Product Design

Team 40

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Design Overview

Architectural design

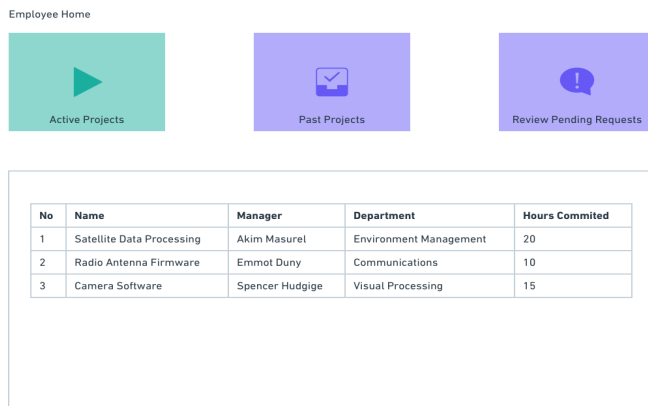# System interfaces
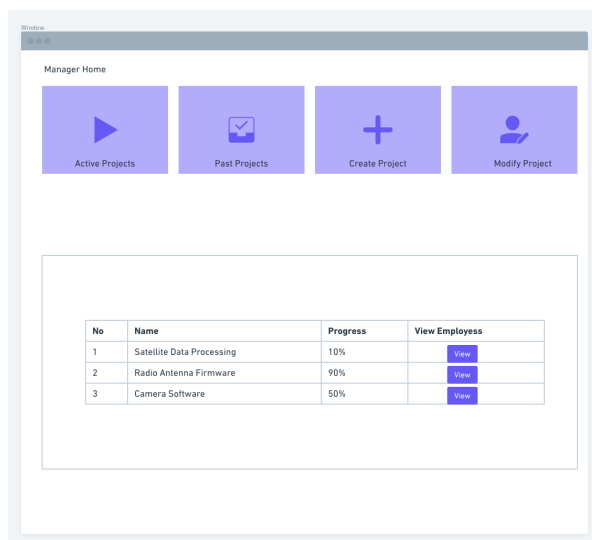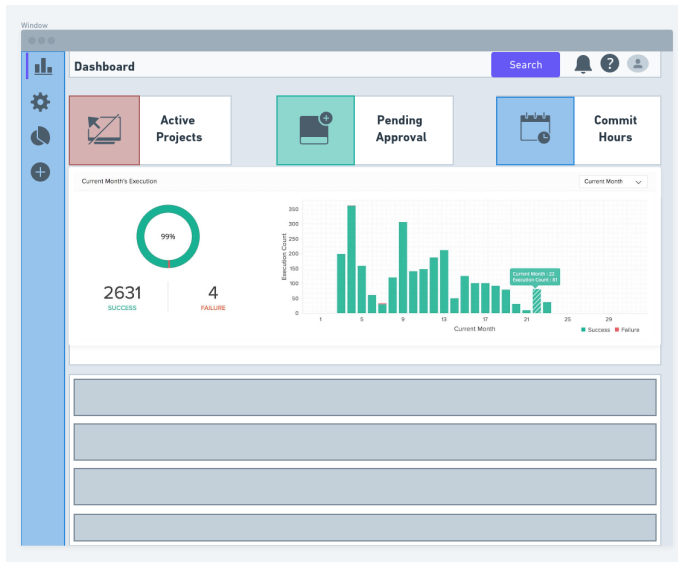
User Interface

Wireframes are attached below:

1) Employee Home Page

Employee Home

No	Name	Manager	Department	Hours Commited
1	Satellite Data Processing	Akim Masurel	Environment Management	20
2	Radio Antenna Firmware	Emmot Duny	Communications	10
3	Camera Software	Spencer Hudgige	Visual Processing	15

2) Manager Home Page

Window

Manager Home

No	Name	Progress	View Employess
1	Satellite Data Processing	10%	View
2	Radio Antenna Firmware	90%	View
3	Camera Software	50%	View

