Assignment One:

Questions, User Requirements, UML Diagram, and Project Plan

Team Triple P
Capstone Project
Professor Rivas
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Questions: a documented list of questions that you asked the client and the responses you obtained for each

- Can you explain your company and vision to us?

    - Is the goal to sell your truck parts or make an eBay-like site for truck parts?

        Our client's company sells used trucks parts, as well as acts as a dealer who gets commission from advertising other people's trucks and trailers on his site.

    - How big is the company?

        His business is a small startup, and he gets significantly less traffic on pages where he advertises other people's trucks and trailers versus his pages where he sells his own used truck parts.

- What is your vision for the website?

    Our client wants an e-commerce site for his ACSAS Truck Parts business where buyers feel comfortable making purchases.

    - Completely new website or based on the old site?

        Our client wants us to create a completely new looking site. The only thing he wants us to reuse is his logo.

    - His interest in future involvement with the website?

        He will be maintaining this site himself in the future, so our client wants us to make maintenance easy. Specifically, he would like to easily delete and add items to the site.

    - How do his multiple websites connect?

        Our client created acacastruckparts, and paid a friend to create acacassalestruckparts. He owns all the domains that exist for this business, but wants to eliminate having multiple by making one centralized website using acacastruckparts as the final domain.

- Any specific technologies/languages/platforms he would like us to use to build the website (in order to potentially make it easier for him in the future)?

  No, he has no restrictions or preferences.

- Does he have a GitHub so he can track our work?

  No, but we can make him an account at the end to share our repository.

- What features do you think are core to the website experience?

  The important pages on the site are the trucks parts, trucks, and trailers. Contact information of the dealers should be listed with the trucks and trailers so customers can immediately reach out to them. He would like a contact page with his email and number posted so customers can contact him with questions. He also likes the idea of a messaging tool that potentially utilizes a chatbot for live messaging with his customers.

  - Payment system

    He would prefer to utilize a payment system that doesn't have a large fee set on him, but he would rather absorb it than have it be placed on the customer. He would like us to look at options that directly connect to his bank account.

  - User accounts

    Customers should be able to make accounts to checkout that will save their payment information, or they can do guest checkout. He would like an option to send users promotional emails, perhaps a checkbox that adds them to a list when they enter their payment information.

  - Language

    He wants users to be able to translate the page from English into Spanish, such as by incorporating the Google translate option. Our deliverables will be in English.

  - Visitor Report

    We should possibly incorporate a visitor report so our client can tell how much

traffic the website is getting. This report can determine peak times that customers view and/or interact with the site. A sales report would also be beneficial to the client so that he can easily view his weekly and monthly sales.

- Aesthetic feel: completely new or re-used?

  He wants it to look completely restructured, and is open to any of our suggestions. He would like colors that are attractive and inviting to his specific demographic of customers. He wants us to utilize our creativity to make it engaging to his customers. A potential idea he has is for us to incorporate truck icons or brand items that indicate the different sales items.

- How do you want to keep collaborating in the future?

  We will communicate through email and WhatsApp.

User requirements: documentation of all client requirements based on client interviews, messages, and other communications; this is based on the questions above and other known requirements discussed during class

Customers can:
- Manage account
  - Create or delete account
  - Save payment information
  - Can sign up for email promotions
  - View past / current orders and their status
- View Items
  - Look at item listing, view item information and price
- Search Items
  - Filter to find the items they want
- Add to cart
  - View Cart
    - Review which items they would like to purchase
  - Place Order
    - Securely pay with credit card information
    - Checkout with account or guest checkout (no account required)
- Find company contact information
  - Contact info page
  - Chat feature: will investigate the ability to incorporate into site
- Manage Their Own Items on Truck/Trailer Page
  - Post Items
  - Remove Items
  - Edit Item Description
    - Availability
    - Picture of item
    - Price of items
    - Brief description

