

Task 3 and 4

Software Engineering & Design

Web-App for relatives of Alzheimer's patients
Group Green

Course of studies:

BSc medical informatics

Autors:

Simon Adams, Mootas Abu Bakar, Jasmitha Devarasa,
Thevian Sinnappah, Emily Torresan, Gauseagan Uthayathas,
Adrian Zemp

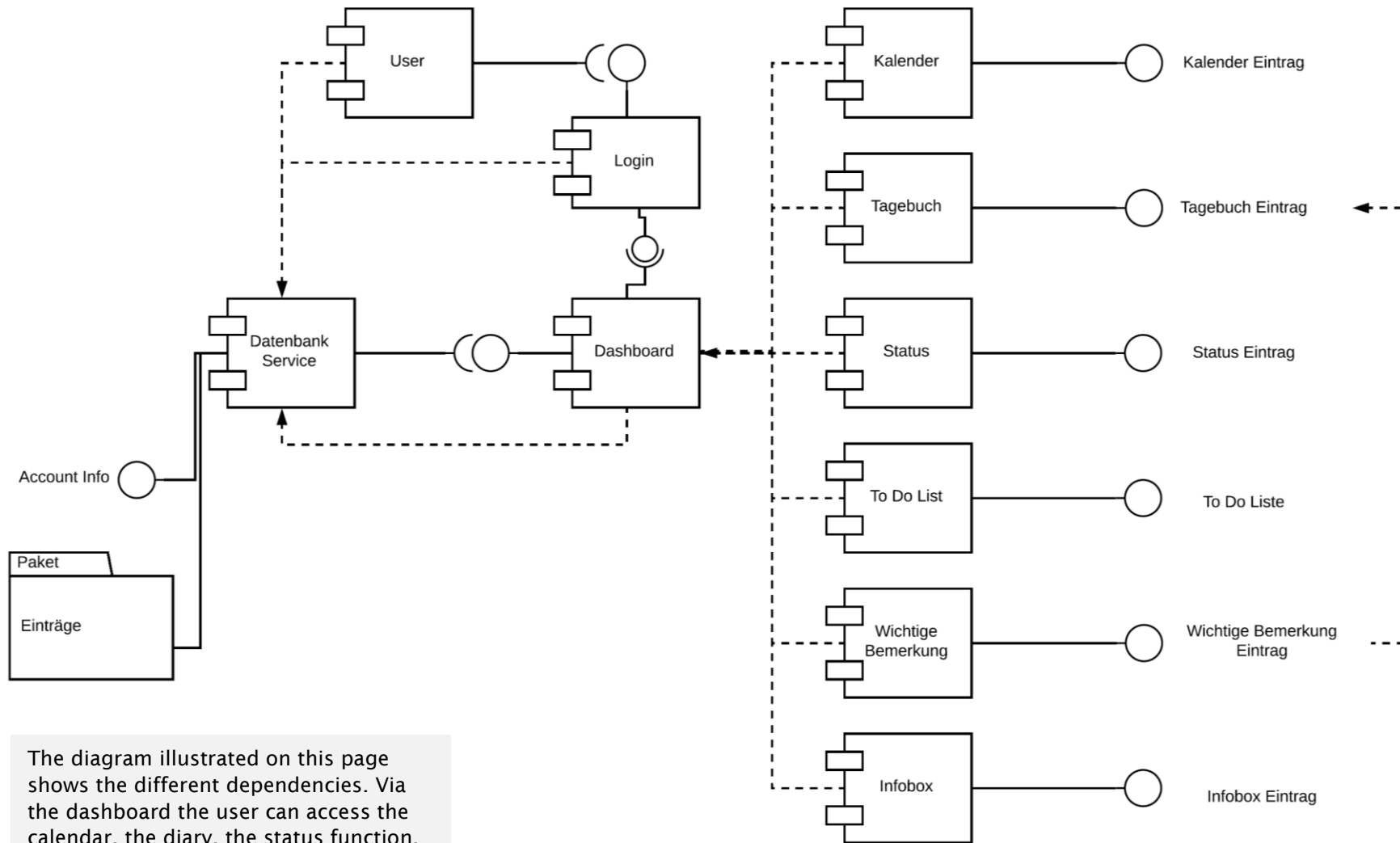
Date:

