

CS 320 Course Project - Software Design Document

for

Animal Database

Prepared by

Group Name: Team 20

**Vinh Duong
Seth Lanante
Yevgeniy Diriyenko
John Stevenson**

**11613642
11458512
11679399
11639605**

**vinh.duong@wsu.edu
seth.lanante@wsu.edu
Yevgeniy.diriyenko@wsu.edu
john.stevenson@wsu.edu**

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1 Introduction

1.1 Project Overview

This project is an animal database that a user can either make an account to log in so that they can create and interact with the animal or browse as a guest to view the animals. The logged in user will also be able to play with and feed the animals. When looking at a list of animals you should be able to sort the listed animals by one of the fields used to make the animal. We will just do a sequence diagram for this project.

1.2 Definitions, Acronyms and Abbreviations

SRS	Software Requirements Specification
Database	Where the information for animals will be stored
UML	Unified Modeling Language, used to create visuals of how systems works..
Account	How the user's information will be stored.

1.3 References and Acknowledgments

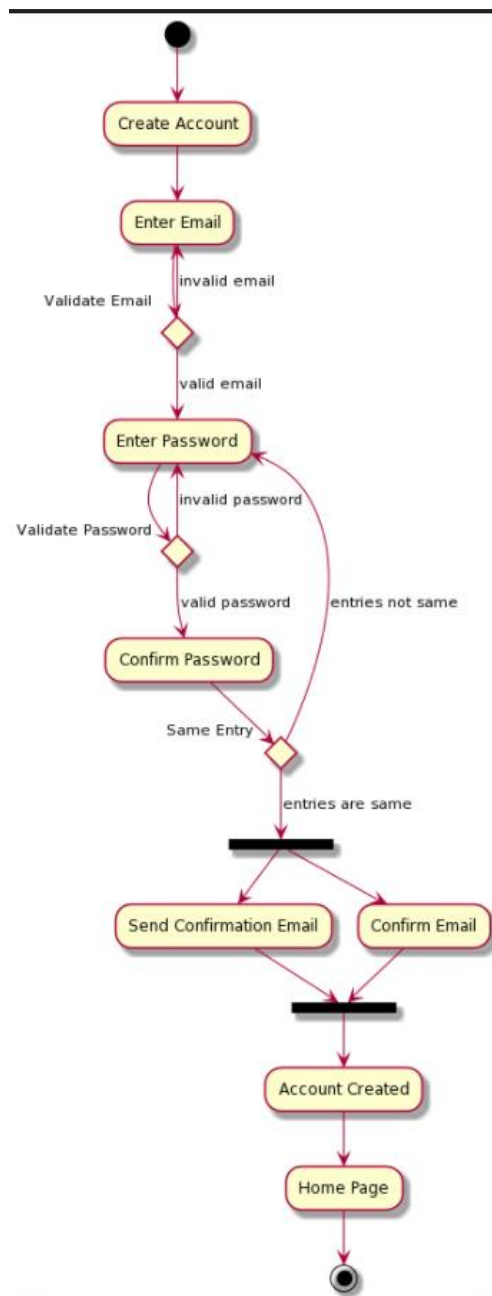
Used the Lecture 13 – System Modeling Part 2 slides for the definitions of the diagrams. Other than that, we did not cite or paraphrase any other source to the best of our knowledge for this documentation.

