

DevOP by OpFlow

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1.0 Scope

1.1 Identification

DevOP v0.1a, Productivity and Communication tool for development teams.

1.2 System Overview

DevOP is based on the Electron framework and as such will run on any modern operating system. The application brings the functionality of many popular development tools under a single umbrella and supports personal and team-based record keeping, visual task board to easily convey that information, and real-time chat with persistence. DevOP is targeted at teams that want modern planning and team-work functionality without the monthly subscription and cloud-based storage of information that most of these tools require.

The DevOP client will be deployed to each individual team member's computer but may also be hosted on a webserver for remote connections, thanks to the flexibility provided by Electron. The client can be pointed at any MySQL database for storage of information; however, it is designed with the idea of a team-owned database managed locally. Team members will be able to create and update records, manipulate task boards, and communicate with one another or groups all within the application.

1.3 Document Overview

The document shall serve as the point of reference for all notable reference materials; including frameworks and packages or modules the program relies on, and any other useful technical guides used during the development process. Additionally, all technical and design requirements, testing plans, and test results will be documented and maintained herein.

2.0 Referenced Documents

Frameworks:

Electron - <https://www.electronjs.org/>

Node.js - <https://nodejs.org/en/>

MySQL - <https://www.mysql.com/>

Packages:

Express - <https://www.npmjs.com/package/express>

socket.io - <https://www.npmjs.com/package/socket.io>

mysql - <https://www.npmjs.com/package/mysql>

References:

w3schools.com - <https://www.w3schools.com/>

Additional Tools:

Visual Studio Code - <https://code.visualstudio.com/>

MySQL Workbench - <https://www.mysql.com/products/workbench/>

3.0 Requirements

The tools need by your project - those required to create your software (technical requirements) and the SHALL statements that say how your software should work. Think of this part as how the user will view the functionality of your software. In practice, you should record the source of your requirements but for our purposes they will be a single source, the team.

Rqmt ID	Rqmt Statement	Design Section #	Test Section #
1.0	Program shall be cross-platform and run on an “personal computer” type device with a modern operating system.		
1.1	Electron framework		
1.2	Electron Dependencies		
2.0	Program shall provide, at a minimum, task tracking, visual task board, chat communication		
2.1	User shall be able to create a new record containing name of task, task number, task description, task assignment, date started, date ended		
2.2	User shall have access to a drag-and-drop interactable task card that can move between columns, providing tracking for task progress		
2.2.1	Task card shall consist of task name, task descript, and task assignee		
2.2.2	Task cards shall be re-orderable in the individual columns		
2.3	Users shall be able to communicate with one another via persistent, real-time chat		
2.3.1	Chat messages shall consist of user identifier, timestamp, and message and shall be stored INDEFINITELY		
2.4	Program shall have a settings page with Username, password, database address, database port number		

4.0 Design

How are you going to meet the requirements? This is technical requirements and what the user thinks it should do or behave. Examples of technical requirements are what OS will you use, tools need for development, device drivers, libraries, etc... A user requirement example would be a configuration file that is ASCII rather than binary or always put the OK button in the lower right-hand corner.

5.0 Test Plan

How are you going to prove that you met the requirement by testing the design? Stay at the functional testing level. That is test functional areas. Unit testing is to be done by the developer is normally not recorded.

Appendix A. Test Results

The results of your step by step test plan. Record pass/fail.