21. November 2019

1 Table of contents

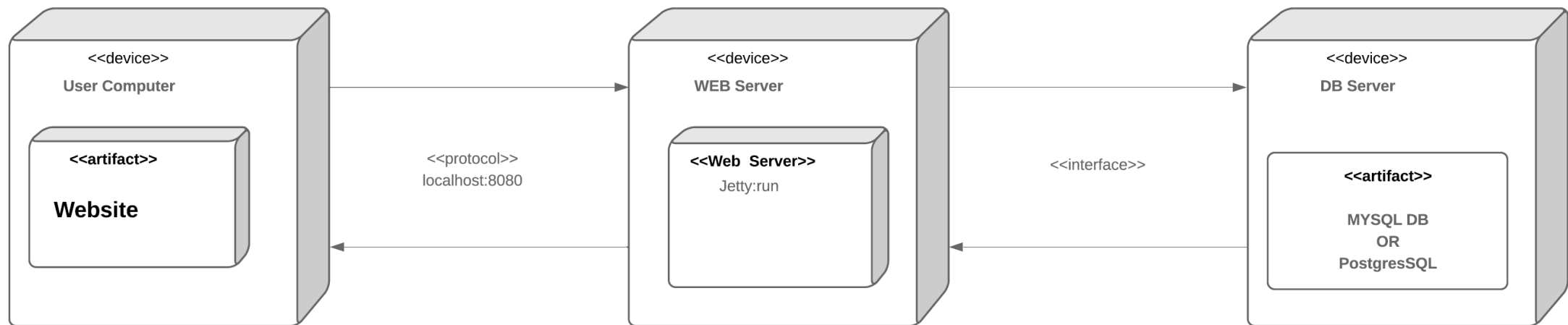
1	Table of contents	2
2.	UML component diagram	3
3	Deployment diagram	4
4	UML class diagram	5
5	Projekt Team	6
6	Product Backlog	7
7	Sprint Backlog	8

2. UML component diagram



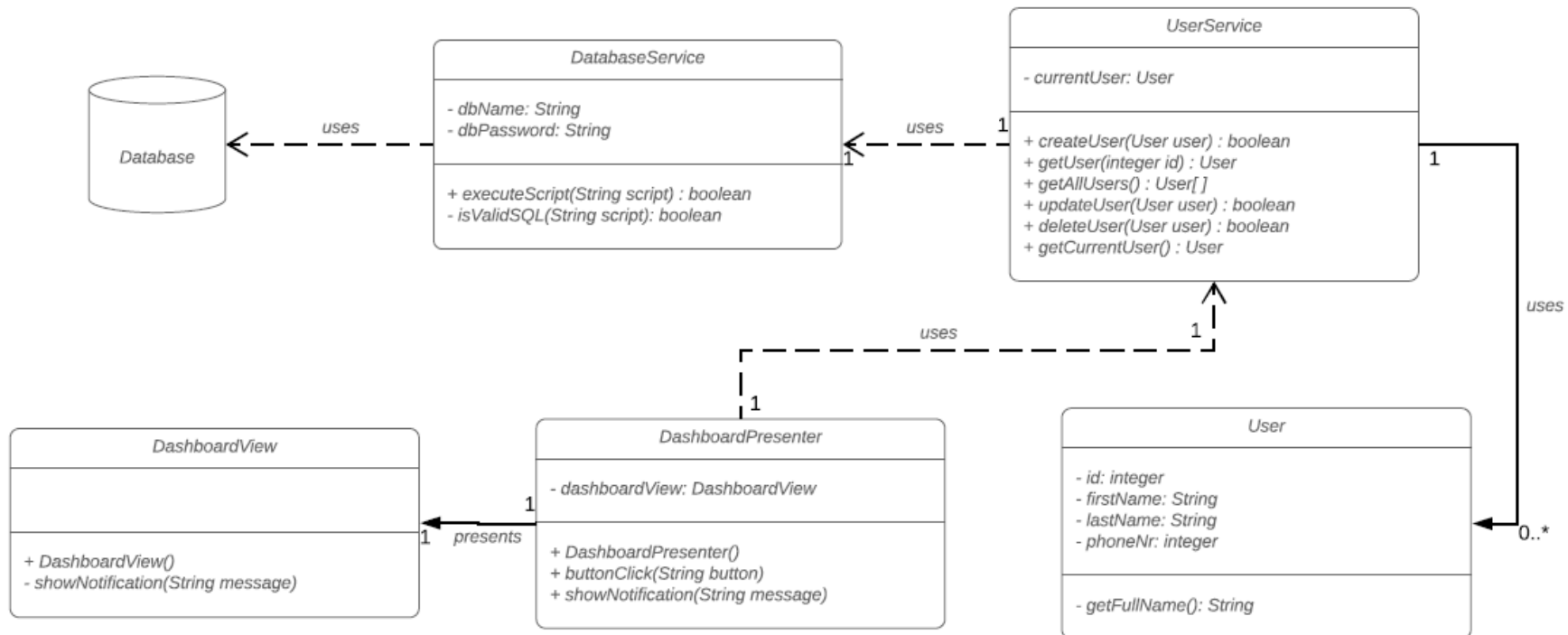
The diagram illustrated on this page shows the different dependencies. Via the dashboard the user can access the calendar, the diary, the status function, the to-do list, the important notes and the infobox.

3 Deployment diagram



In order to get a rough overview of the systems involved and the corresponding interfaces, this deployment diagram was created. In addition to the personal computer (PC), a web service and a database are required. In the course of the project it will be decided whether it makes more sense to implement the database with MySQL or with PostgreSQL.

4 UML class diagram



5 Projekt Team

Scrum master 

- A. Zemp

Developers 

- S. Adams
- M. Abu Bakar
- J. Devarasa
- T. Sinnappah
- E. Torresan
- G. Uthayathas

Project Owner 

- Prof. M. Pfahrer
- Prof. Dr. J. Vogel

Mr. Zemp has the most experience in programming overall, so it makes most sense to choose him as our Scrum Master. The other six team members are developers. This distribution of roles creates a dynamic and efficient development team.

6 Product Backlog

ID	Story Name	Description	Priority	Effort Plan Original
1	Calendar - Assign appointment	The user is able to assign himself or another user as responsible for an appointment. Only that user receives the reminder.	High	10
2	Calendar - Click on day	When clicking on a specific day it is "opened" and the appointments appear in detail	Medium	3
3	Calendar - Create Edit Delete	The user creates a new appointment. This appointment will be visible in the calendar. The user can edit and delete appointments in the calendar	High	10
4	Calendar - Functionality GUI	A Calendar appears with all created appointments	High	5
5	Calendar - Reminder function	The user is reminded a certain time in advance of an appointment by a message that pops up when the app is open	Medium	5
6	Dashboard - Click on icon	The user wants to select one of the various functions which are accessible from the Dashboard. Thus he expects to be redirected to a "new window" where he is within the selected Function	High	3
7	Dashboard - GUI	A window appears that is the "main menu". All functionalities are selectable in icons.	High	5
8	Dashboard - Log out	The user is logged out of the webapp when clicking on the "end app/log out" button.	High	3
9	Dashboard - Open UserMNGMT	In the dashboard there is a button that opens the user management in a new window.	High	3
10	Diary - Create Edit Delete	The user can create new entries himself as well as edit or delete older entries. When creating a new Entry, there should be a Calendar pop-up where he can select date and time of the new entry.	High	10
11	Diary - Functionality GUI	The user opens the Diary Functionality and can see previously made entries.	High	5
12	Diary - Mark as important	The user should also be able to mark certain entries as important, so they appear within the "important notes"	Low	3
13	General - Back button	When the user is inside a functionality there is "back button" or "home button" in the top left corner. When clicked the previous view is opened. (Functionality can be closed and the dashboard opened)	Medium	3
14	General - Database	A database must be set up and accessed from the code to save user submitted data.	High	5
15	Important Notes - Create Edit Delete	The user can add, edit and delete important notes, for example if the patient refuses to take the medicines. All notes are shared between all users.	High	10
16	Important Notes - Functionality GUI	All entries are shown in a list that is sorted from oldest to newest (at the bottom). If notes are too long they are shortened and the user must click on them to expand.	High	5
17	Important Notes - Warning window	If the user wants to delete an entry, a warning window appears asking the user if he really wants to delete the entry. The user can then click on "delete" to actually delete the entry or on "cancel" to get to the view of all important notes.	Medium	3
18	Infobox - Add Edit Delete	The user can add, edit and delete entries in the infobox	High	10
19	Infobox - Functionality GUI	All entries are shown in an alphabetical list. The user can click on an entry to expand it and show details.	High	5
20	Login - Create account	The user accesses our app, clicks the button "register", it opens a new window, the user enters a password, then the account is created and the user is logged in. The account is assigned a number upon registration.	High	5
21	Login - Functionality GUI	The first window that the user sees when the app is opened.	High	5
22	Login - Login with existing account	The user logs in with an existing account, if successful it opens the dashboard, if unsuccessful an error message is shown	High	5
23	Status - Add Edit Delete	The user can add, edit and delete entries in the statusbox	High	10
24	Status - Functionality GUI	The user sees all entries grouped into the three defined categories.	High	5
25	Status - Move item	The user can move items from one status to another by drag-and-drop	Low	10
26	To-Do-List - Assign item to User	Items in the To-Do-List can be assigned to one of the users. That user will receive an alert the next time he logs into the app.	Medium	5
27	To-Do-List - Create Edit Delete	The user enters a free text. The user can afterwards select a category (special, daily, weekly, monthly, yearly). When the user clicks on the button, the entry is added to the other entries. The user can also edit entries and delete them.	High	10
28	To-Do-List - Functionality GUI	A window is opened where all entries are sorted into the respective categories. Items that are not done are shown before items that are done.	High	5
29	To-Do-List - Mark item as done	Items in the To-Do-List can be marked as "done". This could be done using a checkmark/checkbox.	High	3
30	To-Do-List - Recurring items	Items in the To-Do-List can have a certain time period where they have to be done again. For example, if the bank has to be called every month, 3 weeks after completing the task the item should "undo" itself so the user knows it has to be done again.	High	5
31	UserMNGMT - Functionality GUI	The user can add, edit and delete users in this window.	Medium	5
32	UserMNGMT - Add a new User	The logged in user wants to add another user to the existing account, so that the account can be shared by multiple users. This does not mean creating a new account, but simply adding a user to the realm of authorized users	High	3
33	UserMNGMT - Delete/Edit User	The logged in user wants to edit or delete users. The users are	High	3
			Total	185

The yellow Story Names and their descriptions form the basis for the Sprint Backlog 1.

7 Sprint Backlog

ID	Sprint	Name	Description
4.0	1	Calendar - Functionality GUI	The complete GUI for the calendar functionality without any logic.
6.0	1	Dashboard functionality icon - Click	When clicking on an icon a new window with the title of the functionality is opened
7.1	1	GUI - Dashboard	Create Dashboard GUI, all buttons and icons
7.2	1	GUI - Every functionality	Create a placeholder GUI for all functions with the title of the functionality and "back button"
11.0	1	Diary - Functionality GUI	The complete GUI for the diary functionality without any logic.
13.0	1	Back button - Click	Opens the previous view. Usually opens the dashboard when viewing an functionality.
14.1	1	Database information	Gather information about connecting database to project
14.2	1	Database setup & connection	Setup the database and acces it from code (add, edit, get, delete)
16.0	1	Important Notes - Functionality GUI	The complete GUI for the important notes functionality without any logic.
18.1	1	Infobox - add function	Function to add new entry to the infobox
18.2	1	Infobox - delete function	Function to delete existing entry from infobox
18.3	1	Infobox - edit function	Function to edit existing entry in the infobox
18.4	1	Infobox - get stuff function	Function to get entries from database
18.5	1	Infobox - show function	Function to show all entries in GUI
19.0	1	Infobox - Functionality GUI	The complete GUI for the infobox functionality without any logic.
21.0	1	Login - Functionality GUI	The complete GUI for the login screen without any logic.
24.0	1	Status - Functionality GUI	The complete GUI for the status functionality without any logic.
28.0	1	To-Do-List - Functionality GUI	The complete GUI for the to-do-list functionality without any logic.
31.0	1	UserMNGMT - GUI	The complete GUI for the user management without any logic.

Components	Owner	Reviewer	Priority	Effort Plan Original
UI			Low	5
Main Window			High	3
Main Window			High	5
UI			Low	1
UI			Low	5
UI, Controller			High	3
Database			High	3
Database			High	2
UI			Medium	5
UI, Controller			Medium	2
UI, Controller			Medium	2
UI, Controller			Medium	2
UI, Controller			Medium	2
UI			High	5
UI			Low	5
UI			Low	5
UI			Low	5
UI			Low	5