1. Use your new skills in UML, deployment diagramming to outline the direction for your software solution. Refer to your strategy paper to define the software product. Content demonstrated from each lecture should be emulated (use case, class, sequence, deployment).
2. Utilize a Work Breakdown Structure to satisfy an initial cost-breakdown for your project. Assume a certain number of programmer-hours per module you require. Classify the project using a mainstream SDLC work process: waterfall, evolutionary, agile, JAD as a recommended process for creating your solution. Justify your project management solution given the type of project you are designing: BPI, BPA or BPR.
3. Define the cloud and networking portion you’ll need to supply resilient, assured application support. Consider the use of 3rd party clouds such as AWS or Azure. Be sure to research each networking component to offer reliable advice.
4. Define the Human Computer Interface your users will require. Supply wireframe UI mockups to state how your users will navigate your application. Integrate your project 2 discussion on BPMN into your UI mockups.