our question is do we convert Milestone 1 Change Log into the new update Change Log or just use the new Change Log starting Milestone 2?
Project Scope Statement	Miguel, Evelyn	**Decision:** Miguel will work on the first 3 sections of the Project Scope Statement. **Decision:** Evelyn will work on the last 3 sections of the Project Scope Statement
Work Breakdown, Structure, Gantt Chart, & Economic Feasibility Analysis	Miguel, Evelyn, Michael, Natalie	**Decision:** The team over Slack will discuss how to divide the workload.
Milestone 2 Manager	Michael	**Action Item:** Evelyn will send a message on Slack to discuss with the team, who will want to be the Milestone 2 manager. **Action Item:** Milestone 2 manager will need to set up the meeting with the GA next week.

Date: 9/26/2023
Time: 3:00 pm CDT
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Miguel Rocha, Michael Mulvey

Absent:
- Natalie Moore

Subject:

Item	Responsible Party	Comments
Discussed Milestone 2 / Items needed to be completed	Miguel, Evelyn, Michael	- Update Opening Statement - Update Executive Summary - Update Client Implications - Update Items for Approval - Project Scope (Pending Revision) - Statement of Work - WBS - WBSD - Gantt Chart - EFA
Work Breakdown, Structure, Gantt Chart, & Economic Feasibility Analysis	Miguel, Evelyn, Michael, Natalie	Items were divided amongst members to complete. Some items are awaiting clarification from Dr Rosser
Milestone 2 Manager	Michael	- Meeting with GA set for 28 Sept @1430 - Emailed Dr Rosser for clarification on Gantt Chart and Items requiring approval

Date: 9/28/2023
Time: 2:30 pm CDT
Location: Zoom meeting with GA
Present:
- Evelyn Espinoza-Macias, Miguel Rocha, Michael Mulvey, Natalie Moore

Absent:
- None

Subject:

Item	Responsible Party	Comments
Discussed Milestone 2 / Items needed to be completed	Miguel, Evelyn, Michael, Natalie	- Statement of Work - WBS - WBSD - Gantt Chart - EFA
Statement of Work	Evelyn	Finishing on Friday
Work Breakdown, Structure / Dictionary	Natalie	The ID needs to match the WBS above and the executive summary outlines most of the description/deliverables. Also, the Progress measure is just our progress in the section. ex: 1.a.i = 100%
Gantt Chart	Michael	- Add columns out to Dec 8th - Format and add time frames for items - Add new tab for next semester
Economic Feasibility Analysis	Miguel	Continuing research and completion of EFA
Milestone 2 Manager	Michael	Met with GA, overall, we are looking to be on track

Date: 10/05/2023
Time: 3:00 pm CDT
check-in with Dr. Rosser and Team Meeting
Location: Zoom meeting with Dr Rosser
Present:
- Evelyn Espinoza-Macias, Miguel Rocha, Michael Mulvey, Natalie Moore

Absent:
- None

Subject:

Item	Responsible Party	Comments
Discussed Milestone 2 status and revisions	Miguel, Evelyn, Michael, Natalie	- Opening Statement - Online Game Rules - Statement of Work - WBS - WBSD - Gantt Chart - Team Member Status Report
Opening Statement	Evelyn	Remove "free" from opening statement
Online Game Rules	Evelyn	Added "we will use it for the about page"
Statement of Work	Evelyn	Revised Test and Scaling to better represent the EFA
Work Breakdown, Structure / Dictionary	Natalie	Changed the Dictionary to include description and Milestone 3 and 4
Gantt Chart	Michael	- Reformatting to link percentage with bar graph - Reformat to sort by end date - Fill out assign to section
Milestone 2 Manager	Michael	Met with Dr Rosser, revised Milestone 2 docs and resent for new revision

Date: 10/12/2023
Time: 3:00 pm CDT
Team Meeting
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Miguel Rocha, Michael Mulvey, Natalie Moore
Absent:
- None
Subject:

Item	Responsible Party	Comments
Discussed Milestone 2 status and revisions	Miguel, Evelyn, Michael, Natalie	- WBSD - Gantt Chart - Team Member Status Report
Work Breakdown, Structure / Dictionary	Natalie, Evelyn, Michael	Added definitions and deliverables for 4120
Gantt Chart	Michael	Continued to work on 4120 Sheet
Milestone 2 Manager	Michael	- Sent Docs to Client (Still awaiting approval) - Compiled for Dr Rosser/Link

Milestone 3

Date: 10/19/2023
Time: 3:00 pm CDT
Team Meeting
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha

Absent:
- Natalie Moore

Subject:

