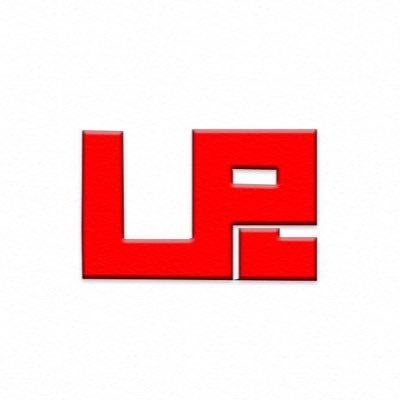
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June 26, 2018

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upl f1 tier 1 project

prototype

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# **4.1 Justification of Prototype**

I am going to exclude some features and data values from the prototype version of the program to build a baseline from which the vital features and vital fields can be implemented, improved and be expanded upon with extra non-vital features and fields. I am also not going to implement repeated features into the prototype such as search functions in both championship tables due to the redundancy of needing to test this feature more than once. The Graphics User Interface will be a simplified version of the final program’s as it is not a vital part of the prototype. Below are the features that will be included into the final program as well as if they will be included into the prototype and why.

|  |  |  |
| --- | --- | --- |
| Feature | Include/Exclude | Reason for decision |
| Login | Exclude | The login feature is **not a vital** part of the system as it would make the **testing process** a lot **more complex** than without it. |
| Logout | Exclude | The logout feature is **not a vital** part of the system as it would make the **testing process more complex** than without it. |
| Registration | Include | This is a **vital** part of the system as it allows the user to **create an account** and for the system to **adapt to the changes**. |
| Drivers’ Championship Table | Include | This is a **vital** part of the system as it allows the users to **view data** and provides a **clear way of viewing changes** made to data from other methods, for example editing the name of a driver. |
| Constructors’ Championship Table | Exclude | This has the **same** design and code as that of the drivers table |
| Last Race Results Table | Exclude | This will not be needed for the prototype as it is an **extra feature** for the program and is **not a vital** part of the system. |
| Edit driver details | Include | This is a **vital** part of the system as it allows drivers to **edit parts of their account**. |
| Live countdown to next event | Exclude | This is **not a vital** part of the system as it is only there to **enhance the user’s experience**. |
| Update race results | Include | This is a **vital** part of the system as it allows the admins to **add points to the drivers** after each race result. |
| Store Drivers’ data in a file | Include | This is **vital** as it allows the program to **store results of processes** in the program **permanently** and be able to **access them again** once the program is reopened. |
| Store Constructors’ data in a file | Exclude | This is **not vital** as it uses a **similar method** to that used for the **Drivers’ data**. |
| Retrieve data from Drivers’ file | Include | This is **vital** as it allows the program to **access the data that was saved** after the last use of the program . |
| Retrieve data from Constructors’ file | Exclude | This is **not vital** as it uses a **similar method** to the one used for the **Drivers’ file**. |
| Store points transactions in a file | Exclude | This is **not vital** as it will use a **similar method** to that used by the **Drivers’ data**. |
| Delete driver details from program | Include | This is a **vital part** of the system as it allows drivers to **delete their account** and allow the **program to run smoothly** with the driver deleted. |
| Store ‘deleted’ driver details in an archive file | Exclude | This is **not a vital part** of the system for testing as I am **not using sensitive data** in my tests so does **not require to keep an archive** of the deleted data. |
| Add points gained by X driver in the last race to the same driver’s total points | Include | This is a **vital** part of the prototype as it allows me to **test** the method of **adding a specific number of points to a specific driver**. |
| Add points gained by X driver in the last race to the total points for their Constructor | Exclude | This is **not a vital** part of the system as it uses the **same method** as that for the **driver’s points** |
| Validate the email address is in the correct format | Exclude | This is **not vital** for the prototype as it would make the **testing process more difficult** due to the **data having to be validated first**. |
| Verify that the email address is correct | Exclude | This is **not vital** to the prototype as it **doesn’t affect other parts of the program** to a high level, it **only checks that the email is entered correctly** |
| Verify that the password is correct | Exclude | This is **not vital** to the prototype as it **doesn’t affect other parts of the program** to a high level, it **only checks that the password is entered correctly** |
| Deny access to the update screen unless admin | Exclude | This is **not vital** to the prototype as the **restricted access** only **blocks users from accessing certain features** and **does not affect the main features** themselves. |
| Deny access to the settings screen, search function and home screen unless driver/admin | Exclude | This is **not vital** to the prototype as the **restricted access** only **blocks users from accessing certain features** and **does not affect the main features** themselves. |
| Display images for the last race in the last race screen | Exclude | This is **not vital** for the prototype as it is a **small cosmetic feature** designed to **enhance the user’s experience**. |
| Display image for the next race on the home screen | Exclude | This is **not vital** for the prototype as it is a **small cosmetic feature** designed to **enhance the user’s experience**. |
| Display logo for UPL in the top corner of the | Exclude | This is **not vital** for the prototype as it is a **small cosmetic feature** designed to **enhance the user’s experience**. |

# **4.2 Screens and Outputs**

# **4.3 Functioning System**

# **4.4 Self-Evaluation and Improvements**