

Graeme Bates	Engineering Student Society
V00810000	ELW Locker Reservation System
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Version	When	Who	What
1.0			Initial Drafting

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1.0 Problem description / expression of need

The Engineering Student Society (ESS) requires a new locker reservation system to let students reserve lockers.

2.0 Project Objectives

- Allows students to reserve lockers for the ELW online.
- Will warn users when their reservations expire.
- Will let users be alerted when new lockers are available.

3.0 Current System(s)

The current system is difficult for administrators to manage and requires manual intervention to reset the locker reservation each term.

4.0 Intended users and their interaction with the system

Engineering students who wish to store their belongings in the ELW.

5.0 Known interaction with other systems within or outside the client organization

- To be hosted on the ESS server.
- To be linked to the ESS printer service or database.
- To interact with a website that is presented to the users.

6.0 Known constraints to development

- Must work on existing technology.
- All data must be hosted on the ESS' server.
- Must not have downtime larger than 5 hours per month.

7.0 Project Schedule

Broad overview, to be derived from course schedule

8.0 Project team

Project team member's info and roles

ELW Locker Reservation System



Engineering Student Society requires a new system for reserving lockers in the ELW

Mobile-friendly application

Notifications when lockers expire

Notifications when lockers become available

Relieves manual labour of old system

Graeme Bates V00810000

My Résumé

Graeme Bates V00810000

Project management experience

Leadership, management, communications, negotiation and conflict resolution experience

Writing experience

Writing, presentation, report experience

Webmaster experience

Personal website
Personal blog
Website development experience
Web tools
User interface design skills
HTML5

Software tool expert

Notepad++, Visual Studio 2012, PyCharm, IntelliJ IDEs

Programming skills

Programming languages
Scripting languages
Java, C, Python, C++, Assembly

Design experience

Design experience and design tools
UML diagramming & object-oriented design skills
Interface expert—user interface programming & presentation skills
LucidChart

Requirements engineering experience

Requirements elicitation
Requirements analysis
Requirements verification, traceability
Testing and reviewing skills