

Junior Programmer for web platform development--

*Project development tools
and Collaboration*



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Project Control and Collaboration

Courses Out comes

In this course you will learn the followings, they are:

1. What requirement going into developing any software project.
2. The tools that are essential in designing any software projects.
3. Understand what these tools are and their usages.
4. How to use these tools in developing your project.
5. How to work with other members of your team in project development.
6. Learn how to employ these tools in your project.

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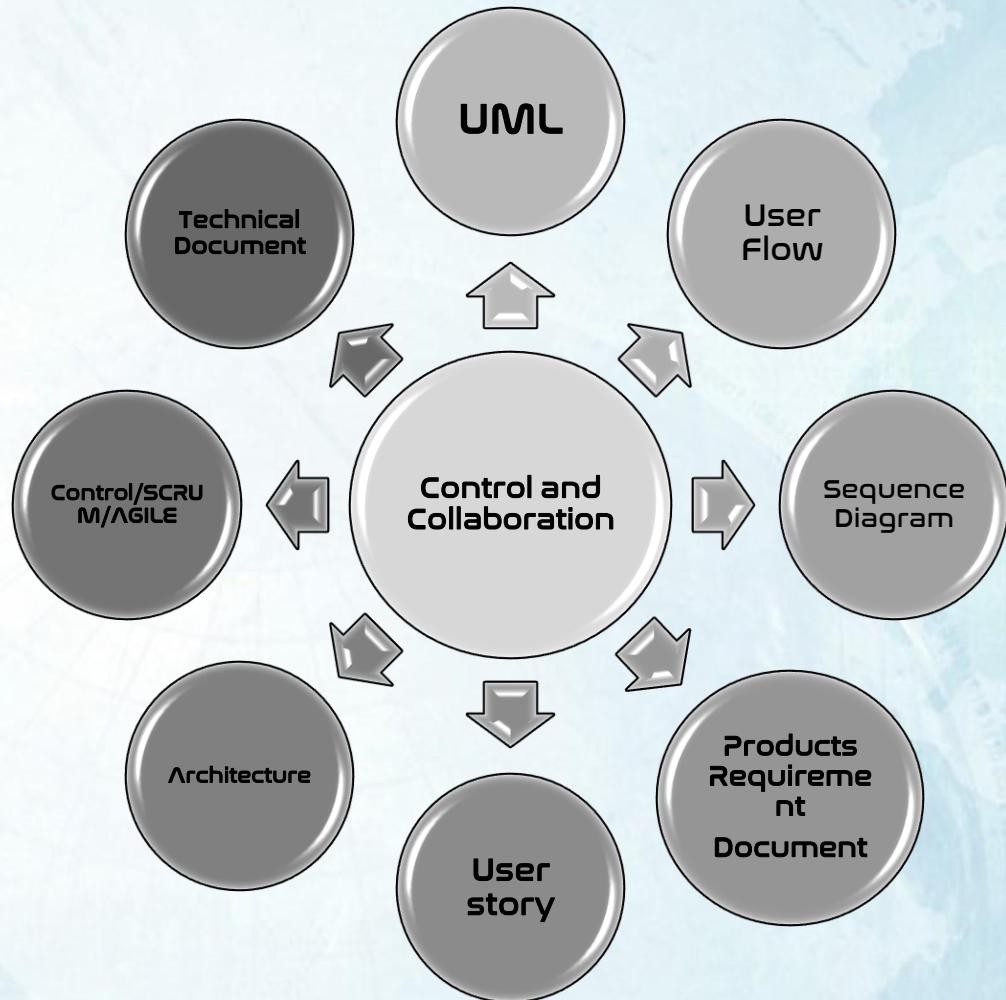
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Project Control and Collaboration

Before starting any web design project, it is important that we have the following documents clearly layout and control procedures in place, they are:

1. UML
2. User Flow
3. Sequence Diagram
4. Products Requirement
5. User story
6. Architecture
7. Control/SCRUM/Agile
8. Technical Document

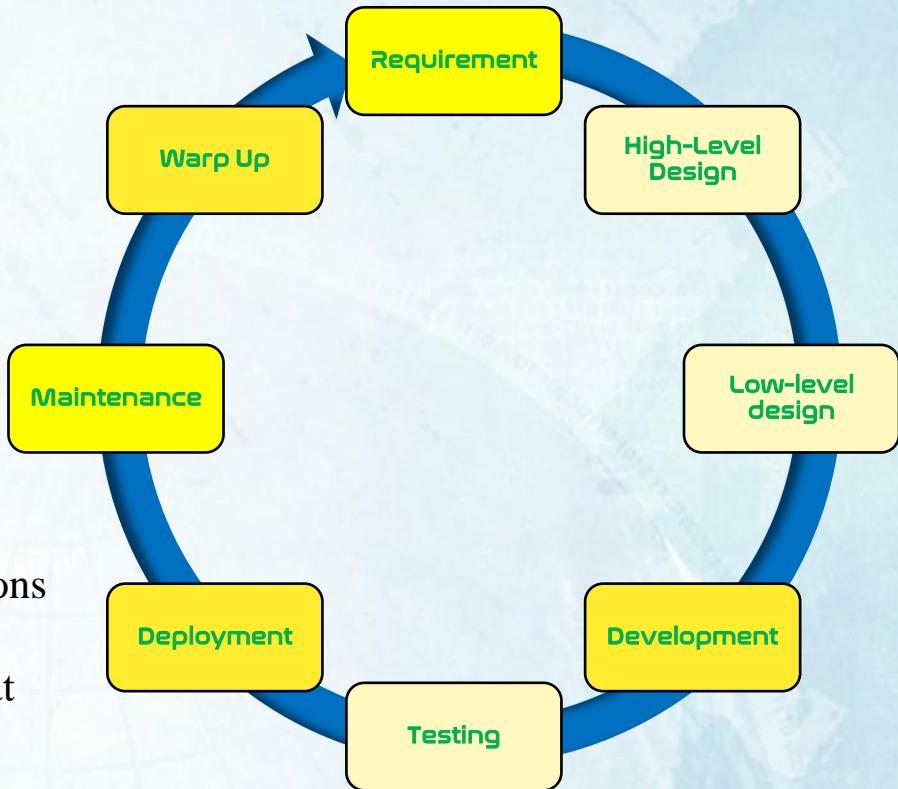


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Project Control and Collaboration

Every software project gone through the follow phrases; they are:

1. **Requirements Gathering**—Learn the customer's wants and needs.
2. **High-Level Design**—Describe the major pieces of the application and how they interact.
3. **Low-Level Design**—Provide more detail about how to build the pieces of the application so that the programmers can implement them.
4. **Development**—Write code to implement the application.
5. **Testing**—Use the application under different circumstances to try to detect any flaws or bugs.
6. **Deployment**—Roll out the application to the users.
7. **Maintenance**—Implement bug fixes, additions, enhancements, and future versions of the program.
8. **Wrap-up**—Evaluate the project's history to determine what went right and what went wrong so that you can repeat the good things and avoid the bad things in future projects.



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Project Control and Collaboration

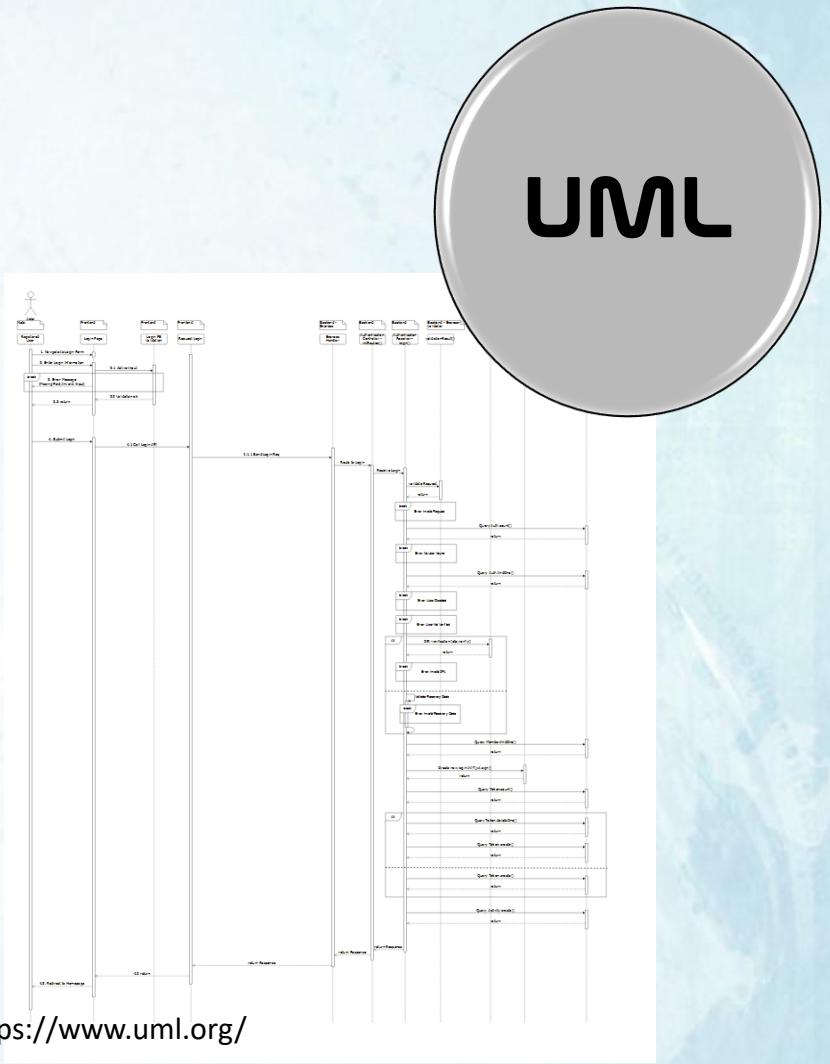
UML stands for Unified Modeling Language.

It is used for providing a standard way to visualize the design of a system (web platform).

UML offers a way to visualize a system's architectural blueprints in a diagram, including elements such as:

- any activities (jobs);
- individual components of the system;
 - and how they can interact with other software components;
- how the system will run;
- how entities interact with others (components and interfaces);
- external user interface.