3) HOD Home Page

4) Employee Review Requests

5) HOD Review Projects
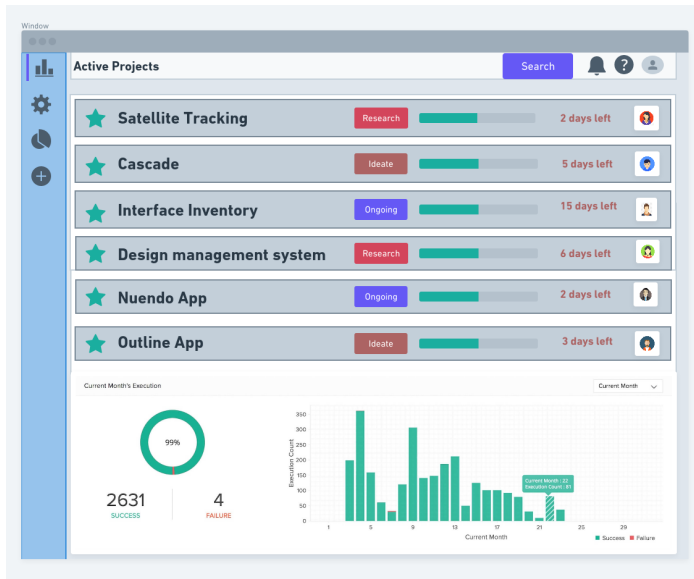
APIs

User class

- **view_account_info()**
- **edit_account_info()**
- **register()**
- **login()**

Manager class

- **create_project()**
- **modify_project()**
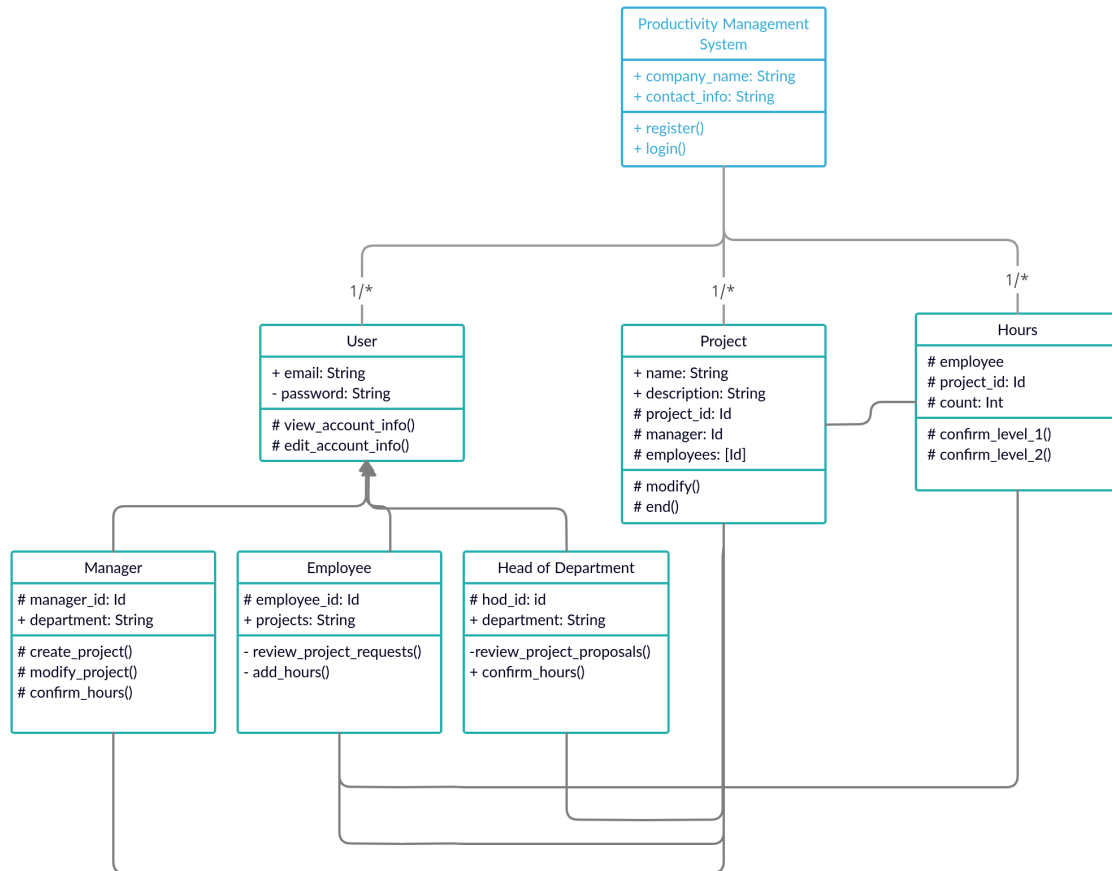- **confirm_hours()**

