**Scope**

Professional Achievement Point Assignment

Developing a method to make course final project more efficient

Shihao Fei

**Statement of Purpose:**

Pound Cake project is a general test for MIS 3506 Digital Design and Innovation Studio course students. Students are required to form groups within six members. They fulfil the project with knowledge that they learned from this course. Students have almost an entire semester to complete this group final project. The Professor invites key persons from Pound Cake as a client three times. Every group prepares a maximum of 10 questions and ask these questions in a limited time in every interview. Every group draws a scope combined with problems and solutions based on analyzing and managing information which is collected from interviews and out of class. After the scope, groups also need to create business rules, user case, and scenarios of solutions, then combine them into a prototype. In the end, groups present their innovation to the client.

As Pound Cake lacks a presence on social media and their website, interviews probably are the only method that allows groups to directly communicate with client, however, the time and amount of questions are limited to every group. During the interviews, our client just passively answers our questions, and does not present their situation and requirements proactively. The professor in this project like an intermediary between groups and client, she collects and reports groups’ requirements and questions to client and reports answers from client to groups.

As a result, our project needs be rethought the method of interviews and communication to give groups flexibility on their questioning and prototyping, as well as give the professor more time on controlling and guiding the whole project. I will research the existing social website or app to see if a website or app will fit our situation. Having collected information and requirements for a new method of interviews and communication, I will design a solution, and build a prototype of it.

**Objectives**

1. Require our client to have at least one ten minute’ presentation of anything about their company during the three interviews.
2. Reduce number of interviews to one during the whole project period.
3. Increase 20% of efficiency in our communication by changing to another communication method during the whole project period.

**Assumptions**

* Only the leaders of groups have access to directly communicate with our client in the app.
* client will post images and documents in the app and leaders will be able to see and download them.
* The leader or the main communicator will be able to ask questions directly to the client
* The professor will be the runner of the whole system.

**Constrains**

* Every group must have a leader or main communicator.
* Every leader or main communicator must register in the app.
* The question must relate to the project.
* Leader must show the updates in the app to other members.

**User Login and Post**

**Project Name: Professional Achievement Point Assignment**

**Project ID: MIS 3506**

**Executive Sponsor: None**

**Project Manager: None**

**Business Analyst: Shihao Fei**

# User Login(Register) and Post

## Use Case(s)

|  |  |
| --- | --- |
| **Use Case ID:** | PAP-1.1.1 |
| **Use Case Name:** | User Login and Post |
| **Created By:** | Shihao Fei | **Last Updated By:** | Shihao Fei |
| **Date Created:** | 4/24 | **Last Revision Date:** | 4/30 |
| **Actors:** | Professor, Client, Team Leader  |
| **Description:** | After all client and team leader are invited by the Professor, they can communicate in the chart room. |
| **Trigger:** | After they open the app in their mobile devices, they click “GO” with their username and password, which will be automatedly show in their app, if they have already been invited and logged in before.  |
| **Preconditions:** | 1. Users have invited and been accepted
2. Users have already registered in this app, and have information has already been recorded
 |
| **Postconditions:** | 1. Users are free to login and see other member’s posts
2. Users are free to post their thoughts
 |
| **Normal Flow:** | 1. Users open their mobile devices
2. Open the app
3. Login with their user name and password
4. The app will automatically show the username and password
5. Users click “go”
6. Users can see other members post
7. Users can post their thoughts
8. After post users can get out the app, the app will run at the background
9. App will remind users if there are new posts
10. End use case
 |
| **Variations:** | 3. In the step 3 of the normal flow, if users are not registered 1. Users must register before using the app
2. After successful registered
3. Users can log into the app
4. Use case resume on step 4 of the normal flow

6. In step 6 of the normal flow, if the users are not invited by professor1. Users cannot join the chart
2. Users ask professor’s invitation
3. Users get the invitation
4. Users log in and join the chart
5. Use Case resumes on step 6 of normal flow
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| **Exceptions:** | 3. In step 3 of the normal flow, if the users change a mobile device or restored the factory setting, users must reenter their username and password1. Login failed
2. End use case

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**Schema For Project**

Professor

Professor ID

FirstName

LastName

email

Office location

Office hour

Client

Client ID

Name

Phone

number

Professor ID

Team ID

Team Leader

Team ID

Team member

Member

amount

Team goal

Professor ID

Chart Room

Chart Room ID

Client ID

Professor ID

Team ID