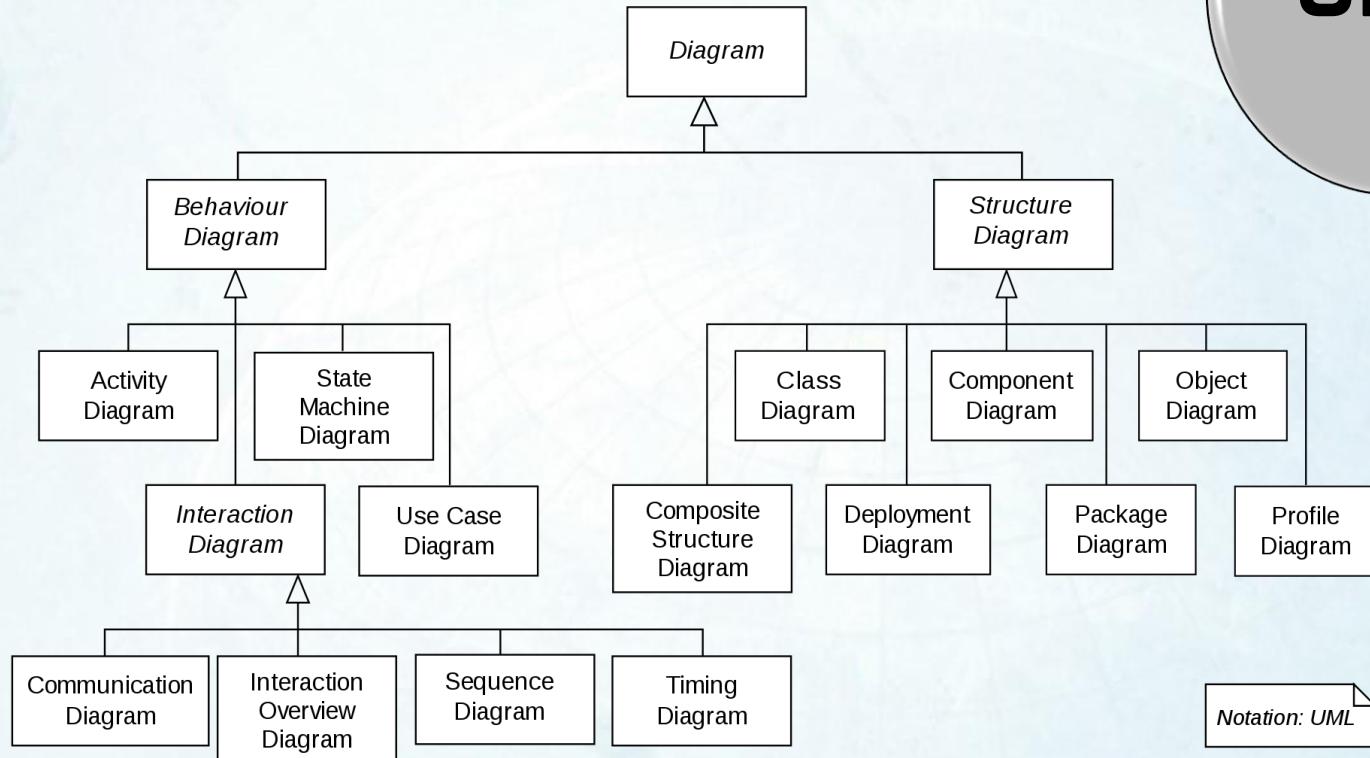
Although originally intended for object-oriented design documentation, UML has been extended to a larger set of design documentation), and been found useful in many contexts.



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There are many types of UML diagram, which can divide into two major categories, they are:

1. Structural—to represent structuring information
2. Behavioral—that represent general types of behavior, including a few that represent different aspects of interactions.



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UML exercise

Draw a UML for a Simplified ATM machine
 A case diagram for an ATM machine for
 withdrawing cash. Make the use case simple yet
 informative; only include the major features.

<https://www.youtube.com/watch?v=zid-MVo7M-E>

<https://staruml.io/download>

<https://cruise.umple.org/umpleonline/#genArea>

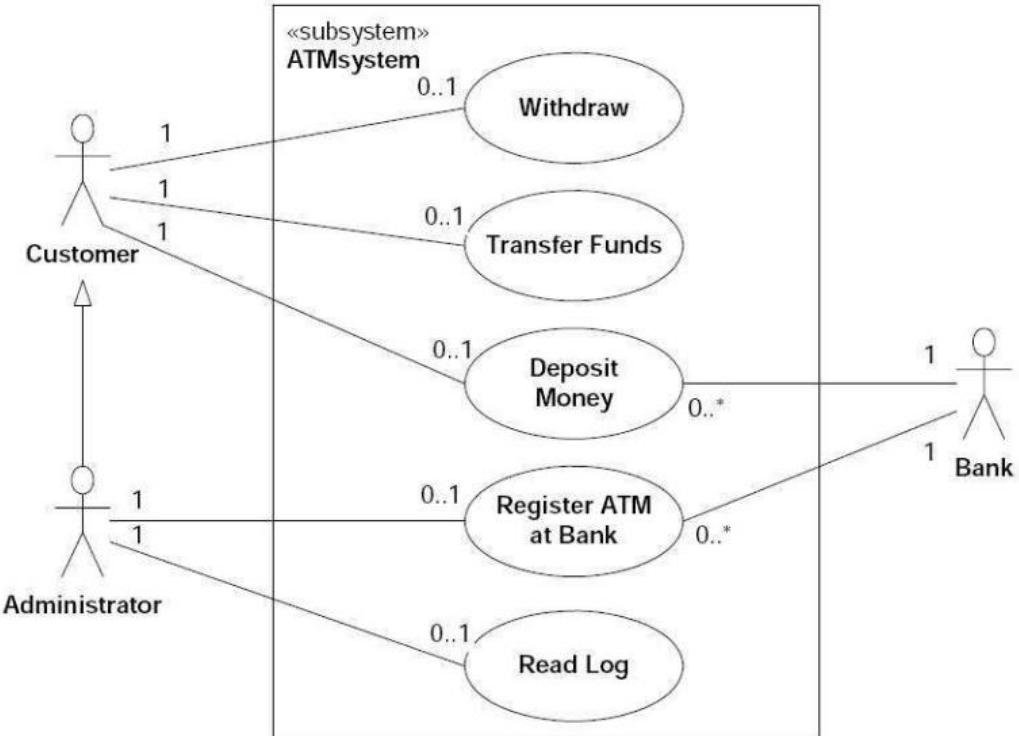


Figure 2.1: The simplified use case diagram of an ATM.

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Sequence Diagram is used to illustrate the use case in a visual format. It is a part of the UML process. To draw a sequence diagram user, need to familiar with unified modeling language (UML).

A sequence diagram is a type of interaction diagram because it describes how—and in what order—a group of objects works together. These diagrams are used by software developers and business professionals to understand requirements for a new system or to document an existing process. Sequence diagrams are sometimes known as event diagrams or event scenarios.

Cases that Sequence Diagram are used

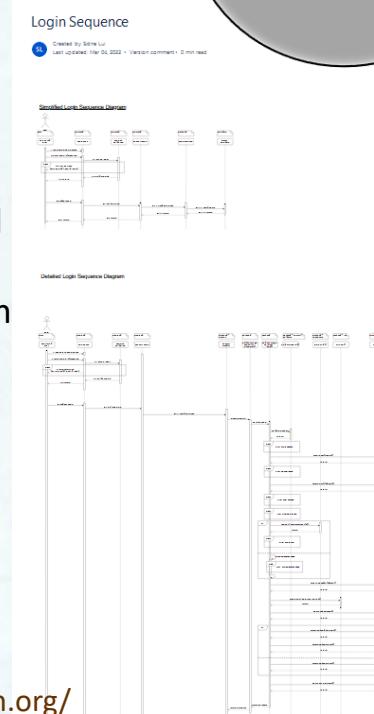
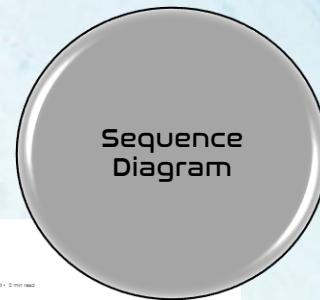
The following scenarios are ideal for using a sequence diagram:

1. Usage scenario: A usage scenario is a diagram of how your system could potentially be used. You need to make sure that you have worked through the logic of every usage scenario for the system.
2. Method logic: Just as you might use a UML sequence diagram to explore the logic of a use case, you can use it to explore the logic of any function, procedure, or complex process.
3. Service logic: If you consider a service to be a high-level method used by different clients, a sequence diagram is an ideal way to map that out.

Why sequence diagrams?

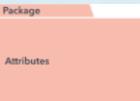
Why not just code it?

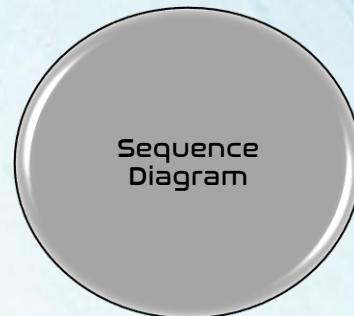
- a good sequence diagram is still a bit above the level of the real code (not all code is drawn on diagram)
 - sequence diagrams are language-agnostic (can be implemented in many different languages)
 - non-coders can do sequence diagrams
 - easier to do sequence diagrams as a team
 - can see many objects/classes at a time on the same page (visual bandwidth)
- <https://sequencediagram.org/>
https://www.lucidchart.com/pages/examples/uml_diagram_tool
<https://courses.cs.washington.edu/courses/cse403/14sp/lectures/lecture09-uml2.pdf>



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Basic symbols and components

Symbol	Name	Description
	Object symbol	Represents a class or object in UML. The object symbol demonstrates how an object will behave in the context of the system. Class attributes should not be listed in this shape.
	Activation box	Represents the time needed for an object to complete a task. The longer the task will take, the longer the activation box becomes.
	Actor symbol	Shows entities that interact with or are external to the system.
	Package symbol	Used in UML 2.0 notation to contain interactive elements of the diagram. Also known as a frame, this rectangular shape has a small inner rectangle for labeling the diagram.



<https://www.youtube.com/watch?v=gzKe7yt8qEo>

<https://sequencediagram.org/>

https://www.lucidchart.com/pages/examples/uml_diagram_tool



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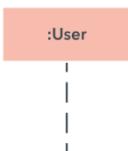
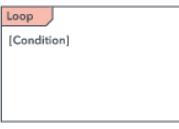


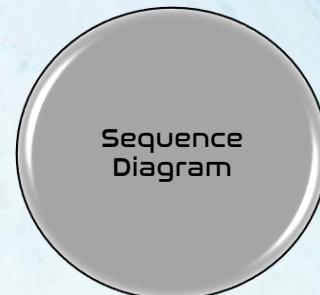
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Basic symbols and components

Symbol	Name	Description
	Lifeline symbol	Represents the passage of time as it extends downward. This dashed vertical line shows the sequential events that occur to an object during the charted process. Lifelines may begin with a labeled rectangle shape or an actor symbol
	Option Loop symbol	Used to model if/then scenarios, i.e., a circumstance that will only occur under certain conditions.
	Alternative symbol	Symbolizes a choice (that is usually mutually exclusive) between two or more message sequences. To represent alternatives, use the labeled rectangle shape with a dashed line inside.



<https://sequencediagram.org/>

https://www.lucidchart.com/pages/examples/uml_diagram_tool



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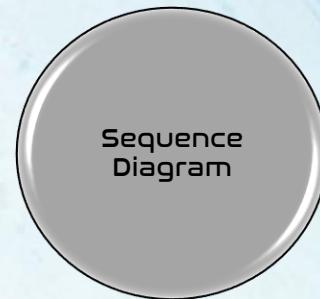
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Common message symbols

Symbol	Name	Description
→	Synchronous message symbol	Represented by a solid line with a solid arrowhead. This symbol is used when a sender must wait for a response to a message before it continues. The diagram should show both the call and the reply.
→	Asynchronous message symbol	Represented by a solid line with a lined arrowhead. Asynchronous messages don't require a response before the sender continues. Only the call should be included in the diagram.
←— —	Asynchronous return message Symbol	Represented by a dashed line with a lined arrowhead.
- - - →	Asynchronous create message symbol	Represented by a dashed line with a lined arrowhead. This message creates a new object.
←— — —	Reply message Symbol	Represented by a dashed line with a lined arrowhead, these messages are replies to calls.
X	Delete message symbol	Represented by a solid line with a solid arrowhead, followed by an X. This message destroys an object.



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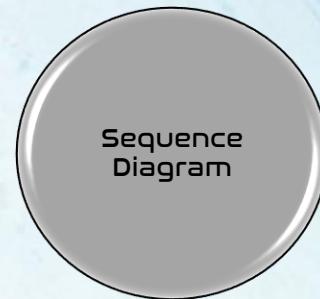
Facebook Web User Authentication *UML Sequence Diagram Example*

An example of UML sequence diagram which shows how Facebook (FB) user could be authenticated in a web application to allow access to his/her FB resources. Facebook uses OAuth 2.0 protocol framework which enables web application (called "client"), which is usually not the FB resource owner but is acting on the FB user's behalf, to request access to resources controlled by the FB user and hosted by the FB server. Instead of using the FB user credentials to access protected resources, the web application obtains an access token.