Employee class

- **review_project_request()**
- **add_hours()**

HOD class

- **review_project_proposals()**
- **confirm_hours()**

Model

| Productivity Management Tool	- Class State: Company Name and Information - Class Behavior Registration or Login
User	- Class State: Has email and password for login. - Class Behavior Account information of each can be viewed or edited.
Project	- Class State: Project is the work assigned or created by an employee/manager, respectively. contains information like project_name, project_id, created_by: manager, assigned to employees_id. - Class Behavior: Modify() -> Make changes to the project details end() -> executed when the project is completed

Hours	● Class State: No. of hours an employee has given every week to a particular project. Contains info like employee_id, project_id, no. of hours ● Class Behavior Confirm_level_1():Confirmation from manager Confirm_level_1():Confirmation from HOD
Head of Dept.	● Class State: Each dept. has a HOD which accepts project proposals and confirms the no. of hours devoted by employees Has info like Name of Dept. Headed, hod_id ● Class Behavior review_proposal(), confirm_hours()
Manager	● Class State: The manager is the middle man between employee and HOD. Creates projects and request employee team that should work on them. Has info like manager_id and department. ● Class Behavior create_project(): manager can create a project modify_project():manager can modify a project confirm_hours(): manager can confirm no. of hours an employee has given
Employee	● Class State: employee_id, project_id(s):id(s) of the project the employee is working on ● Class Behavior review_project_request(): An employee is requested by the manager to work on a project can either accept or reject the request based on the number of hours they've already put in. add_hours(): Employees can add more hours they put in for a particular project.

Sequence Diagram(s)
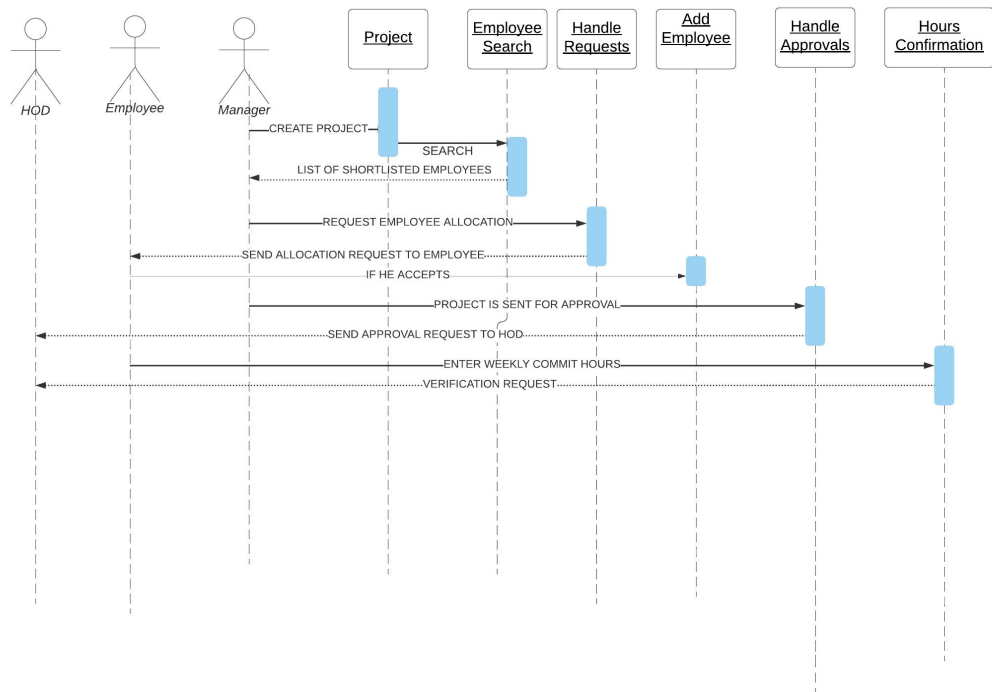
Design Rationale

All users are technical, So a basic UI is sufficient.