**Group 2 \*I think we need a better company name**

**Project Description**

**Payroll System**

**Project**

A lot has changed in which we collect, store and analyse information over the past 30 years. Information received or recorded throughout our daily lives finds its way to a storage unit somewhere in the vast network of information waiting to be readily accessed whenever needed. The revolution in the information communication and technology sector had over time made it almost effortless in collecting, calculating and presenting specific which ever specific data. There are many ways in which data can be collected, processed and presented in this day and age. Daily activities that once required a dedicated team of employees to handle now can only be done automatically.

One of these daily activities is collecting, storing and calculating pay. Generating a payroll requires logged hours worked from employees and calculating pay given their respective rate and commissions while deducting tax and charges. Some employees may be working on a fixed Salary for a certain period of time and so their pay may be fixed. While it is important to maintain correct calculations of pay for each employee it can be a mammoth task completing a payroll for one pay period. The traditional time card and clock in/out system is outdated as it is inefficient. Technology has helped in reducing the amount of work needed to making it almost effortless.

Now employees can log their hours by clocking in and out with a simple fingerprint scanner. The scanner will be installed at a central part of the workplace accessible to all employees. Once scanned the system will be able to id the employee and register the time in the database. This method is seen as more efficient seeing how id-cards used for scanning can be lost or stolen or passcodes could be forgotten or copied. The system then uses data stored to calculate and distribute pay from company accounts to employee accounts. Hard copies and soft copies are made and kept for future audits. The system is run almost automatically with less human interference. Managers and accountants have special access to make monitored changes while each employee can only view their payment history.

**Project Items (User Stories?)**

\*To be identified and confirmed with tutor.

\* Need to get user stories down and determine velocity of project. Working period in our case is just a week. That means we’ll have to prioritise and execute user stories within the space of a week. That way we can register our progress with the tutor.

Questions

*\* When doing user stories, how big or small do they have to be? Small as in each defining a function of class as the project or as big as create GUI?*

*\*Do we started UML diagrams at this point?*

*\*If UML diagrams are too complicated, can we at least start with some type of simple diagram to at least provide a picture of what is expected?*

**Project Goals**

Throughout this project goals have been set to provide a clear and set path for the project to work on towards meeting the requirements of the client. It is important that these goals speak of the calibre of the skilled team and requirements and standards set by the client. These goals define the quality of the project and reflects the values and ambitions of the team.

\*Set goals\* *Are these goals seen as a bigger version of user stories? That should make milestones to be smaller part of goals I suspect. So that may mean user stories can fall somewhere in between?*



**Milestones**

The team has outlined \*two/four\* milestones throughout this project. From these milestones the team have together proposed a working schedule that aims at achieving its set goals within the agreed time frame and standards set by the client and the team. The project team sees these milestones as key events within the project life that informs all stakeholders of the progress of the project. The project team is dedicated towards working towards these milestones while maintaining constant communication while making changes where necessary.