Web application should be registered by Facebook to have an application ID (client_id) and secret (client_secret). When request to some protected Facebook resources is received, web browser ("user agent") is redirected to Facebook's authorization server with application ID and the URL the user should be redirected back to after the authorization process.

User receives back Request for Permission form. If the user authorizes the application to get his/her data, Facebook authorization server redirects back to the URI that was specified before together with authorization code ("verification string"). The authorization code can be exchanged by web application for an OAuth access token.

<https://auth0.com/>



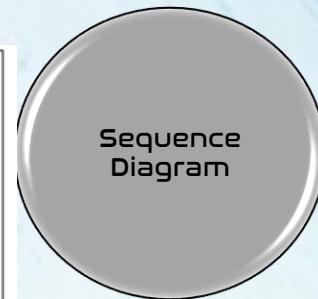
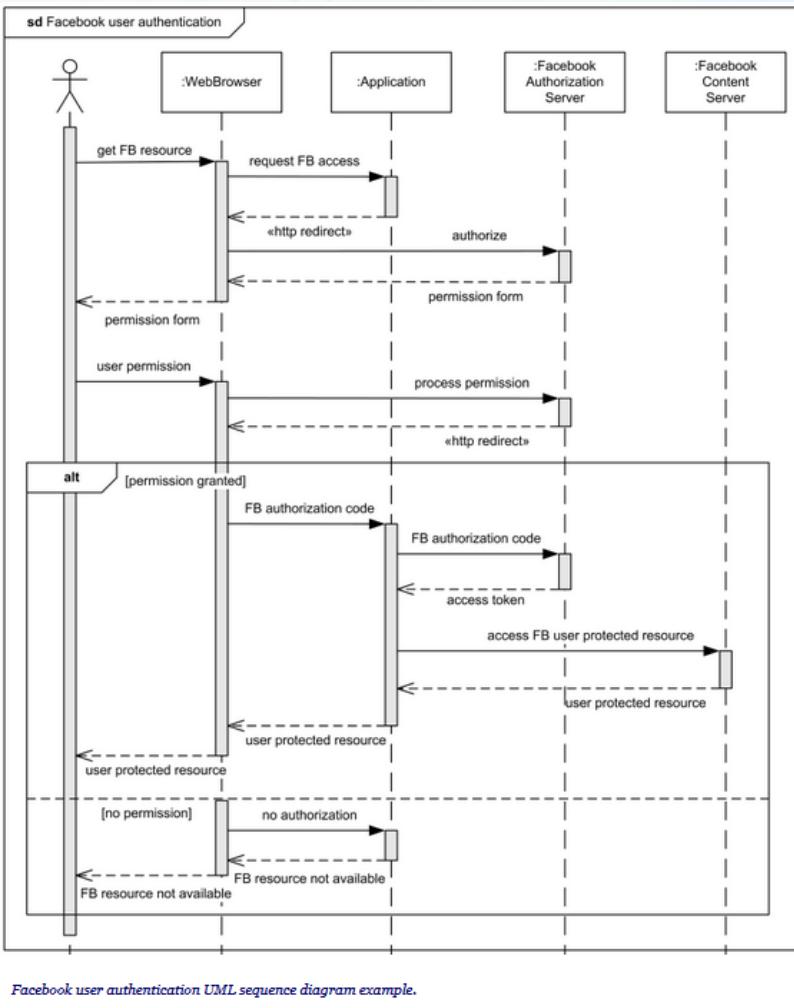
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Facebook Web User Authentication UML Sequence Diagram Example

If web application obtains the access token for a FB user, it can perform authorized requests on behalf of that FB user by including the access token in the Facebook Graph API requests. If the user did not authorize web application, Facebook issues redirect request to the URI specified before, and adds the error_reason parameter to notify the web application that authorization request was denied.

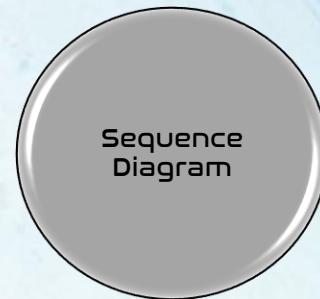


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Sequence Diagram exercise

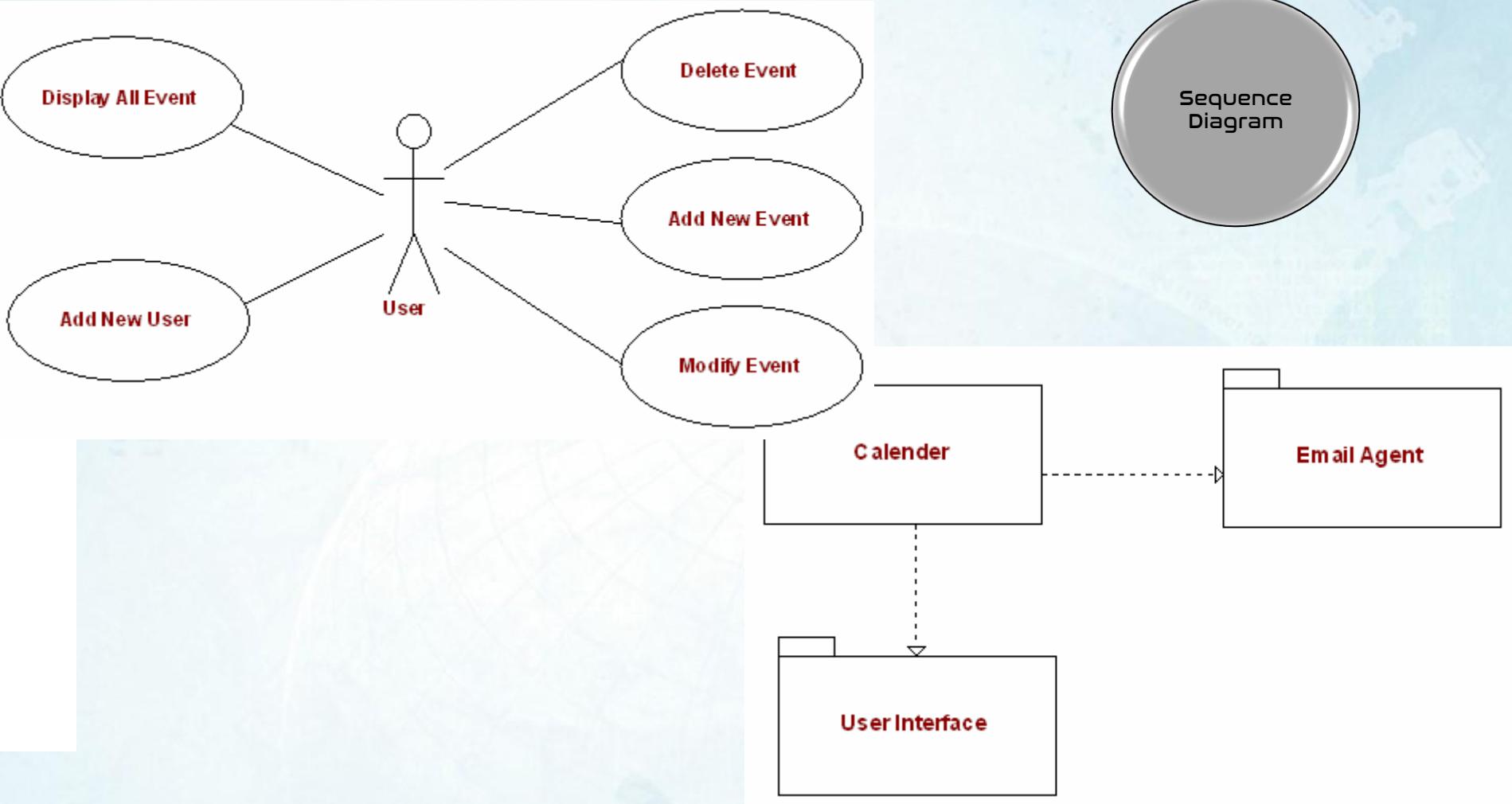
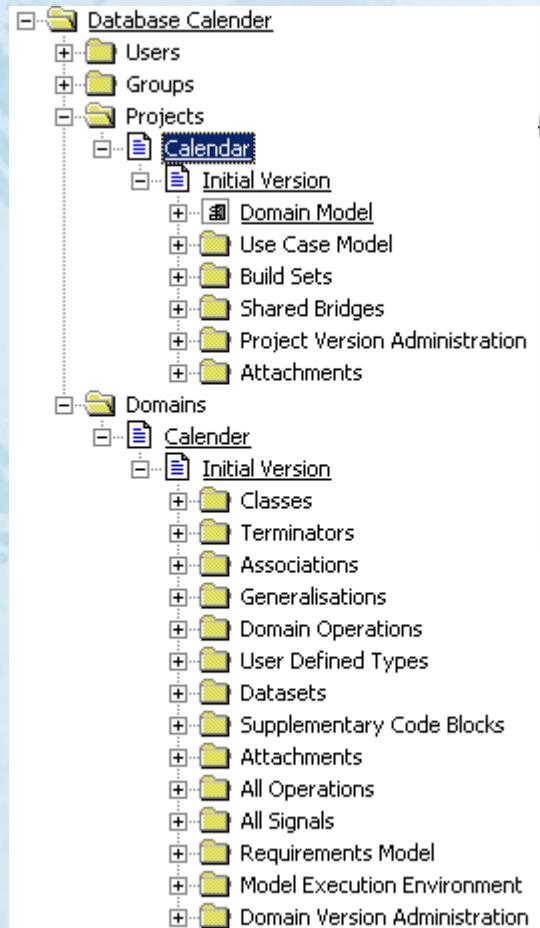
Scheduler app use case, Add Calendar Appointment

The scenario begins when the user chooses to add a new appointment in the UI. The UI notices which part of the calendar is active and pops up an Add Appointment window for that date and time.



The user enters information about the appointment's name, location, start and end times. The UI will prevent the user from entering an appointment that has invalid information, such as an empty name or negative duration. The calendar records the new appointment in the user's list of appointments. Any reminder selected by the user is added to the list of reminders.

If the user already has an appointment at that time, the user is shown a message and asked to choose an available time or replace the appointment. If the user enters an appointment with the same name and duration as an existing meeting, the calendar asks the user whether he/she intended to join that meeting instead. If so, the user is added to that meeting's list of participants.



