| Team 22: Project 2 BruBux: A Coffee Cart Rewards System for Android | Week of June 23, 2014 | Week of June 30, 2014 | Week of July 7, 2014 | Week of July 14, 2014 |
|---|---|---|---|---|
| Vision Document (Ramos) | Inception | Transition | Transition | Transition |
| Use-Case Model (Sapkota) | Inception | Elaboration | Construction | Transition |
| Project Plan (Potter) | Inception | Construction | Construction | Transition |
| Risk Assessment (Sapkota) | Inception | Construction | Construction | Transition |
| Initial Prototype (Raju) | Inception | | | |
| Supplementary Requirements | | Elaboration | Transition | Transition |
| Software Architecture | | Elaboration | Transition | Transition |
| Initial Design Model | | Elaboration | Transition | Transition |
| Test Cases | | Elaboration | Transition | Transition |
| Executable Prototype | | Elaboration | Transition | Transition |
| User Manual | | Elaboration | Construction | Transition |
| Traceability Information | | | Construction | Transition |
| Functioning Software Product | | | Construction | Transition |

Inception Phase – Deliverable 1
Elaboration Phase – Deliverable 2
Construction Phase – Deliverable 3
Transition Phase – Deliverable 4