Item	Responsible Party	Comments
Milestone 3 Manager	Evelyn	• **Action Item:** will complete meeting communications and send Milestone 3 deliverable outline to the team via Slack.
Roles and Responsibilities	Evelyn, Michael, Miguel, Natalie	• **Action Item:** each member will update their role and responsibility accordingly.
Discussed Milestone 3 Deliverables	Evelyn, Michael, Miguel	• **Action Item:** distributed Milestone 3 deliverables that need to be updated and created.
Client and Control Documents	Evelyn, Michael, Miguel, Natalie	• **Action Item:** all members will engage in updating the client and control documents to reflect Milestone 3.
WBS and WBSD	Natalie	• **Action Item:** Natalie will update WBS and WBSD. If she needs help, Evelyn will help update.
Gantt Chart	Michael	• **Action Item:** Michael will update the Gantt Chart. If he needs help, Miguel will help update.
Baseline Project Plan	Miguel, Evelyn	• **Action Item:** Miguel will complete the following sections: Introduction, Alternatives/System Description, and Feasibility Assessment. • **Action Item:** Evelyn will complete the Management Issues section.
Requirements Documentation	Michael	• **Action Item:** Michael will create the requirements documentation.

User Interface Wireframes	Evelyn	• **Action Item:** Evelyn will complete the wireframes through Wix.
Risk Management Plan	Natalie, Miguel, Michael	• **Action Item:** Natalie will complete the following sections: Methods, Roles and Responsibilities • **Action Item:** Miguel will complete the Tools section. • **Action Item:** Michael will complete the Risk Categories section.
Discussed Milestone 3 Draft completion	Evelyn, Michael, Miguel	• **Action Item:** complete the Milestone 3 draft prior to when it's due (10/30) • **Decision:** selected dates we want to complete (10/27) and review (10/28) Milestone 3 draft. • **Decision:** Evelyn will be sending the Milestone 3 draft to Dr. Rosser.
Team Member Status Report	Evelyn, Michael, Miguel, Natalie	• **Action Item:** each member of the team will update their parts accordingly.

Date: 10/26/2023
Time: 3:00 pm CDT
Check-In with GA and Team Meeting
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Michael Mulvey, Natalie Moore, Miguel Rocha

Absent:
Subject:

Item	Responsible Party	Comments
Discussed items for Milestone 3 that need to be completed	Evelyn, Michael, Miguel, Natalie	• Gantt Chart • Baseline Project Plan • Requirements Documentation • User Interface Wireframes • Risk Management Plan
Gantt Chart	Michael	• Add Estimated Hour Column.
Baseline Project Plan	Miguel, Evelyn	• Introduction - complete • Alternatives/Systems Description - complete • Feasibility Assessment - complete • Management Issues - In progress (finish by 10/29)
Requirements Documentation	Michael	• Completed - pending review.
User Interface Wireframes	Evelyn	• Create Account - complete • User Profile - finish by 10/28 • Login/Logout - complete • Forgot Password - finish by 10/28 • Home Page - update by 10/28 • About Page - update by 10/28
Risk Management Plan	Miguel, Michael, Evelyn, Natalie	• Database risk - complete • Hardware risk - complete • Software risk - finish by 10/2 • Personnel risk - in progress
Milestone 3 Manager	Evelyn	• Reviewed our progress with GA, overall, we are on track. • The team met to review the deliverables that have been completed. Planned by when we want to complete remaining tasks and meet if necessary to review all documents.

Date: 10/31/2023
Time: 3:00 pm CDT
Team Meeting
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha

Absent:
- Natalie Moore

Subject:

Item	Responsible Party	Comments
Revised Milestone 3 feedback comments	Evelyn, Michael, Miguel	• Discussed documents that need to be revised. • Coordinated who will complete each task and how.
Work Breakdown Structure	Natalie	• Natalie will update the milestone naming convention under the ISQA 4120 in the WBS.
Gantt Chart	Michael	• Michael will update the chart accordingly per professor's comment. Such as, renaming the milestones under ISQA 4120 and assigning tasks.
Baseline Project Plan	Miguel and Evelyn	• Evelyn will revise Project Standards & Procedures. • Evelyn will add the Data Backup Policy under Information Security policies. • Miguel has revised his sections accordingly (10/31). •

Date: 11/2/2023
Time: 4:00 pm CDT
Stand-up Meeting with Dr. Rosser
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha, Natalie Moore, Dr. Rosser

Absent:

-

Subject:

Item	Responsible Party	Comments
Reviewed Milestone 3 revisions	Evelyn, Michael, Miguel, Natalie	• Addressed all comments left on the draft. •
Gantt Chart	Michael	• Michael will update the "assigned to" column for ISQA 4120.
Schedule meeting with Client	Evelyn	• Evelyn will fill out available time slots to meet with the client during office hours. • **Action Item:** Miguel will attend office hours next week to ask questions and obtain approval of our documents (both Milestone 2 and Milestone 3).
Team Member Status Report	Evelyn, Michael, Miguel, Natalie	• All team members must update their section accordingly.
Milestone 3 Manager	Evelyn	• Once we've received approval from the client, we will update the "Client Approvals" document and make any changes accordingly. Once Milestone 3 is revised, Evelyn will submit Milestone.

