



# Project 2

## ▼ Connection Properties

▼ Seriously Don't open this where people outside the group can see

▼ Last Chance

▼ :b

## ▼ User Stories

### ▼ MVPs

- Users can login and logout
- Users can edit data fields of specifically their account
- Users can create pets
- Users can change certain pet values (ex: hunger) with items
- Items can be assigned to the inventory of a user or one of their pets
- Item assignment drop-down auto-populates with all of a user's pets
- Items can be used on pets

### ▼ Stretch Goals

- Users can add comments to user pages
  - Priority Stretch Goal
- Users can edit/delete their own comments
  - Priority Stretch Goal
- Pets can be adopted from a pound
- Pets can be sent to the pound
- Pet values can change over time

- Users can edit pet data fields (ex: name)
  - Priority Stretch Goal
- Users can acquire new items
  - Priority Stretch Goal
- Some items disappear/change on use

## ▼ Tests

### ▼ Top Bar

- ▼ Given the user is on the site
- ▼ When the user clicks on a link
- ▼ Then the user is taken to the correct page

### ▼ Home Page

- ▼ Create a pet
- ▼ Search

### ▼ Login Page

- ▼ Login (positive)
  - ▼ Given the user is on the login page
  - ▼ When the user inputs a correct user/password combo
  - ▼ Then the user becomes logged in
- ▼ Login (negative)
  - ▼ Given the user is on the login page
  - ▼ When the user inputs an incorrect user/password combo
  - ▼ Then the user is given an error message

### ▼ Marketplace

- ▼ No functionality here

### ▼ Inventory






















- ▼ Pet Inventory Subheadings

- ▼ Given the user has pets
- ▼ When the user loads the inventory page
- ▼ Then subheadings dividing the inventory should appear
- ▼ Item click popup/dropdown
  - ▼ Given the user is on the inventory page
  - ▼ When the user clicks on an item
  - ▼ Then a dropdown or popup should appear that allows the item to be assigned to places
- ▼ Item dropdown option submitted
  - ▼ Given an item dropdown is loaded
  - ▼ When the user selects an option
  - ▼ And the user presses the submit button
  - ▼ Then the option's associated action should be executed
- ▼ Items in pet inventories
  - ▼ Given the pet exists
  - ▼ And the user is on the inventory page
  - ▼ When an item is assigned to the pet's inventory
  - ▼ Then that item appears in the pet's section of the inventory
- ▼ User Profile
  - ▼ Basic Loading
    - ▼ Given the user exists
    - ▼ When the user page is loaded
    - ▼ Then the user's data is displayed
  - ▼ User Data Editing
    - ▼ Given the user is logged in
    - ▼ And is looking at their own profile


- ▼ When the user changes data fields
- ▼ And presses submit
- ▼ And refreshes
- ▼ Then the user data should be updated
- ▼ Show Pets
  - ▼ Given the user exists
  - ▼ And has pets
  - ▼ When the user profile loads
  - ▼ Then pets should be displayed
- ▼ Pet Profile
  - ▼ Basic pet display
    - ▼ Given the pet exists
    - ▼ When the user navigates to that pet page
    - ▼ Then the pet data is displayed
  - ▼ Edit pet data
    - ▼ Given the pet exists
    - ▼ And the user is logged in
    - ▼ And the user is on the relevant pet page
    - ▼ When the user inputs new data into the open fields
    - ▼ And presses submit
    - ▼ And refreshes
    - ▼ Then the new data is displayed
- ▼ Type Presets
  - ▼ Pets

