

Team Project Notebook Contents

1. Status Cover Sheet and signature page that contains the signature of all team members contributing to the project notebook

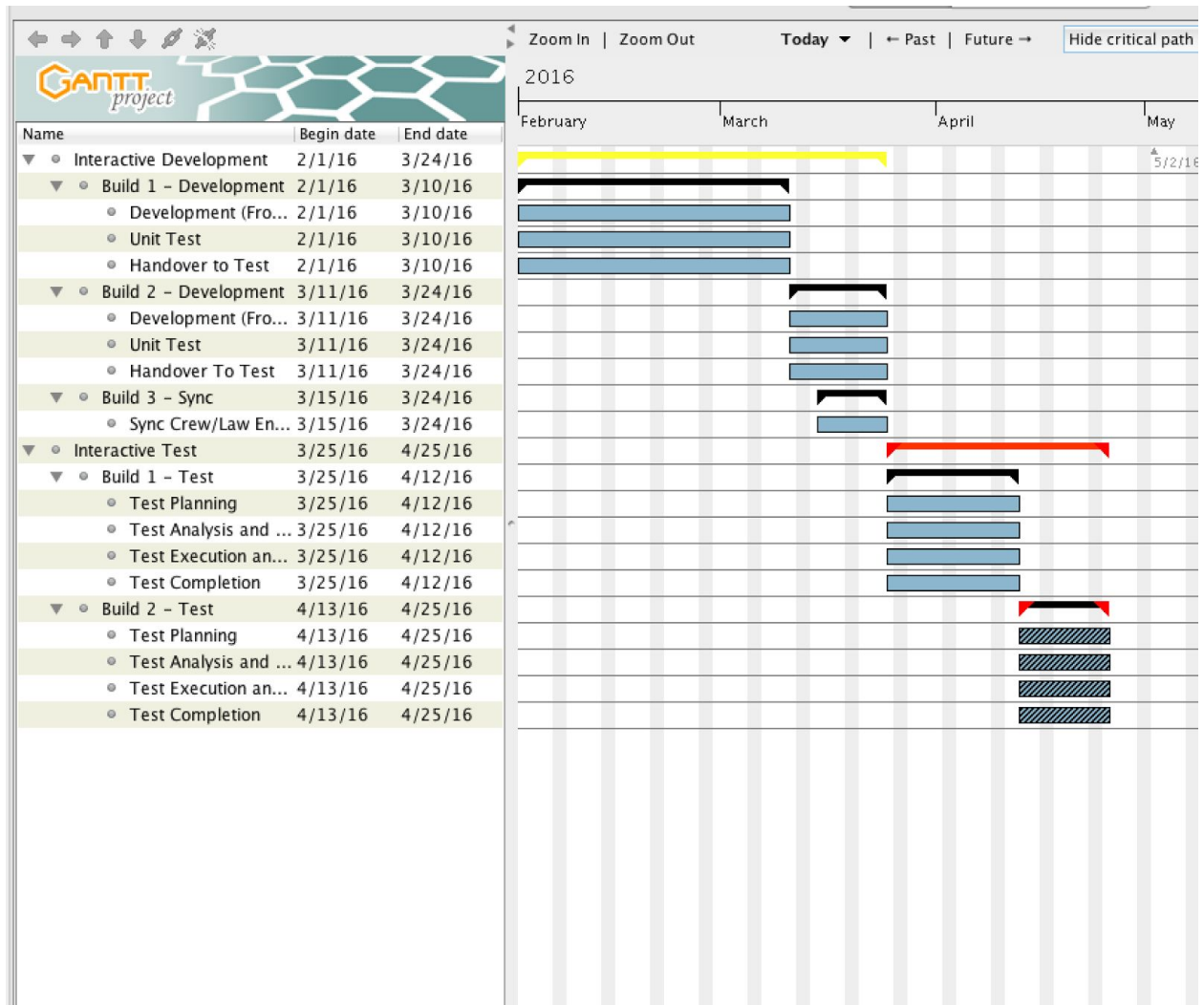
X Jimmy Doan

X Julian Nunez

X Michael Jannain

X Jose Garcia

2. Team Plan: *This in NOT just your Report #1 plan information, but rather the backup data/information that supports your Report #1*
 - a. Life cycle model: **Joint Application Design**. Customer explicitly states “All customization, modifications, or new development will be accomplished using JAD (Joint Application Design) methodology”.
 - b. Estimates (updated at each phase): Size, labor hours, schedule
 - i. Size: 4 developers
 - ii. Labor Hours: 4 members x 53 days x 2 hours = 424 hours
 - iii. Schedule:
 - Interactive Development (Start=2/1/16, End=3/24/16)
 1. -Build 1 - Development (Start=2/1/16, End=3/10/16)
 - a. -Development (Start=2/1/16, End=3/10/16)
 - b. -Unit Test (Start=2/1/16, End=3/10/16)
 - c. -Handover to Test (Start=2/1/16, End=3/10/16)
 2. -Build 2 - Development (Start=3/11/16, End=3/24/16)
 - a. -Development (Start=3/11/16, End=3/24/16)
 - b. -Unit Test (Start=3/11/16, End=3/24/16)
 - c. -Handover to Test (Start=3/11/16, End=3/24/16)
 3. -Build 3 - Sync (Start=3/15/16, End=3/24/16)
 - a. -Sync City Workers/Law Enf. (Start=3/15/16, End=3/24/16)
- c. Actual measures: Size, labor hours, schedule
 - i. Not Available Yet
- d. Schedule to include the following for each major activity: lead person, subtasks, relationships between subtasks (e.g., predecessors/successors), and critical path



<https://docs.google.com/spreadsheets/d/1okDLT07rOzk8BJ7gpmj1Bzzrad5iaqobG1pHFYGOguk/edit?usp=sharing>

3. Requirements: *This in NOT just your Report #1 requirements information, but rather the backup data/information that supports your reports (requirements updates are expected for each of your reports)*
 - a. List of team requirements

1	System and Performance Requirements (UI Performance)
2	System and Performance Requirements (Operational Environment: Multiple Users)
3	System and Performance Requirements (Security Access)
4	System and Performance Requirements (Single Entry of Information)
5	System and Performance Requirements (Validation of Inputs)

6	System and Performance Requirements (Entry and Processing of Names)
7	System and Performance Requirements (Online Help)
8	System and Performance Requirements (Screens/UI)
