

# IOTA GAMMA DIRECTORY CONVERSION

## Work Breakdown Structure

Working Group 4  
Peter Palmisano, Instructor  
December 3, 2017

## ACTIVITY LIST

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ID	Activity Name	Description	Responsibility	
			<i>Accountable</i>	<i>Support</i>
1.1.2	Create charter	The project charter officiates the project by providing an overview of, and getting key stakeholders to approve of, the project's scope, risks, schedule, budget, and other project-related items.	Ingrid Henricksen	Luis Sanchez Artu Peres Doubeni Sue Argentieri
1.1.3	Get sponsor signature/approval	This activity involves getting approval from the sponsor to move forward with the project by getting their signature on the project charter.	Ingrid Henricksen	
1.2	Complete project management plans	The management plans identify and define the management of the project's scope, cost, schedule, communication, human resources, stakeholders, procurements, quality, and risk.	Ingrid Henricksen	Luis Sanchez Artu Peres Doubeni Sue Argentieri
1.3	Create WBS	In this activity, the project deliverables are itemized and organized by tasks that will complete them. This will show the work of the team in measurable sections/work packages.	Ingrid Henricksen	Luis Sanchez Artu Peres Doubeni Sue Argentieri
1.4	Design project model	This activity consists of a project management model design that the project manager will use to keep track of project deliverables.	Ingrid Henricksen	Luis Sanchez Artu Peres Doubeni Sue Argentieri
2.1.1	Define Use Cases	This activity describes typical user actions/events that solicit interaction with the system to achieve a goal. The user can be a human or other external system.	Luis Sanchez Artu	Sue Argentieri Ingrid Henricksen Peres Doubeni

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2.1.2	Create User-Activity Diagrams	This activity shows how the graphical user-interfaces will interact and integrate with the system.	Sue Argentieri	Ingrid Henricksen Luis Sanchez Artu Peres Doubeni
2.1.3	Standardize scripting nomenclature	This activity establishes naming standards for programming modules, and their variables and functions.	Peres Doubeni	Ingrid Henricksen Luis Sanchez Artu
2.1.4	Define class domains	This activity defines the data objects that store the data in the database system. The system programming modules will use these objects to store, display, and edit the data in the database.	Luis Sanchez Artu	Ingrid Henricksen Peres Doubeni
2.2.1.1	Create entity-relationship diagram	In this activity, the key categories in the database are shown and they must be related to each other	Luis Sanchez Artu	Sue Argentieri
2.2.1.2	Assess data quality	This activity involves the gathering of intel on how users have documented each entity.	Luis Sanchez Artu	Sue Argentieri Peres Doubeni
2.2.1.3	Establish domain attributes	In this activity, all the subcategories, or attributes, that define each entity are listed.	Sue Argentieri	Luis Sanchez Artu Peres Doubeni
2.2.1.4	Normalize	This activity involves the breaking down of entities into tables that organize its attributes and its relationships in a way that reduces data redundancy and improve data integrity.	Luis Sanchez Artu	

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2.2.2.1	Determine hardware and performance requirements	This activity involves gathering the physical hardware and performance requirements for the new system.	Luis Sanchez Artu	Sue Argentieri
2.2.2.2	Create Denormalization Plan	A denormalization plan is created to check if redundant data structures are needed in the database to increase query performance.	Luis Sanchez Artu	Ingrid Henricksen
2.2.2.3	Create a data dictionary	This activity involves creating a data dictionary chart that consists of the physical qualities of each entity attribute, and how it will be defined in the database	Peres Doubeni	Sue Argentieri
2.3.1	Determine design requirements	In this activity, all requirements that constrain in designing the user interface are gathered.	Luis Sanchez Artu	Ingrid Henricksen Peres Doubeni Sue Argentieri
2.3.2	Sketch the wireframe	This activity involves sketching sets of images that display the functional elements of a website. It is used for planning a site's structure and functionality.	Luis Sanchez Artu	Peres Doubeni Sue Argentieri
2.3.3.	Define the style theme	In this activity, the attributes that specify the colors, fonts, and other qualities of the interface are defined.	Sue Argentieri	Ingrid Henricksen Luis Sanchez Artu Peres Doubeni
2.4.1	Create user-acceptance tests	This activity involves user-acceptance tests assuring that the product can handle a real-world environment.	Peres Doubeni	Ingrid Henricksen Sue Argentieri Luis Sanchez Artu

