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| Deliverable | JBGE Rationale | Plan | Actual |
| FUNCTIONAL |  |  |  |
| Use Case Diagram | Required. Basic tool to communicate with customers and team members in order to eliminate misunderstanding. And it is easy to update but important to the following jobs. | 1 | 1 |
| Use Case Description(s) | Required. Make sure our understanding for some complex user cases is same with customers in detail. The complex user cases are: “reserve a plane, manage reservation, manage rental billing and mange plane/instructor”. They are all contain subflows or related to another complex user case. Others are simple or common functions in a typical system. | 4 | 3 |
| Activity Diagram(s) | Required. three complex user cases have one more decision logic, so we drew the activity diagrams to clarify them, which includes: “reserve a plane, manage reservation and manage schedule” | 3 | 2 |
| STRUCTURAL |  |  |  |
| Class Diagram | Required. It converts the user cases to structural level for team members (or IT dep). Because we only focus on high level at this moment, we will miss some attributes or methods in detail. And we didn’t consider design level work such as interface and UI class. | 1 | 1 |
| CRC Card(s) | No required. Walk through the use case diagram is a good way to find out if all user cases and relationships are covered by class list on paper. | 0 | 0 |
| Object Diagram(s) | Required. Object diagram is related to real world, we drew one object diagram under a typical situation in case we missed some classes. | 1 | 1 |
| BEHAVIORAL |  |  |  |
| Sequence Diagram(s) | Required. But we only need to create complex ones related to the activity diagrams. | 2 | 2 |
| Comms Diagrams(s) | Required. Only need to create ones related to sequence diagram to find the information communication between actor and classes. | 2 | 2 |
| State/Transition Diagram(s) | Required for those classes that must maintain state. There supposed to have two complex state machines for plane and instructor in each time block. | 2 | 1 |
| CRUDE Analysis | No Required. Both customer and team member wouldn’t review it. So we did it on the paper. | 0 | 0 |

In this project, our purpose of creating documents is to keep the ones which are reviewed by customers or team members, and which maybe needs to be updated in the iterations (we don’t want to restart these logics again and again). Therefore, we create user case diagram and class diagram for overview, and explain the complex points inside by another diagram (see blew). Two diagrams we didn’t create: CRC Cards and CRUDE analysis, because all the information inside we don’t need to save or present.