**Executable Release**: Manage Equipment and Rooms

**Goal**:

Creation of the Database and successful c++ implementation in order to manipulate data with functions located within our classes.

**Classes to be implemented**:

Room, Equipment, AssetsManager

**Previously implemented classes to use**:

None

**Use case to be implemented**:

Adding new equipment and rooms

Replacing equipment

Removing broken equipment.

**Inputs**:

A dummy list of equipment names and room names

**Outputs**:

Other classes will be able to access available rooms and equipment.

**Time for completion**:

4/16/2017

**Executable Release**: Schedule Conferences/manage accounts

**Goal**:

The creating of accounts for businesses and guests. The creation of conferences with the ability to create sessions and assign equipment and rooms to given sessions. As well as calculate the cost of each session.

**Classes to be implemented**:

Session, Conference, Business, Attendee

**Previously implemented classes to use**:

AssetsManager

**Use case to be implemented**:

Schedule Conference

Schedule Session

**Inputs**:

A dummy list of Conference names and session names

**Outputs**:

Show an overarching schedule of all Conferences and sessions, along with showing conferences and session specific to a business.

**Time for completion**:

4/23/2017

**Executable Release**: The front end

**Goal**:

The ability for a user to login/create an account and fully manage their own assets along with viewing the schedule of all conferences and sessions.

**Classes to be implemented**:

Interface, Login, BusinessMenu, AttendeeMenu, AssetsManagerMenu

**Previously implemented classes to use**:

Business, Attendee, AssetsManager

**Use case to be implemented**:

Register account

Login

**Inputs**:

User input through a convienient UI

**Outputs**:

Data requested by the user along with the ability to change the schedule of conference/sessions/etc.

**Time for completion**:

4/29/2017