SENG 300 PROJECT PROPOSAL - L01 GROUP 24

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0.1 PROJECT DESCRIPTION

We were presented with these issues being faced by Albertan hospitals: it is difficult for patients to set, cancel or view the time of their appointments; the staff has difficulty seeing their scheduling, in particular nurses who don't have predefined schedules. Staff in general has a hard time telling which nurses are working with which doctor, and in what department.

As a solution to these issues we propose a web-based software application where patient or staff can create an account and log in. This system will contain in its database personal records of patients, work schedules, appointments to consults or tests, and assigned prescriptions. Different doctors will be placed under different departments, presently nephrology, cardiology, and neurology, but more departments may be added. User accounts will have one of the following classifications: doctor, patient, receptionist, assistant, nurse. The classification of an user's account will determine what actions they can perform, and what information they can access. Beyond seeing, uploading, and updating information to the database, the system will accommodate the booking and cancellation of appointments. Cancellations made by patients within 24 hours of an appointment will result in the system automatically issuing a late cancellation fee.

To use this system, a registered user will sign in, and be faced with a main menu from which all possible actions will stem from. That is, this main menu will vary in accordance to the permissions of the account. The user's options will be laid out to them via the displayed buttons, which upon being clicked will take the user to a different panel specific to the action, where the user can do what he is attempting, or cancel the operation altogether and return to the main menu.

The benefits of such an arrangement is that we can tailor the interface to match the user's goals exactly. In this approach we are able to create a minimalist interface; a user sees only what he needs to see, and no more. This in turn makes the software easy to use. If the system is not compartmentalized into roles, as we propose, it would be easy for its overall complexity to lead into a jarring learning curve, where the user is bombarded with information he does not necessarily need. Moreover, with this proposed design it is immediately clear what actions a user can perform.

0.2 Project Team

- Team Goal:

  To build an application that meets all the requirements highlighted by the customer, to receive a good grade, and to learn about the software development process in a team setting.

- Team Roles

  - Code Reviewer - Arthur, Sydney
  - Team Lead - Shavonne
  - Scrum Master - Shavonne
  - User Interface Developer - Erin
  - Developer - Arthur, Sydney
  - Quality Assurance Analyst - Gerard
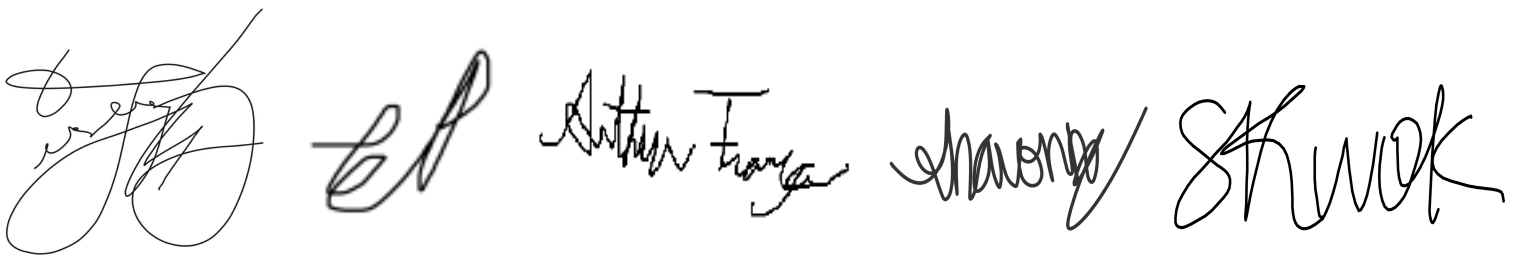   Note: We will be switching roles with every iteration

- Tools

  - Github for version control
  - Latex/Overleaf for documentation
  - Slack, email, and messenger for team communication
  - Eclipse for Java development
  - Draw.io for making diagrams

- Who attended requirement gathering meeting:

  - Erin Paslawski
  - Arthur Franca
  - Sydney Kwok
  - Gerard Gabriel Dizon
  - Shavonne Tran

- Signatures: