Video Game Tracker



.NET Framework MVC 5 Web Application

(N-Tier Architecture)

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**Overview**

The purpose of this application is to utilize an N-Tier architecture while building an MVC application. The application itself will include many features that are standard to an MVC application and some custom-tailored ones as well. The goal of this project is to build a working product within the timeframe given, and to gain a better understanding of ASP.NET in general.

**Wireframe**

**A screenshot of a cell phone

Description automatically generated**

**MVC Structure**

|  |
| --- |
| **Tables:**  Video Games  Inventory  Bosses  Achievements |
| **Video Games:**  Table consisting of the Video Games a user is tracking.   * int VideoGameID [Key] * public GUID UserID [Required] * string VideoGameName [Required] * string VideoGameGenre [Required] |
| **Bosses:**  Allows users to track the Bosses in a Video Game they have beaten.   * int BossID [Key] * string BossName [Required] * string BossNotes * bool BossBeaten [Required] * public int VideoGameID [Required] * virtual VideoGames VideoGames (Foreign Key) |
| **Inventory:**  Allows users to track the inventory they have already acquired in a specific Video Game.   * int InventoryID [Key] * string InventoryItem [Required] * int InventoryQuantity [Required] * string ItemDescription * bool ItemAcquired [Required] * public int VideoGameID [Required] * virtual VideoGames VideoGames (Foreign Key) |
| **Achievements:**  Allows users to create a list and track Achievements/Trophies for a specific Video Game.   * int AchievementID [Key] * string AchievementName [Required] * string AchievementDescription * bool AchievementAcquired [Required] * public int VideoGameID [Required] * virtual VideoGames VideoGames (Foreign Key) |

**Calendar**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Day 1** | **Day 2** | **Day 3** | **Day 4** | **Day 5** | **Day 6** | **Day 7** |
| 05-18 | 05-19 | 05-20 | 05-21 | 05-22 | 05-23 | 05-24 |
| Planning | Planning/  GitHub Repo Creation | Planning | Planning/  Scaffolding Base Code | Data Scaffolding | (Weekend)  Data Scaffolding | (Weekend)  Data Scaffolding |
| **Day 8** | **Day 9** | **Day 10** | **Day 11** | **Day 12** | **Day 13** | **Day 14** |
| 05-25 | 05-26 | 05-27 | 05-28 | 05-29 | 05-30 | 05-31 |
| Model Scaffolding | Model Scaffolding | Services Scaffolding | Services Scaffolding | Services Scaffolding/  Views | (Weekend)  Views | (Weekend)  Views |
| **Day 15** | **Day 16** | **Day 17** | **Day 18** |
| 06-01 | 06-02 | 06-03 | 06-04 |
| Views/  Finishing Touches | Views/  Finishing Touches | Debugging/  Testing/  Deploying | Project Due Date  9:00 AM |