

VAT 그림판

Various Art Technique Painter

Team Information

양승민 200911400

정세진 200911418

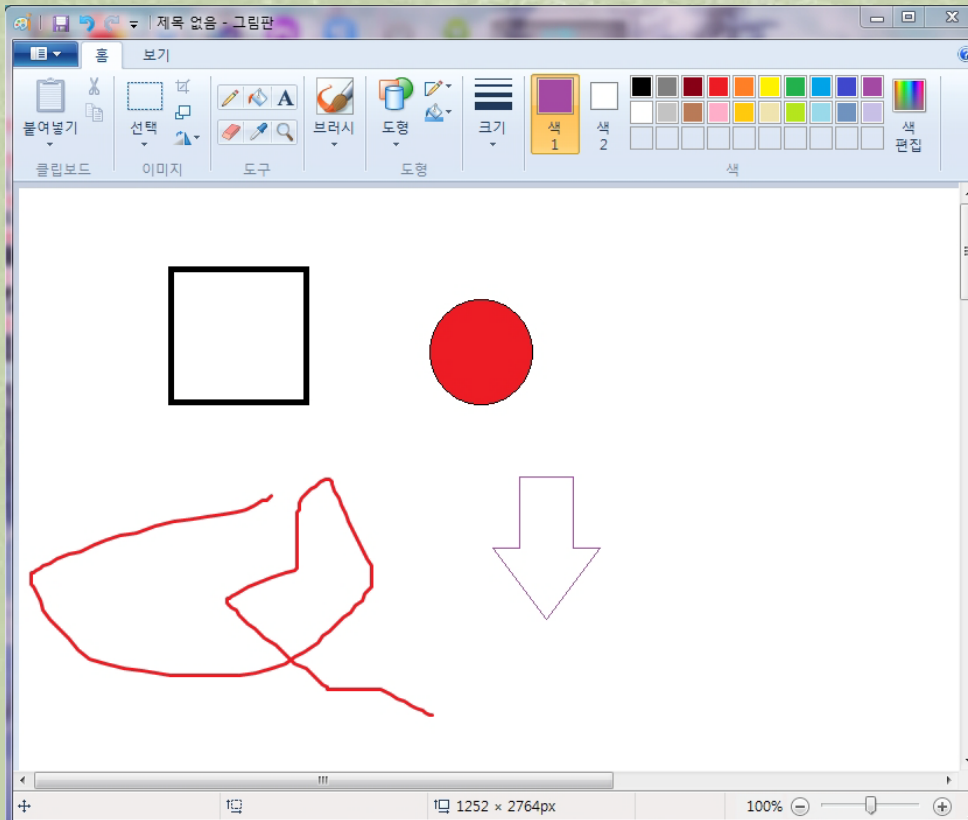
한종철 200911429

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Project Introduction

-Why?



식 상 해!
색다른 그림을 그
리고 싶어!



Art Technique!



