

Technical Specification / Schedule Interview Configuration Interface (ICI)

Team 5: Sircon
CSE 498, Collaborative Design

Ryan Abbott
Michael Gracik
Benjamin Split
Nicholas VanHowe

Department of Computer Science and Engineering
Michigan State University

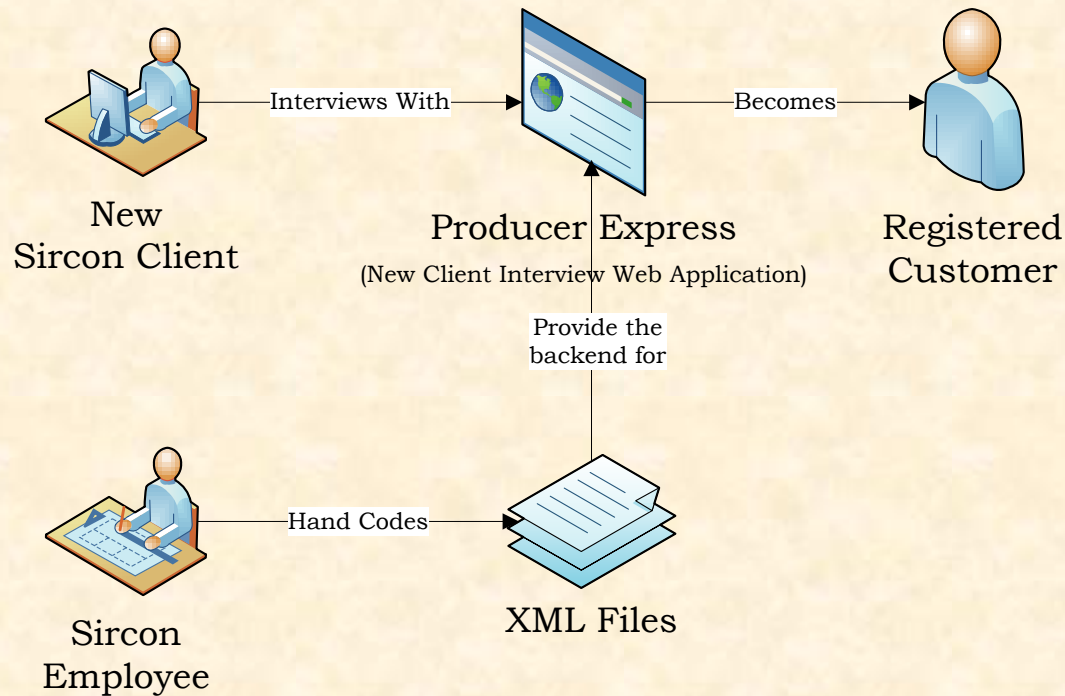
Fall 2007





Project Overview

- Currently editing client projects is excessively time consuming



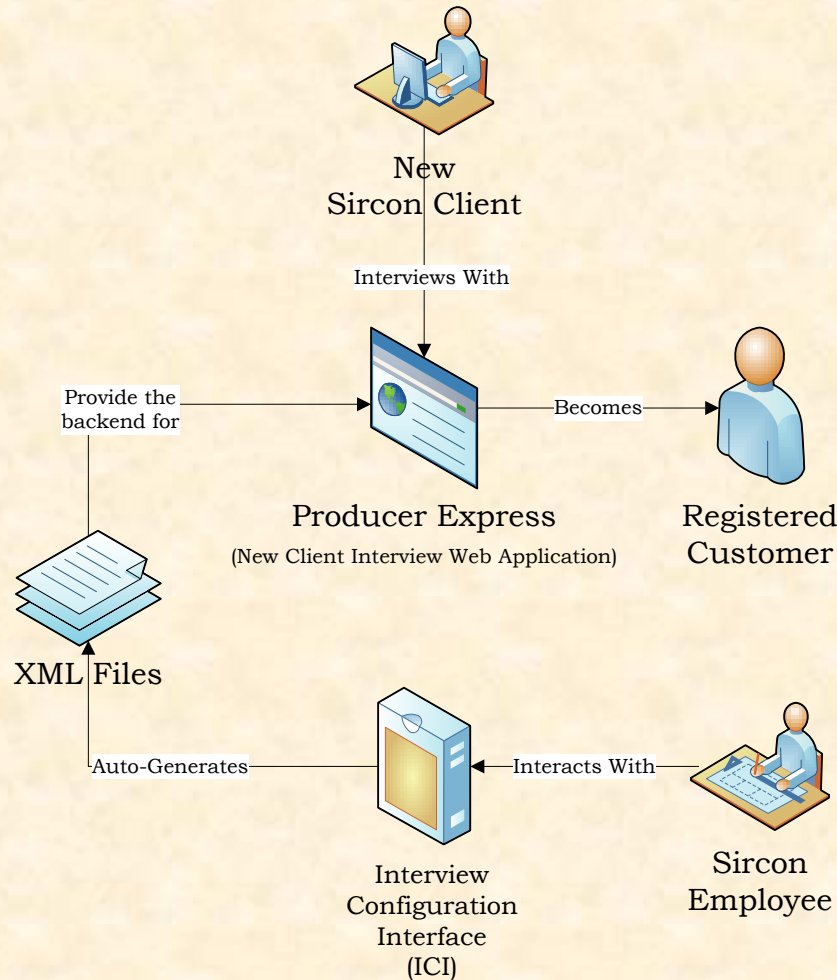


Project Overview

- Interview Configuration Interface (ICI)
- Allow users to create new, and modify existing client projects.
- Provide users with graphical user interface for modification of client projects.
- Users may edit these projects with a combination of both a graphical and text based editor with ICI.