Admin/Company can:
- Manage Items
  - Post Items
  - Remove Items
  - Edit Item Description
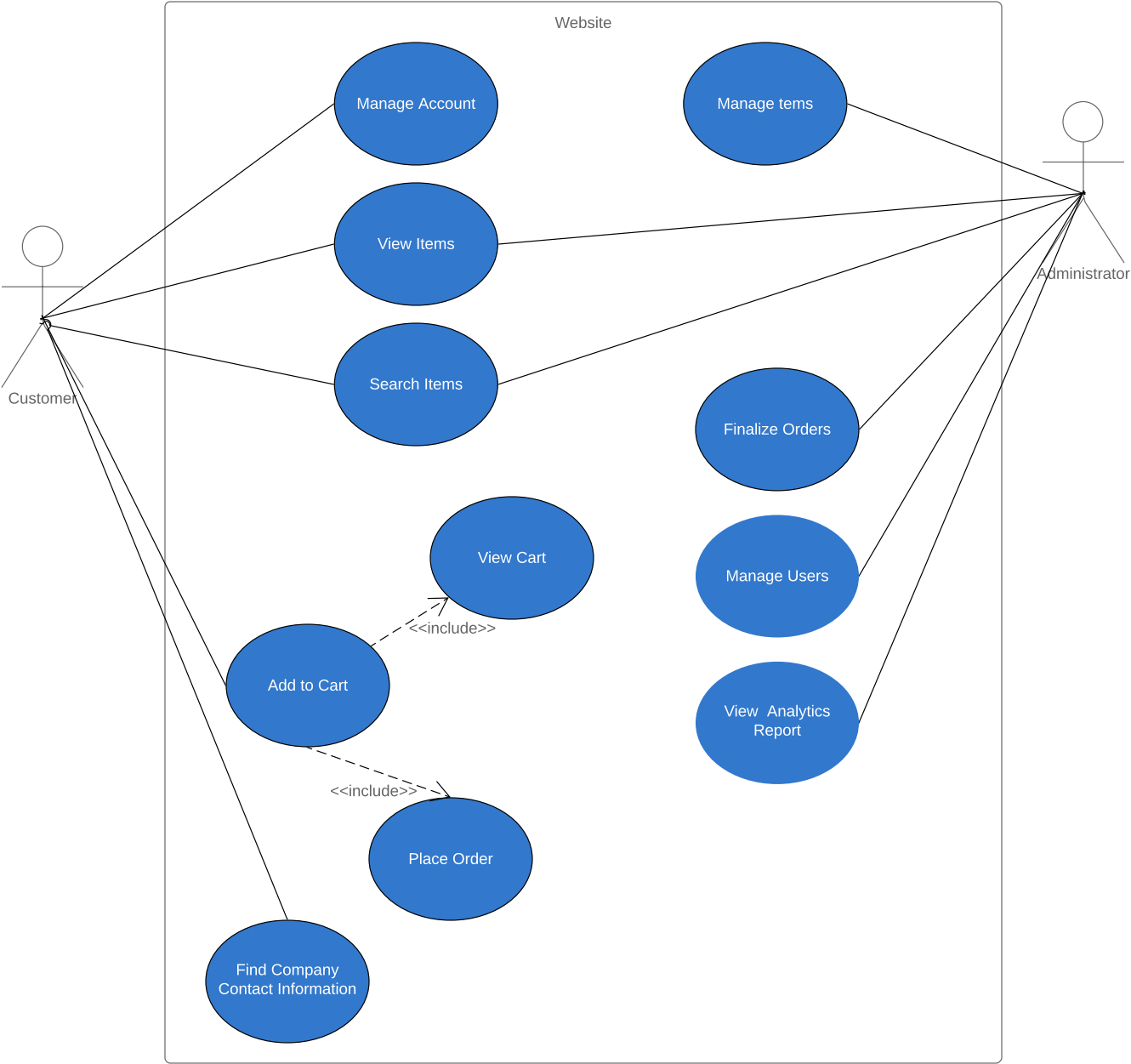   - Availability
    - Picture of item

- ■ Price of items
- ■ Brief description
- ● View Items
  - ○ Look at item listing, view item information and price
- ● Search Items
  - ○ Filter to find the items they want
- ● Finalize Orders
  - ○ Review orders, confirm if the payment was valid, prepare item for shipping
- ● Manage Users
  - ○ Review users orders, send them email promotions, etc.
- ● View Analytics Report
  - ○ Visitor count, time, day, etc.
    - ■ This will determine the best time to do a system update if necessary
  - ○ Sales report
    - ■ Weekly, monthly, orderly

