# Title: Implementation Plan for System C.H.A.T Sub-Title: “Implementation Plan PA1435 Object Oriented Design” Date: 2018-04-21

|  |  |  |  |
| --- | --- | --- | --- |
| **Author Name** | **Social Security Number** | **Thinking (%)** | **Writing (%)** |
| Alexander Dahlin | 9708084638 | 25% | 25% |
| Christoffer Andersson | 9702217630 | 25% | 25% |
| Herman Hansson Söderlund | 9710109472 | 25% | 25% |
| Tim Mellander | 9107191398 | 25% | 25% |

# System Description

The system is a created to get an overview of different warehouses. A user could for example be a worker at the warehouse that needs to easily get an overview of the current state (were trucks are, current inventory etc.) The main goal is for workers to easily locate where certain goods are stored, and to direct a truck to either fetch or deliver it to a desired location.

Managers of the warehouse, e.g. administrators, can use the system to add new warehouses. Users and administrators (administrators are users with extra privileges) also have the ability to communicate with each other by sending text messages.

Prioritised List of Use Cases

The motivation for ordering the use cases in this order is that the minimum viable product according to us is a product that allows displaying and managing of goods and does not include interaction with other users, with trucks or the availability to create new warehouses for administrators. If the costumers want a new warehouse added for the minimum viable product they would have to contact us, the developers.

|  |  |
| --- | --- |
| Use Case | Story points |
| Display Warehouse | 3 |
| Add Goods | 9 |
| Move Goods | 5 |
| Edit Goods | 8 |
| Organize Boxes Hierarchially | 3 |
| Stack Small Items | 3 |
| Display Truck Cargo | 3 |
| Track Trucks | 5 |
| Direct Trucks | 8 |
| Login User | 5 |
| Lock Truck or Goods | 5 |
| Select Warehouse | 1 |
| View Contacts | 3 |
| Send Message | 5 |
| Receive Message | 5 |
| View Received Messages | 8 |
| Create Warehouse | 15 |

## Estimated Velocity Per Iteration

We estimate that we have the experience to be able to do a maximum of 40 story points per week, a minimum of 20 story points per week and an average of 30 story points per week. This estimation is based in that we all have experience in programming and design, and some of us have experience in networking and management.

## Implementation Plan

In this part of the assignment each iteration is presented with minimum, maximum and average velocities.

### Iteration 1

|  |  |
| --- | --- |
| Use Case | Story points |
| Display Warehouse | 3 |
| Add Goods | 9 |
| Move Goods | 5 |
| Edit Goods | 8 |
| Organize Boxes Hierarchially | 3 |
| Stack Small Items | 3 |

|  |  |
| --- | --- |
| Iteration 1 | Use Case Story Points |
| Max | 9 |
| Min | 3 |
| Average | 5.17 |
| Total | 31 |

### Iteration 2

|  |  |
| --- | --- |
| Use Case | Story points |
| Display Truck Cargo | 3 |
| Track Trucks | 5 |
| Direct Trucks | 8 |
| Login User | 5 |
| Lock Truck or Goods | 5 |
| Select Warehouse | 1 |

|  |  |
| --- | --- |
| Iteration 2 | Use Case Story Points |
| Max | 8 |
| Min | 1 |
| Average | 4.5 |
| Total | 27 |

|  |  |
| --- | --- |
| Iteration 3 | Use Case Story Points |
| Max | 15 |
| Min | 3 |
| Average | 7.2 |
| Total | 36 |

### Iteration 3

|  |  |
| --- | --- |
| Use Case | Story points |
| View Contacts | 3 |
| Send Message | 5 |
| Receive Message | 5 |
| View Received Messages | 8 |
| Create Warehouse | 15 |