2 Activity Diagram(s)

2.1 D-1

Account Creation

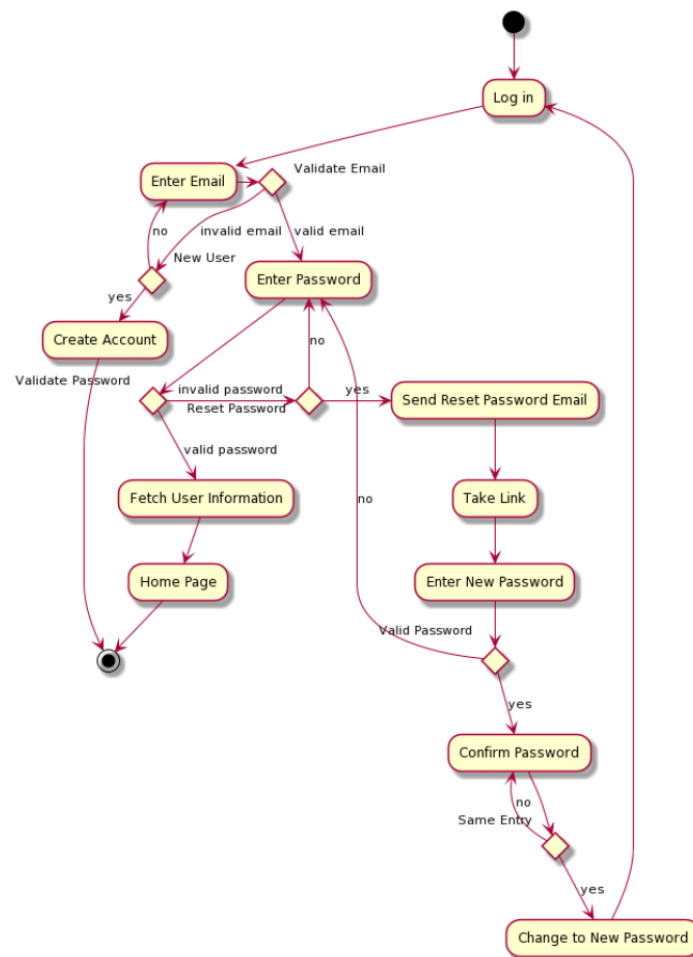
Account creation consists of a new user making a new account on our website. The user should enter a valid email, a valid password and a copy of the valid password in order to create the account. A confirmation email should be sent to the email account provided. The user should respond to the email before logging in for the first time.



2.2 D-2

Logging In

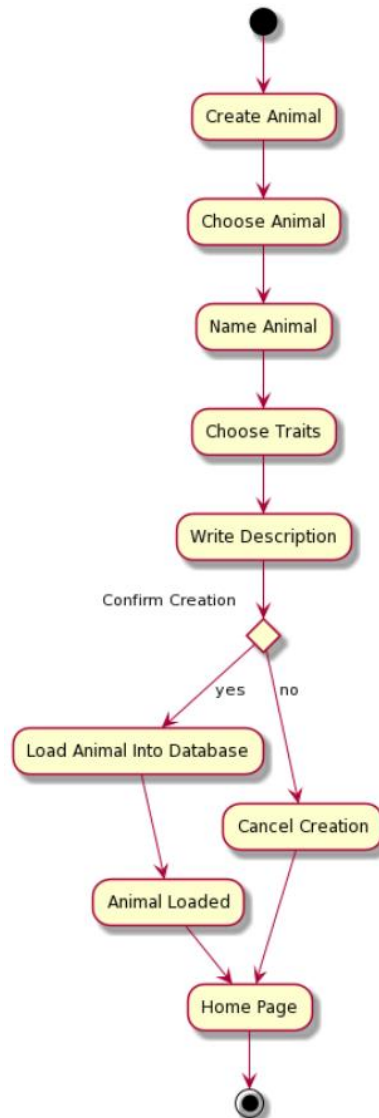
When logging in, the user must provide the email they signed up with as well as the correct password connected to their account. If they enter the wrong password, they have the choice to recover their account. If they choose this option, a recovery email will be sent to the email associated with their account. Once taken, this link will reset the user's password and they will be prompted to make a new one.