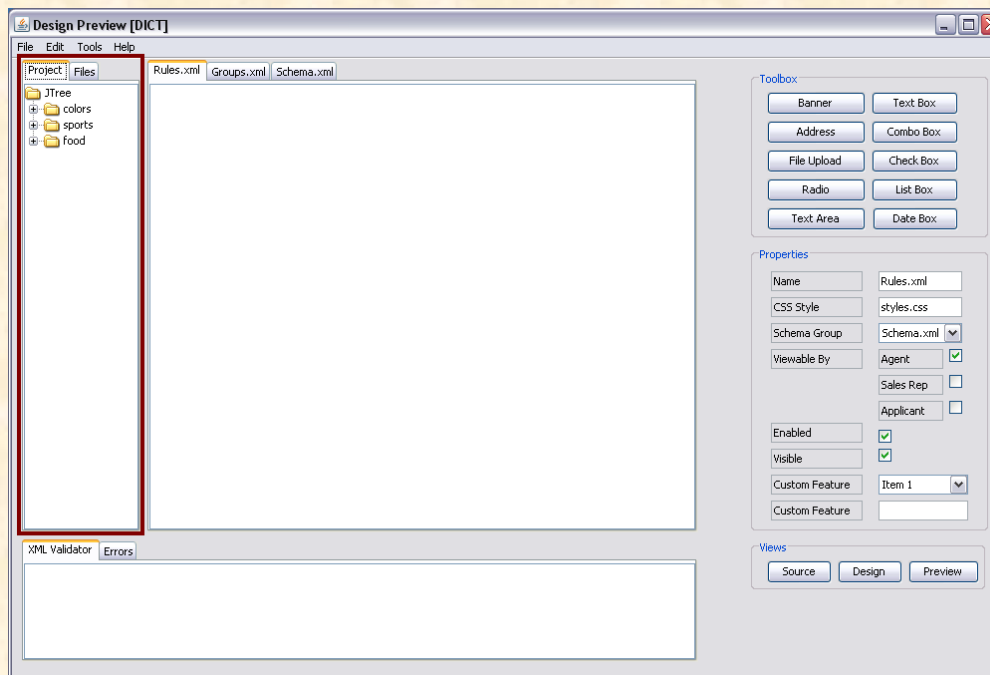
Project Overview



S

Functional Specifications

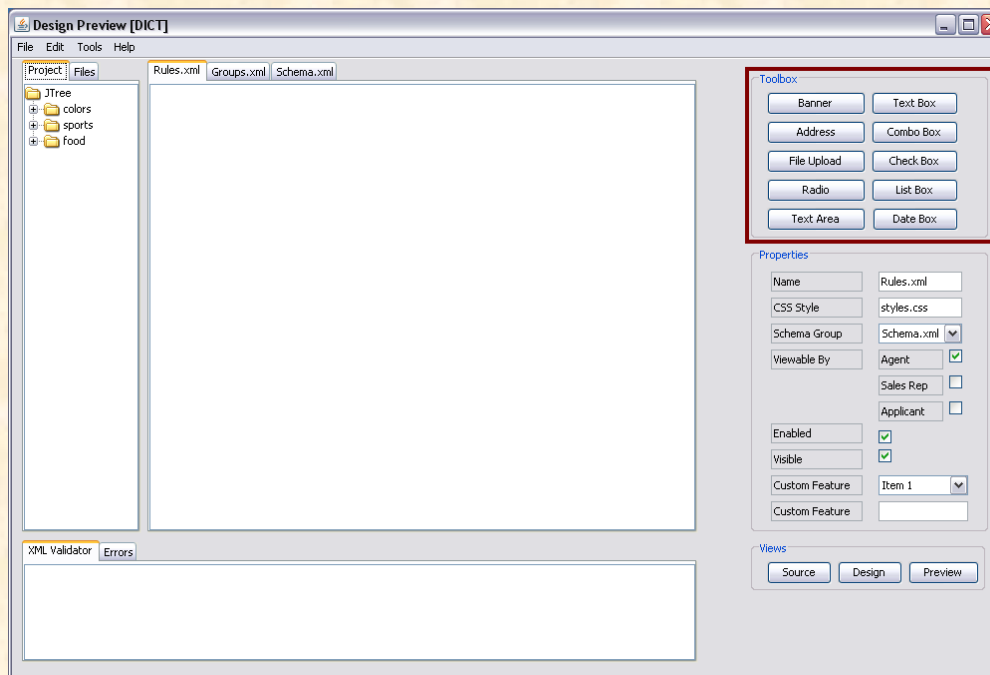
- File browser will allow the user to navigate through system