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| Sprint One Project Specifications | | | | |
| Project Details | | | | |
| Release | | 1.0 | | |
| Date | | 7/September/2021 | | |
| Team Name | | Elljam | | |
| Scrum Master | | James Boyd | | |
| Team Member | | Ellena Begg | | |
| Project Tasks | | | | |
| Task # | Description | | Priority | Notes |
| 1 | Decide on a suitable GUI prototype tool | | 1 |  |
| 2 | Design GUI and components including action/events | | 3 |  |
| 3 | Create Scrum Board on Github | | 1 |  |
| 4 | Complete Functional Requirements of application | | 2 |  |
| 5 | Complete Non-Functional Requirements of application | | 2 |  |
| 6 | Complete GUI components including action/events | | 5 |  |
| 7 | Design, write and review Bubble Sort/Binary Search algorithms | | 4 |  |
| 8 | Design, write and review Bubble Sort/Binary Search pseudocode | | 4 |  |
| Functional Requirements | | | | |
| A functional requirement is **describing the behaviour of the system** as it relates to the system's functionality. | | | | |
| * Store 24 integers as an array * Generate 24 random integers between 10 and 99 to populate array with a button press | | | | |
| * Display integers in a Listbox | | | | |
| * Allow user to add, edit or remove entries * Only allow integer input | | | | |
| * Sort data (ascending order) using a Bubble Sort algorithm | | | | |
| * Enable user to search for an entry using a Binary Search algorithm * Show clearly understandable error messages for incorrect input, no item selected, unsuccessful search * Show clearly understandable success messages for search results, display where in list search item was found | | | | |
| Non-Functional Requirements | | | | |
| A non-functional requirement elaborates a performance characteristic of the system. | | | | |
| * Useability (text large enough to read, buttons easy to click, understandable error messages) | | | | |
| * Clear text box after search/edit/add | | | | |
| * Redisplay list after every update | | | | |
| * Tooltip messages when hovering cursor over buttons | | | | |
| * Yes/No confirmation before deleting items | | | | |