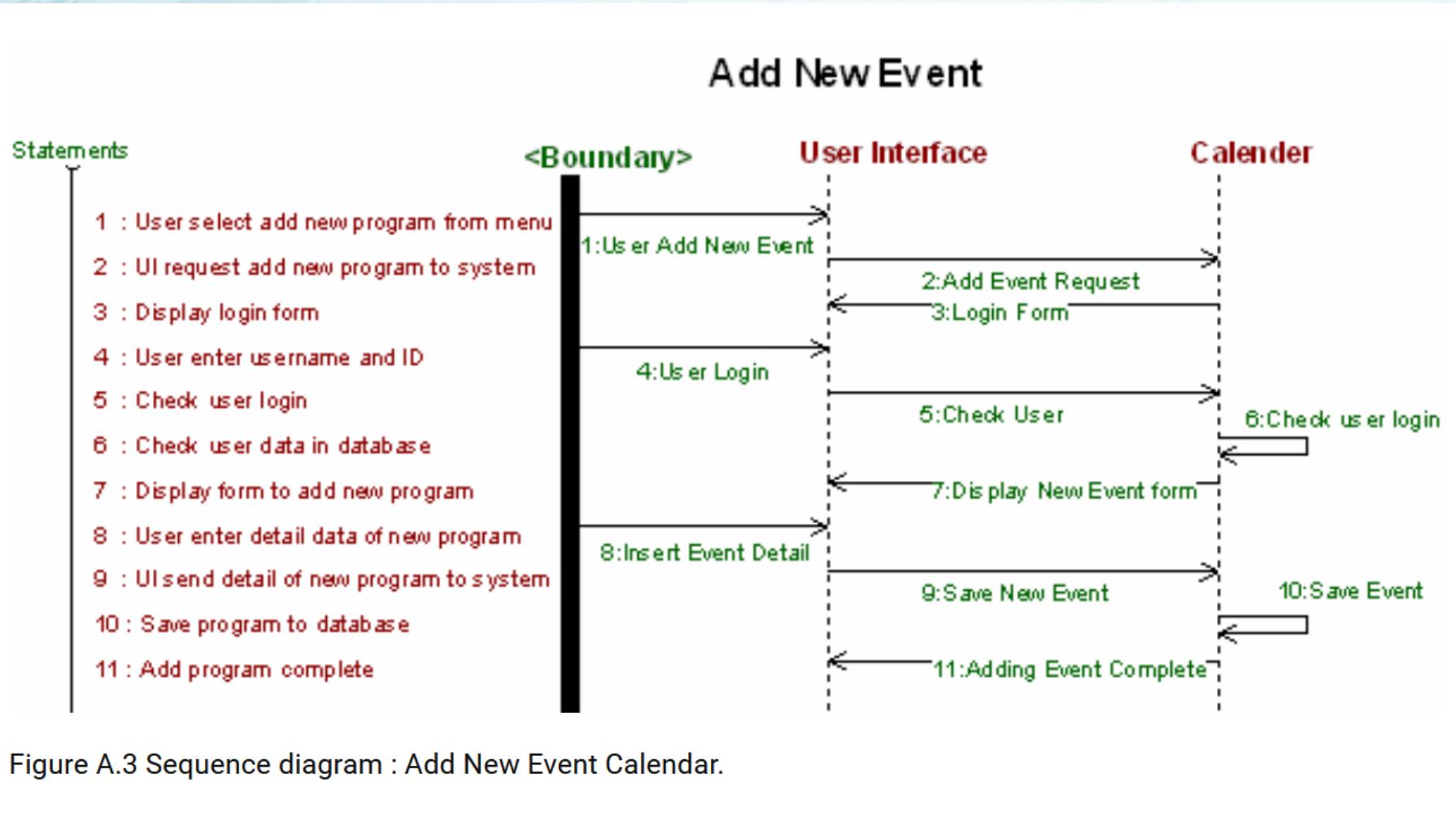
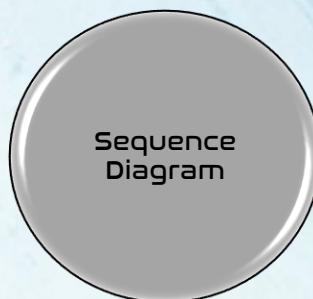


Figure A.3 Sequence diagram : Add New Event Calendar.

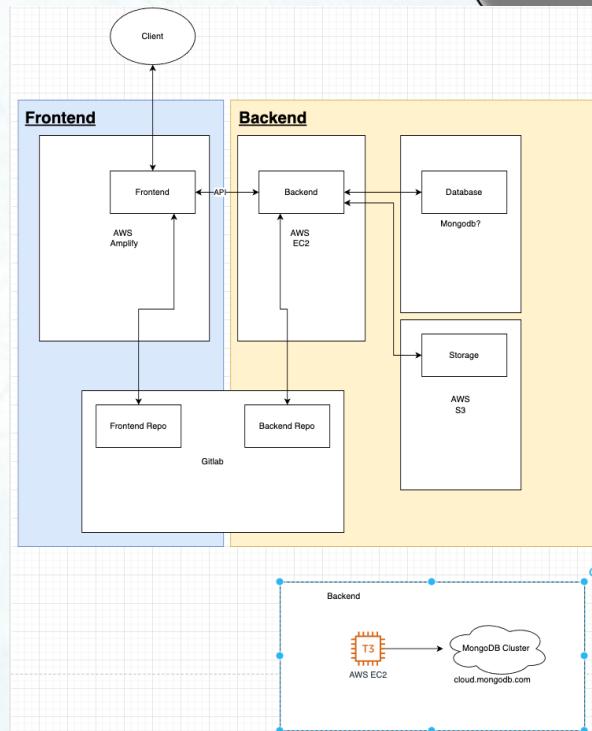
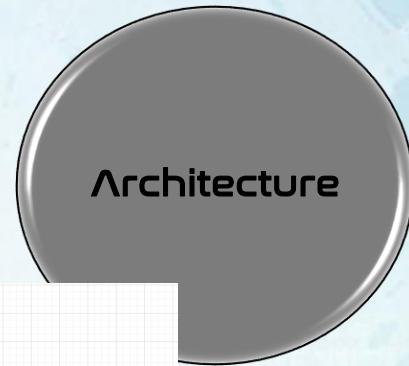
Project Control and Collaboration

Platform architecture is a system describes its major components, their relationships, and how they interact with each other. It's the decisions that you want to get right early in the project.

It essentially serves as a blueprint. It provides an abstraction to manage the system complexity and establish communication and coordination among components.

Here are some key points:

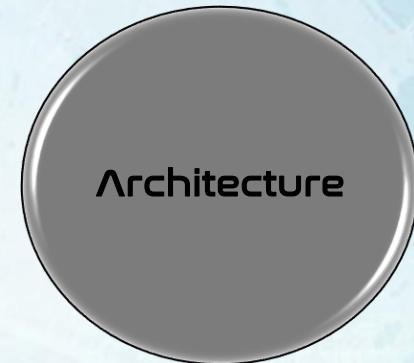
1. The architecture helps define a solution to meet all the technical and operational requirements, with the common goal of optimizing for performance and security
2. Designing the architecture involves the intersection of the organization's needs as well as the needs of the development team. Each decision can have a considerable impact on quality, maintainability, performance, etc.



Project Control and Collaboration

Architecture plays a vital role in setting up the foundation of any app. Define and understand the concept, characteristics, and behavior of an architecture to meet any business needs and goals. It is important to understand the characteristic of a web application architecture, its layers, components, models, types, and best practices.

An efficient, quality-induced web architecture has become the de-facto of a good product and is indeed instrumental for data and information flow to achieve desired business goals. It acts as a blueprint for data and information flow that can solve business problems effectively.



An architecture with well-thought features and intuitive interface ensures seamless user experience. It also reduces the chances of the application from crashing to avoid downtime.

You should know what is a good architecture? Is the architecture future-proof? Can it scale and obtain market sustenance? Know how do you identify which components and functionalities are significant to be added in a web app?



Project Control and Collaboration

A user story is an informal, general explanation of a software feature written from the perspective of the end user or customer. The purpose of a user story is to articulate how a piece of work will deliver a particular value back to the customer.

A user story is the smallest unit of work in an agile framework. It's an end goal, not a feature, expressed from the software user's perspective.

User stories are a few sentences in simple language that outline the desired outcome. They don't go into detail. Requirements are added later, once agreed upon by the team.



- KEP User Stories
 - Login
 - Inbox
 - Create New Chat
 - Inbox Function
 - Users and Groups
 - Course - Feeds
 - Dashboard (New)
 - Dashboard Manage (New)
 - Course - Class List
 - Course - Grades
 - Course - Lectures
 - Course - Assignment (New)
 - Files & Documents

Project Control and Collaboration

An example for the User Stories are as follows:

★ Requirements		User Story	
Requirement	User Story	Requirement	User Story
Login to KEP	User want to login with correct password Able to login with both username and email Able to check and show 'invalid password/ username' if the password/ username is correct Able to reset password Forgot password: Need to enter email; a mail will be sent to that email. User can click the hyperlink in the email. Then redirect them to change Password Two factor authentication available and usable Able to logout Able to select different languages (i.e., English and Chinese) on the use of the platform NEW Able to select different theme (i.e. Dark/ White)	Inbox	Able to add contact Able to search contact by username, role, and user tags Will need to be approved by the new friend first before starting communications In this page, users can view list of all people, Friends, Friend request, Friends invited, and blocked user Able to view all users in "All people", and send friend requests Able to view users that became friends in "Friends", and be able to block the friends when needed Receive and accept or reject friend requests in "Friend Request" Able to view and cancel friends invitation sent to friends in "Friends invited" Able to view and unblock other blocked users in "Blocked" People can have grid view/ list view Able to view user profile in all locations where users are shown



- ▼ KEP User Stories
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Project Control and Collaboration

Every web design project needed good technical document to define what the technical aspect of the project require.

There are four distinct kinds of documentation - with four distinct functions. The four kinds of documentation are:

1. learning-oriented tutorials
2. Goal-oriented how-to guides
3. Understanding-oriented discussions
4. Information-oriented reference material

Structuring documentation according to its four distinct functions helps ensure that each of them is adequately served. It also makes it far easier to write and maintain.

<https://creately.com/blog/diagrams/user-flow-diagram/>



Krystal Education Guidelines	
Contents:	
A. Database design	H. Models Visualization
a.1 Model Setup	h.1 Inbox Module
a.2 Current Collection Structure	h.2 Dashboard Module
a.3 Live Servers Databases	h.3 Course Module
a.4 The .env File	h.4 Lecture Module
a.5 Collections	h.5 Society & Community Module
B. System Architecture	h.6 My Task Module
b.1 Technologies Used	h.7 Assignment Module
b.2 Domain Management	h.8 Classlist Module
b.3 Deployment	h.9 Feed Module
b.4 Modules Hierarchy	h.10 File and Documents Module
C. Design Decision	h.11 Notifications
D. Function Requirement	h.12 Settings
d.1 Module and Definitions	h.13 Standalone Collections
E. Frontend Readme	h.14 Authentication Module
e.1 Component Setups & Foldering	I. API Integration
e.2 Existing Layouts	I.1 functions mapping
e.3 Data Fetching	
e.4 State Management	
F. Backend Readme	
f.1 Resource Setup and Foldering	
f.2 Middlewares	
f.3 Deployment	
f.4 Versioning	
f.5 AWS Lambda Function	
G. System Setup Guideline	
g.1 Installation Guide	



