Commerce Bank Budgeting Application Iteration #2 Plan

3/6/2017 - 3/19/2017

Revision History

Author	Date	Description
Jeremy	3/3/2017	Document Creation
Troshynski		
Jeremy	3/17/2017	Revising Tasks
Troshynski		
Jon Whipple	3/17/2017	Revising Tasks
Emily Thomas	3/18/2017	Revising Tasks
Daniel McNary	3/19/2017	Revising Tasks

1. Objectives

The purpose of this iteration is to improve upon what was implemented in iteration 1 and create a UI prototype. At the end of this iteration, we should have:

- Have UI prototype finalized
- Finalized database tables
- Semi-Functioning transaction page
- Semi-Functioning budgeting page

2. Use Cases

The following use cases are involved in this iteration:

- As a user, I want to see daily spending goals
- As a user, I want to see a list of my accounts and how much money they contain
- As a user, I want to be able to set multiple goals for my budget.
- · As a user, I want to view a list of my transactions
- As a user, I want to see my transactions categorized

3. Task Schedule

Task		Effort	Completion Date		Owner	Status
		Actual	Est.	Actual	Owner	Status
Setting up budgeting goals page		2	3/6/17	3/8/17	Jon	Completed
Show goals and update goals		12	3/15/17	3/19/17	Jon	Completed
Setup VPN access to server		5	3/17/17	3/17/17	Daniel	Complete
Setup IIS Webserver	3	2	3/17/17	3/17/17	Daniel	Complete

Setup DNS entry for website		1	3/17/17	3/17/17	Daniel	Complete
Import data into database		4	3/15/17	3/12/17	Colin	Complete
Implement database tables		5	3/12/17	3/13/17	Emily	Complete
Displaying transactions on transactions page		8	3/19/17	3/17/17	Derek	Complete
Finalize the UI Prototype		12	3/8/17	3/17/17	Jeremy	Complete
Construct Gamification Prototypes		5	3/19/17	3/17/17	Alex	Complete

4. Retrospective

Overall, this iteration went much better than the first iteration. As a group, we felt that this iteration had a better structure and was well executed. We completed almost all of the goals we set out for ourselves. We've settled into the structure and teams of our group and hope to continue to make solid progress in the next iteration.