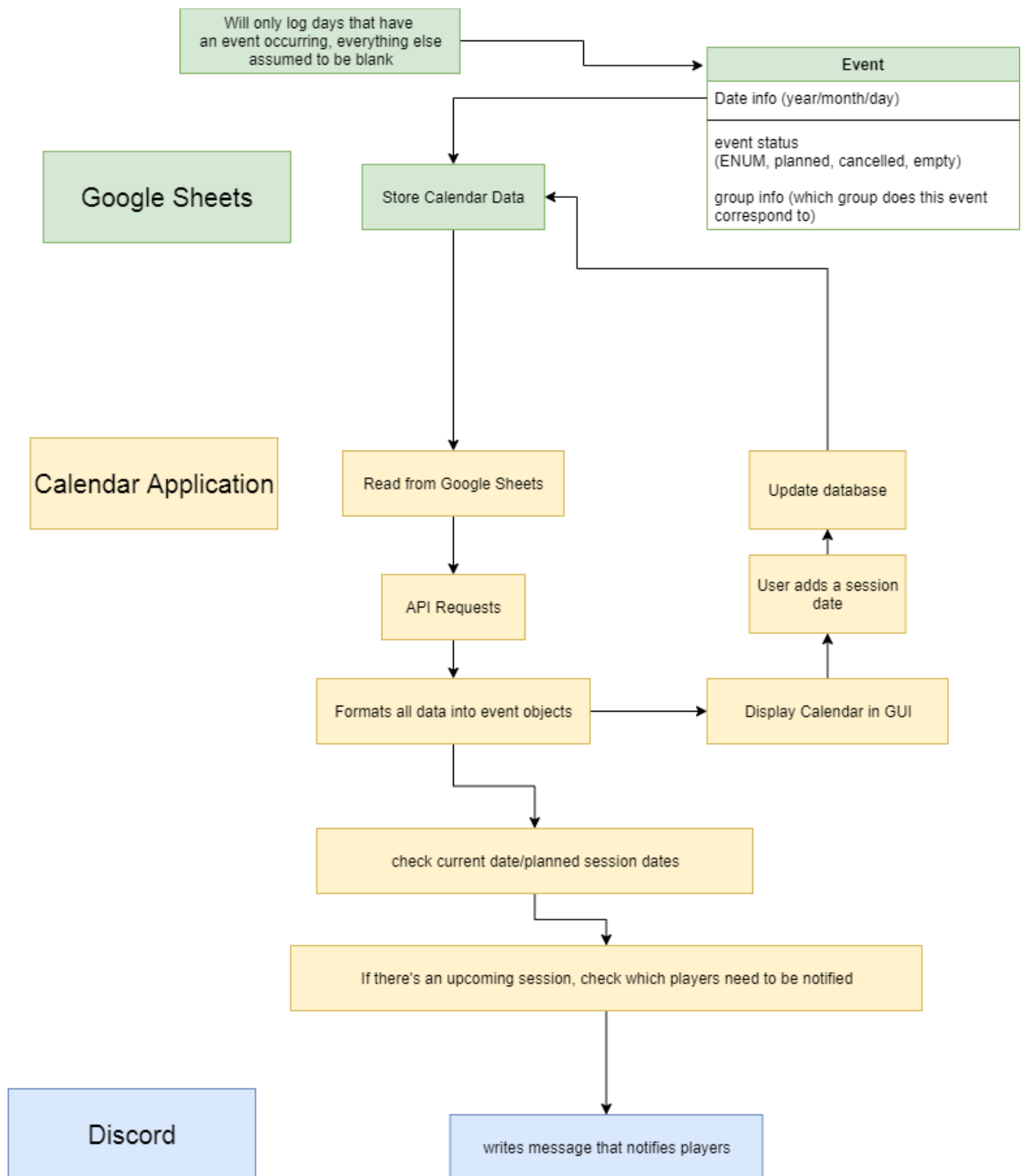


Criterion B: Design

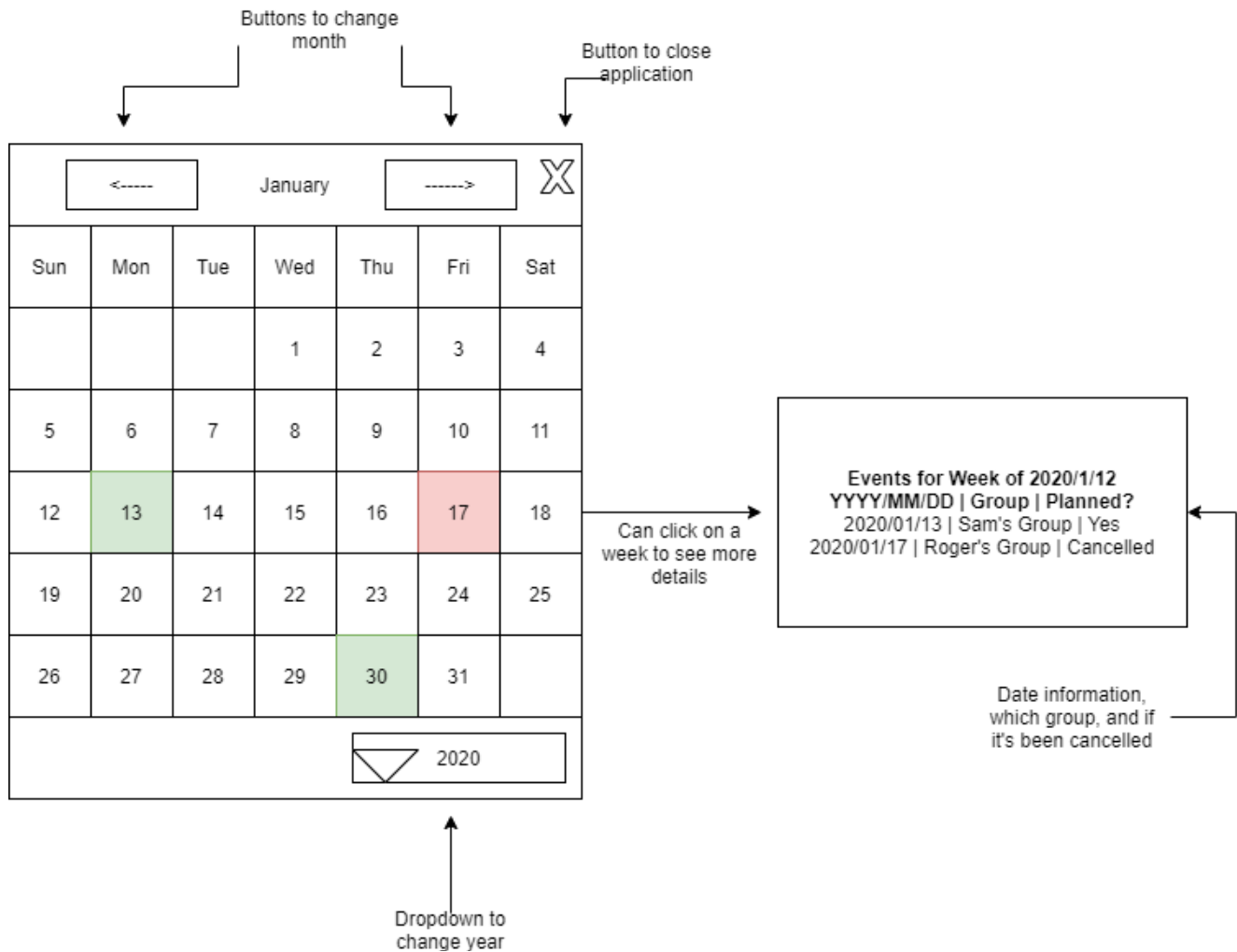
General Program Structure



My project relies on three separate systems: GoogleSheets, my calendar application, and Discord. GoogleSheets will serve as a database, storing all session information. The information can be accessed by anyone by using the Sheets API. Users can add new session information on the

spreadsheet. My application will then take the session information and display it in a user-friendly calendar GUI. My application will also notify players of upcoming sessions using the Java Discord API to connect to Discord. Discord is a text communication app the players use actively, so this is the best way to reach them directly.


Main Interface




Date Entry Interface

Enter your Session Information				
YYYY	MM	DD	Group	Cancelled? (yes/no)
2020	01	13	Sam's Group	no
2020	01	17	Roger's Group	yes

