# Team Success Final Presentation

Audrey Marjamaa, Avery George, Eric Nofziger, Ezri Braid-Grizzell, Jed Martin, Jesse Hamlin, Joe Vanisi, Oumou Toure

### Team Members

#### Ezri - Scrum Master

#### Front End:

- Oumou
- Joe
- Avery
- Eric

#### Back End:

- Jesse
- Audrey
- Jed



# Insurance Management System

"A web-based application, designed to cover a wide range of insurance company and management processes. It is an integrated end-to-end Insurance Claim management System that provides relevant information across the insurance company to support effective decision making for clients, insurance administration, claim and financial accounting in a seamless flow."

#### **Functionality**

- Apply claim
- Generate unique ID
- Register Users
- Create Folders
- Generate reports
- Transfer files and transfer amount

#### Types of Users

- Client
- Administrator
- Claim Manager
- Financial Manager

## Requirements

- Users can log in with username and password
- Clients, Claim Managers, and Financial Managers have customizable profiles
- Client ability to upload and download claim files
- Claim and Financial manager ability to update and download client claims
- Users can message and respond to messages from other users

## By Sprint

#### **Sprint 0**

 Build team rapport and create plan for project

#### Sprint 1

- Give users ability to log in and initialize back end

#### Sprint 2

 Create different types of users with different levels of permissions within the application

#### Sprint 3

- Allow users to create claims
- Choose and implement application branding

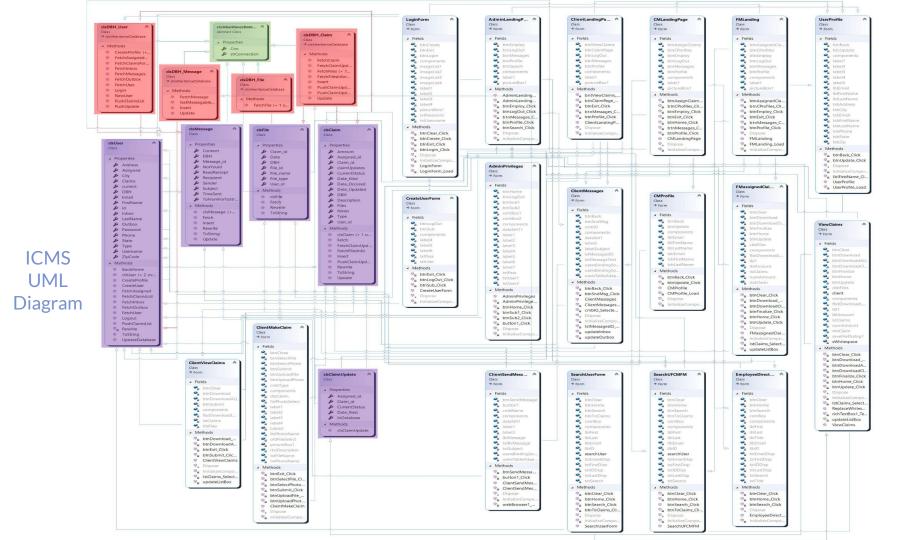
#### Sprint 4

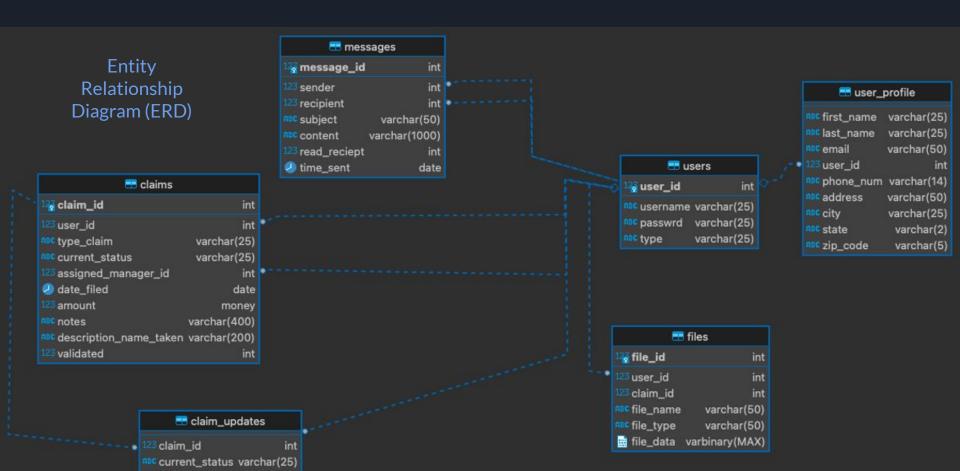
 Allow Claim and Financial Managers to interact with claims

#### Sprint 5

- Let users download claim files
- Create functionality for users to message each other

# Demo





date\_filed

manager\_id

date

# Additional Functionality

- Improved GUI
- Additional messaging functionality
  - Deleting
  - Forwarding
  - Group Messaging
  - Attaching Files
- Login Security
  - Forgot your password

### What we Learned

#### Talk with your team

- Weekly meetings were essential to knowing where everyone was in the project and what each person needed to do next

#### Visualization is important

Productivity and clarity on the project tasks increased when the wireframe was utilized to show the next steps and next connections we needed to make

#### Break it down

- Sprints helped us create realistic goals and stick to them. Even when we weren't able to get it done we were able to adjust our goals for the next sprint without lagging behind
- Object oriented, three tier architecture kept our code clear and precise for all of our needs

# Thank You!

Questions?