2.3 D-3

Create An Animal

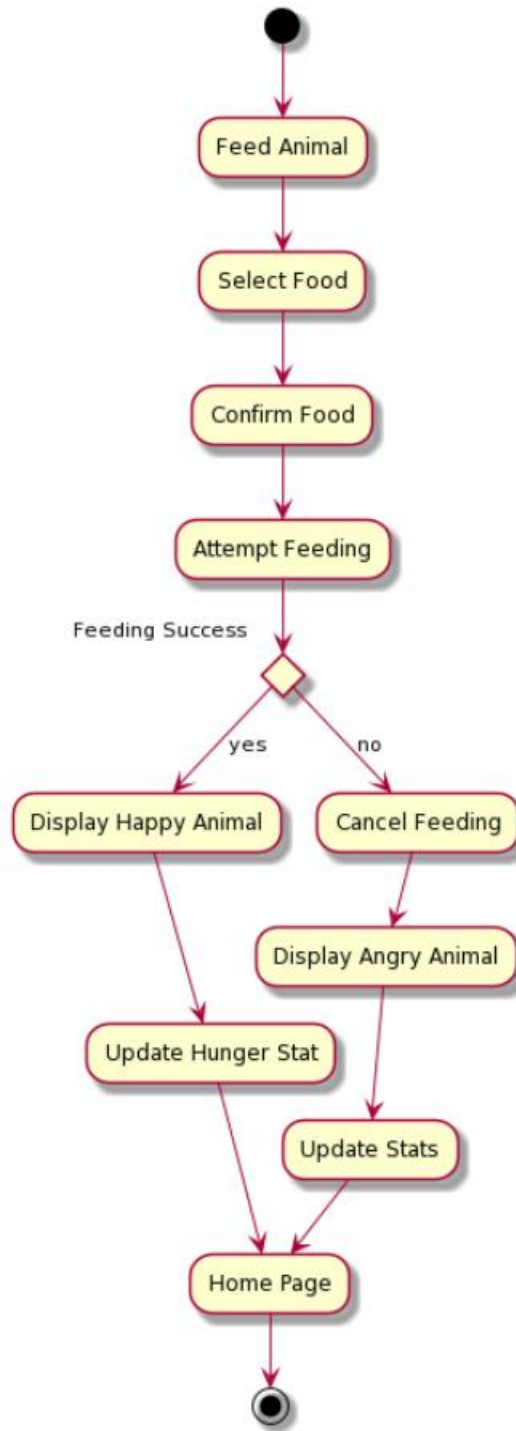
The user will choose from a variety of options to create their pet, enter any information they wish to give them, and confirm the pet creation. Once confirmed, the pet should be loaded into the database.



2.4 D-4

Feed Animal

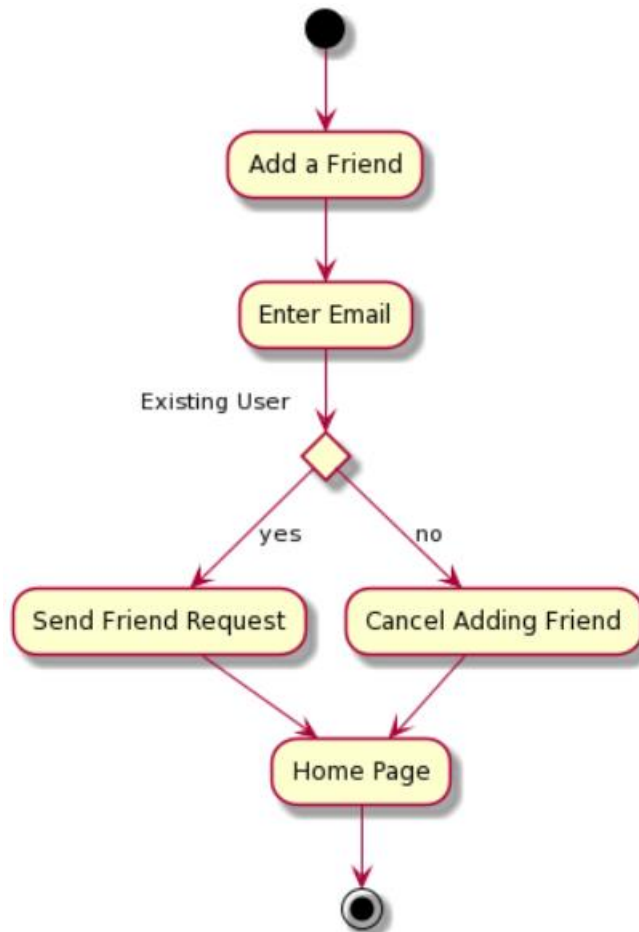
To feed the animal, the user must choose what animal and what kind of food they would like to feed them. If the feeding is successful, the animal will be happy and no longer hungry. If they were not successful, the animal's hunger will stay the same and they will be angry.