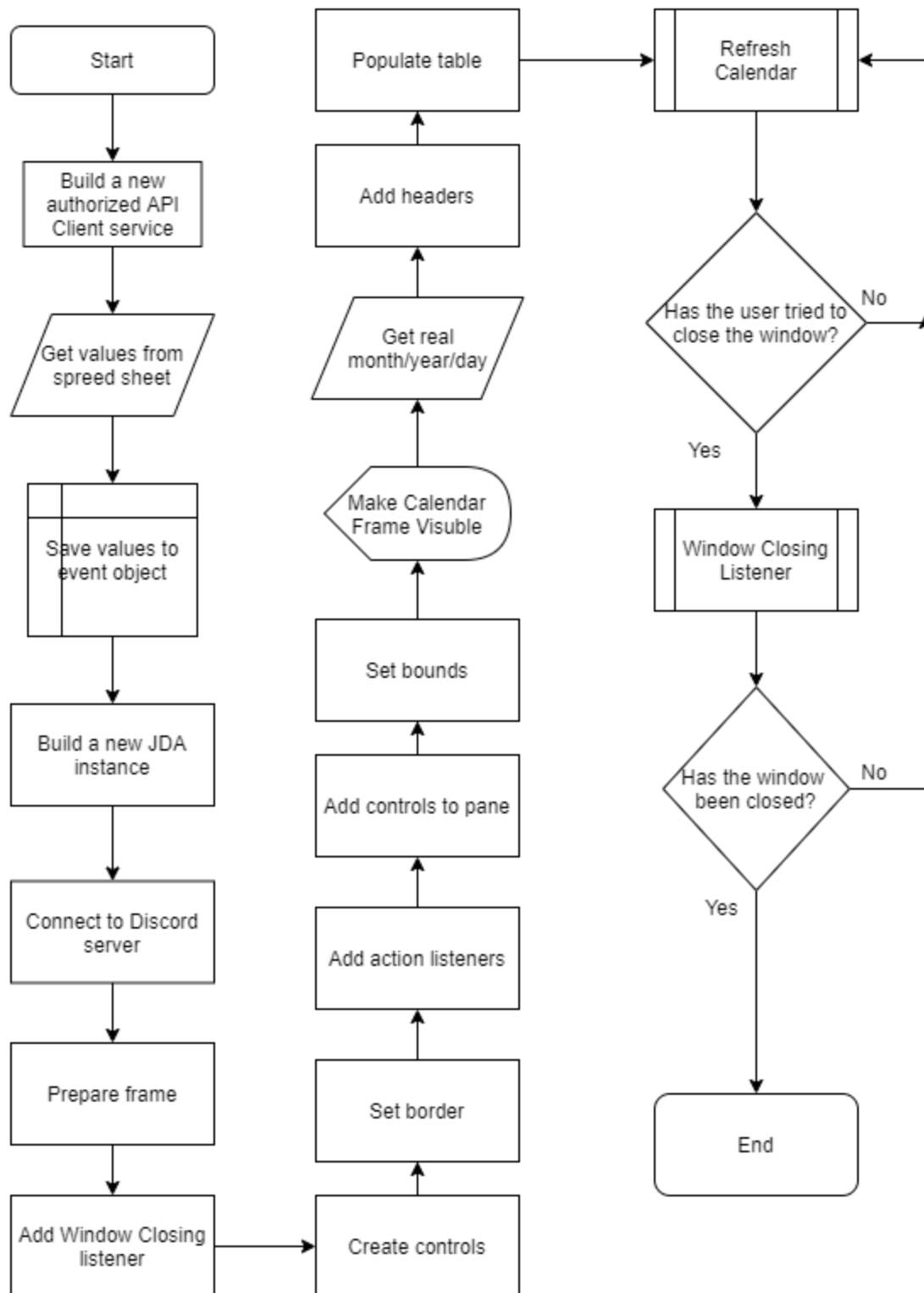
Can easily add new sessions with all the necessary information