Other general requirements:
- ● Parts, trucks, and trailers all have separate parts of the website
- ● Reuse logo

ACSAS e-Commerce Website UML Diagram

Team Triple P

Date	Milestone	Tasks	Responsible* [1]
8/28/19	Project Start	First class: make introductions; trade contact information; get assigned project: ASCAS e-Commerce site; set-up team meeting	All
8/29/19	Team Meeting; 1st Homework Started	Schedule 1st team meeting - and attempt to choose recurring team meeting times that work for everyone (generally Mondays, Thursdays, or Fridays); establish a communications plan (share emails, text messages, Google Drive, Trello, and WhatsApp); Collect client information and questions for first client meeting; Meet with Pablo to confirm meeting time; Email client; Initiate project plan in Trello; Create GitHub repository	All
9/4/19	Team Meeting; 1st Homework Continued	Further develop this project plan (it is part of HW1) - THINK through your time management and what you will accomplish as the weeks progress; Consider more possible client questions and requirements before meeting tomorrow; IT students meet; Talk with Pablo	All, Jake leave for IT meeting
9/5/19	1st Client Meeting	Discuss requirements with client and Pablo; Record questions and answers; After call work on UML diagram and continue HW1	All, Jill lead discussion with client
9/9/19	Team Meeting; 1st Homework Continued	Meet with team and Pablo to go over what we've completed for HW1; Email project plan and user requirements to client by end of today	All, Jill email assignment to client
9/11/19	Team Meeting; 1st Homework Due	Submit HW1 on GitHub and bring hardcopy to class; Present status report in class; By now will have completed gathering user requirements, writing up project plan, and designing our UML document; HW2 assigned	All

9/16/19	Team Meeting; 2nd Homework Started	Meet with team and Pablo to discuss HW2 (draft should be done by today) - the E-R diagram and its supporting documentation and our IT requirements; Should be keeping up with client via email on what we have completed and are planning to do	All, Jake handle IT requirements
9/18/19	Team Meeting; 2nd Homework Due	Submit HW2 on GitHub and bring hardcopy to class; Present status report in class; By now will have also completed our E-R diagram with documentation and our IT requirements; HW3 assigned	All
9/23/19	Team Meeting; 3rd Homework Started	Meet with team and Pablo to discuss HW3 - UI/UX design; Utilize InVision to create mockups; Communicate our ideas with client via email; Continue updating E-R diagram if needed and working on database	All
9/25/19	Team Meeting; 3rd Homework Due	Submit HW3 on GitHub and bring hardcopy to class; Present status report in class; By now will have also completed five wireframes (or mock-ups) that show the most important views of the user interface; HW4 assigned; Pablo not here	All
9/30/19	Team Meeting; 4th Homework Started	Meet with team to discuss HW4 - creating a prototype; Discuss and update UI/UX design if needed; Communicate our ideas with client via email; Continue updating E-R diagram and database if needed	All, main coding done by CS members
10/2/19	Team Meeting; Final E-R diagram due	Submit a final version of our E-R diagram and a functional database with some sample data that Pablo can query live; Present status report in class; Pablo not here	All
10/7/19	Team Meeting; 4th Homework Continued	Meet with team and Pablo to discuss HW4; Discuss and update UI/UX design if needed; Communicate our ideas with client via email	All

