Assignment 1

INFT 22001 - System Analysis and Design | Professor Adi

Due date: Thursday, February 5, 2023

General Idea

In groups of 3, you will be assigned an industry. Within that industry, you choose which client you want to work with. For example, if the industry assigned to you is banking, then you can choose to have BMO, RBC, CIBC, TD, or any other bank as your client.

The aim of this assignment is to conduct a proper requirement gathering technique to learn what exactly your client wants in a static website. Then your job is to build it.

Assignment Deliverables

1. Planned schedule
2. Use-case diagrams
3. Requirements definition (1-2 pages long)
    a. Attach the interview questions and answers to the end of the requirements definition
4. Code
    a. A GitHub link to your repository with all your code
    b. Code documents
        i. Each is responsible for their codes document. Before submitting your assignment, place all code documents together and submit it.
5. Presentation
    a. This is a 15-20 min presentation. More details below.
6. Live demo
    a. The website does not have to deployed anywhere live on the internet.

b. Have your code ready to be ran through the command line, where through a localhost connection we can see it working.

Planned Schedule

A schedule or time table that outlines what is expected to be due and by when. This is decided as a team, and should be the first thing done.

Example:

Task	Due Date
Planned schedule	January 19
Use-case diagrams	January 19
Requirements definition	January 26
…	

Use-Case Diagrams

At least 3 different use-case diagrams. Examples of different use cases:

- a user wants to find out more about your clients company
- a user is looking to get in contact with your clients company

Requirements Definition

The requirements definition should be 1 to 2 pages long. The requirements definition should list the functional and non-functional requirements of the system. Examples are in the lecture slides.

Code

I strongly recommend React JS, HTML, and CSS since there are a bunch of tutorials out their on how to easy get started. If you already know and are comfortable with another tech stack, go for it!

Note: Some tutorials or software come with a built in project to get you started. I suggest using that template and build your website starting there.

You have full autonomy on how you want to split the work up among yourselves.

Please, each individual is responsible for document their own code. Since there is no specific formatting to documenting your code, just put together everyones (in a group) code documents in one pdf and submit it. Do not worry about formatting and/or matching each other document style.

Presentation

The presentations will be 15-20 minutes long. Power point slides are not required but recommended. The slides do not have to be anything special. That is not the focus of this assignment. Although a slide deck will help communicate your work better, and that is one of the points of the assignment.

Please come to me for advice on your slides if you are not sure.

Live Demo

Live demo will happen right at the end of your presentation. Execute your code through the command prompt and connect through the localhost. Walk us through your website.

Live demos are weighted 20% for a reason. All the work you do is not really useful if your code cannot run without any failures or bugs. I rather see a working website that is good than an (potentially) outstanding website that wont even execute.

Evaluation

Deliverable	Weight
Use-case diagrams	5%
Requirement definition	10%
Code	50%
Presentation	15%
Live demo	20%

Website Requirements

The landing page must contain at least the following pages:

- Home page

- About me page
- Contact page
- Inventory/products page

Note

Just some jot notes as advice/reminders:

- Use class time wisely. It will help.
- There is a reason the “Code” section is weighed the most. It requires the most work and time. So, please start coding as soon as you can. Also, if you have no experience with wed development, give yourself more time to over come the steep learning curve.
- Wanting to code quicker does NOT mean to skip out on the necessary work before hand. Get your requirements done correctly and properly, and set up your environment (GitHub, virtual environment) first. It will make your life easier.
- Document your code as you go along. Do not leave it ‘till the end.
- Group coding sessions are amazing. If not in class, try to meet up in person and code together. It is fun!