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Patrons checking into hotel. (“First Sprint Report for SEIS 635 Team Project 3 (TP-3): …”)

**intro**

We need to envision a system that makes <<Patron>> check in easier for those patrons with priority status. There will be interactions between the <<Patron>>, <<FrontDesk>>, <<Housekeeping>> and <<RoomService>> to insure quick and easy rooms status updates. How this will be accomplished, through the interface <<Patron>>, <<FrontDesk>> , <<housekeeping>> and <<RoomService>> will interact with updates and statuses of rooms.

**Stakeholder Descriptions**

-Key High-Level Goals

* We need priority status for members.
* We need system manager for fast easy processing of room status.
* We need a solid interface for interaction between users.
* We need to identify status of members in system manager.
* We need quote time to room status updates (if possible) in system manager.
* We need Patron profiles within system.
* We need Mini bar and Room update entries connected to room status in system manager.

-User-Level Goals

Front desk – check in patron and checks system for room updates.

Housekeeping – updates check-in system on vacancy and cleanliness or room status.

Patron – checks in with front desk.

RoomService – updates check in system on restocking of minibar.

System Manager – manages update statuses of room availability.

Check-in system- has patron profile and patron status update for check in.

**Summary of System Features**

The purpose of the project is to build a check in system for <<Patron>> (guest) of the hotel. <<Patron>> will be checked in by the <<FrontDesk>> (worker) who will coordinate with <<housekeeping>> (worker) to insure the rooms are clean and ready for occupancy through the system. <<RoomService>> will check minibar in room and enters minibar status in system as well. Once rooms are clean and minibar restocked, <<FrontDesk>> will check each <<Patron>> club-status (gold, silver or none- member) and assign rooms by priority. If the room is not clean the <<Patron>> will have to wait based off priority status. We will have our interactions between the <<Patron>> <<FrontDesk>> <<RoomService>>and <<housekeeping>>. We will also incorporate an interface so that each of the users (<<Patron>> <<FrontDesk>> <<RoomService>>and <<housekeeping>>) may interact with each other within our project as well.