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# Introduction

The role of this group report is to outline the development process in Agile environment of a web-base software application designated to serve as an important tool for the QA manager of a large university and to encourage academics and support staff, not only to post ideas for improvements but also to comment and vote on each other’s thoughts. The application helps the university’s QA Manager to oversee this process and provide real support for administration decisions making, and all through the power of processing data used to crate reports and graphic representation. The application’s name is Inspiration and is the same as its development team.

The following list is the high-level requirements specification extracted from the coursework scenario.

* Secure role base system
* Unregistered user can navigate through the website and view ideas and comments.
* Logged in user can view ideas and comments but also can post new ideas (optional can attach a files images, pdf and Microsoft Word documents) or comment on other users’ ideas.
* Logged in user must agree T&C before posting an idea or a comment.
* Logged in user can see the date/time of last logged in.
* The user must receive email notification when new comment is made to his idea.
* The users can post ideas or comments anonymously, but its details will be recorded in the database.
* The logged in user must be able to report any inappropriate comments/idea.
* The QA Manager can view reports about users’ activity, number of ideas per university’s departments, anonymous posted ideas.
* The QA Manager must be able to crate new category for tagging ideas but also to delete those ones that hasn’t got any ideas.
* The QA Manager must be able to block/unblock users.
* The QA Manager must be able to hide/show ideas form/to other users.
* The QA Manager must be able to view Google Analytics.
* The Departments QA Coordinators can see the activities for their department and receives email notification when new idea has been posted by one of their department staff.

# Agile Scrum Environmental Framework

## 2.1 Delegate roles

## 2.2 Tools and technology

## 2.3 Development team meetings.

### 2.3.1 Sprint Zero Planning - first meeting

### 2.3.2

### 2.3.3

### 2.3.4

## 2.4 Prioritisation Product Backlog

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Priority** |  | **Scoring points** | **Assigned to** |
|  | High |  |  |  |
| 1 |  |  |  |  |
|  | Medium |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
|  | Low |  |  |  |
| 4 |  |  |  |  |

## 2.5 Sprints planning

## 2.6 Sprints burndown charts.

### 2.6.1 Sprint one

### 2.6.2 Sprint two

### 2.6.3 Sprint three

# Product Design and documentation

## 3.1 UML Diagram

## 3.2 Database design and documentation

### 3.2.1 Third normal form

### 3.2.2 ERD diagram

## 3.3 User Interface Design

### 3.3.1 Typeface

### 3.3.2 Colour schema

### 3.3.3 logo

### 3.3.4 Wireframe design

### 3.3.5 Site map

# Product Development

## 4.1 Application File structure

## 4.2 Code snippets

## 4.3 Screen shots of the application in operation

# Testing

Short description why testing

## 5.1 Testing Plan

### 5.1.1 Name of the item for test

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test ID | T-0-0-1 | | | | | |
| Item Name |  | | | | | |
| Purpose of testing |  | | | | | |
| Requested | Yes/No | | | | | |
| Test procedures |  | | | | | |
| Expectations |  | | | | | |
| Comments |  | | | | | |
| Test results | Pass | Yes/No | Fail | Yes/No | Not Tested | Yes/No |

### 5.1.2

## 5.2 Test log

# Evaluation

### 6.1 Initial assumptions

### 6.2 Product Strength

### 6.3 Product Weaknesses

### 6.4 Conclusion