Date: 11/7/2023
Time: 2:00 pm CDT
Client Meeting
Location: Zoom
Present:

- Miguel Rocha, Alex Wolf

Absent:

- Evelyn Espinoza-Macias, Michael Mulvey, and Natalie Moore

Subject:

Item	Responsible Party	Comments
Provide Alex with Overview of account system project.	Miguel	- Verbal overview of the account system - Show Alex the wireframes. **Action Item:** Have game art on the home page. - Subscription section to be empty or removed. Alex does not have any thoughts on subscription details. - Alex approves Milestone 2 and 3

Date: 11/07/2023
Time: 4:00 pm CDT
Team Meeting
Location: Zoom
Present:

- Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha, Natalie Moore

Absent:

-

Subject:

Item	Responsible Party	Comments
Reviewed comments from client	Miguel	• Discussed how the meeting with the client went and what he suggested.
Items for Approval and Client Approval documents	Evelyn	• **Action Item:** Evelyn will update the Items for Approval and Client Approval documents.
Update User Interface Wireframe	Evelyn	• Per the client's suggestion, edited the Home Page wireframe to reflect where game art would be implemented.
Reviewed Milestone 3 General Feedback	Evelyn, Michael, Miguel, Natalie	• Reviewed Week 12 Module - Milestone 3 General Feedback. • **Action Item:** Each team member will review the Milestone before submitting and complete anything that may be left to update.
Submitting Milestone 3	Evelyn	• **Action Item:** Evelyn will submit Milestone 3 before Saturday.

Milestone 4

Date: 11/16/2023
Time: 3:00 pm CDT
Team Meeting
Location: Zoom
Present:
- Michael Mulvey, Miguel Rocha, Natalie Moore

Absent:
- Evelyn Espinoza-Macias (Other class presentation)

Subject:

Item	Responsible Party	Comments
Updated Requirements Documentation	Miguel	• Add requirement Existing User - Forgot Password
Next meeting decisions	Michael, Miguel, Natalie	• Decided when next meeting would be
GA Meeting	Natalie	• Scheduled GA meeting
Use Case Diagrams	Michael	• Created Use Case Diagrams

Date: 11/18/2023
Time: 3:00 pm CDT
Team Meeting
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha, Natalie Moore

Absent:

-

Subject:

Item	Responsible Party	Comments
Reviewed Documentation	Miguel	• Created DFD, Use Case Diagram and Appendix A sections in the document and in the Change Log
DFD Diagram	Evelyn, Natalie	• Created Level 0 / 1 DFD Diagram
Use Case Diagrams	Michael	• Updated Use Case Diagrams

Date: 11/21/2023
Time: 3:00 pm CDT
Team Meeting
Location: Zoom
Present:

- Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha, Natalie Moore

Absent:

-

Subject:

Item	Responsible Party	Comments
Updated Documentation	Miguel	• Created DFD, Use Case Diagram and Appendix A sections in the document and in the Change Log
Email	Natalie	• Emailed Dr Rosser for confirmation on Final Client Meeting and DFD
PowerPoint Slides / Update Wireframe	Evelyn	• Created PowerPoint slides • Updated About Page wireframe

Date: 11/28/2023
Time: 3:00 pm CDT
Team Meeting / GA Meeting
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha, Natalie Moore (Only for GA Meeting)
Absent:

-

Subject:

Item	Responsible Party	Comments
Updated Documentation	Miguel, Michael, Evelyn	• Review Milestone 4 Document – ensure it is ready for draft submission
Review / Fixed DFD Docs	Miguel, Michael	• Fixed database icon and added "numbers"
Fixed Use Case Diagram	Michael, Evelyn	• Revised documentation and added tables to document
Updated Meeting Communications	Michael	• Updated all Milestone 4 meeting communications
Finalize PowerPoint	Miguel, Michael, Evelyn	• Did final review of PowerPoint slides
Update Items Pending Approval	Evelyn	• Update Items pending Approval document (Emphasize that Milestone 4 – pending approval – meeting with client during office hours)
Create DFD Dictionary	Miguel	• Created/Completed DFD Dictionary