directory, as well as project directory



S

Functional Specifications

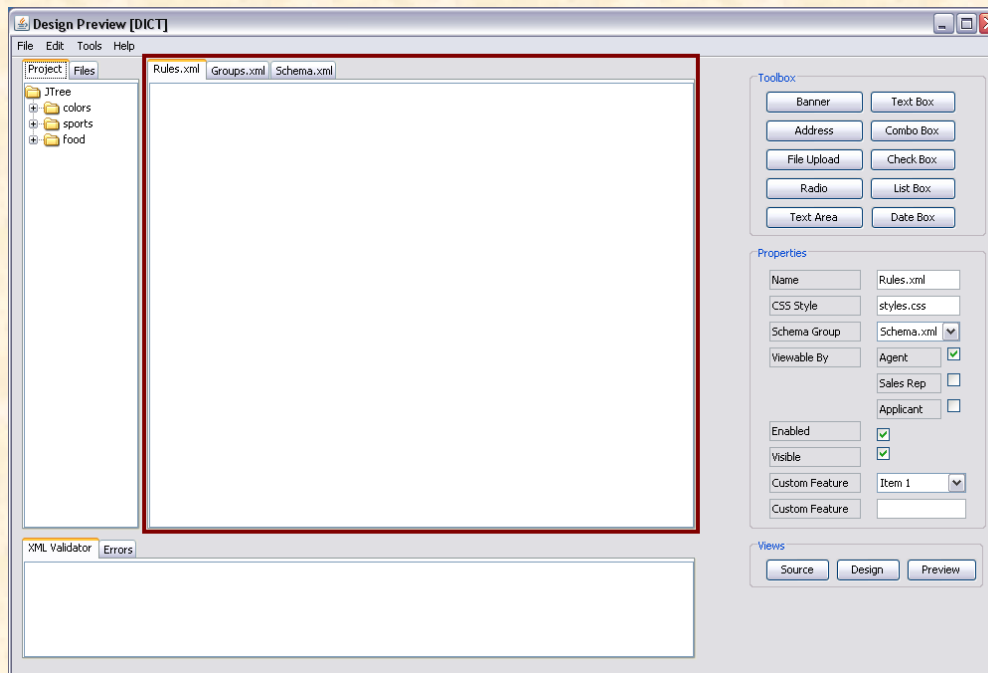
- Toolbox window containing the elements
- Elements are derived from the given schema



