

Project Constraints

4. Mandated Constraints

A. Solution Constraints:

i. **Description:** The product will be a website where professor, staff, Saint Rose and non-Saint Rose students will be able to sign up for class room.

ii. **Rationale:** This website will allow you to look and signup for different class rooms at Saint Rose.

iii. **Fit Criterion:** We will be doing alpha testing to make sure the website can accomplish all tasks that it designs to.

B. Partner or collaborative applications:

C. **Schedule Constraints:** Website demo is in April and final deadline is in May.

5. Definitions

6. Assumptions: We are making assumptions on what is user's budge and what kind of technology she wants to use.

Project Issues

Open Issues

Most of the main requirements are not closed, especially the money related one's, It should be decided by the register. the team are not able to start unless the got the agreement and the detalite requirement and its approval financially.

Budget of the Project: our client mentioned that the project expenses should be dealt with the Register.

Payment Method: The client did not decide which method is chosen, If it is Online based payment only, Cash based payment only or Both payments are required.

Risks

(Here The Risks are in order from the important to less important)

1. Underestimate the time that needed to finish the project.
2. Underestimate the project cost: Additional cost needed in some phases of the project would .
3. Team members. if one of the team members leave the team for another position, which could cause a delay on the submission.
4. Excessive schedule pressure: Underestimated the time that needed to complete the project, pressure to meet the deadline which could led the team to critical mistakes.
5. **Management malpractice**
6. **Creeping user requirements**: is a tendency for product or project requirements to increase during development beyond those originally foreseen. Feature creep may be driven by a client's growing "wish list" or by developers themselves as the see opportunity for improving the product.

To deal with requirements Creep changes during the execution phase:

- Making sure that all stakeholders and business users know about the scope.
- Train team members how to identify and manage the scope changes (How to identify scope change when they see it, and to be able to answer correctly are appropriate back to the business user

- Communications, the team should continuously communicating and have appropriate communications plan to manage scope changes (commercial documents, statement work, kickoff presentation with the team, stakeholders and business users, reinforcing almost every week what the scope project is)
7. Low quality: The fast base on the project to meet the deadline could lower the quality of the project.
 8. Low productivity: is a tendency of lack of productivity and is due to the poor planning, poor management and lack of communication.

User Documentation

1. Technical specifications to accompany the product: A detailed description of technical requirements, with specific acceptance criteria, stated in terms suitable to form the basis for the actual design development and production processes of the item having the qualities specified in the operational characteristics.
2. User manuals: is a technical communication document intended to give assistance to people using a particular system.
3. Service manuals: Provided book with instructions on how to keep the system working properly at different point in its life
4. Emergency procedure manuals: Provided book with instructions on how to help facilities of the University (client) how to fix the system and manage the safety for the system in the emergency situation
5. Installation manuals: Provided book with instructions on how to install the system in the devices and the computers.

Waiting Room

(We cannot tell now because the waiting room are for the new coming ideas during the project execution)

The team should document any upcoming ideas, which could improve the product features. However, the team should concentrate on the project deadline and if the team got the team, they could add it.