9	System and Performance Requirements (Prototype Design/Process)
10	System and Performance Requirements (Error Message)
11	GITS Framework (Navigation Structure)
12	GITS Framework (User Login Management)
13	GITS Framework (Authorized Users: Information Entry/Maintenance)
14	GITS Framework (User Name)
15	GITS Framework (User Employee Number)
16	GITS Framework (User's Job Title)
17	GITS Framework (User Password)
18	GITS Framework (Allowable Access Areas: Subsystem)
19	GITS Framework (System Admin Menu)
20	GITS Framework (Print Authorized User Report: Whole System/Subsystem)
21	GITS Framework (System Level Authorized Users: Password Reset/Initialization)
22	Graffiti Incident Documentation (Crew Info)
23	Graffiti Incident Documentation (Graffiti Info)
24	Graffiti Incident Documentation (Image Upload)
25	Graffiti Incident Documentation (Options)
26	Ability to view Incident Record Info & Crew Info
27	Ability to edit Graffiti Info
28	Ability to update Graffiti Info
29	Ability to update Suspect Info
30	Add label to image
31	Graffiti Incident Documentation (Options)
32	Image Upload
33	Graffiti Analysis (GA) Requirements (Frequency of Incidents)
34	Graffiti Analysis (GA) Requirements (Hot Spot: Calculation)
35	Graffiti Analysis (GA) Requirements (Hot Spot: Reporting)
36	Graffiti Reporting (GR) Requirements (Map of Incidents)
37	Graffiti Reporting (GR) Requirements (Sorted Record of Incidents)
38	Graffiti Reporting (GR) Requirements (Status Report)

b. Requirements matrix mapping team requirements to design and tests

PHASE:	PERSON RESPONSIBLE:	REQUIREMENT:	USER:
Interactive Development			CITY WORKERS
Build 1 - Development			CITY WORKERS
Development (Front/Back-End)			CITY WORKERS
	Mike	Graffiti Incident Documentation (Crew Info)	CITY WORKERS
	Jimmy	Graffiti Incident Documentation (Graffiti Info)	CITY WORKERS
	Jose	Graffiti Incident Documentation (Image Upload)	CITY WORKERS
	Julian	Graffiti Incident Documentation (Options)	CITY WORKERS
Unit Test			CITY WORKERS
Handover to Test			CITY WORKERS
Build 2 - Development			LAW ENFORCEMENT
Development (Front/Back-End)			LAW ENFORCEMENT
	Mike	Ability to view Incident Record Info & Crew Info	LAW ENFORCEMENT
	Jimmy	Ability to edit Graffiti Info	LAW ENFORCEMENT
	Jose	Ability to update Graffiti Info	LAW ENFORCEMENT
	Julian	Ability to update Suspect Info	LAW ENFORCEMENT
	Mike	Add label to image	LAW ENFORCEMENT
	Jimmy	Graffiti Incident Documentation (Options)	LAW ENFORCEMENT

