Week 3

DELIVERABLES

- Documentation of functional and non-functional requirements
- Data dictionary
- Initial Use Case Model, consisting of Use Case diagram and Use Case descriptions
- UI Mockups

Please submit the deliverables to your SVN repository (under the folder "lab1") before Lab#2 starts. Your Lab Supervisor will want to see and discuss the deliverables with you during Lab #2.

The initial Use Case model will be refined and elaborated in Lab#2.

Tues meeting 2-4pm

Tasks:

Merzen, MX, Jeremy & Teresa: Use case descriptions
Sishi: UI design draft
Teresa: non-functional requirements.
J & HJ: Use case diagrams
HJ: rephrase the functional requirements
Jacs: use case diagram

Deadline: Before Sunday

Sunday meeting 9pm-10pm

Agenda: Update progress, finalise flow & design

Minutes:

Diagram:

Profile page: Organisation diagram: To remove next goal setting?
4 Main menu: Add a ? at the bottom right to allow users to get to help page
Page 2 (Bottom left): Insert the search bar somewhere??
4 Main Menu: Change near me to map view
Home page? Rename to activity page
8 profile: Remove the progress bar and goal -> replace with a short description of the user. Achievement box can remain

10 Request page -> User should be directed to the organisation contact information when they click on help
Home page for business account (last page): Remove activity and tracker.

Functional requirement:

5.5: Change writing such that it assumes that user must have already logged in to access this facility
11.1: Remove it

Others:

Filter for food page has a prerequisite that business organisation must have input the food category (vegetarian, halal, etc)

Use case diagram:

Use case 1: Remove the link to google account

Use case 2: Remove the linked google account

Tasks:

Everyone: Read through the functional and non-functional requirements, and the use case descriptions, and comment on anything that feel out of place

Sishi: Update UI mockup

Teresa: data dictionary

Deadline: Before Thurs

Week 4

Thurs meeting 7pm
Submit Lab1 on Saturday

Add “Favourite” in UI mockup

Tasks:
Update Figma UI mockup
Finalise everything

Saturday meeting 11am
Meeting 4pm
Functional requirements : changed
Functional requirements : to be removed

Jac: 23 - 25
Mer: 20 - 22
Si shi 17 - 19
Hu jing 14- 16
Ming xuan 11 - 13
Jeremy 8 - 10
Teresa 5 - 7

Week 5

DELIVERABLES

- Complete Use Case diagram
- Use Case descriptions
- Class diagram of entity classes
- Key boundary classes and control classes
- Sequence diagrams of some use cases
- Initial Dialog map

Please submit the deliverables to your SVN repository (under the folder "lab2") before the Lab#3 starts. Your Lab Supervisor will wish to see and discuss the deliverables with you during Lab #3.

Use Case descriptions, class diagram, sequence diagrams, and dialog map shall be finalized in the Lab#3.

Monday lab

TA:

- Check for login in every functionality instead of having just one login check at the start;
- Add activity to the calendar from Explore page directly instead of manually adding from the Activity;

Tues 130pm-230pm online
Agenda:
Finalise functional requirement ideas & class diagram ideas
Split class diagram

Tasks:
Finish class diagram for control classes, the corresponding entities and boundary classes (refer to Class Diagram ideas docx)
By: Week 6 Tues

Week 6

Tues 130pm-230pm online
Tasks:
Sequence diagram (Use case - Person)

1. Jeremy (Adding a business operating location UC23)
2. Ming Xuan (Reset password UC21)
3. Teresa (Creating an account use case UC001A)
4. Merzen (User is shown fitness facilities, restaurant and eateries within 5km radius - UC006)

Dialog Map:

1. Hui Jing
2. Sishi

combine vpp:

1. Jacques

Clean up functional requirements & Use case descriptions (Communicate with others if changes affect them):

1. Jacques

Saturday meeting 2pm
Finalise and submit

Week 7

DELIVERABLES

- Complete Use Case model
- Design Model
  - Class diagram
  - Sequence diagrams
  - Dialog map
- System architecture
- application skeleton

Please submit the deliverables to your SVN repository (under the folder "lab3") before the Lab#4 starts. Your Lab Supervisor will need to see and discuss these deliverables with you during Lab #4.

Recess Week

Monday meeting 2pm
Agenda:
Discuss how to approach learning Android studios so we can be at the same baseline by next week.

Tasks:
Complete the course by next meeting
Complete the lectures

Week 8

1. Complete Use Case model
2. Design Model
    a. Class diagram
    b. Sequence diagrams
    c. Dialog map
3. System architecture : Ming Xuan, Merzen, Jeremy
4. Application skeleton : Teresa, Jacques, Hui Jing, Sishi

Week 9

Tuesday meeting
Create the classes and upload to github

Meeting next Tuesday

Week 10

Weekend:
Jacs finalises class diagram (methods)
Figure out google API

Week 11

Thursday:
Finish coding managers for designated part

Friday:
Combine and test managers, make sure there is no bug

Friday, Saturday, Sunday:
Finish UI for designated classes

Week 12

Finalise UI, make sure there is no bug

Tuesday, Wednesday:
Clean and combine code

Wednesday (6th April):
Working APP + cleaned source code with java doc

After Wednesday:
Demo script, focus on presentation

Week 13

Monday:
Actual deadline and Presentation

DELIVERABLES
- Working application prototype
- Source code
- Test Cases and Testing Results
- Demo script

DELIVERABLES
- Documentation of functional and non-functional requirements
- Data dictionary
- Initial Use Case Model, consisting of Use Case diagram and Use Case descriptions
- UI Mockups

Please submit the deliverables to your SVN repository (under the folder "lab1") before Lab#2 starts. Your Lab Supervisor will want to see and discuss the deliverables with you during Lab #2.