2.5 D-5

Add Friend

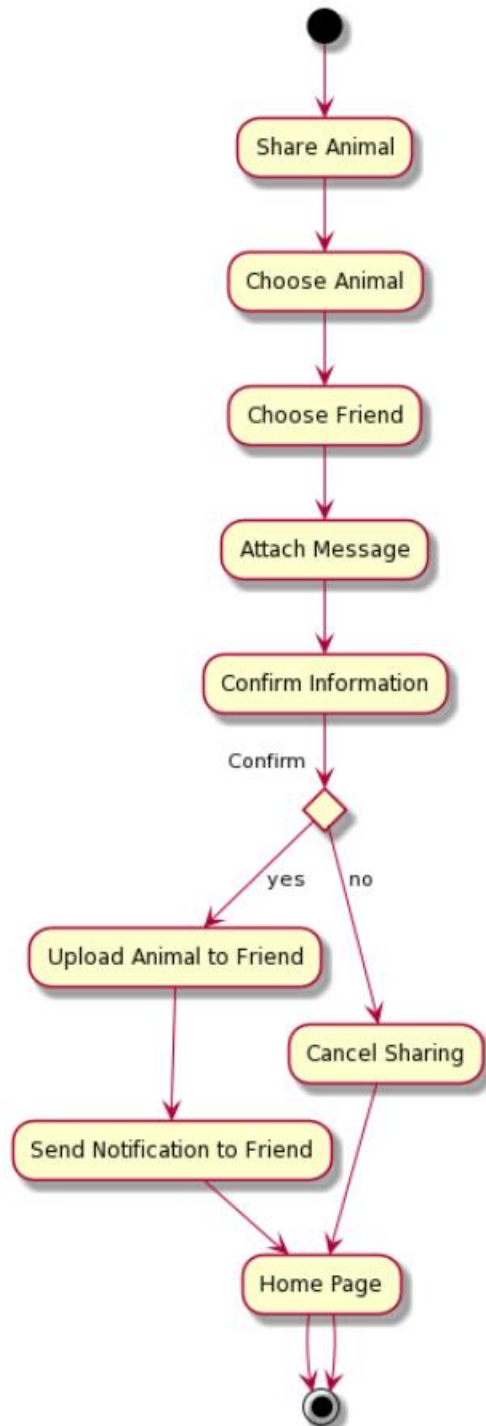
To add a friend, the user must enter a valid email. If the user enters a valid email, a request will be sent to the user account associated with that email. If not, they will be prompted to reenter an email or cancel the friend request.



