# Early Project Definition – Milestone 2

The Volunteer Movie Scheduling System

### Project Description:

Our company, Achievatron Unlimited, will create a piece of software designed to assist the Producer of small scale film production companies which rely heavily of volunteered cast/crew and equipment in order to create films. Producers of such movies are expected to organize filming schedules around the availabilities of such volunteered people and equipment, while also keeping budgets to a minimum by completing the projects in a small a time window as possible. As such the software will keep records of all cast/crew and equipment, the times they are available, the scenes which are required for the movie (both completed and yet to be shot), which scenes require which cast/crew/equipment.

### Work Unit Decomposition:

We decomposed the system into the following 5 components.

1.

**Work Unit Name**: Volunteer Management

**Assigned to**: John Mason (jrm120)

**Work Unit Goal:**

This component allows the system to keep a listing of all the volunteers (both people and equipment) required by the project, and allows the producer, and the user themselves to update their availabilities.

**Users**: Producer

**Use Cases:**

* Producer Adding Volunteer
* Producer Updating Volunteer Details
* Producer Adding Equipment
* Producer Updating Equipment Details

2.

**Work Unit Name**: Script/Scenes

**Assigned to**: Ryan LaForge (ral362)

**Work Unit Goal**:

This component allows the tracking of which resources (both volunteers and equipment) are required for each scene. Also managed movie progress by keeping track of how many scenes are completed vs. yet to be complete.

**Users**: Producer

**Use Cases:**

* Producer Creating Script
* Producer Updating Script
* Producer Adding Scene to Script
* Producer Adding Volunteer to Scene
* Producer Adding Equipment to Scene
* Mark Scene Complete

3.

**Work Unit Name**: Timetable

**Assigned to**: Iain Workman (ipw969)

**Work Unit Goal**:

This component allows the user to manage which scenes will be filmed on what dates. Allows the user to move given scenes to given dates. Provides visual feedback for which scenes can be filmed on which days based on required volunteer/equipment availability.

**Users:** Producer

**Use Cases:**

* Producer Adding a Scene to a Date
* Producer Removing a Scene from a Date

4.

**Work Unit Name**: Conflict Resolution Management

**Assigned to:** Mitchell Corbett (mwc294)

**Work Unit Goal:**

This component allows the user to generate applicable schedules that meet the requirements automatically, based on the scenes remaining to be filmed and the availabilities of the volunteers/equipment required by those scenes. This section will also provide facilities to manage cases where such a schedule cannot be found from the current system state, by allowing the user to send emails to users to inform them that they may be required to alter their availabilities.

**Users:** Producer

**Use Cases:**

* Producer Generating a Schedule
* Sending emails to Volunteer/Equipment Holder

5.

**Work Unit Name:** Volunteer Information Web Applet

**Assigned to:** Matthew Galbraith (mpg317)

**Work Unit Goal:**

Includes an accessible web applet that allows volunteer cast and crew the ability to edit and change their contact and skills information as well as the times that they are available to work on scenes. It will have a connection with the main application's database that will propagate changes in availability to the schedule. This will make resolving conflicts much quicker and easier on the end of the producer.

**Users:** Volunteers

**Use Cases:**

* Volunteer enters their contact info and availability
* Volunteer is notified of conflict, and changes availability to suit
* Volunteer edits their contact due to address/phone/email change