**Project Specification Document**

Capturis

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# 1. Project Vision and Objectives

## 1.1 Project Scope and Vision

The project is to create a web browser application for Managers and Administrators to administer tests for employees and applicants. This application will have a user dashboard and assessment page to see what tasks they might have and tests they might need to take. The test will be a 10 key assessment where the user will enter the integer, decimal, date, or mix of all. The users will be able to redo the test. The dashboard will show the prior tests and tests that were redone. The actual test will have a start button, a timer, and an entry field. Postgress will be used for the database and we will be hosting a server as well. We will use the Angular 2 framework that uses typescript, this will be the layer of interaction between the business and web client. The goal is to create a user-friendly web application.

|  |  |
| --- | --- |
| **#** | **Goal or Objective** |
| 1 | Make the browser extensible – future add ons like a mobile version and additional pages |
| 2 | Make the system easy to support – provide good documentation, configuration/ build files and an administrator manual |
| 3 | Make the system very user friendly |
| 4 | Build a working assessment tool that the managers and administrators can use to know the abilities of the employees and applicants |
| 5 | Work as a cohesive group and communicate well |

# 2. Project Planning

## 2.1 Project Lifecycle

The team will use a JavaScript/Typescript approach. Our team will gather requirements and create a high-level development plan at the onset of the project and then implement the gathered requirements over three iterations. The team will work in different aspects of the web application and help one another in frequent meetings and collaborations.

## 2.2 Project Setup

|  |  |
| --- | --- |
| **#** | **Decision Description** |
| 1 | Windows 10, Typescript, Angular 2 and Postgress. Github and a database server |
| 2 | Maintain a clean and easy to understand standard |
| 3 | Design Previews |
| 4 | Special access privileges, nondisclosure forms, release to open source, etc. |

## 2.3 Stakeholders

|  |  |
| --- | --- |
| **Stakeholder** | **Role** |
| Royce Havelka | Technical Mentor |
| Wendi | Sponsor |
| David | Co-Sponsor |
| Alex Radernacher | Instructor |
| Dean Knudson | Instructor |
| Ruben Arutyunov | Team Member |
| Sarvani Dasari | Team Member |
| Jamie Friedt | Team Member |
| Price Ketterling | Team Member |

## 2.4 Project Resources

|  |  |  |
| --- | --- | --- |
| **Resource** | **Resource Description** | **Quantity** |
| Database Server | A database server is being set up by Guy | 1 |
| Capstone Team | Our team of students who will be the primary developers of the project. | 4 |
| Royce Havelka | The mentor who will be able to provide us with technical assistance. | 1 |

## 2.5 Assumptions

|  |  |
| --- | --- |
| **#** | **Assumption** |
| A1 | The capstone team and mentors will be able to meet via google hangout once a week |
| A2 | The database server will be available for the team to work with |
| A3 | Team members will be able to familiarize themselves with the typescript, angular 2 and Postgress |
| A4 | Team will have sufficient time to complete a working model to present by mid-semester |
| A5 | The resources provided will be sufficient to create an accurate prediction of user actions |
| A6 | The models developed will be easily extended to other forms within the time frame |

# 3. Project Tracking

## 3.1 Tracking

|  |  |  |
| --- | --- | --- |
| **Information** | **Description** | **Link** |
| Code Storage | Project Code will be stored in a repository | https://github.com/Vause/Capturis-10KeyAssessment/ |
| Bug Tracking | Will be done in a repository | https://github.com/Vause/Capturis-10KeyAssessment/ |
| Project Documents and Assignments | Weekly reports, specification and design documents, etc. will be stored in our repository | Google Docs |
| Test analysis | Results of the test and how the test is functioning | https://github.com/Vause/Capturis-10KeyAssessment/ |
| Database analysis | Seeing how the data is being stored and if it works with the assessment tool. | https://github.com/Vause/Capturis-10KeyAssessment/ |

## 3.2 Communication Plan

Regularly Scheduled Meetings

|  |  |  |
| --- | --- | --- |
| Meeting Type | Frequency/Schedule | Who Attends |
| Conference call/Google Hangout | Weekly | Project team, Sponsors and Technical mentor |
| Team Meeting | Weekly | Project Team |
| Short Meeting | Weekly in class | Project Team |
| Sprint Meeting | Start of each sprint | Project Team |
| Sprint Retrospective Meeting | End of each sprint | Project Team |
| Sprint Review Meeting | End of each sprint | Project team, Sponsors and Technical mentor |

Information To Be Shared Within Our Group

|  |  |  |  |
| --- | --- | --- | --- |
| Who? | What Information? | When? | How? |
| Project Team | Tasks, assignments, project, documents, and general information | Weekly | Team meeting or via google docs or the repository we will use |
| Project Team | Database | Weekly | Sever for database |