2.6 D-6

Share Animal

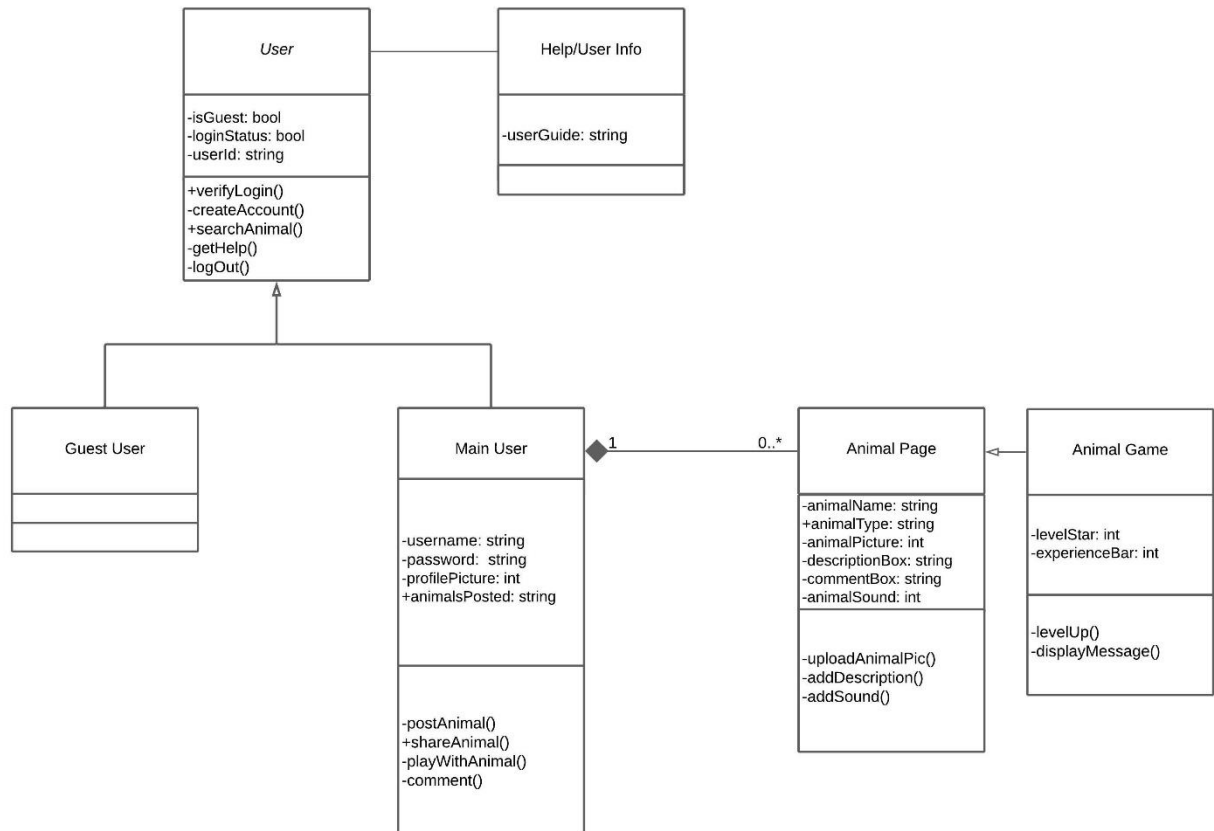
To share an animal with a friend, the user must choose an animal to send and a friend to send it to. The user can optionally send a message as well.