16 total, 4x4

    - ▼ Arthropods

- ▼ Cockroach / 
- ▼ Spider / 
- ▼ Butterfly / 
- ▼ Ladybug / 
- ▼ Non-Arthropod Invertebrates
  - ▼ Earthworm / 
  - ▼ Octopus / 
  - ▼ Snail / 
  - ▼ Velvet Worm / 
- ▼ Mammals
  - ▼ Dog / 
  - ▼ Cat / 
  - ▼ Rat / 
  - ▼ Horse / 
- ▼ Non-Mammal Vertebrates
  - ▼ Owl / 
  - ▼ Dinosaur / 
  - ▼ Frog / 
  - ▼ Fish / 
- ▼ Items
  - ▼ Food
    - ▼ Bread / 
    - ▼ Cake / 
    - ▼ Pizza / 
    - ▼ Salad / 
    - ▼ Steak / 

## ▼ Toy

▼ Ball / 

▼ Book / 

▼ Paint / 

▼ Sled / 

▼ Video Game / 


## ▼ Other

▼ Bed / 

▼ Bike / 

▼ Chair / 

▼ Silverware / 

▼ Toothbrush / 

## ▼ Models

### ▼ Pronouns

▼ Static String[] pronouns (grab a few sets and index them)

### ▼ User

▼ int id

▼ String uName (Username)

▼ String pKey (Passkey)

▼ String dName (Display name)

▼ String dBlurb (Description Blurb--essentially a small “about me”)

▼ int pSet (Pronoun set--indexes pronoun array)

### ▼ Pet

▼ int id

▼ int uID

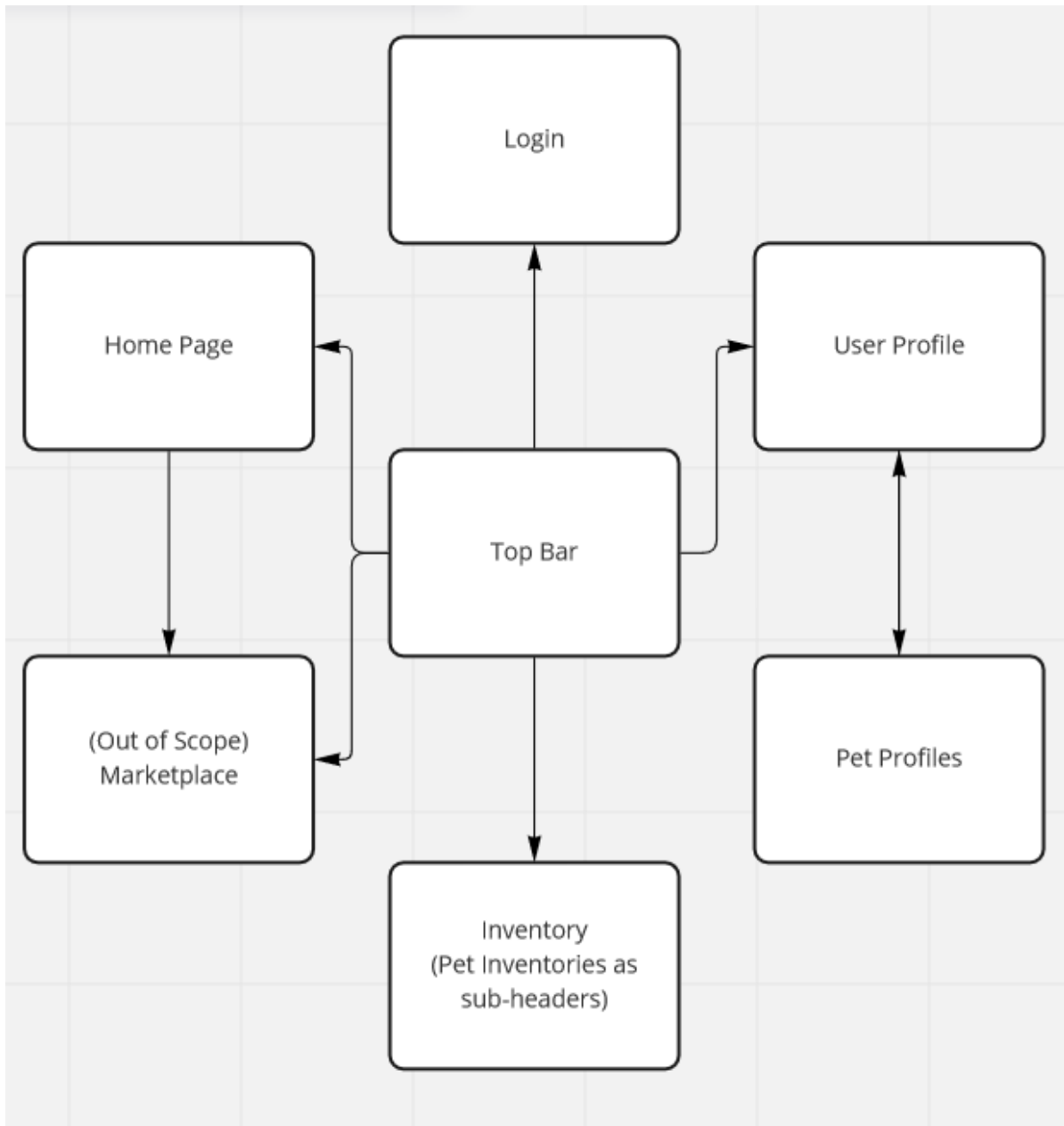
▼ int sID (Species ID, references PetType table)