10/9/19	Team Meeting; 4th Homework Continued	Present status report to class regarding work on HW4 and any updates on UI/UX design	All
10/14/19	Team Meeting; 4th Homework Continued	Meet with team and Pablo to continue discussing and updating HW4; Discuss and update UI/UX design if needed; Communicate our ideas with client via email	All
10/16/19	Team Meeting; 4th Homework Early Demo Due	Submit HW4 early demo on GitHub and bring hardcopy to class; Present status report in class; By now will have also completed early demo of system that includes user interfaces that are connected and navigable, a proper connection to the DBMS, all external APIs and accounts tests, and implemented test cases in a functional stage; Mature demo assigned; This is midterm checkpoint	All
10/21/19	Team Meeting; Mature Demo started	Meet with team and Pablo to discuss mature demo; Discuss and update UI/UX design if needed; Communicate our ideas with client via email	All, main coding done by CS members
10/23/19	Team Meeting; Mature Demo Continued	Present status report to class regarding work on mature demo and any updates on UI/UX design	All
10/28/19	Team Meeting; Mature Demo Continued	Meet with team and Pablo to discuss mature demo; Discuss and update UI/UX design if needed; Communicate our ideas with client via email	All
10/30/19	Team Meeting; Mature Demo Continued	Present status report to class regarding work on mature demo and any updates on UI/UX design	All
11/4/19	Team Meeting; Mature Demo Continued	Meet with team and Pablo to discuss mature demo; Discuss and update UI/UX design if needed; Communicate our ideas with client via email	All

11/6/19	Team Meeting; Mature Demo Due	Present status report to class regarding our final UI/UX design which is due and our mature demo; Present demo to class following status report; By now will have also completed UI/UX design and mature demo which includes: how our development environment currently is deployed to simulate the IT requirements, how our user interface matches the use cases, how our database matches our use cases, how our interface functions and connects with our database, how much progress we have made and if we are right on schedule, are there any risks of not completing the project, and if it is possible to deliver it early; Final project presentation, paper, and prototype assigned	All
11/11/19	Team Meeting; Final Project work started	Meet with team and Pablo to discuss project	All
11/13/19	Team Meeting; Final Project Work Continued	Present status report about work completed for final project so far; Group work in class to be done	All
11/18/19	Team Meeting; Final Project Work Continued	Meet with team and Pablo to discuss project	All
11/20/19	Team Meeting; Final Project Work Continued	Present status report about work completed for final project so far; Group work in class to be done	All
11/25/19	Team Meeting; Final Project Work Continued	Meet with team and Pablo to discuss project	All
11/27/19	Work from Home	No class for Thanksgiving break; Team will work from home to continue developing and testing project	All

12/2/19	User Validation & Testing finalized	Test plan for all aspects of the prototype complete; User validation tests to be performed by client documented; Should essentially have project working and completed; Finish up project paper	All, Jill and Jake help test coding work, Jill and CS members help test IT work
12/4/19	Final Project Assignments due	Pablo not here; Submit all deliverables on GitHub and have presentation ready	All
12/11/19	Optional Section-Wide Final Project Presentations	Possible presentations	All

[1] *Note about group responsibilities:

IS member (Jill) - Lead the design effort: gathering requirements, documenting the team's approach, and developing the design documents that will serve as the blueprint for the team(s); Debug and test code written by your team or other teams; Act as the team's project manager, managing the operations of the project day to day, ensuring progress is made weekly, and developing and delivering status reports regularly to the instructor and/or entire class; Liaise with the client and instructor as deemed appropriate by the instructor on all matters of clarification or other communications as required; Participate in developing code as necessary.

IT member (Jake) - Secure, configure, and maintain a physical and/or virtual working IT environment on equipment provided in the Hancock datacenter, or on your own equipment, for use by all team members to develop and deliver code; Debug and test code written by your team or other teams; Act as an integration engineer, actively engaged in bringing disparate parts of the coded solution together and making them work together efficiently; Liaise with the IT professionals at the client site, including IT contractors if necessary; Participate in developing code as necessary.

CS member (Kaitlyn, Alex, Herbert) - Develop the software required for the project, including the installation and configuration of any frameworks, applications, tools or other necessary software components; Participate in the requirements gathering session to ensure the right questions are asked and the best answers are received from the client; Act as a "team" of coders, coordinating efforts for efficiency and delivering quality code in a timely fashion; Document all code, including any instructions for the access, integration, compilation and installation of the code; Debug and thoroughly test all code you write, and support the test and integration efforts of your code with that of other teams; Contribute to the design effort; Provide accurate and timely status as required.

All members - Participate in status presentations as required; Participate actively in the creation and delivery of the final presentation to the client; Take on additional work assigned by the instructor throughout the semester whether or not it is related to the project; Team well and contribute sufficiently; Provide timely feedback including an honest peer evaluation assessment of every other team member.