3 Class Diagram(s)

3.1 Class Diagram for User Populated Animal Database

UML Class Diagram
for Animal Database



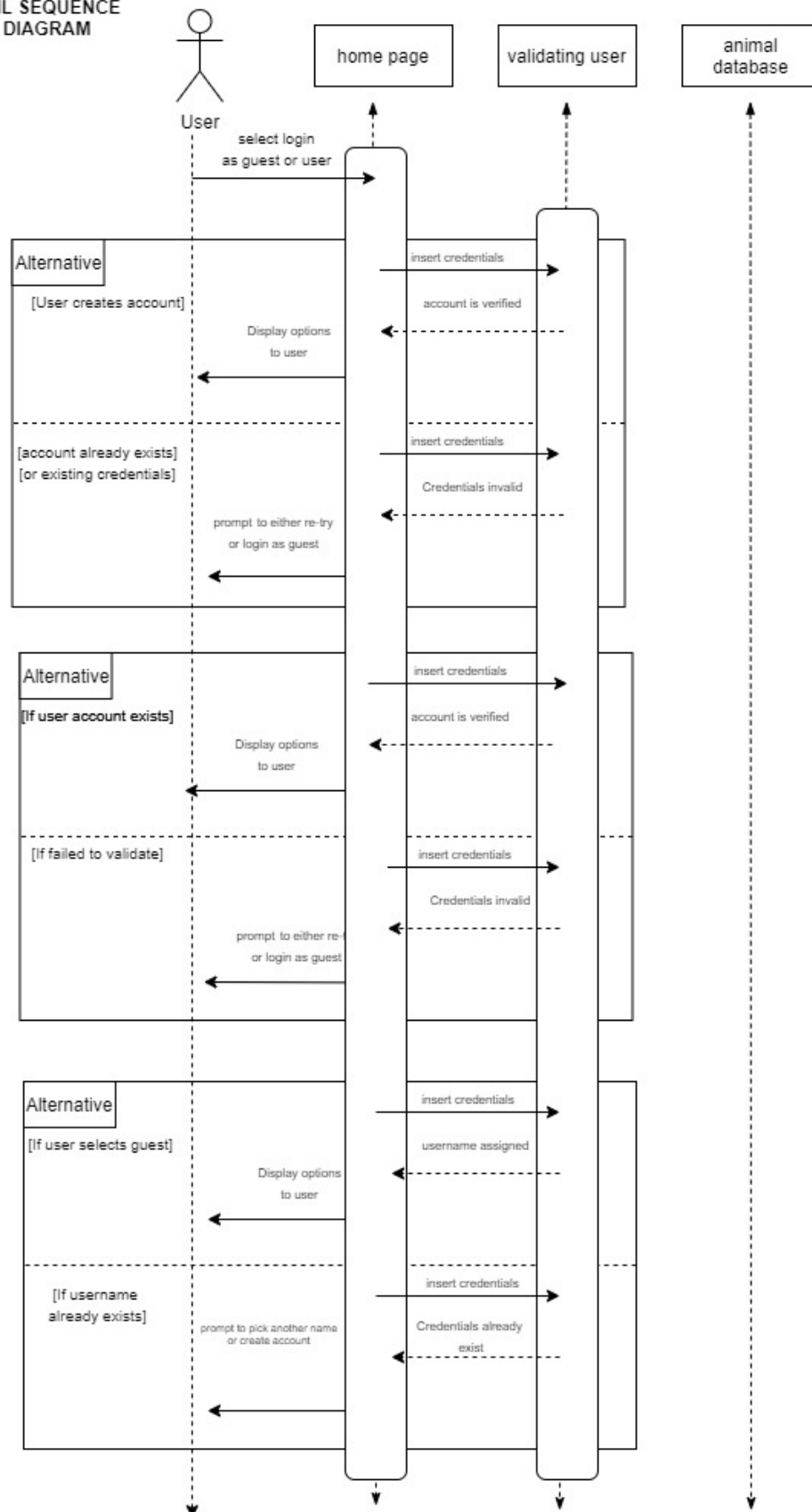
Class	Description
User	The User class allows users to create an account with more privileges (ability to post animals). It also allows for guest users who will only be given a username with access to search and view functions.
Guest User	Guest users will not have to create an account. Guest users' main attributes are a user id with access to view and search functions.
Main User	Main users are created accounts. Main users will be able to post animals (which will be tracked to allow for search functionality), share, play and comment on other users' animals.
Animal Page	A page will be created for each animal a user posts. The attributes for each page are shown in the diagram above. Each page will also incorporate a simple game for users to interact with. AnimalType attribute will be used to implement search.

