Team Alexandria

Deliverable 5 -Closing: User Interface Design, Program

IS436 - Structured Systems Analysis and Design Prepared for May 14th, 2018

design and System Implementation

Team Members

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A. Interface Design

1)

Home Page

Login	Check Out
	1 (000 (000 (000 000 000 000 000 000 000

Alexandria Library

Welcome to the Alexandria Library

Home | About Us | Books | Electronic Media | Contact Us | Search:

News on library, new media, etc

Footer (i.e. Alexandria Library, 1000 Hilltop Cir, Baltimore, MD 21250)

Search Page

Login	Check Out
Login	Check Out

Alexandria Library

Media Search
Home About Us Books Electronic Media Contact Us Search:
Books Movies Ebooks Magazines Online Videos
Type of Media
Title
Author
ISBN
Genre
Торіс
Publication Year
Footer (i.e. Alexandria Library, 1000 Hilltop Cir. Baltimore, MD 21250)

Sign-up Page

		Login Check Ou
Alex	andria L	ibrary
	Sign-up	
Home About Us Books	Electronic Media Contact Us Search:	
	Don't have an account? Sign-up here!	
Name		
Address		
Phone		
Email		
Password		
Library Card I (Optional)	D	
Age		
F	ooter (I.e. Alexandria Library, 1000 Hilltop Cir, Baltimo	ore, MD 21250)

2) Interface Standards

The standards we followed for our user interface design was to keep each page consistent with the library logo/title at the top, login and checkout page located at the top right corner, page title under the logo/title, navigation bar with consistent items unter the page title, search bar for general searches next to the navigation bar, main page contents in the middle, and a consistent footer along the bottom of the page. The layout would be consistent and simple so all users will navigate with ease and without getting lost. The site can be also be easily navigated between pages, one click to any wanted page. The page layout and navigation should accommodate to most user personas. Our site map will not have many deep layer, maybe 2 at most for the search function, or maybe 4 at most with an advanced search. We will have error messages/windows for errors in log-in, sign-up, checkout, and search functions. The font sizes will also be adequate to accommodate all users. The colors we will use will be effective in attracting customers, but not too aggressive. The search page will be basic and the input fields can be used as needed. We have implemented a touch screen design for mobile devices. The inputs will be specified for the fields to reduce input errors, as it will cause less frustration.

B. Program Design

A functional demo of the system can be found at http://is436.jasonspriggs.com/home.

Administrative functions can be found by clicking the Admin link in the footer and logging in with user: admin, password: umbc.

Testing of library card holder functions can be tested using 1234 as the library card number and 1234 as the PIN.

C. System Implementation

GitHub Link - https://github.com/jasonspriggs/umbcis436/tree/master/final

System Requirements

	Standard Client	Standard Web Server	Standard Application Server	Standard Database Server
Operating System	Windows 10	Linux	Linux	Linux
Special Software	Microsoft Office Adobe Acrobat Reader Google Chrome	CentOS HTML CSS JavaScript	Java(Spring)	MariaDB
Hardware	Intel Core i7-7700K Quad Core processor Dell R710 Dell KVM Power Distribution Units Uninterruptible Power Supply Unifi Security Gateway pro 22-inch LCD Monitor 500-GB Disk Drive	500-GB Disk Drive Intel Core i7-7700K Quad Core processor	500-GB Disk Drive Intel Core i7-7700K Quad Core processor	1-TB Disk Drive RAID Intel Core i7-7820X Eight core processor

Page 7 | Team Alexandria

Network	Always-on	Dual 100 Mbps	Dual 100 Mbps	Dual 100 Mbps
	Broadband	Ethernet	Ethernet	Ethernet
	Dial-up at 56 Kbps, possible with some performance loss			

D. Updated Work Plan

Task Name	Responsible	Start	End	Days	Status
Sprint 1					
Initiating & Planning	Alex Cha.	2/26	3/5	7	Complete
Gather Info & Analysis	Omar C.	3/2	3/12	10	Complete
Sprint 2					
Plan System Engineering	Amit,Jason	3/15	3/23	8	Complete
Acquire Hardware & Software	Jason,Mehak	3/15	3/30	15	Complete
Installation	Amit,Alex	3/30	4/9	10	Complete
Implementation	Omar, Mehak	4/9	4/19	10	Complete
Sprint 3					
Prepare and Provide Training	Alex Cha.	4/9	4/24	15	Complete
Provide Support	Amit D.	4/24	5/1	7	Complete

Page 8 | Team Alexandria

Monitor Data	Omar C.	4/24	5/1	7	Complete
Testing	Omar C.	4/24	5/4	10	Complete
Sprint 4					
Document System	Mehak C.	4/24	5/5	11	Complete
Continuous Resolvance of Issues	All	5/5	12/1	210	In Progress

F. Team Experience

SDLC Process Difficulties -

Planning - During the planning phase we ran into the challenge of what the actual project would accomplish. We wanted to have a clear vision of what was needed from the application. This was quite challenging but we conducting a few group meetings and were able to come up with a good idea.

Analysis- We wanted to test how feasible it would be to implement the new project and to do this we conducted a feasibility study. The feasibility study was very rewarding because it helped us understand how much of a difference the concept we drew up would make.

Design - During the design phase we did not face any challenges as we all agreed on the UI, program and data storage designs. The main designs were created by our scrum master and he did accept input for everyone else on the group.

Implementation - The only major challenge we faced in implementation was the choice of who would implement the program. We were torn between outsourcing and a hybrid of outsourcing and inhouse. We decided to go with hybrid implementation because it would allow for more professional implementation of the program.