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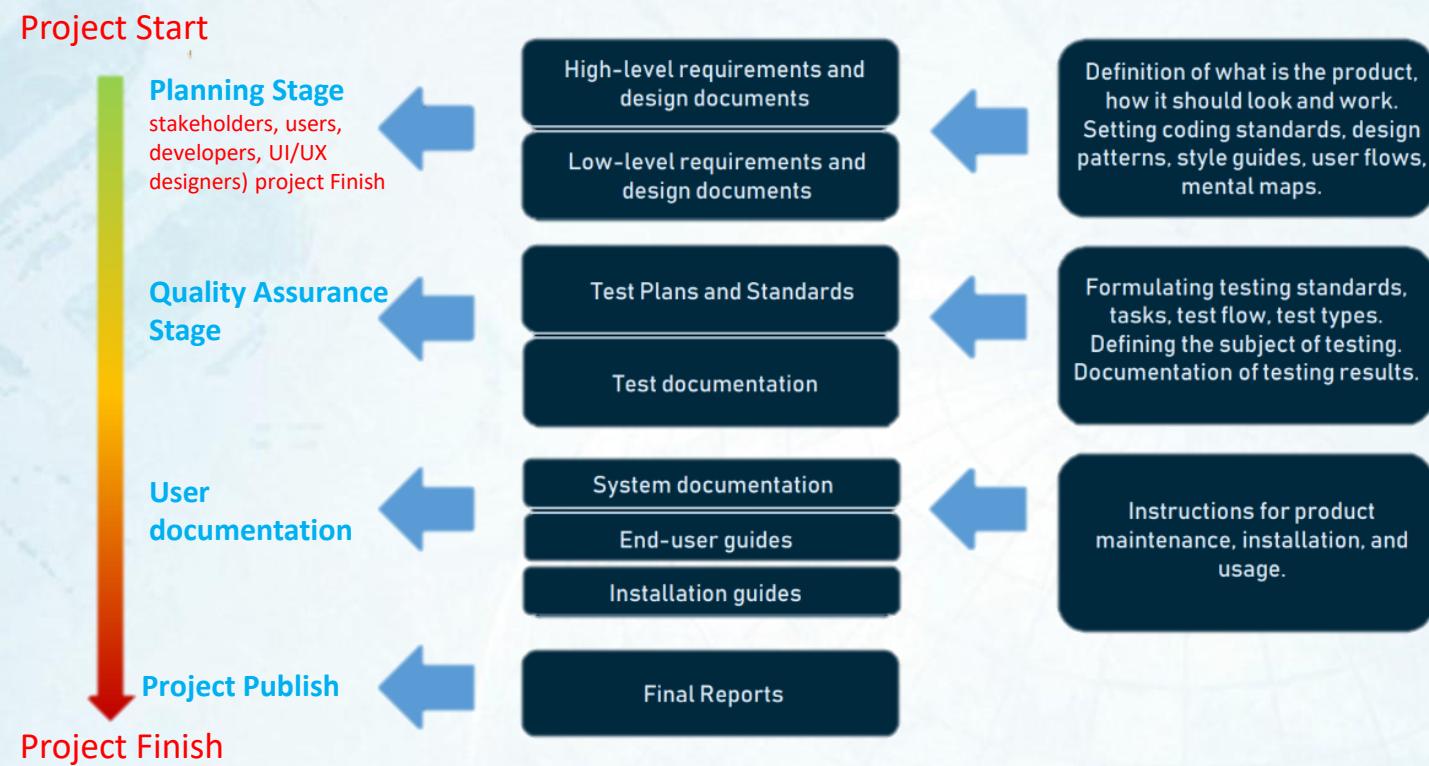


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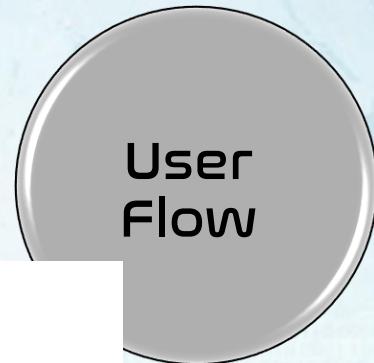
Technical Document flow diagram.



<https://creately.com/blog/diagrams/user-flow-diagram/>

Project Control and Collaboration

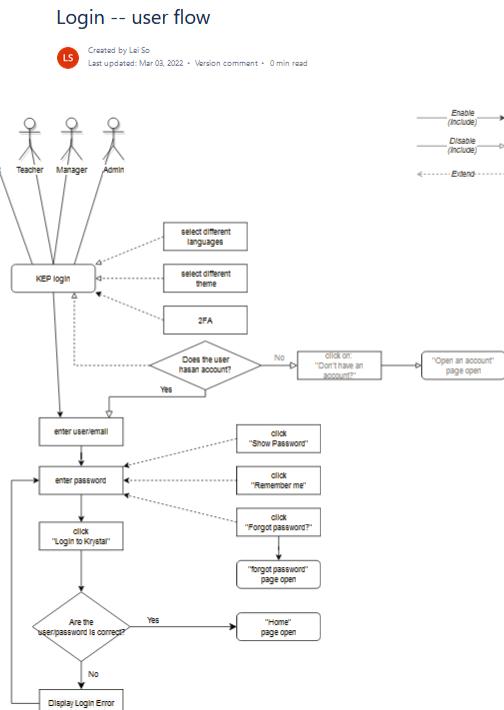
User flow diagrams are indispensable in mastering user experience. They allow you to understand how users interact with your app or website, the steps they take to complete a task or achieve a goal on your website. This will help you create a superior user experience for the user and meet their needs more efficiently.



The following steps will help you to construct your user flow, they are:

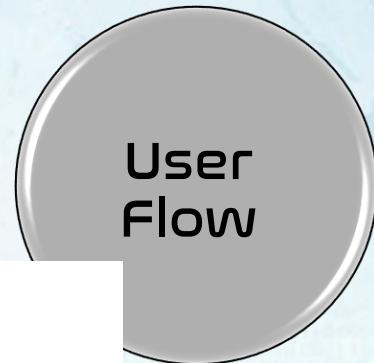
1. Understand Customer Journey
2. Define Your Goals and Your User's Goals
3. Find out Where Your Users are Coming From
4. Identify the Information the Visitor Needs
5. Visualize Your User Flows
6. Prototype Your Flow
7. Review, Refine and Test

<https://creately.com/blog/diagrams/user-flow-diagram/>



Project Control and Collaboration

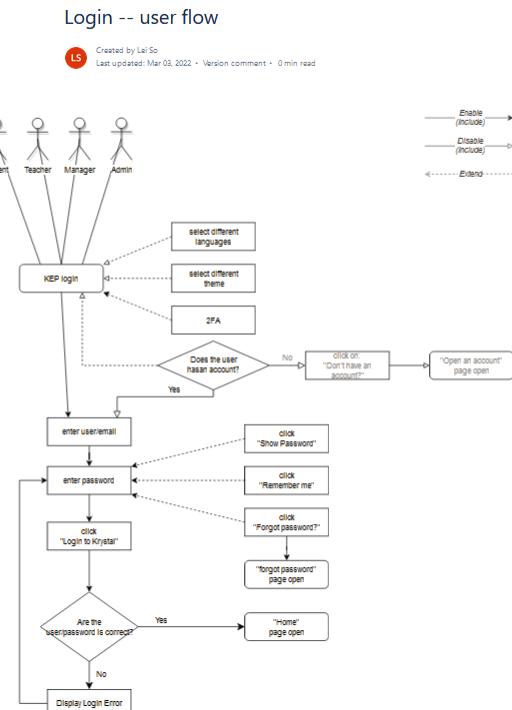
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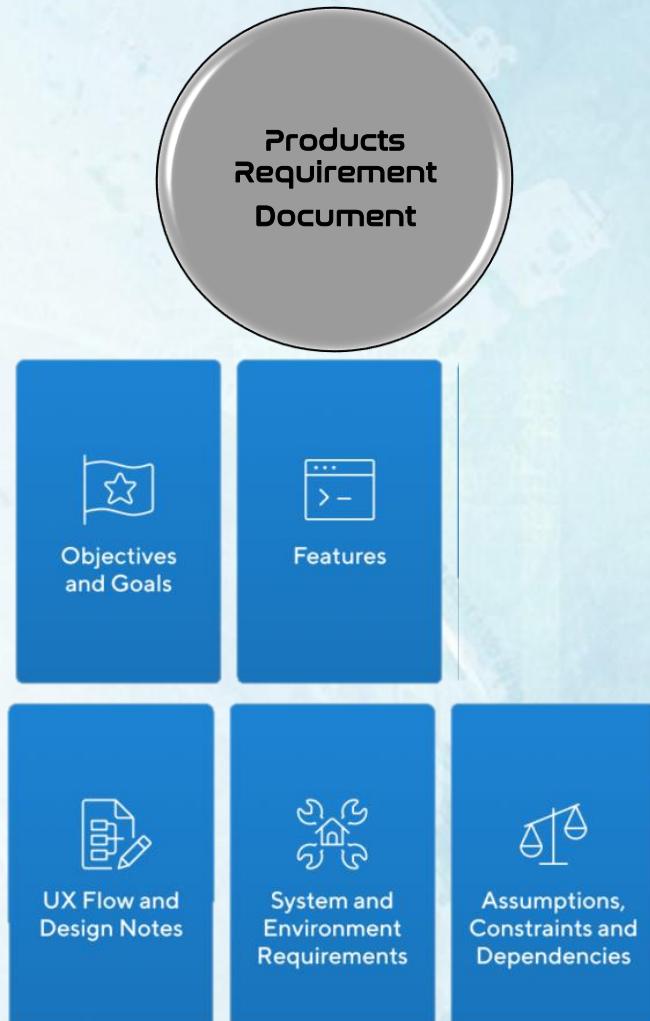
<https://creately.com/blog/diagrams/user-flow-diagram/>



Project Control and Collaboration

The following is a basic outline of what should be included in a PRD. There are no hard-and-fast rules for this, but these items are typically present:

1. Objective/Goal: Explain why are you building this and what do you hope to accomplish.
2. Features: For each feature, you should include a description, goal and use case at a minimum. Additional details may be helpful or necessary depending on the complexity of the feature, such as out-of-scope items.
3. UX Flow & Design Notes: Most organizations complete the UX design of features after the PRD has been reviewed and accepted. However, there may be some general guidance required at this stage to ensure the release objectives are met. This is not the place for pixel-perfect mockups or wireframes that map out every possible scenario; instead, it can be used to describe the overall user workflow.
4. System & Environment Requirements: Which end-user environments will be supported (such as browsers, operating systems, memory, and processing power, etc.).
5. Assumptions, Constraints & Dependencies: List out what is expected of users, any limits for the implementation to be aware of and any outside elements required for the final solution to be functional.

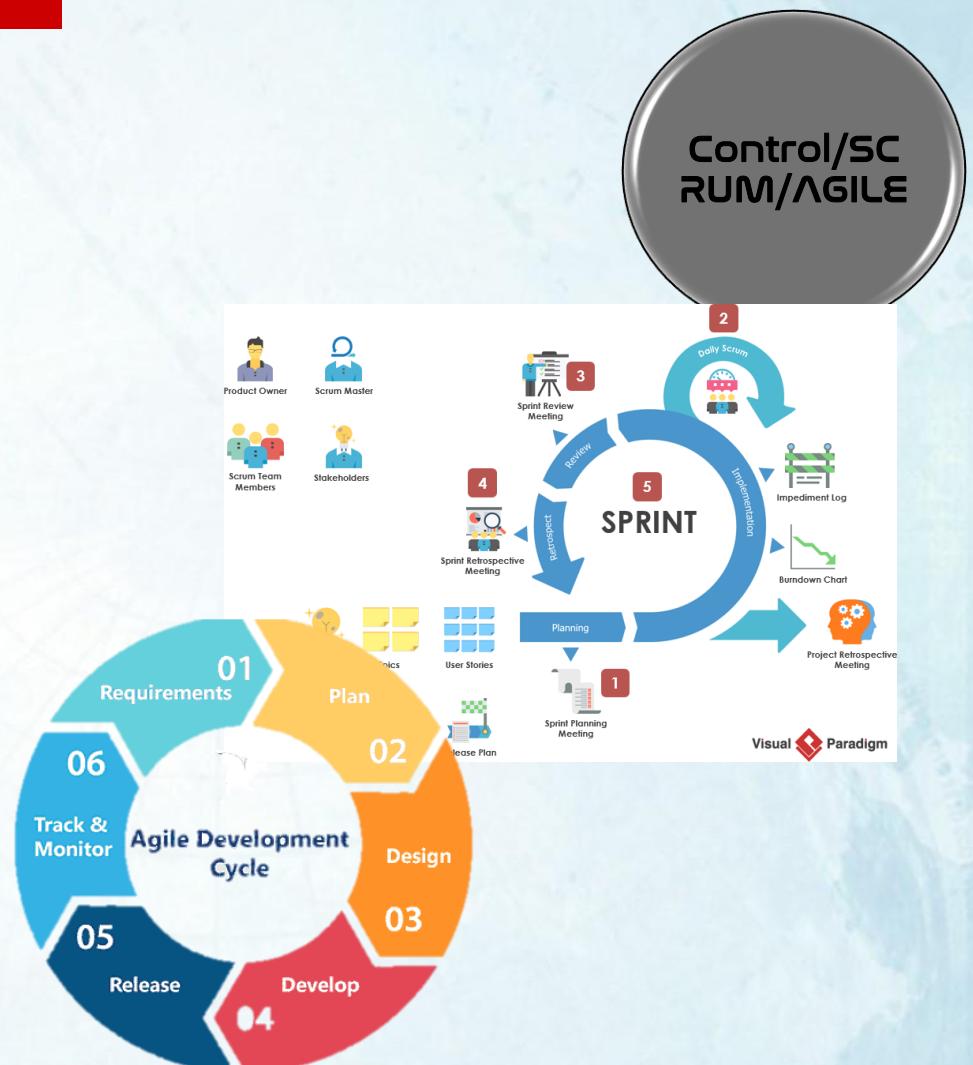


Project Control and Collaboration

When you start a project, it is important to see it through. To ensure the progress of the production, project control and monitor tools are needed. For web design we choose to use Agile/SCRUM methods to control, monitor and track progress.

