Damocles Design Document

# General

This is the design document for Damocles, a project management tool designing for Riot Games. The purpose of this tool is to better organize and visualize the schedule for projects and tasks, provide a central management and storage system for those data and give the managers a better environment to observe the big picture of the things running in the department.

Damocles is formed by three fundamental systems and several supplemental systems. Fundamental systems provide the very basic and necessary functions to support the purpose of the whole project, and optional systems provide other useful aspects.

# Fundamental System

## Project

The Project system manages all the projects. The definition of a “Project” is a comprehensive work that will generate a complete outcome, such as a movie, a game or a report. Each Project contains multiple Tasks which is the basic functional unit in Damocles.

## Task

The Task system manages all the tasks under different projects. The definition of a “Task” is a simple which can be done by at least one person, such as submit a piece of code, contact with a company or create an image. Each Task is one part of a Project and can be assigned to at least one user.

Task has different internal relations. A Task could be the prior condition of another task, relying on another task or the super set of multiple sub-tasks. By setting all these relations, user can create a task “network” to better manage the time and human resources of the project.

## User

The User system manages user accounts, authorizations and global system settings. Data backup is also located in here.

# Optional System

## Visualization

Visualization is the main optional system of Damocles. Its purpose is to generate visualized analysis and structured data for different platforms. Here are several potential sub visualization systems.

**Task Network** shows the relations between different tasks of a project. This visualization can help the manager have a better understanding about the sequence and priority of tasks, and quickly find the key task at the moment.

**Workload** generates an analysis towards all users, showing how much tasks they are assigned from past to future, so the manager can distribute future works better.

Those are a few potential ideas for Visualization system. The structure of the system is based on plugins so it’ll be easy to add up any new ideas.

# Style

The keyword to describe the using style of Damocles is simplicity. Damocles is designed for letting people work easier, so any piece of unnecessary decoration or extra clicking will be removed, and we will try to simplify the whole system into extreme.

For visual aspect, Damocles will use a Flatdesign instead of Skeuomorphism. Most of the indicators of user action will be implemented by the attributes of web elements, such as opacity or shaking, instead of pictures and texts. Most of the images used in the front end will be simplistic icons.

For function, Damocles will try to make every user action into automatic procedures. One example is to remove the “Save” button and implement the function into an automatic back-end procedure, just like Gmail does.

For data structure, Damocles will only storage the content, not the style. That means for a sprite of an Object, such as the biography of a character, only texts will be storages, and the style of the texts will be determined by the user’s personal settings of the system while the content is being viewed by user, or the global system settings while the content is being outputted by Visualization systems.