Date: 11/30/2023
Time: 3:00 pm CDT
Team Meeting / Dr Rosser
Location: Zoom
Present:
- Evelyn Espinoza-Macias, Michael Mulvey, Miguel Rocha, Natalie Moore, Dr. Rosser

Absent:

-

Subject:

Item	Responsible Party	Comments
Reviewed Milestone 4 revisions	Evelyn, Michael, Miguel, Natalie	- Addressed all comments left on the draft.
Team Member Status Report	Evelyn, Michael, Miguel, Natalie	- All team members must update their section accordingly.
Milestone 4 Manager	Natalie	Once we've received approval from the client, we will update the "Client Approvals" document and make any changes accordingly. Once Milestone 4 is revised, Natalie will submit Milestone.

Team Member Status Report

Current Milestone Activities

Name: Evelyn Espinoza-Macias

Completed
1. Project Scope Statement: Project Description, Business Benefits, Project Deliverables, Estimated Project Duration [Milestone 2]
2. Statement of Work [Milestone 2]
3. User Interface Wireframes [Milestone 3]
4. Baseline Project Plan - Management Issues [Milestone 3]
5. Risk Management Plan - Software Risk [Milestone 3]
6. Meeting Communications [Milestone 3]
7. Updated Opening Statement to reflect Milestone 4 - Removed second paragraph [Milestone 4]
8. Updated About Page Wireframe - Removed subscription detail [Milestone 4]
9. PowerPoint Presentation Slides [Milestone 4]
10. Updated DFD Level 0 (Completed as a Team) [Milestone 4]
11. Revised DFD Level 1 (Completed as a Team) [Milestone 4]
12. Create Use Case Tables [Milestone 4]
13. Create Context Diagram (Completed as a Team) [Milestone 4]
14. Reformat Milestone 4 documents to follow the sample template [Milestone 4]

Awaiting Approval

In-Progress (Estimated date of Completion)

Issues/Others

Name: Miguel Rocha

Completed
1. Updated the following sections to add Reset Password: Opening Statement, Executive Summary, Implications for Client, System Service Request, Project Charter, Project Scope Statement, Statement of Work, Baseline Project Plan
2. Executive Summary - Updated the Documentation List
3. Items for Approval - Add Milestone 4 documents Links to be approved.
4. Updated the following sections to update Objective section: Project Charter, Project Scope Statement, Statement of Work
5. Update Roles and Responsibilities: Added Milestone 1-4. Display Milestone 4 to be the first and Milestone 1 to be last.
6. Update Roles and Responsibilities: Added Database Administrator role and Assigned Micheal to it.

7. Update Executive Summary, WBS and WBSD: ISQA 4120 - Milestone 4, replace IDEF with Use Case Diagram
8. Updated format on Table of Context
9. Statement of Work: Remove Milestone Flow Diagram
10. Requirements Documentation: Add requirement Existing User - Forgot Password
11. Created DFD, Use Case Diagram and Appendix A sections in the document and in the Change Log
12. Created/revised DFD Dictionary
13. Use Case Diagram Tables: Use Case Diagram Forgot Password and Use Case Diagram Edit Profile Page

Awaiting Approval

In-Progress (Estimated date of Completion)

Issues/Others

Name: Natalie Moore

Completed
1. Assist in making SSR.
2. Milestone 2 WBSD
3. Milestone 3 WBSD
4. Added creating risks for insider threats.
5. Assisted in making DFD L0
6. Assisted in making DFD L1
7. Scheduled meeting with Mr. Dass
8. Assisted in revising slideshow
9. Updated meeting notes

Awaiting Approval

In-Progress (Estimated date of Completion)

Issues/Others

Name: Michael Mulvey

Completed
1. Create / Update Gantt Chart for 4110
2. Added Milestone 3 and 4 to WBS
3. Scheduled meeting with GA
4. Scheduled meeting with Dr Rosser
5. Sent up Documents to Dr Rosser for review.
6. Update Gantt Chart for 4120

7. Updated WBSD Milestone 4 4120
8. Created Requirements Documentation (23 Oct)
9. Risk 2 (Hardware) (24 Oct)
10. Updated Gantt Chart (24 Oct)
11. Updating Client implications (24 Oct)
12. Updated meeting communications for all M4
13. Updated Use Case Diagrams / added tables.
14. Added DFD / Context Diagram to Document (images)
15. Assisted in updating PowerPoint slides.

Awaiting Approval

In-Progress (Estimated date of Completion)

Issues/Others

Appendix A - Presentation Slides

G6 Maverick Analyzers - ISQA 4110.Presentation.pptx