**CS 441 FINAL PROJECT**

1. **Project Name** Project Management Application
2. **Project Description**

The purpose of this document is to describe the design of a project management application to assign and collaborate on tasks. The requirements described below are preliminary, not final, and subject to change.

Our application will be functional under 5 different modes. These modes will specify the appropriate actions that can be taken when logging in as a user. The modes are:

1. *Mono-user Mode*: User specifies task details, sets deadlines, and tasks are automatically assigned to him/her.
2. *Project Manager Mode*: User specifies details, sets deadlines, and assigns tasks, and views other team members’ tasks.
3. *Community Mode*: User can select unassigned tasks and work in it with other team members. Cannot change due dates or other details.
4. *Observation Mode*: User views tasks, cannot edit or assign existing tasks.
5. *Super-user Mode*: User can add/edit/delete tasks where manager is optional.
6. **Actors**

*Manager* – User with privileges to create project, assign tasks and set priority.

*Team Member* – User with assigned tasks and may work on them either individually or collaboratively with other team members.

1. **Use Cases**

The following use cases are categorized by the different modes described in page 1. Under each mode, only certain operations are allowed.

1. **Mono-user - Create/Assign Task to Self**
2. User creates project with tasks.
3. Tasks are automatically assigned to user.
4. User completes task before due date and labels task as ‘Completed’.
5. Task is stored into Archive database.
6. **Project Manager - Create/Assign Task to Team Member(s)**
7. User creates project with tasks and assigns them to other Team Member(s).
8. Team Member(s) work on the tasks and complete it on time.
9. Task is stored into Archive database.
10. **Community - Create/Assign Task to Team Member(s)**
11. User creates project with tasks and assigns them to other Team Member(s).
12. Team Member(s) work on the tasks and complete it on time.
13. Task is stored into Archive database.
14. **Project Manager – Create Task with no assigned Team Member(s)**
15. User creates project with tasks and any team member(s) can assign tasks to self.
16. Team Member(s) work on task and complete it on time.
17. Task is stored into Archive database.
18. **Mono-user, Project Manager, Community, Super-user Modes - Task informs user about deadlines**
19. Team Member(s) are working on task which is due soon but not completed yet.
20. Application informs team member(s) about whether task should be marked as ‘Incomplete’ with given deadline or if deadline should be extended.
21. **Project Manager Mode - Manager sees task cannot be completed on time and extends due date**

Same as Use Case 4.5, with the exception that only under project-manager mode, deadline can be extended.

1. **Any Mode – Providing comments on tasks**
2. Manager or team members are able to see tasks, and comment on them.
3. Documents can also be attached to the comments to help accomplish the task.
4. **Any Mode – Notifications**
5. Users are notified of new tasks assigned to them.
6. Users are able to access a history of completed tasks done individually and collaboratively with other team members.
7. Users receive a notification when someone comments on one of their tasks.
8. Other team members can tag your name in a tasks comment to get your attention for tasks that do not belong to you.
9. Users can set reminder notifications that will remind them that a task is due in a certain amount of time. (i.e. a week, day, hour, or any time the user sets manually).

**4.9.**   **Observation Mode – User(s) that are collaborating with the team on the project (e.g. software engineer observing software QA team) can view progress, but not edit or assign tasks.**

1. Users with Observation Mode are able to see a list of tasks with their assigned users but not be able to edit them.