trello.com/b/Pu4Hs4NJ/project-3-js-node-react

#3 JS + Nod... | ...nd meeting... | danmartin99... | jcerexhe/nod... | dotenv | 64 km Sydne... | mLab: Cloud... | coder factor... | Fast Track -... | Heroku Status | James & Da...

Boards | Trello | Dan Martin

Project #3 JS + Node + React

Public | Burndown Chart | Show Menu 23.5 35.5

User Stories 10 17

- As a manager, I need to authenticate users of the system, so that only authenticated users can access the system. (2) (2)
- As a wine store manager, I need to be able to track incoming stock by quantity so that I know what goods have been received. (2) (2)
- As a manager, I need to be able to track stock that is sold, so that I know what goods have been sold. (2) (2)
- As a manager, I need to be able to do a stock take of goods in stock to verify that the stock level is what the system value is. (2) (2)
- As a manager, I need a report of stock take discrepancies, so that I know what stock has been lost or gained. (2)
- As manger, I need a report by stock item that shows the quantity in stock, so that I know the total value of stock on hand. (1) (2)
- As manager, I need a transaction report by stock item, showing the receipts, sales and stock take adjustments so that I know what is happening for each stocked item. (2)
- As manager I need to know when a stocked item reaches its minimum stock level so that I can reorder more stock of that item. (2)

Add a card…

High Level Requirements

- You are to design, build, deploy and present an application built for a real world customer.
- Meet with the business owner or organisation manager to find out what challenges they face. Find a problem that you can solve with an application and present your ideas to the client.
- Your client should be within 2Km of the campus (Sydney City). If they aren't you will need to ask for an exemption.

Add a card…

Set Client Expectations

- 1. When approaching your client, be upfront about this being a project you are doing as part of your Diploma. (0) (0)

Add a card…

Deliverables Client Interaction 2 3.5

- Demonstrate your ability to satisfy your client with the quality of your work and high level of service. (0.5) (0.5)
- Record all interactions with your client in a diary format. (0.5)
- Plan information gathering activities to determine project requirements, constraints and risks (0.5)
- Develop project charter, including preliminary statement of project scope and obtain sign-off (0.5) (0.5)
- Manage system testing and hand over activities (0.5) (0.5)
- Prepare IT support plans and maintenance or support documents (not being done as this is a Proof of Concept. (0)
- Conduct post project review (0.5)
- Create a questionnaire for the client to ascertain the satisfaction with your product and service. (0.5) (0.5)

Add a card…

Application Design 7.5 8.5

- One page summary of your application including problem definition, solution. (1) (1)
- Determine the appropriate client technology, development tools, and platform for writing the UI (Node with Express was used) (1) (1)
- Review the conceptual design with the client, and edit as required (Design concept was reviewed with Jamie and agreed) (0.5) (0.5)
- A workflow diagram of the user journey/s. (1)
- Wireframes for at least 5 screens. (1) (1)
- User stories for the whole application. (2) (2)
- Entity Relationship Diagram (ERD). (1) (1)
- Project plan and effort estimation used Trello and used scrum story points as can be seen on Trello (1) (1)

Add a card…

Tools and methodologies 4 5

- Trello or similar project management tool to be used to track progress of build. (0.5) (0.5)
- Show evidence of Slack conversations or use of other communication tools.(email) (0.5) (0.5)
- Code review. Demonstrate that you have had your code reviewed by other students and that you have provided a code review for others. (1)
- Github. Demonstrate use of frequent commits, pull requests, documentation. (1) (1)
- Use Agile development methodologies. (1) (1)
- Provide evidence you have used code quality tools/testing. (1) (1)

Add a card…

Presentation 1.

- A Walk-through of your design decisions and documents (0.5)
- A review of your build process - challenges, favourite parts (0.5)
- A walk-through of your live app a pointing out its features (0.5)

Add a card…