The initial Use Case model will be refined and elaborated in Lab#2.

DELIVERABLES
- Complete Use Case model
- Design Model
  - Class diagram
  - Sequence diagrams
  - Dialog map
- System architecture
- application skeleton

Please submit the deliverables to your SVN repository (under the folder "lab3") before the Lab#4 starts. Your Lab Supervisor will need to see and discuss these deliverables with you during Lab #4.

DELIVERABLES
- Complete Use Case diagram
- Use Case descriptions
- Class diagram of entity classes
- Key boundary classes and control classes
- Sequence diagrams of some use cases
- Initial Dialog map

Please submit the deliverables to your SVN repository (under the folder "lab2") before the Lab#3 starts. Your Lab Supervisor will wish to see and discuss the deliverables with you during Lab #3.

Use Case descriptions, class diagram, sequence diagrams, and dialog map shall be finalized in the Lab#3.

DELIVERABLES
- Working application prototype
- Source code
- Test Cases and Testing Results
- Demo script

Check
Project:
1. Product Description
   1.1 Purpose
   1.2 Scope
   1.3 Users and stakeholders
   1.4 Assumptions and constraints (add if any) (Jacques)
   1.5 Constraints (add if any) (Sishi)
   1.6 Initial UI Mockups (left with screenshots) (Jeremy)

2. Functional Requirements
   2.1 Use Case Diagrams
   2.2 Use Case Descriptions ((Jeremy) (Sishi)

   UC001 Register an account (edit)
   UC002 Login into the account
   UC003 Logout
   UC004 Reset password (edit)
   UC005 View friends' status feed
   UC006 Add new friends
   UC007 Disconnect with friends
   UC008 View schedules in the calendar (add & delete events)
   UC009 Search for Fitness Facilities and Eateries nearby using the GPS within 2km (edit)
   UC010 View facility information (Rating, description, etc)
   UC011 View the healthy dishes offered by a particular eatery
   UC012 Add event from explore page to a calendar event
   UC013 Display directions to fitness facilities and eateries

UC014 Get professional health and fitness advice

2.3 Class Diagram (Sishi) (Jacques)
2.4 Sequence Diagram - teresa, Jeremy
2.5 Dialog Map

3. Non-functional Requirements

4. Interface Requirements
4.1 User
4.2 Hardware
4.3 Software
4.4 Communication

5. Architecture Design
5.1 System Architecture Diagram (Merzen)
5.2 Design Pattern (Jacques)

6. Data Dictionary (Jacques)

7. Testing
7.1 Black Box Testing - mx
7.2 White Box Testing - teresa

8. Appendix (Video) - MX, Sishi, HJ

Next meeting- to finalise and submit
16 April Sat 9pm

Questions

1) deliverables change according to the final product
2) use case descriptions, include all functionalities? (eg. editing of profile description)
3) any feedback on lab 4

Project Requirements

CE2006-CZ2006-CPE207-CSC207 Software Engineering

Building the Smart Nation

The Smart Nation movement went from conceptualization to real action. The ZEA (CZ2006/CE2006 Authority) launched its fourth Data-Driven Smart Nation Competition in January 2017. The goal of the competition is to elicit innovative applications that exploit the publicly available government data (https://data.gov.sg/) to change the ways we live, learn and work.

You can find a list of applications that were developed using the government on the website https://data.gov.sg/. However, the number of ways to use the data to make our nation smarter is only limited by your imagination!

The competition will last 11 weeks. The milestones are described below.

- At the end of the 2nd week, the ZEA wants to see proposals of applications with clear target users, application features, and market values. Your application must not be a simple presentation of data extracted from these databases. Instead, it should have some clear benefits to users. The ZEA will veto any proposal that is not considered sufficiently challenging for the team to develop. As there are many tourist and weather-oriented application in the market, the ZEA will veto any applications whose major features are tourist or weather-oriented, unless the ZEA is convinced with your new ideas.
- At the end of the 4th week, the ZEA wants to see a complete proposal of application functionalities and user scenarios. To determine whether the teams have technical skills to develop the proposed application, the ZEA also wants to see an initial design of the application.
- At the end of the 9th week, the ZEA wants to see the complete system architecture, system design, and the initial application prototype.
- At the end of the 11th week, the ZEA will invite all the participating teams to demonstrate their working application prototype to other teams in the same class.

Any application proposals are welcome! However, the participating teams are required to use government data APIs or other data APIs for real world data. The teams must obtain access to the data API through the government agency websites or other authorized data sources. Using more types of government data APIs or even other publicly available data APIs (e.g., Google Maps) is allowed.

The applications can be regular desktop applications, mobile applications, or web applications. The ZEA has no preference over the types of applications. The applications will be judged by the innovative use of data as well as the quality of the milestone deliverables described in the Lab Manuals and the rigorous process that the teams follow through the competition.