Each of these method always have following characters in the programs, they are:

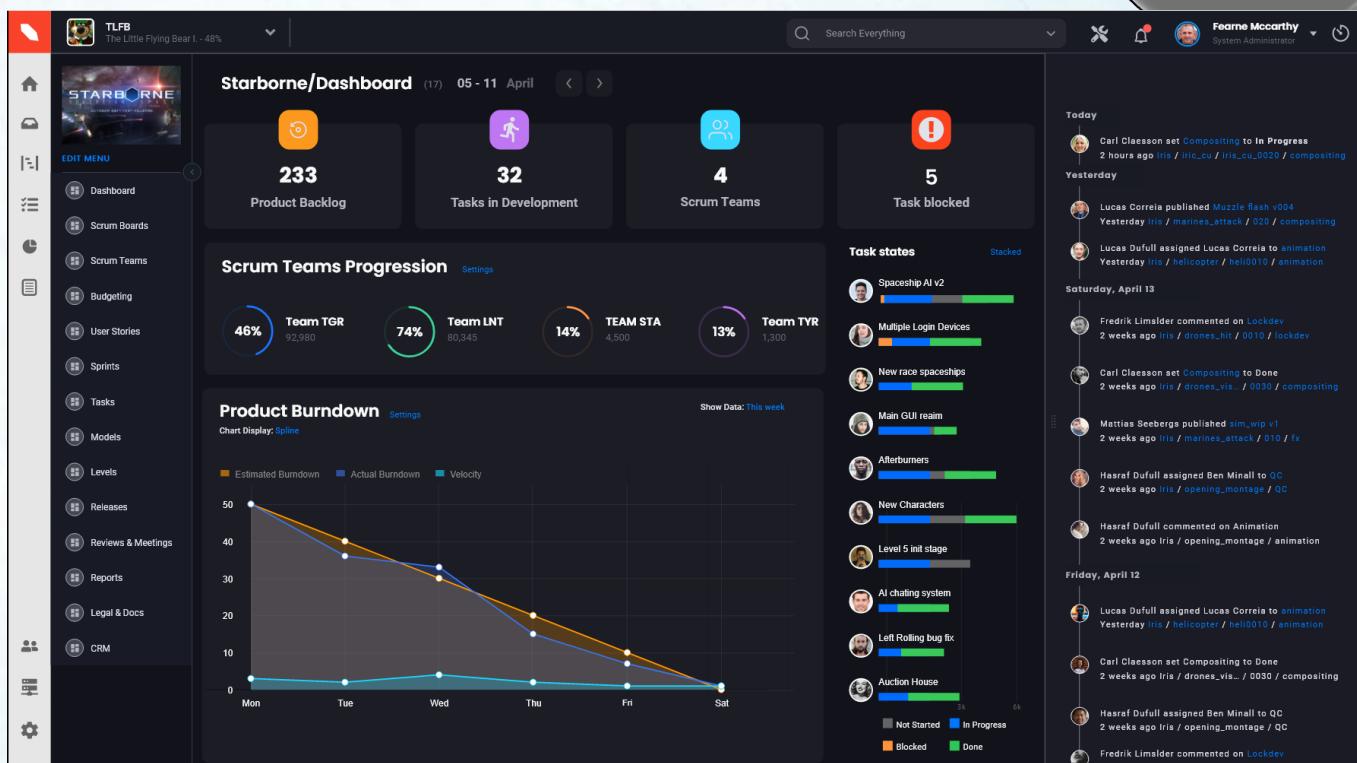
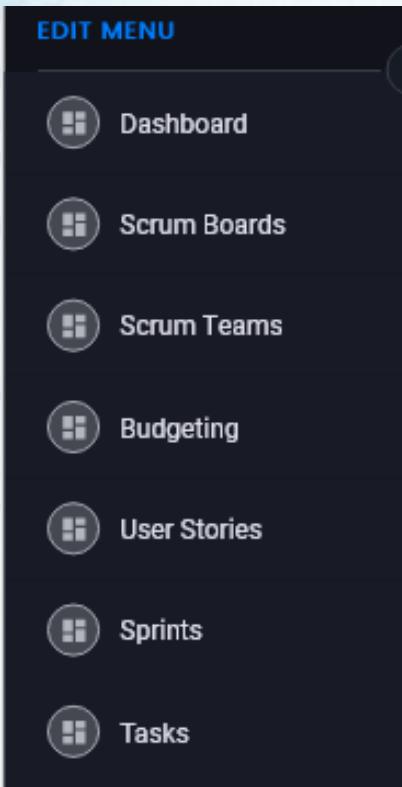
1. Product owners—who own or origin of the project.
2. Conductor-SCRUM Master—the project conductor.
3. Team members—programmers, designers, technicians that Worked on the projects.
4. Stakeholders—the users, the customers, anyone for a stake in the final products,



Project Control and Collaboration

Krystal Professional Platform have both the traditional Waterfall and Agile project management and tracking system. Here is a brief introduction of the Krystal Agile platform.

These are the basic elements in every Agile/SCRUM program

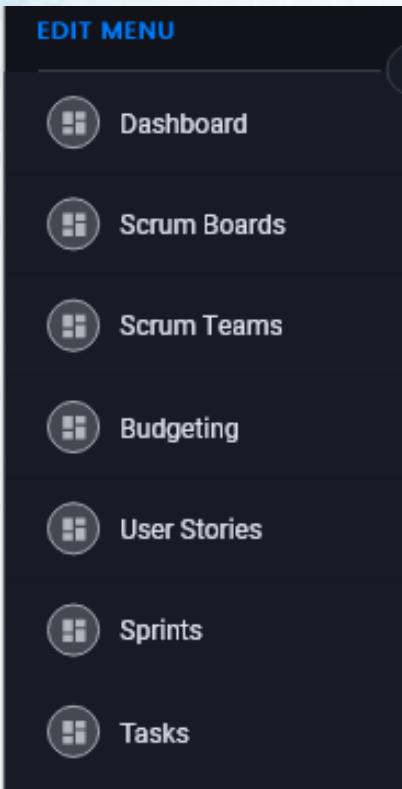
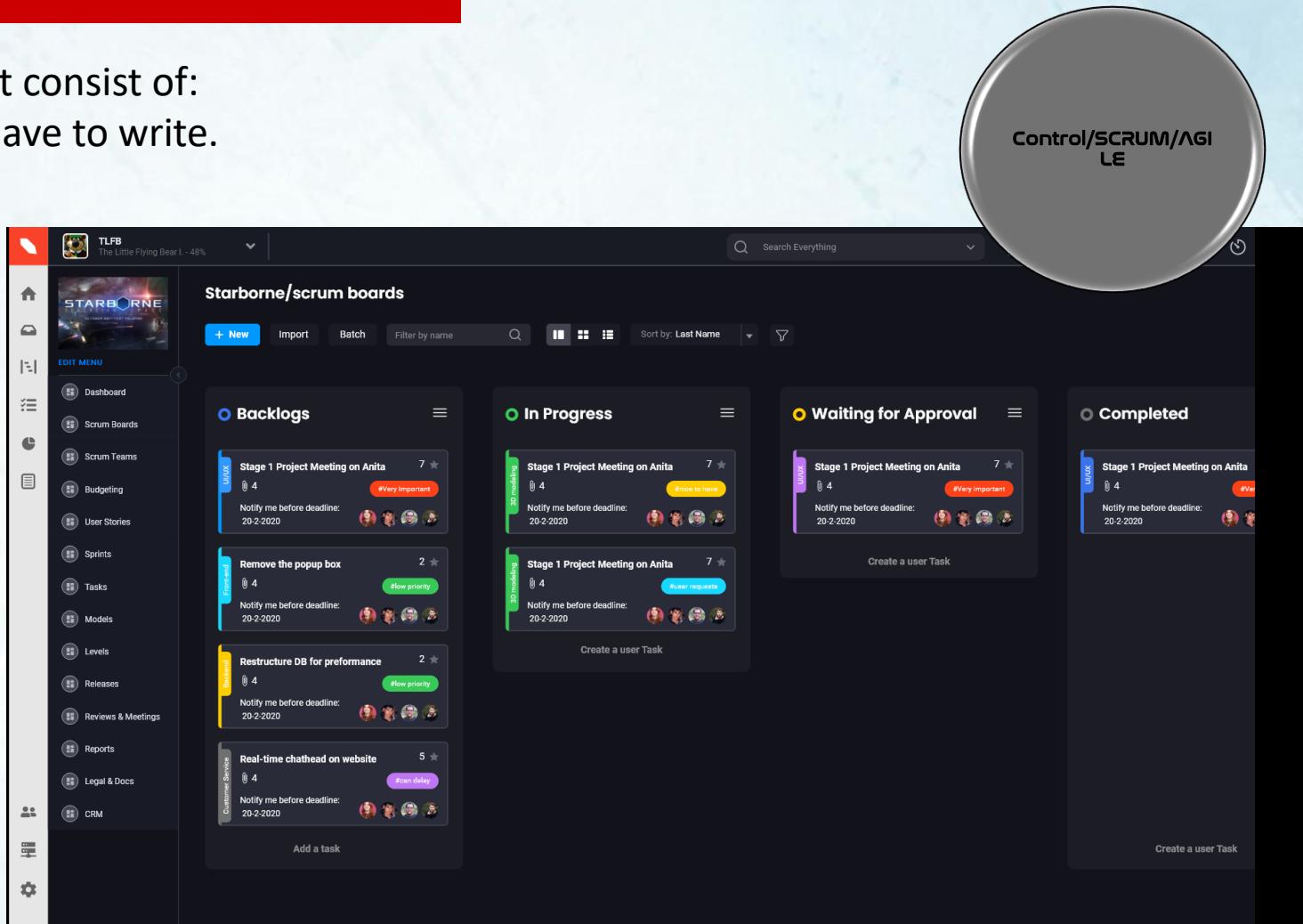


Control/SC
RUM/AGILE

Project Control and Collaboration

This is the example of a Scrum Boards, that consist of:

1. Backlogs—tasks or programs that you have to write.
2. In progress—
tasks or program is
in progress.
3. Waiting for
Approval—
tasks or
programs that
is finished for
waiting for
Approval.
4. Completed—
when approval
is granted then
the tasks were
completed.