- ▼ String pName (Pet Name)
- ▼ int pSet (Pronouns again--maybe have an assignment function to reflect a species's natural ratios)
- ▼ int fun
- ▼ int food
- ▼ int level (won't do anything here, but nice to have a third option for items changing values)
- ▼ PetType
  - ▼ int id
  - ▼ String sName (Species Name)
  - ▼ String sSRC (Species Source--used for src="[image source]")
- ▼ Item
  - ▼ int id
  - ▼ int tID (type ID, references ItemType table)
  - ▼ Some way to assign to owner? Either an ID that switches between pet and user based on a separate variable or we add both Pets and Users to some "entity" table and see what we can merge/separate
- ▼ ItemType
  - ▼ int id
  - ▼ int leftovers (what type of item, if any, this turns into when used)
  - ▼ String tName (Type Name)
  - ▼ String tCat (Type Category--food, etc.)
  - ▼ String tSRC (Type Source)
- ▼ Comment
  - ▼ int id
  - ▼ int wID (Writer ID)
  - ▼ int hID (Host ID--that is, which userpage it's on)

- ▼ String body
- ▼ Database
  - ▼ Users
    - ▼ int id primary\_key
    - ▼ int pset
    - ▼ varchar50 uname
    - ▼ varchar50 pkey
    - ▼ varchar50 dname
    - ▼ varchar200 dblurb
  - ▼ PetTypes
    - ▼ int id primary\_key
    - ▼ varchar50 sname
    - ▼ varchar50 ssrc
  - ▼ Pets
    - ▼ int id primary\_key
    - ▼ int uid foreign\_key references users(id)
    - ▼ int sid foreign\_key references PetTypes(id)
    - ▼ int pset
    - ▼ varchar50 pname
    - ▼ int fun
    - ▼ int food
    - ▼ int plevel (pet level)
  - ▼ ItemTypes
    - ▼ int id primary\_key
    - ▼ int leftovers
    - ▼ varchar50 tname



- ▼ varchar50 tcat
- ▼ varchar50 tsrc
- ▼ Items
  - ▼ int id primary\_key
  - ▼ int tid foreign\_key references ItemTypes(id)
  - ▼ int uoid (user owner id) foreign\_key references users(id)
  - ▼ int poid (pet owner id) foreign\_key references pets(id)
- ▼ Comments
  - ▼ int id primary\_key
  - ▼ int wid foreign\_key references users(id)
  - ▼ int hid foreign\_key references users(id)
  - ▼ varchar200 body
- ▼ DAO Layer
- ▼ Service Layer
- ▼ Controller Layer
- ▼ Utilities "Layer"
- ▼ Presentation Layer (HTML/JS)
  - ▼



Test Plan Document

P2T5 Test Cases