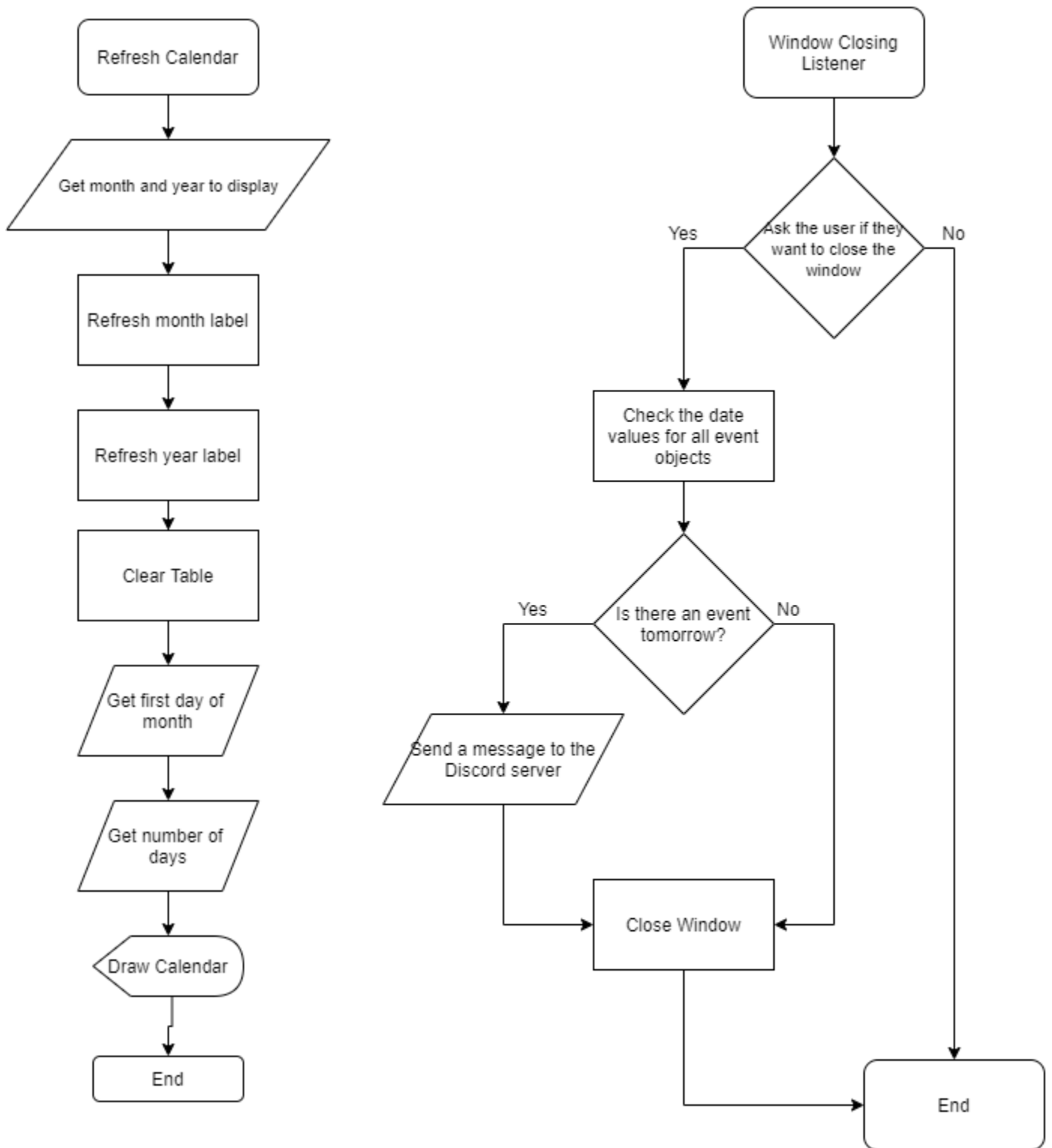


No need for save/confirm,
information can be edited live and
is saved automatically



Flowchart for Calendar Application





Once the calendar has connected to both APIs and gotten the needed information, it will display the calendar and refresh it continuously, updating correctly when the user presses a button to change the month or year being displayed.

Testing Plan

Test/Success Criteria	Method of Testing	Results
Check if program runs (Crit. 5)	Double click program icon	Main window appears
Check if window displays calendar accurately (Crit. 5/6)	Compare displayed calendar to WindowsOS calendar	Window displays calendar accurately
Buttons to change month and year work correctly (Crit. 5)	Press each button, and compare to WindowsOS calendar	Buttons changed month/year correctly
Application can read session information from spreadsheet (Crit. 6)	Run the get method and print output to console	Application printed out all spreadsheet information
Calendar window reads date information and highlights those dates (Crit. 6)	Input session information	Application correctly highlighted dates that were inputted
Calendar highlights planned and cancelled sessions (Crit. 5/6/7)	Input session information	Window correctly highlighted planned and cancelled sessions differently
Users can add/change events on calendar (Crit. 3/4)	Click "add session" and input data	Inputted data was properly updated on the calendar
Application can log into the Discord bot. (Crit. 1/2)	Run application, check bot's online status in Discord	Application logged in and the bot was listed as "online"
Application notifies players when there's a session planned (Crit. 1/2)	Input session information	Received a message from the bot about the session
Application notifies a session has been cancelled. (Crit. 1/2)	Input session information for a cancelled session	Received a message from the bot saying it was cancelled

Word count: 376