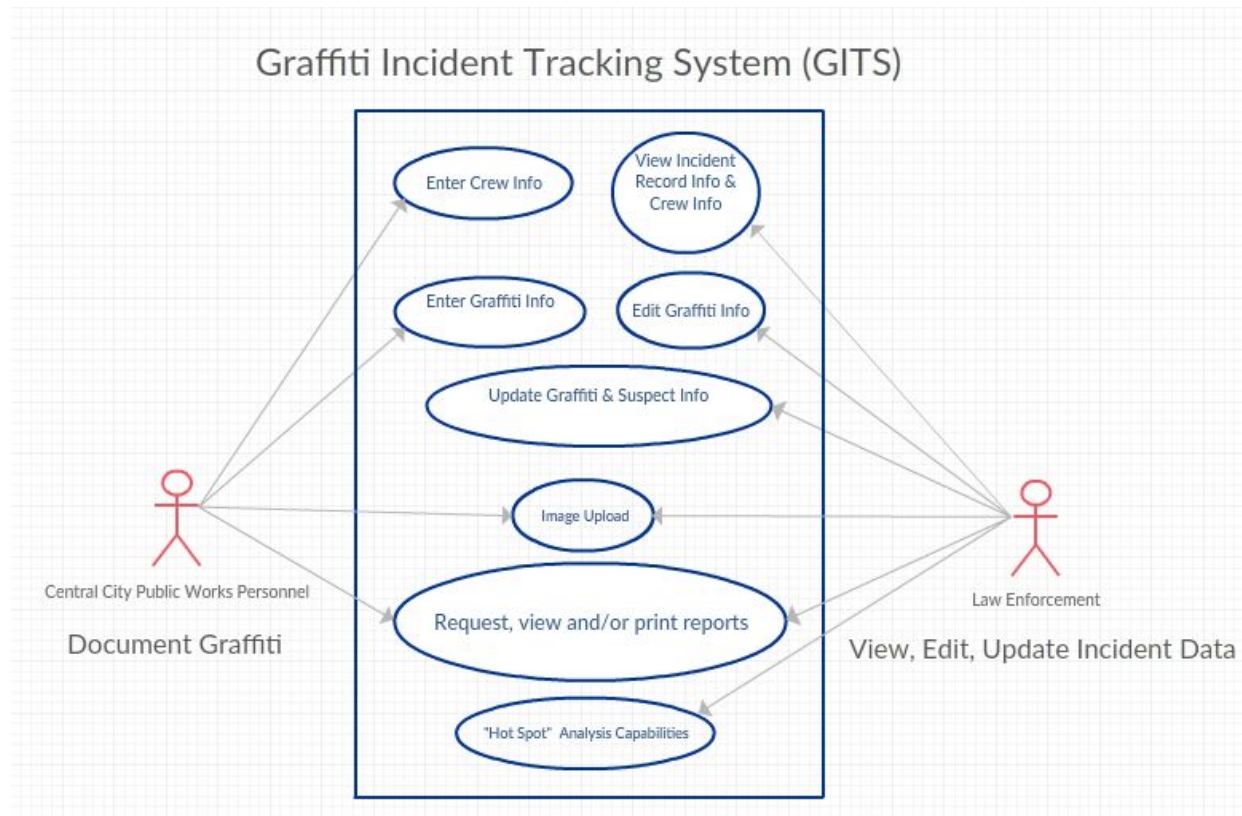
	Jose	Image Upload	LAW ENFORCEMENT
	Julian	Graffiti Analysis (GA) Requirements (Frequency of Incidents)	LAW ENFORCEMENT
	Jimmy	Graffiti Analysis (GA) Requirements (Hot Spot: Calculation)	LAW ENFORCEMENT
	Mike	Graffiti Analysis (GA) Requirements (Hot Spot: Reporting)	LAW ENFORCEMENT
Unit Test			LAW ENFORCEMENT
Handover to Test			LAW ENFORCEMENT
Build 3 - Sync			BOTH
Sync Crew/Law Enforcement			BOTH
	Julian	System and Performance Requirements (UI Performance)	BOTH
	Julian	System and Performance Requirements (Operational Environment: Multiple Users)	BOTH
	Julian	System and Performance Requirements (Security Access)	BOTH
	Julian	System and Performance Requirements (Single Entry of Information)	BOTH
	Jose	System and Performance Requirements (Validation of Inputs)	BOTH
	Jose	System and Performance Requirements (Entry and Processing of Names)	BOTH

