Graffiti Incident Tracking System (GITS)

Team: Michael Jannain, Julian Nunez, Jose Garcia, Jimmy Doan

Capabilities for GITS

❏ An Internet portal that allows Central City Public Works personnel to document graffiti and send the incident data to the appropriate investigating law enforcement official.

❏ User interface that will allow an investigating law enforcement official to view, edit, and update the incident data along with any photo(s) of the damage and identity of graffiti suspect(s).

❏ Analysis capabilities that will allow law enforcement personnel to identify "hot spots".

❏ Reporting capabilities that will allow authorized staff to request, view and/or print reports based on information in the database.

Methodology

Architected Agile - Small group size and lack of experience in software development/required languages among team members warrants extra focus towards foundations/architectural issues in the initial iteration. Transition to agile afterwards is perfect for current students who have other time commitments.

Project Manager: Mike

- Scheduling:
    - Schedule split into 2 sections: 1) Design 2) Testing
    - Further broken up into Build 1-Build 3:
        - Build 1: City Worker related portions of the GITS database
        - Build 2: Law Enforcement related portions of the GITS database
        - Build 3: Sync Law Enforcement / City Worker sections
            - Here the databases will overlap and integrate, also system performance features relating to both Law Enforcement and City Workers will be included here
    - Unit-testing after each phase → Testing Phases after Build 1-3 finish
- Graffiti Incident Documentation (Crew Info)
    - Crew ID and other cleanup details must be part of the MySQL database

Software Manager: Jimmy

Responsible for software requirement refinement, design, implementation, and integration.

Requirements Refinement: Requirements Database & Requirements Analysis

Software Design, Implementation, Integration:

Involved throughout:

- ❏ Build 1 (For City Crew)
- ❏ Build 2 (For Law Enforcement)
- ❏ Build 3 (Syncing both Builds together)

Test Manager: Jose

City Workers
- Image Upload

Law Enforcement
- Update Graffitti Info
- Image Upload

System and Performance
- Validations of inputs
- Entry and Processing of Names
- Online Help
- Screen/UI

Framework
- Admin Menu

Reporting
- Status Report

Configuration Manager: Julian

- City Workers
    - Options
- Law Enforcement
    - Ability to update Suspect Info
    - Graffiti Analysis (GA) Requirements (Frequency of Incidents)
- Unit Testing
    - UI Performance
    - Operational Environment: Multiple Users
    - Security Access
    - Sorted Record of Incidents