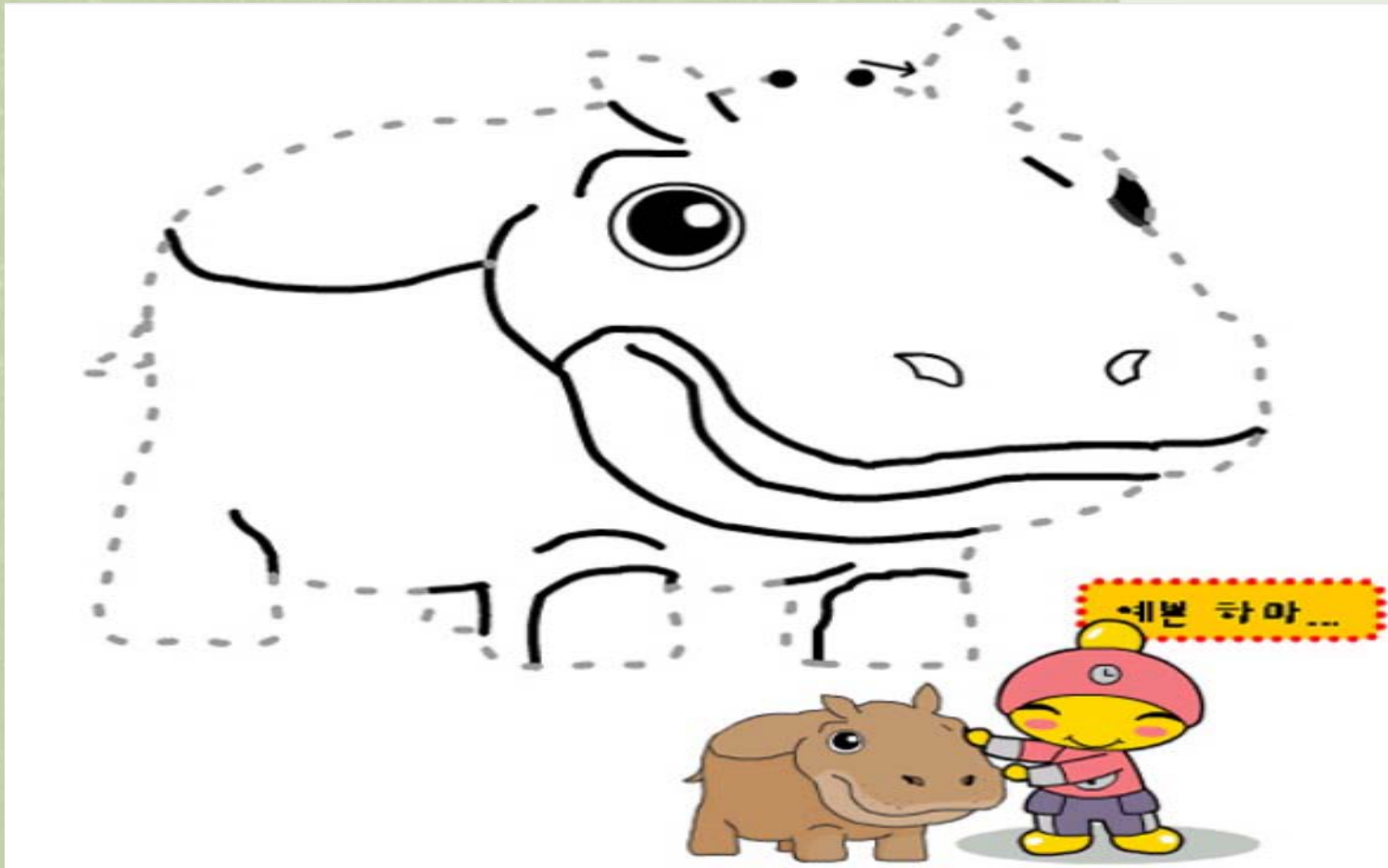
데칼코마니!

Art Technique!



그림자 효과!

Art Technique!



나는 점선이다!

Project justification!







