### **LOCKEDIN**

Raquel Paradinha 102491 Paulo Pinto 103234 Miguel Matos 103341 Tiago Carvalho 104142



### **Team and Roles**

#### **TEAM MANAGER**

Raquel

Responsible for task distribution, meeting deadlines and orienting the team in the right direction.



#### PRODUCT OWNER

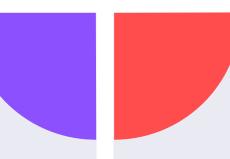
Paulo

Represents the main interests of the stakeholders and clarifies the project features/requirements.

Deep understanding of the proposed architecture and supporting technologies.

Miguel

**ARCHITECT** 



Responsible for the infrastructure and its configuration.

Tiago

**DEVOPS** 

# Product concept

LockedIn is a web based application that offers the means to manage a prison and its internal logic.



### Objectives



Guards and inmates management



Control of accessible and non-accessible areas of the prison

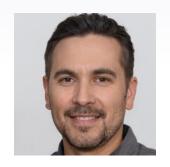


Prisoner movement and biometric data monitoring



Monitoring the performance of prisoners in their jobs

### Personas





- Guard
- Responsible for his work area





#### Carlos Correia

- Warden
- Responsible for human and physical resources of the prison

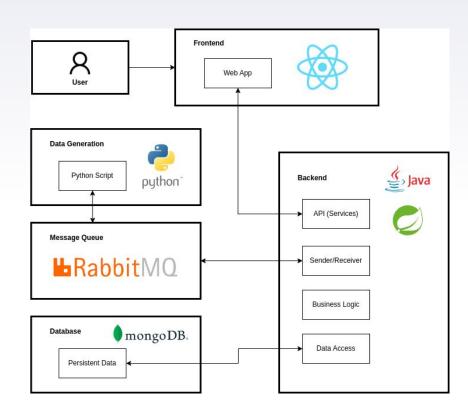
### User stories

As a prison guard, I want to have access to who are the prisoners in the room that I'm responsible for and their behaviour.

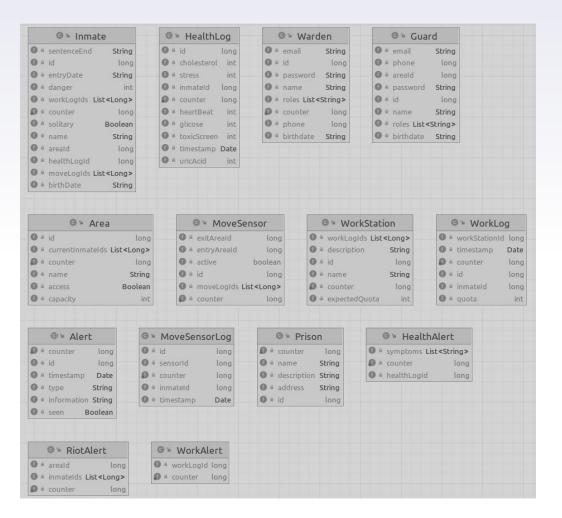
As the warden, I must have access to everything, I must be able to add new guards and give them access to their respective accounts with the permissions they need as well as control all the sensors of the prison.



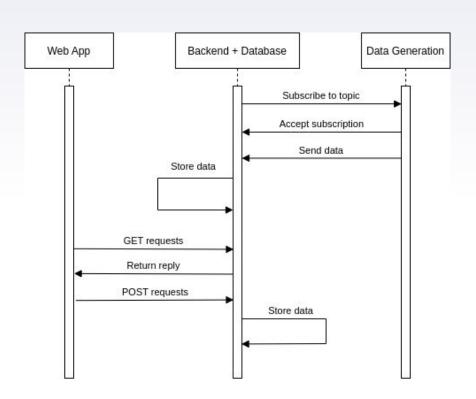
### **Architecture**



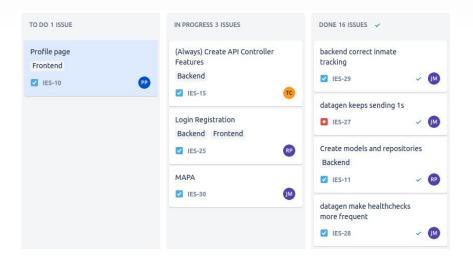
### **Database**

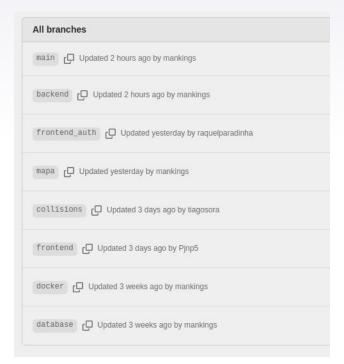


### Module Interactions



### Project management





## DEMO