The screenshot shows the Starborne/Scrum boards interface with the following details:

- Backlogs:**
 - Stage 1 Project Meeting on Anita (7 stars)
 - Remove the popup box (2 stars)
 - Restructure DB for performance (2 stars)
 - Real-time chathead on website (5 stars)
- In Progress:**
 - Stage 1 Project Meeting on Anita (7 stars)
 - Stage 1 Project Meeting on Anita (7 stars)
- Waiting for Approval:**
 - Stage 1 Project Meeting on Anita (7 stars)
 - Stage 1 Project Meeting on Anita (7 stars)
- Completed:**
 - Stage 1 Project Meeting on Anita (7 stars)
 - Stage 1 Project Meeting on Anita (7 stars)

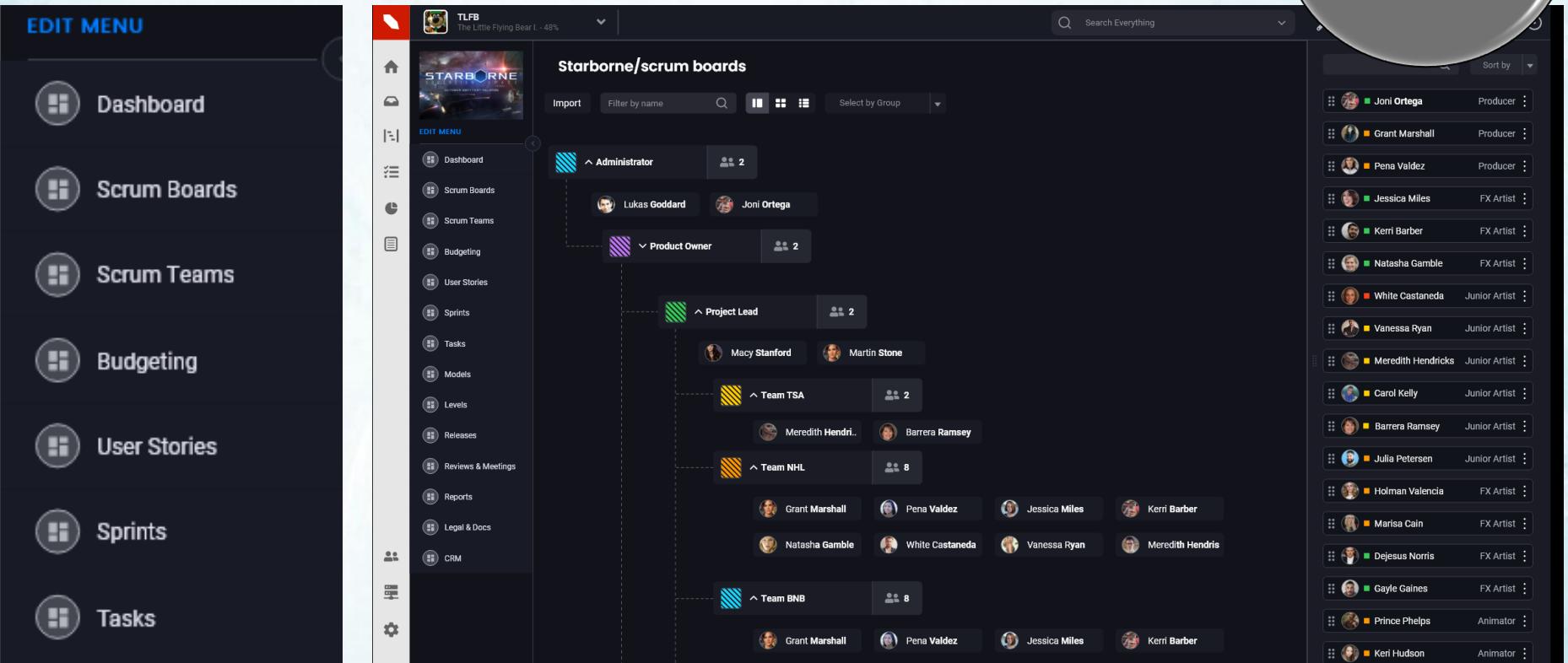
Each task card includes a priority level (Very Important, High Priority, Low Priority), a deadline (20-2-2020), and a list of assignees.

Control/SCRUM/AGILE

Project Control and Collaboration

These are the people that worked on your SCRUM projects. From this page you can see who is available to work on new project, and who is not. Furthermore, you can see who working on what parts of the project now.

Control/
SCRUM/AGILE



The screenshot displays a project management application interface. On the left, a sidebar menu titled "EDIT MENU" lists various project management functions: Dashboard, Scrum Boards, Scrum Teams, Budgeting, User Stories, Sprints, and Tasks. The main workspace shows a hierarchical organization of teams under a project named "Starborne/scrum boards". The hierarchy includes an "Administrator" role with two members (Lukas Goddard, Joni Ortega), a "Product Owner" role with two members (Macy Stanford, Martin Stone), and four distinct teams: "Team TSA" (Meredith Hendri., Barrera Ramsey), "Team NHL" (Grant Marshall, Pena Valdez, Jessica Miles, Kerri Barber, Natasha Gamble, White Castaneda, Vanessa Ryan, Meredith Hendris), "Team BNB" (Grant Marshall, Pena Valdez, Jessica Miles, Kerri Barber), and another unnamed team with three members. A large list of team members is visible on the right, categorized by role: Producers (Joni Ortega, Grant Marshall, Pena Valdez, Jessica Miles, Kerri Barber, Natasha Gamble, White Castaneda, Vanessa Ryan, Meredith Hendris), Junior Artists (Vanessa Ryan, Carol Kelly, Barrera Ramsey, Julia Petersen, Holman Valencia, Marisa Cain, Dejesus Norris, Prince Phelps, Keri Hudson), FX Artists (Jessica Miles, Kerri Barber, Natasha Gamble, White Castaneda, Vanessa Ryan, Meredith Hendris), and Animators (Holman Valencia, Carol Kelly, Barrera Ramsey, Julia Petersen, Dejesus Norris, Prince Phelps, Keri Hudson).



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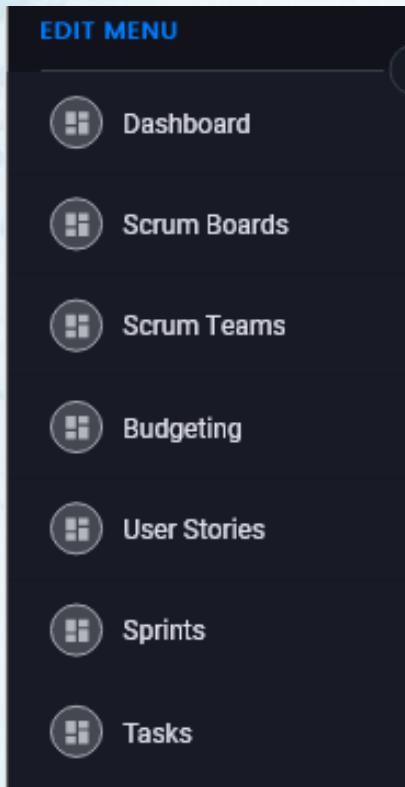


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Project Control and Collaboration

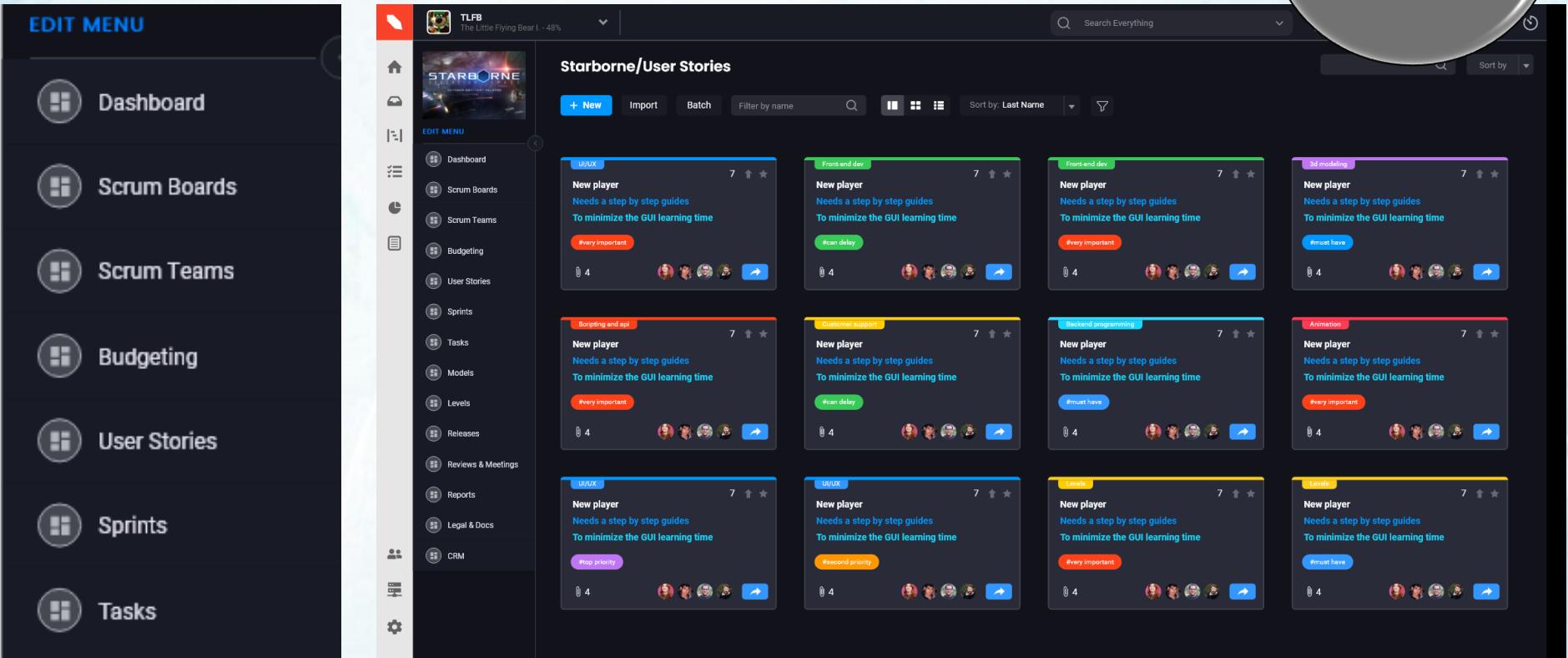
Every project have a Budget, Krystal Professional Platform help you to management, control and track your expenses and give you real time update on the financial position of your project.



Project Control and Collaboration

User Story are the description of the tasks or program that needed to do in the project. For examples, UI/UX design, Front-end development, Scripting and API, Backend programming, Database, etc..

Control/
SC
RUM/AGILE



The screenshot shows a project management interface for the game "Starborne". The left sidebar has an "EDIT MENU" header and lists various project management features: Dashboard, Scrum Boards, Scrum Teams, Budgeting, User Stories, Sprints, Tasks, Reports, Legal & Docs, and CRM. The main area is titled "Starborne/User Stories" and displays a grid of 15 user stories. Each story card includes a title, a brief description, a priority level (e.g., "Very important", "Must have"), a due date (e.g., "2024-01-15"), and a list of assignees. Categories for the stories include UI/UX, Front end dev, Front end dev, 3D modeling, Scripting and api, Customer support, Backend programming, Animation, and UI/UX.