	Jose	System and Performance Requirements (Online Help)	BOTH
	Jose	System and Performance Requirements (Screens/UI)	BOTH
	Jimmy	System and Performance Requirements (Prototype Design/Process)	BOTH
	Jimmy	System and Performance Requirements (Error Message)	BOTH
	Jimmy	GITS Framework (Navigation Structure)	BOTH
	Jimmy	GITS Framework (User Login Management)	BOTH
	Mike	GITS Framework (Authorized Users: Information Entry/Maintenance)	BOTH
	Mike	GITS Framework (User Name)	BOTH
	Mike	GITS Framework (User Employee Number)	BOTH
	Mike	GITS Framework (User's Job Title)	BOTH
	Mike	GITS Framework (User Password)	BOTH
	Jimmy	GITS Framework (Allowable Access Areas: Subsystem)	BOTH
	Jose	GITS Framework (System Admin Menu)	BOTH
	Julian	GITS Framework (Print Authorized User Report: Whole System/Subsystem)	BOTH
	Jimmy	GITS Framework (System Level Authorized Users: Password Reset/Initialization)	BOTH

	Mike	Graffiti Reporting (GR) Requirements (Map of Incidents)	BOTH
	Julian	Graffiti Reporting (GR) Requirements (Sorted Record of Incidents)	BOTH
	Jose	Graffiti Reporting (GR) Requirements (Status Report)	BOTH
Interactive Test			CITY WORKERS
Build 1 - Test			CITY WORKERS
Test Planning			CITY WORKERS
Test Analysis and Design			CITY WORKERS
Test Execution and Recording			CITY WORKERS
Test Completion			CITY WORKERS
Build 2 - Test			LAW ENFORCEMENT
Test Planning			LAW ENFORCEMENT
Test Analysis and Design			LAW ENFORCEMENT
Test Execution and Recording			LAW ENFORCEMENT
Test Completion			LAW ENFORCEMENT

- c. List of approved requirement changes
 - None (no changes made yet)
- d. Context diagram at team level
 - See responsibilities document

e. Use Case diagrams



f. Informal notes related to requirements analysis activities

-Most of the requirements will have to cross over at one point or another due to the need for the database to sync in real time. Therefore we have decided that the web-facing portal for the city workers will be important and will focus on that first.

This is because our team has less web development experience than other categories. Then, law enforcement's back end database will become the focus. Finally in build three the data will be synchronized across the web-facing and offline databases.

g. Informal notes from customer or project manager clarifying or modifying requirements

-Requirements for Build #3 relate to system requirements or general categories that fit both Law Enforcement and City Worker groups.
 -Requirements in Build #2 relate to Law Enforcement.
 -Requirements in Build #1 relate to City Workers.

4. Design: *This in NOT just your Report #3 information, but rather the backup data/information that supports your reports. Note that Report #3 focuses on the*

architecture (top-level design), data model, and user interface prototype and the project notebook also includes information related to the detailed design.

- a. Top level architecture diagram
 - b. Alternatives investigated and rationale for selection
 - c. Database/data structure design
 - d. User interface prototype
 - e. Detailed design
 - f. Informal notes related to design activities
 - g. Design review/inspection notes (top level and detailed-optional*)
5. Code and Test
 - a. Code review/inspection notes (optional*)
 - b. Unit test plan
 - c. Unit test review/inspection notes (optional*)
 - d. Unit test/retest results
 - e. Integration test plan
 - f. Integration test review/inspection notes (optional*)
 - g. Integration test/retest results
6. Independent System Test: *This is NOT just your test plan report, but rather includes the backup data/information that supports your test plan report and any updates to your report as your first increment definition evolves*
 - a. Test Plan/Strategy
 - i. Plan for testing project requirements to include
 1. Test method for each requirement
 2. Test tools and data required for each test
 - ii. Informal notes related to test planning activities
 - iii. Test plan review/inspection notes (optional*)
 - b. Test Procedures
 - i. For each test procedure/case:
 1. Description of test procedure/case steps
 2. Requirements tested by each procedure/case
 3. Inputs for each test procedure/case
 4. Expected results
 5. Pass/fail criteria
 - ii. Test procedure review/inspection notes (optional*)
 - c. Test Tool Development (if applicable)
 - i. Test tool design
 - ii. Test tool design review/inspection notes (optional*)
 - iii. Test tool testing results
 - d. Test Results Report
 - i. List of tests executed and results
 - ii. Defect discovery profile
 - iii. Defect closure profile
7. Up-to-date timesheet for all team members

