CSCC01 Project Deliverable #2

Team Name
SQL Injectors

Team Members
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Team #2
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Product Backlog, Sprint Backlog and Task Board

Product Backlog, Sprint Backlog and Task Board can be found at:
https://trello.com/b/Riii5pF3/2-to-do#

The units for cost are developer hours. We each agreed we will be putting in 4 hours a week, giving us a total of 40 developer hours in a 2 week sprint.

The cost is how important the task is from 1 to 5. 1 is unimportant, while 5 is very important.

Plan for the first Sprint:

For our first sprint we will be implementing user stories A01, B02, A02, and A07. These are divided 11 into tasks. The details of each task can be seen in Trello.

Sprint Plan:

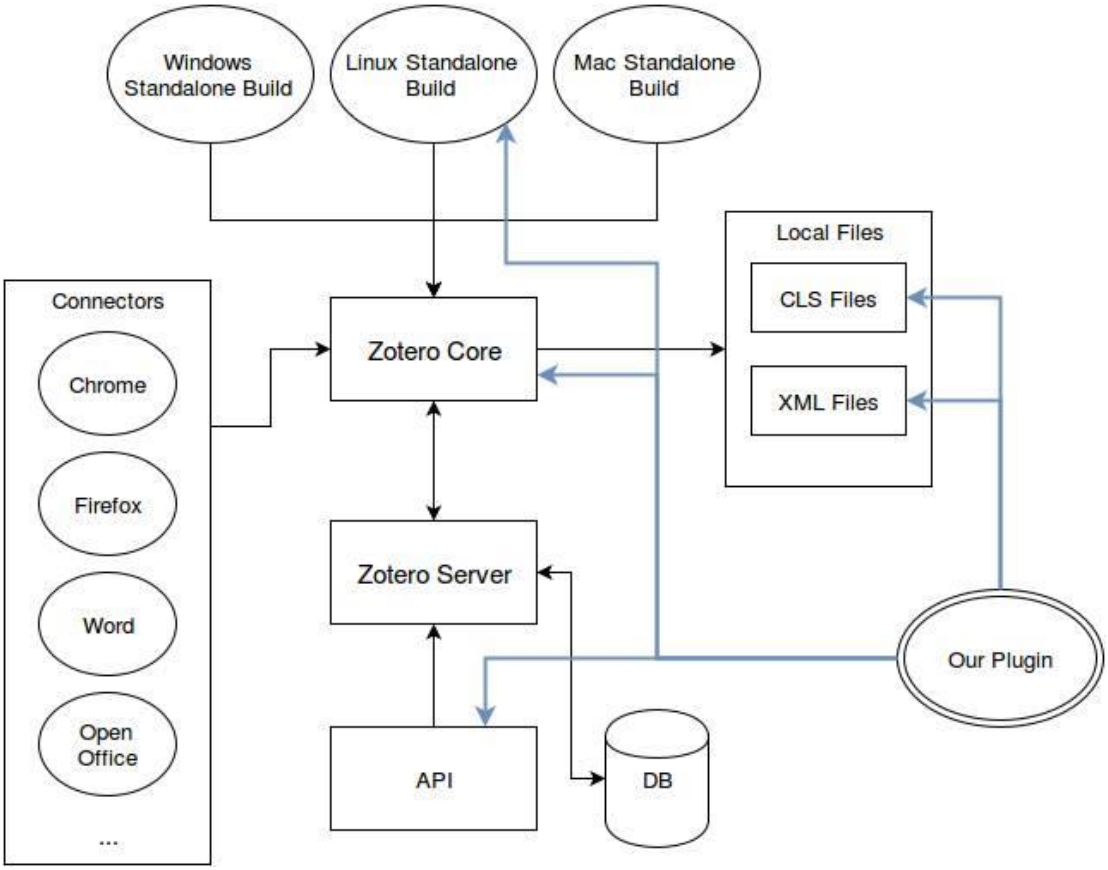
	Week 1					Week 2				
Task	**Al**	**An**	**J**	**M**	**N**	**Al**	**An**	**J**	**M**	**N**
1		1	1							
2			3					2		
3		3					3	2		
4	2									
5	2					2				
6						2				
7				3	3					
8				1	1				3	4
9									1	
10							1			
11										

Al = Alex
An = Andres
J = Junaid
M = Minsoo
N = Nadeem

Planning Game:

The planning game video can be found at:
https://www.dropbox.com/s/zbi95n71blsks4k/CSCC01_shorten.mp4?dl=0

System Design



The Zotero Core contains all of the logic for how Zotero works. It communicates with the server to load and save all the entries the user has.

All the connectors and standalone builds are wrappers for the core that are built to run on certain systems. They provide system specific details such as a user interface and dealing with files.

The Zotero server and database stores all the data, such as: the entries the user has and which group libraries you has access to. The server has an API that allows you to directly communicate with it and achieve tasks such as batch editing entries.

Zotero also stores data some data directly on the system. For example it stores the citation styles that are available on that computer on CLS files.

Our plugin will probably only have to interface with the zotero core, the windows build (to add UI elements), the API (for batch editing and synching entries) and the local files (for custom output styles and record style).