# 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 a small-scale film production company. These companies rely heavily on volunteer cast or crew members as well as volunteered equipment in order to film the scenes. Producers of such companies are expected to efficiently schedule filming around the time constraints of the available volunteers and equipment in order to produce the film in the shortest amount of time possible. Our software aims to make the producer’s job easier by keeping records of all cast/crew members and equipment as well as the times they are available, the scenes which are required for the movie (both completed and yet to be shot), and what each scene requires. This will save the producer time by allowing him or her to easily create a schedule, or even automatically generate an appropriate schedule given all of the time constraints.

### 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 of the system keeps records of all of the volunteers (both people and equipment) required by the project, and allows both the producer and the user 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 tracks the required resources (both volunteers and equipment) for each scene. This component also determines the movie’s 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 what scenes will be filmed each day, allows the user to move given scenes to given dates, and provides visual feedback for the scenes that can be shot each day given the 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,. This automatic scheduling is 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 in which such a schedule cannot be made from the current system state, by allowing the user to send emails to volunteers and equipment lenders in order to negotiate rescheduling.

**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:**

This section includes an accessible web applet that allows volunteer cast and crew members to edit and update their contact information, relevant skills information, and the hours that they are available to work on scenes. It will also 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 for 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