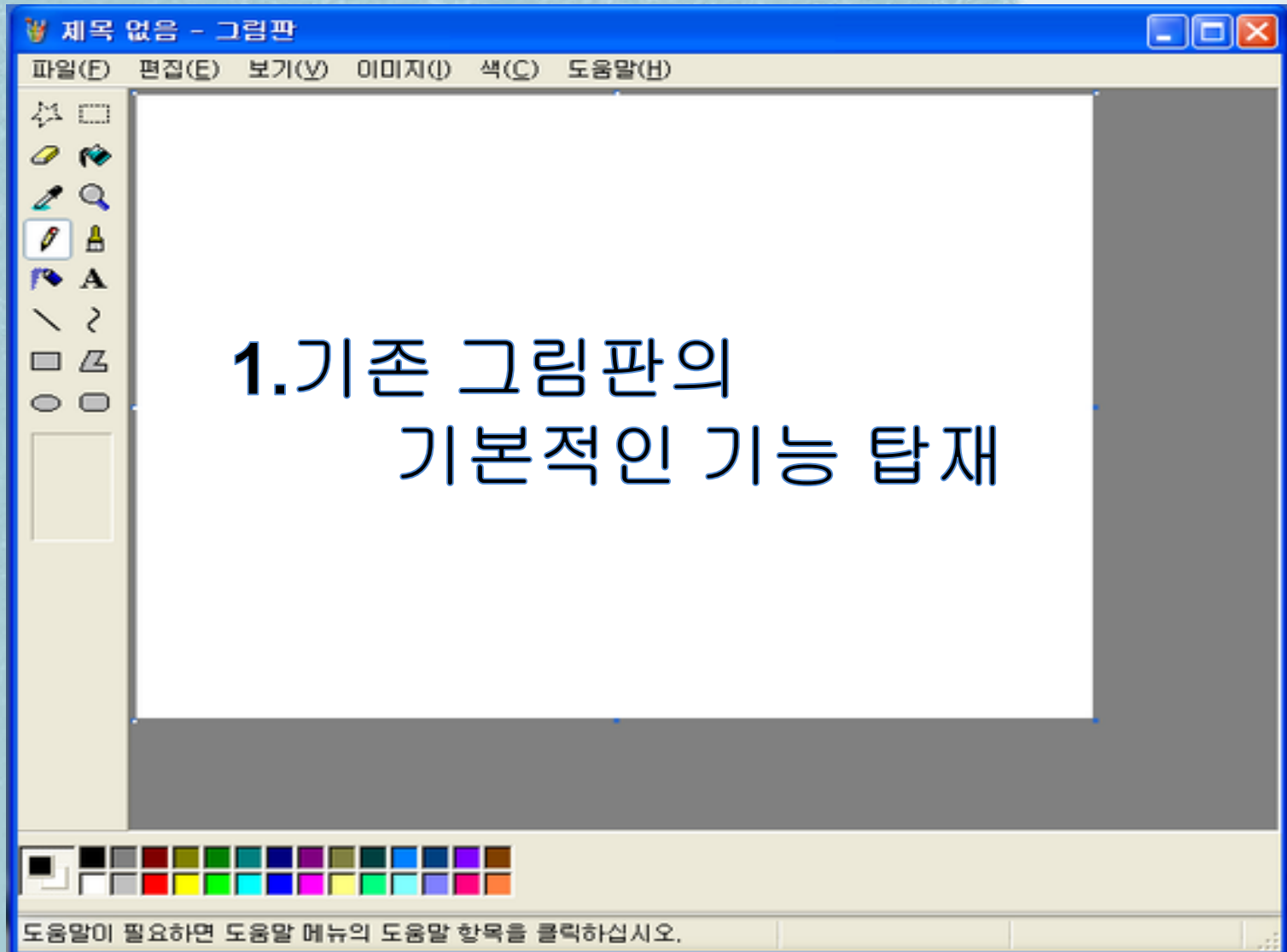
UPGRADE



내가 원하는
기능 추가해!

Requirement

-Functional Requirement





2. VAT(Various Art Technique) 기능 추가!

-Non functional Requirement



1. 1ms 빠른 반응속도!



2. 직관적인 모양의 아이콘!

Risk Analysis

1st. High Risk!

-OOD의 경험 부족!!!

2nd. High Risk!

