

Danish Travel Card(Rejsekort) Proposal

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<http://jycr753.github.io/SSEQ-Report/>

November 3, 2013

Collaboration Protocol

Purpose: Shared agreements on overall forms of team collaboration.

Team members:

Hussein Salem

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Dhiraj Bikram Malla

Xiaolong Tang

Jorge Castillo Rodrguez

1. **What are the time slots that you can set aside for the team work?** Wednesday: after lectures till 14:00 [12:30-14:30] At a later point we might change the time We could work longer time in the future if we need to.
2. **If you disagree with each other or think that the solutions/products of some of the others is not satisfactory, what is the tone of communication?** Group discussion / democracy
3. **What is the maximum length of postings?** 500 words
4. **What do you do if a team member remains silent?** One of the team members will talk with that individual. And we might talk about it with the TA
5. **Do you expect that team members ask for help if they recognize, they do not manage their tasks?** Yes. We should have an open dialog where our problems and concern can be discussed
6. **Which team conflicts might arise and how do you imagine dealing with them?** Deadline issues, help the one that couldnt do it or perhaps give him more time.
7. **How and where do you share files?***You might consider google docs, dropbox, or the BSCW.* Google drive - File Sharing Google docs - Document editor Github - Latex Repository share
8. **Which tools for communication will you use for what purpose?** The main communication tool in our group will be Skype, since it is a free services that provides live chat, video and file transfer protocol if needed.
9. **how are you going to communicate asynchronously?** We decided to communicate through Skype and emails.

Prioritised List Of Software Qualities

Software Qualities	Points	Meaning
Safety	82	NA
Security	590	Strong code structure in case hacking into system(F.x SQL injection) - Unit test -Errors report from users
Reliability	560	Computer programs ability to perform its intended functions and operations in a system's environment, without experiencing failure (system crash). IEEE-Std-729-1991: Software reliability is defined as the probability of failure-free operation for a specified period of time in a specified environment -Random testing -Redeveloping - Testing in different environments
Resilience	37	N/A
Robustness	210	N/A
Under-stability	210	N/A
Testability	270	N/A
Adaptability	310	N/A
Modularity	85	N/A
Complexity	120	N/A
Portability	50	N/A
Usability	580	The quality of user experience across websites, software, products, and environments. It is easy for users to understand and using the system. -Usability Design(UI) -Feedback from users
Reusability	82	N/A
Efficiency	150	N/A
Learnability	280	N/A