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2.4.2	Create system-integration test	Another activity that involves system-integration tests assuring that the system components can coexist and interact as intended.	Peres Doubeni	Luis Sanchez Artu Sue Argentieri
2.4.3	Create module test	Carrying out a module tests assuring that each system program works as intended and is fit to use.	Peres Doubeni	Luis Sanchez Artu Sue Argentieri
3.1	Create database system (DB)	This activity involves creating the database.	Luis Sanchez Artu	Peres Doubeni Sue Argentieri Ingrid Henricksen
3.2	Create user interface (UI)	This activity involves creating the graphical user-interface (website) which the user will interact with.	Luis Sanchez Artu	Ingrid Henricksen Sue Argentieri Peres Doubeni
3.2.1	Create help guide UI features	This activity involves creating an interactive help guide that will assist users when they are using the website.	Sue Argentieri	Ingrid Henricksen Luis Sanchez Artu Peres Doubeni
3.3	Create UI-DB scripts	This activity involves programing the modules that connect the UI to the database.	Peres Doubeni	Ingrid Henricksen Luis Sanchez Artu Sue Argentieri
3.4	Create technical documentation	This activity involves creating the documentation that specifies the technical descriptions of each system component.	Ingrid Henricksen	Luis Sanchez Artu Sue Argentieri Peres Doubeni

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4.1.1	DB module test	Involves performing the module test for database scripts to ensure everything is functioning well.	Luis Sanchez Artu	Sue Argentieri Peres Doubeni
4.1.2	UI module test	The UI module test assures that each programming module works as intended and is ready to be integrated into the system.	Luis Sanchez Artu	Sue Argentieri Peres Doubeni
4.2	Perform system-integration test	System-integration tests assure that the system components can coexist and interact as intended.	Peres Doubeni	Ingrid Henricksen Luis Sanchez Artu Sue Argentieri
4.3.1	Normalize data	This activity involves the transformation of the current data to match database requirements.	Sue Argentieri	Ingrid Henricksen Luis Sanchez Artu Peres Doubeni
4.3.2	Upload current data into new system	This activity involves uploading the normalized, clean data into the new system.	Luis Sanchez Artu	Sue Argentieri Peres Doubeni
4.4	Perform user-acceptance test	In this activity, user-acceptance tests is carried out to assure that the product can handle a real-world environment.	Peres Doubeni	Sue Argentieri Ingrid Henricksen Luis Sanchez Artu
5.1	Launch system	This activity involves making the product available to the clients.	Ingrid Henricksen	Luis Sanchez Artu Peres Doubeni Sue Argentieri

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5.2.1	Plan training	This scheduling the training session with selected end-users.	Luis Sanchez Artu	Ingrid Henricksen Sue Argentieri Peres Doubeni
5.2.2	Create training materials	These training materials will be distributed to training session attendees.	Peres Doubeni	Ingrid Henricksen Sue Argentieri
5.2.3	Hold training session	The training session will be held with the client(s) and will entail a virtual walk-through of product features.	Luis Sanchez Artu	Ingrid Henricksen Sue Argentieri
6.1	Document lessons learned	"Lessons learned" provides information learned by the project team throughout the performance of the project.	Ingrid Henricksen	Luis Sanchez Artu Peres Doubeni Sue Argentieri
6.2	Archive/transition project documentation	This activity involves archiving project and technical documentation and giving it to the project sponsor.	Sue Argentieri	Luis Sanchez Artu Peres Doubeni
6.3	Sign project closure document	The sponsors will sign the project closure document to indicate the project is successful.	Ingrid Henricksen	