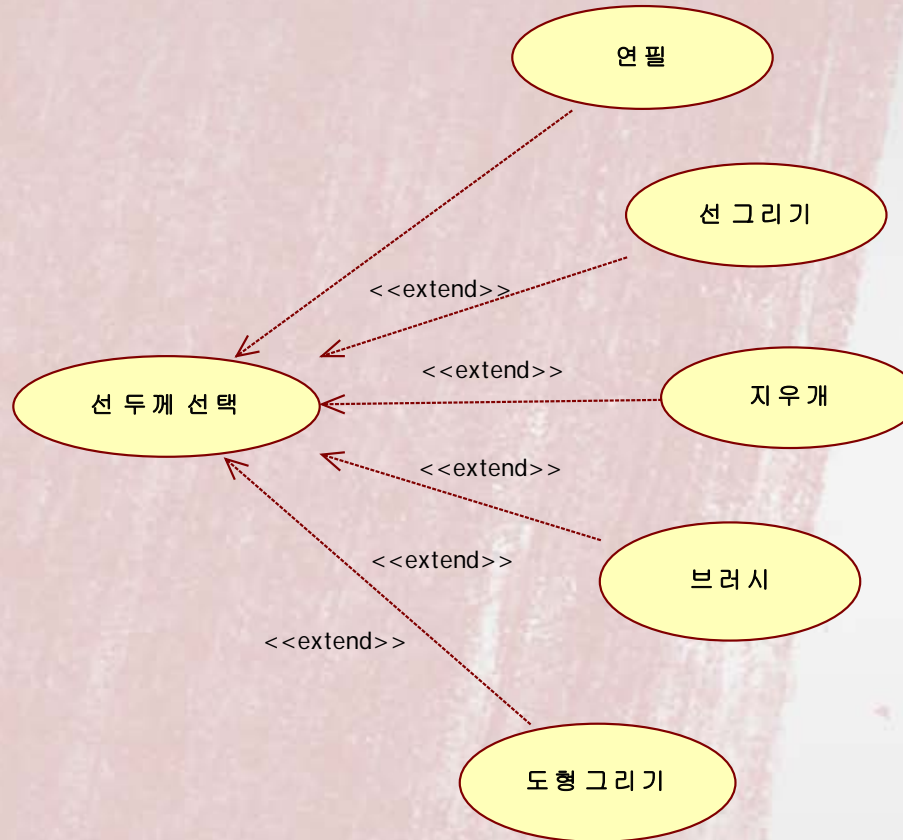
-JaVa 사용 경험 부족!

3rd. High Risk!

-OSP 처음 사용!

Detail !