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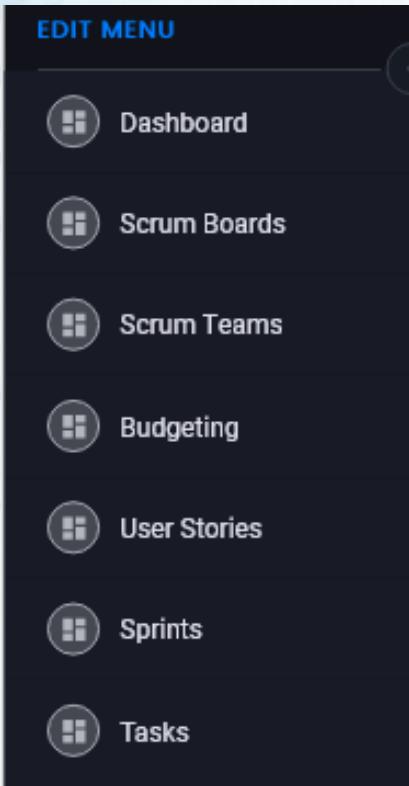
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Project Control and Collaboration

Sprints are added to the User Story as the tasks and the programs finished (Burned Down) in the production process.

Control/SC
RUM/AGILE

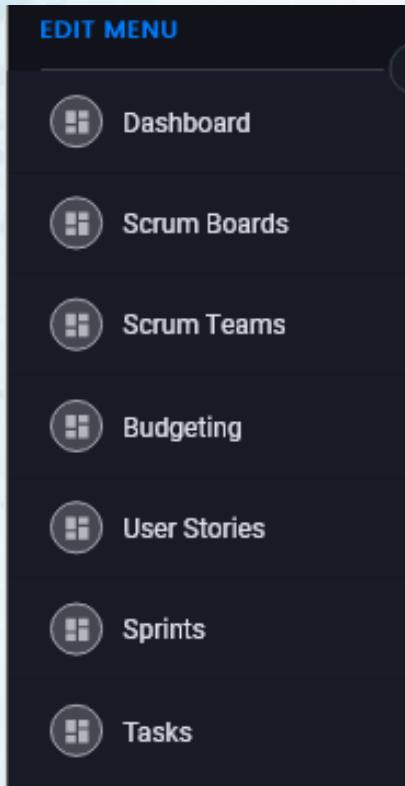


Sprint	Team	Start Date	End Date	Backlog	Status
Sprint #1	Sprint Team TSA (8)	Apr 1 - Aug 31	AUGUST 31ST 2019	6/12	ACTIVE
Sprint #2	Sprint Team TSA (8)	Apr 1 - Aug 31	AUGUST 31ST 2019	6/12	ACTIVE
Sprint #3	Sprint Team TSA (8)	Apr 1 - Aug 31	AUGUST 31ST 2019	6/12	ACTIVE
Sprint #4	Sprint Team TSA (8)	Apr 1 - Aug 31	AUGUST 31ST 2019	6/12	ACTIVE
Sprint #5	Sprint Team TSA (8)	Apr 1 - Aug 31	AUGUST 31ST 2019	6/12	ACTIVE
Sprint #6	Sprint Team TSA (8)	Apr 1 - Aug 31	AUGUST 31ST 2019	6/12	ACTIVE

Project Control and Collaboration

Tasks give you an overview on Krystal Professional System give you an overview of tasks assigned to everyone on the project at a glance.

Control/
SC
RUM/AGILE



TLFB → **Tasks** (2,697)

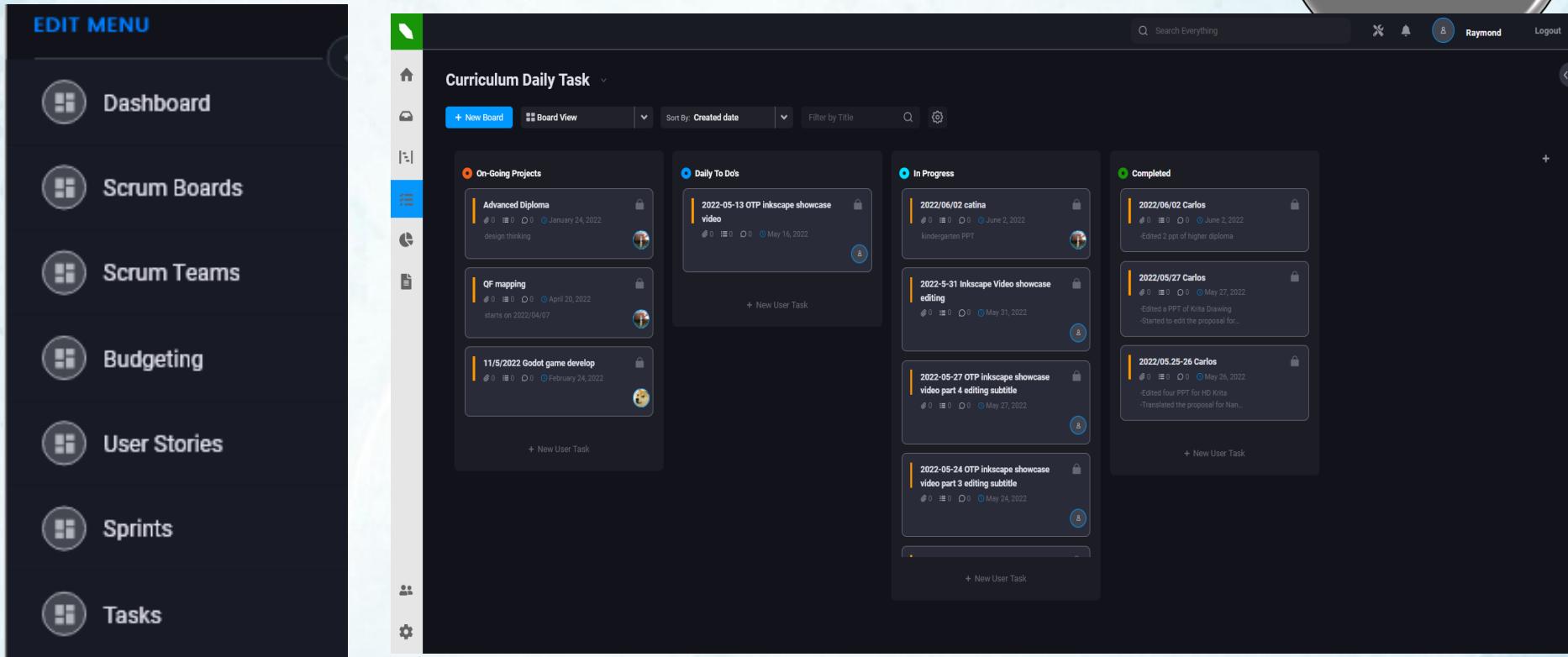
Project tasks (group by 3D model - character)

Task Name	Assignee	Pipeline Step	Progress	Start Date	End Date	Bids	Reviewer	Status
Bear Lily								
Art of Lily	Chip Wilson	Art	<div style="width: 49%;">49%</div>	12/11/19	01/12/19	250	Fred Freeman	In Progress
Modeling of Lily	Man Dom	Modeling	<div style="width: 0%;">0%</div>	01/12/19	15/12/19	114	Bobbie Hines	Waiting
Texture & Shading of Lily	Query Boys	Texture & Shading	<div style="width: 0%;">0%</div>	15/12/19	10/12/19	342	Yu Reyes	Waiting
Rigging of Lily	Mary Bloody	Rigging	<div style="width: 0%;">0%</div>	10/12/19	20/12/19	345	Kiri Dale	Waiting
Bear Bobby								
Art of Bobby	Pia Tanner	Art	<div style="width: 91%;">91%</div>	12/11/19	01/12/19	123	Fred Freeman	In Progress
Modeling of Bobby	Jean Webster	Modeling	<div style="width: 0%;">0%</div>	01/12/19	15/12/19	651	Bobbie Hines	Waiting
Texture & Shading of Bobby	Jana Kearney	Texture & Shading	<div style="width: 0%;">0%</div>	15/12/19	10/12/19	452	Yu Reyes	Waiting
Rigging of Bobby	Cinar Shannon	Rigging	<div style="width: 0%;">0%</div>	10/12/19	20/12/19	211	Kiri Dale	Waiting
Little Alice								
Art of Little Alice	Camden Ayala	Art	<div style="width: 100%;">100%</div>	12/11/19	01/12/19	122	Fred Freeman	Approved
Modeling of Little Alice	Kelan Morrow	Modeling	<div style="width: 100%;">100%</div>	01/12/19	15/12/19	142	Bobbie Hines	Approved
Texture & Shading of Little Alice	Hanja Novak	Texture & Shading	<div style="width: 88%;">88%</div>	15/12/19	10/12/19	123	Yu Reyes	In Progress
Rigging of Little Alice	Marcus Lucas	Rigging	<div style="width: 0%;">0%</div>	10/12/19	20/12/19	111	Kiri Dale	Waiting
Arthur King								
Art of Arthur King	Thelia Gill	Art	<div style="width: 100%;">100%</div>	12/11/19	01/12/19	531	Fred Freeman	Approved
Modeling of Arthur King	Raya French	Modeling	<div style="width: 100%;">100%</div>	01/12/19	15/12/19	213	Bobbie Hines	VIP
Texture & Shading of Arthur King	Talitha Lister	Texture & Shading	<div style="width: 0%;">0%</div>	15/12/19	10/12/19	632	Yu Reyes	Waiting
Rigging of Arthur King	Lianne Derrick	Rigging	<div style="width: 0%;">0%</div>	10/12/19	20/12/19	122	Kiri Dale	Waiting
Ash								
Art of Ash	Ceri Peck	Art	<div style="width: 100%;">100%</div>	12/11/19	01/12/19	122	Fred Freeman	Approved
Modeling of Ash	Clarice Bob	Modeling	<div style="width: 100%;">100%</div>	01/12/19	15/12/19	442	Bobbie Hines	Approved
Texture & Shading of Ash	Courtney Ben	Texture & Shading	<div style="width: 100%;">100%</div>	15/12/19	10/12/19	123	Yu Reyes	Approved
Rigging of Ash	Missy Byers	Rigging	<div style="width: 33%;">33%</div>	10/12/19	20/12/19	112	Kiri Dale	In Progress

Project Control and Collaboration

Agile/SCRUM exercise

Design a project using the Krystal Platform to control and deploy your project.

The screenshot displays the Krystal Platform's user interface for managing projects. On the left, a sidebar titled "EDIT MENU" lists various project management tools: Dashboard, Scrum Boards, Scrum Teams, Budgeting, User Stories, Sprints, and Tasks. The main area shows a "Curriculum Daily Task" board with four columns: "On-Going Projects", "Daily To Do's", "In Progress", and "Completed". Each column contains several tasks with details like title, due date, and status. For example, under "On-Going Projects", there is a task for "Advanced Diploma" due on January 24, 2022. Under "Daily To Do's", there is a task for "2022-05-13 OTP Inkscape showcase video" due on May 16, 2022. Under "In Progress", there is a task for "2022-05-02 catina" due on June 2, 2022. Under "Completed", there are tasks for "2022/05/02 Carlos" and "2022/05/27 Carlos", both completed on May 27, 2022.



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Project Control and Collaboration

Conclusion

In conclusion you have learned the basic components needed in designing and deploying of any software projects.

From the concept in UML design, drawing up the User Flow and Sequence Diagram, to writing up the Products Requirement, defining the User story, planning the software Architecture, setting up the Control using SCRUM/Agile method, and finally write up the Technical Document.

All these are essential for any software engineer want to have a successful career.



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