Information To Be Provided To Other Groups

|  |  |  |  |
| --- | --- | --- | --- |
| Who? | What Information? | When? | How? |
| Sponsor and mentor | Final Deliverables | At the completion of project | Project Specification document, Powerpoint presentation |
| Instructors | Weekly Report | Weekly | Email and Trac Site access |
| Sponsor and mentor | Project baseline | At the end of each sprint | Onsite customer demo, access to repository |

Information Needed From Other Groups

|  |  |  |  |
| --- | --- | --- | --- |
| Who? | What Information? | When? | How? |
| Sponsor and Mentor | Requirement Changes | Start of each Sprint | Google Hangout or email |
| Guy Hokanson | A repository for us to use and database server | ASAP | Email |

## 3.3 Deliverables

|  |  |
| --- | --- |
| **#** | **Deliverable** |
| 1 | Test Results |
| 2 | Code |
| 3 | Tests and Analysis |
| 4 | Administrator and user manual |
| 5 | Database for the Test results |
| 6 | Postmortem Document |
| 7 | Final Report |

## 3.4 Project Metrics

|  |  |  |
| --- | --- | --- |
| Metric | Frequency | Location |
| Estimated User Story Points | Per sprint at the start of each sprint | Beginning of the Individual Sprint (Section 4.5) |
| Actual User Story Points Completed | Per sprint at the end of each sprint | Beginning of the Individual Sprint (Section 4.5) |

# 4. Requirements (User Stories)

## 4.1 Overall Description

## 4.2 Users and Roles

|  |  |
| --- | --- |
| **User** | **Description** |
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## 4.3 Use Case Diagrams

## 4.4 User Stories (Requirements)

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| **ID** | **Feature** | **Story Points** |
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**SPRINT 1**

**Total Estimated User Story Points for Sprint 1:**

**Actual Completed User Story Points for Sprint 1:**

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Added** | **Description** | **Status** | **Story Points** | **Actual Equivalent Story Points** | | **% Completed** |
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| **Acceptance Criteria** | | | **Verification** | | | | |
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| **ID** | **Tasks** | | | | | **Resource** | |
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| **ID** | **Added** | **Description** | **Status** | **Story Points** | **Actual Equivalent Story Points** | | **% Completed** |
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| **Acceptance Criteria** | | | **Verification** | | | | |
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| **ID** | **Tasks** | | | | | **Resource** | |
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**SPRINT 2**

**Total Estimated User Story Points for Sprint 2:**

**Actual Completed User Story Points for Sprint 2:**

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Added** | **Description** | **Status** | **Story Points** | **Actual Equivalent Story Points** | | **% Completed** |
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| **Acceptance Criteria** | | | **Verification** | | | | |
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| **ID** | **Tasks** | | | | | **Resource** | |
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| **ID** | **Added** | **Description** | **Status** | **Story Points** | **Actual Equivalent Story Points** | | **% Completed** |
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| **Acceptance Criteria** | | | **Verification** | | | | |
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| **ID** | **Tasks** | | | | | **Resource** | |
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**SPRINT 3**

**Total Estimated User Story Points for Sprint 3:**

**Actual Completed User Story Points for Sprint 3:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Added** | **Description** | **Status** | **Story Points** | **Actual Equivalent Story Points** | | **% Completed** |
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| **Acceptance Criteria** | | | **Verification** | | | | |
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| **ID** | **Tasks** | | | | | **Resource** | |
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| **ID** | **Added** | **Description** | **Status** | **Story Points** | **Actual Equivalent Story Points** | | **% Completed** |
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| **Acceptance Criteria** | | | **Verification** | | | | |
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| **ID** | **Tasks** | | | | | **Resource** | |
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**SPRINT 4**

**Total Estimated User Story Points for Sprint 4:**

**Actual Completed User Story Points for Sprint 4:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Added** | **Description** | **Status** | **Story Points** | **Actual Equivalent Story Points** | | **% Completed** |
|  |  |  |  |  |  | |  |
| **Acceptance Criteria** | | | **Verification** | | | | |
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| **ID** | **Tasks** | | | | | **Resource** | |
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| **ID** | **Added** | **Description** | **Status** | **Story Points** | **Actual Equivalent Story Points** | | **% Completed** |
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| **Acceptance Criteria** | | | **Verification** | | | | |
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| **ID** | **Tasks** | | | | | **Resource** | |
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## 4.5 Constraints and Limitations

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| **Constraint** | **ID** |
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# 5. Design

## 5.1 Introduction

## 5.2 Scope

## 5.3 High-Level Component Design

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| --- | --- | --- |
| **Component** | **Related Requirements** | **Description** |
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|  |  |  |
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|  |  |  |

## 5.4 Class Diagram

## 5.5 Activity Diagrams

## 5.6 Sequence Diagram

## 5.7 Alternative Designs and Design Rationale

## 5.8 Data Architecture

# 6. User Interface

## 6.1 UI Description

## 6.2 UI Mockup

# 7. Project Closure

## 7.1 Goals / Vision

## 7.2 Delivered Solution

## 7.3 Remaining Work

# 8. Definitions and Acronyms

|  |  |
| --- | --- |
| **Term** | **Definition** |
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