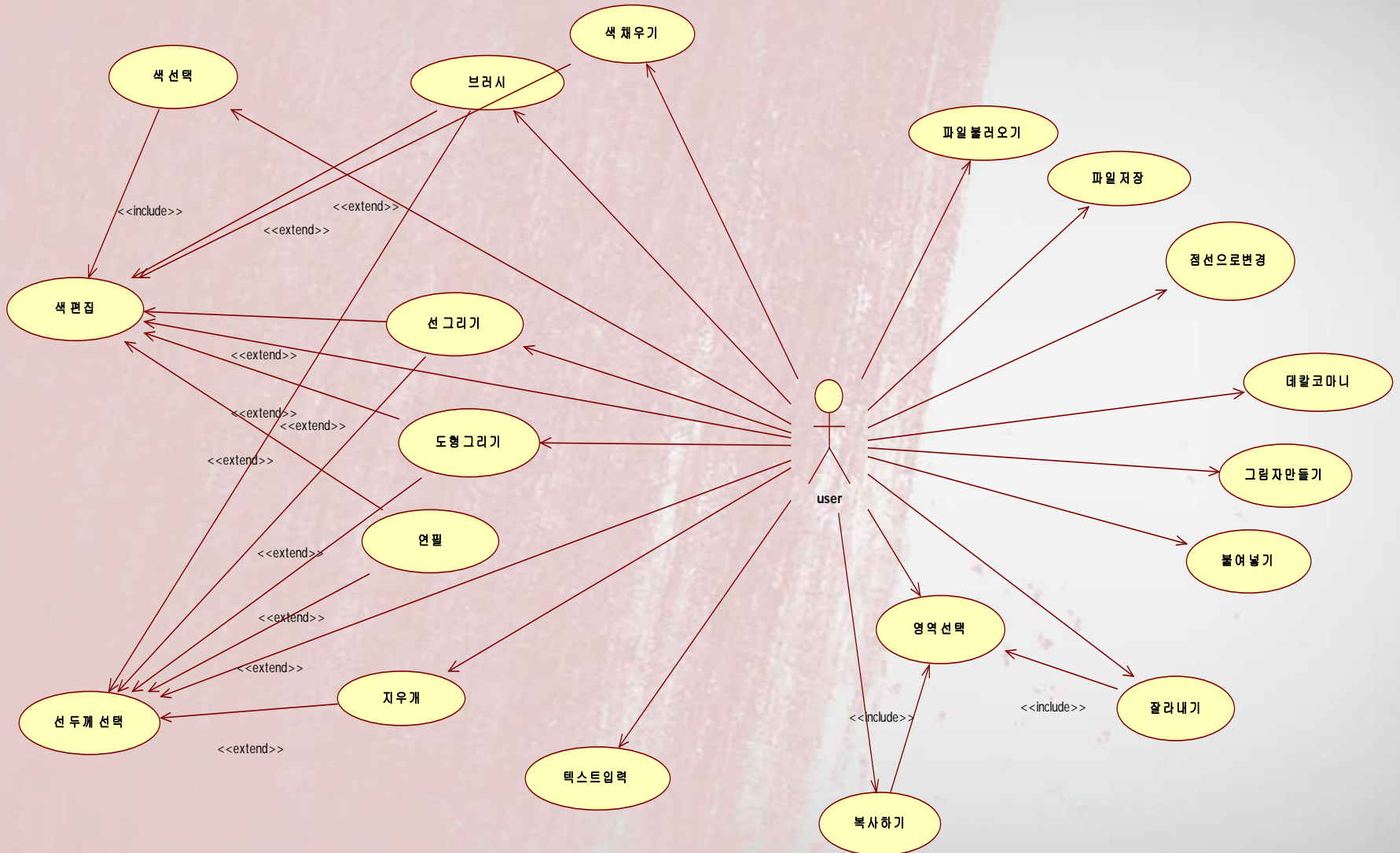
- use case



- Use case 02



- Total Use case



- Project Resource



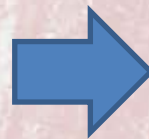
01 january

sun	mon	tue	wed	thu	fri	sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

Human Efforts :
3 Man - 1 Month!



Cost :
신사임당 8개!



- Scheduling

Phase(00x0)/Activity(000x)	Schedule(week)											
	1	2	3	4	5	6	7	8	9	10	11	12
1001. Define Draft Plan	█											
1002. Create Preliminary investigation Report	█	█										
1003. Define Requirements	█	█										
1004. Record Terms in Glossary	█	█										
1005. Implement Prototype	█	█										
1006. Define Business Use Cases	█	█										
1007. Define Business Concept Model	█	█										
1008. Define Draft System Architecture	█	█										
1009. Refine Plan	█	█										
2010. Revise Plan			█									
2020. Synchronize Artifacts			█									
2030. Analyze			█									
2031. Define Essential Use Case			█									
2032. Refine Use Case Diagrams			█									
2033. Define Domain Model			█									
2034. Refine Glossary			█									
2035. Define System Sequence Diagrams			█									
2036. Define Operation Contracts			█									
2037. Define State Diagrams			█									
2040. Design				█								
2041. Design Real Use Cases				█								
2042. Define Reports, UI and Storyboards				█								
2043. Refine System Architecture				█								
2044. Define Interaction Class Diagrams				█								
2045. Define Design Class Diagrams				█								
2046. Define Database Schema				█								
2050. Construct					█							
2051. Implement Class & Interface Definition					█							
2052. Implement Methods					█							
2053. Implement Windows					█							
2054. Implement Reports					█							
2055. Implement DB Schema					█							
2056. Write Test Code					█							
2060. Test						█						
2061. Unit Testing						█						
2062. Integration Testing						█						
2063. System Testing						█						
2064. Performance Testing						█						
2065. Acceptance Testing						█						
2066. Documentation Testing						█						

Q & **A**