S

Functional Specifications

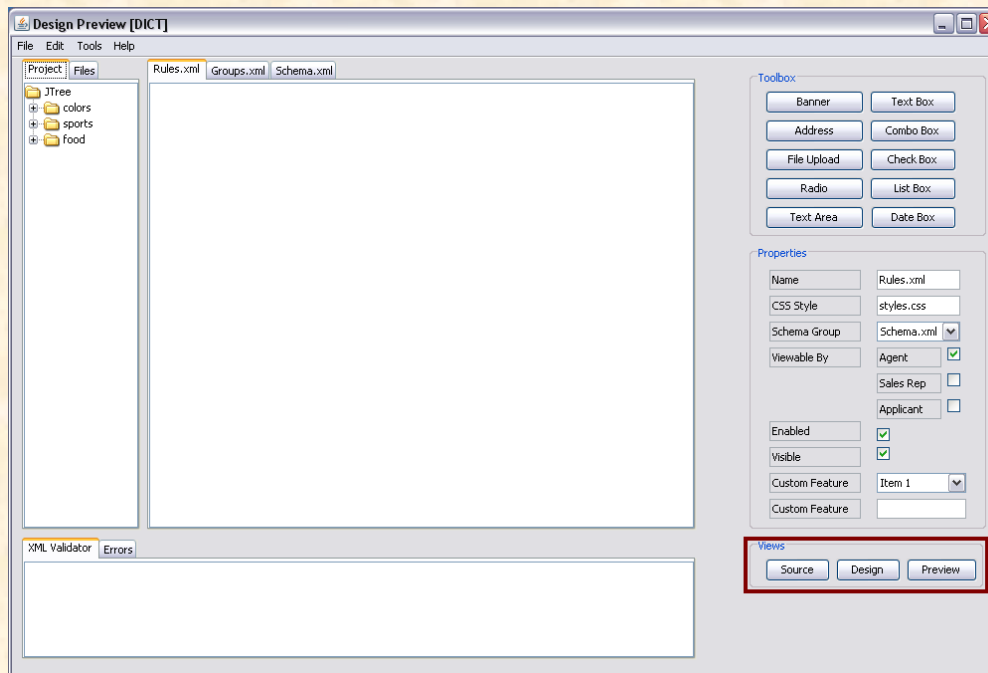
- Provide drag-and-drop functionality to re-organize form elements.
- Central panel for spatial layout of elements



S

Functional Specifications

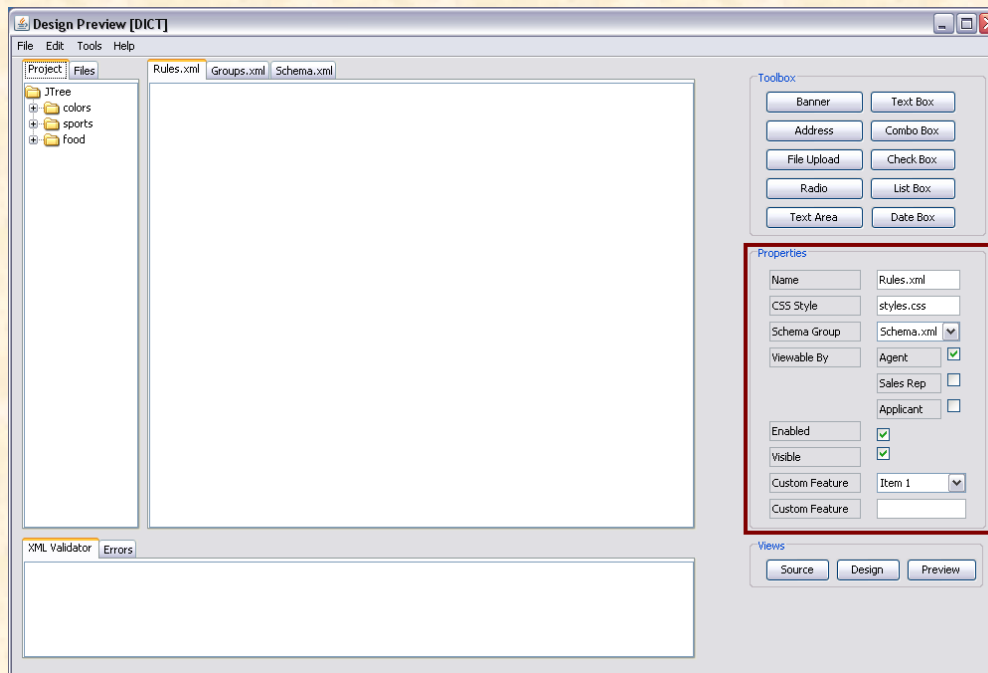
- Option to edit the elements graphically or with the XML source



S

Functional Specifications

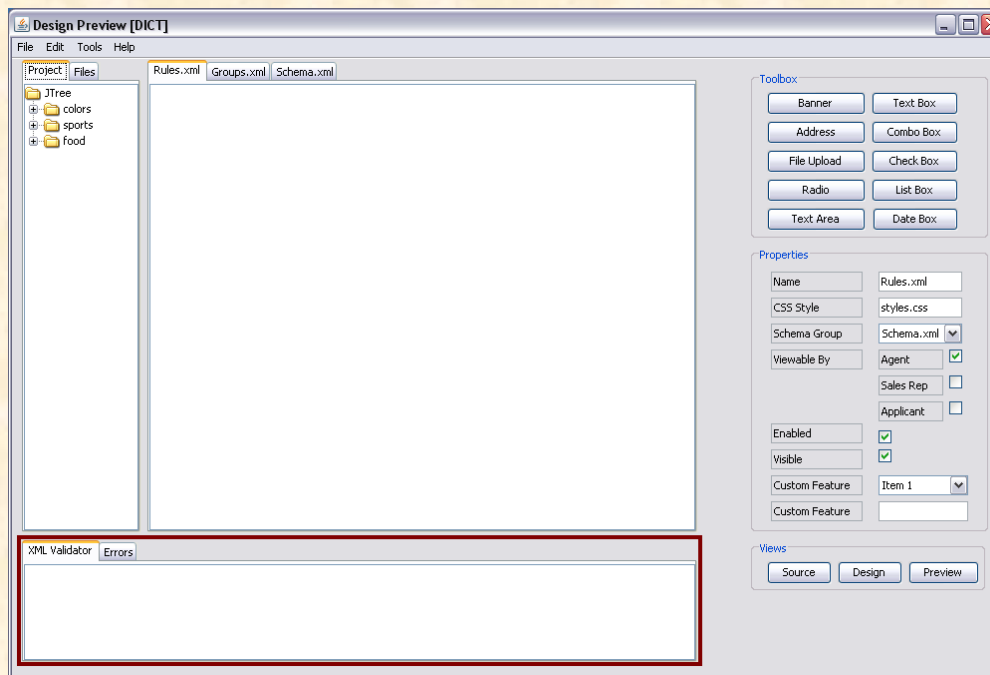
- Properties window to configure the elements



S

Functional Specifications

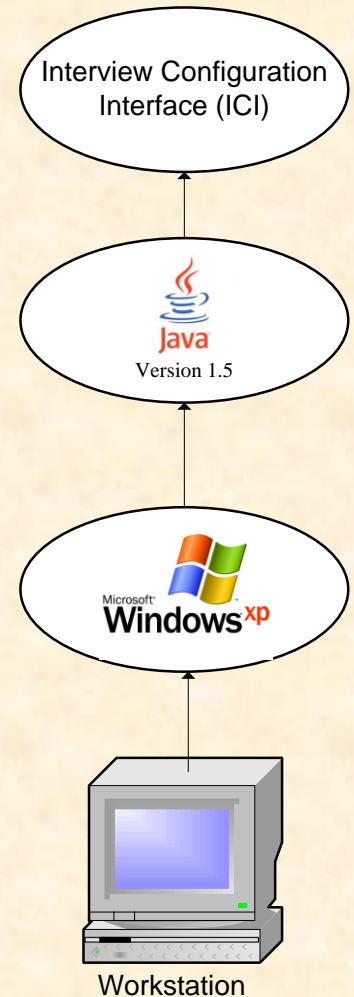
- Error checking and reporting displayed





Architecture Illustrated

- Hardware Platforms
 - PC with ability to run Windows XP
- Software Platforms / Technologies
 - Java 1.5 Runtime Environment
 - Windows XP





Risks



- Understanding given files
 - >5000 lines of XML to load into program
 - Not too difficult, but time consuming
- Parallel development
 - Creating GUI and back end simultaneously
 - Mitigated by planning out our shared data types
- Designing for the end user
 - Our main contact is not the end user
 - Hopefully we can get feedback from the prototype



Project Schedule

1. Loading

- a) Goal: Create data types from current XML files
- b) Date: 9/24

2. Basic GUI

- a) Goal: Create a GUI with listeners
- b) Date: 9/24

3. Merge

- a) Goal: Combine loading with the basic GUI
- b) Date: 10/1

4. Art Assets

- a) Goal: Create any necessary image files
- b) Date: 10/1



Project Schedule

5. Prototype I

- a) Goal: Loading existing XML, view graphically
- b) Date: 10/8

6. Validation

- a) Goal: Check loaded/edited XML, report errors
- b) Date: 10/15

7. Prototype II

- a) Goal: Redesign/Create prototype from feedback
- b) Date: 10/22

8. Drag and Drop

- a) Goal: Implement drag and drop GUI feature
- b) Date: 10/29



Project Schedule

9. Prototype III (beta)

- a) Goal: Redesign/Create prototype from feedback
- b) Date: 11/5

10. User Documentation

- a) Goal: Create user manuals and documentation
- b) Date: 11/5

11. Finalize Project

- a) Goal: Complete program and documentation
- b) Date: 11/12

12. Testing

- a) Goal: Testing for bugs and streamlining usability
- b) Date: 11/19 – 12/3