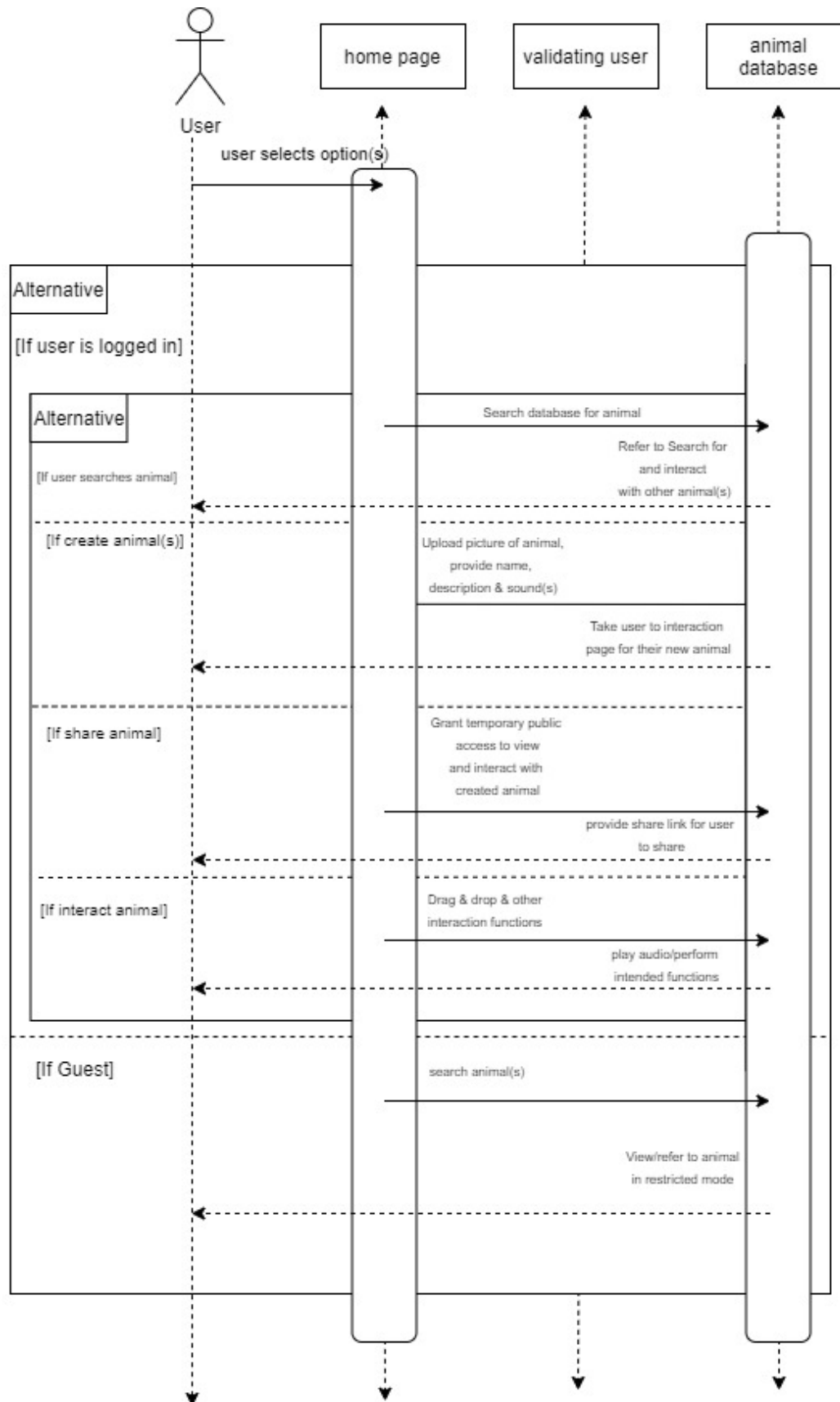
Animal Game	Each animal page will have a simple game with a ranking system. As the user “feeds” animal, experience points are gained, when enough points are met, a levelUp occurs which is denoted by a message to the user.
Help/User Info	All users will have access to a guide for navigating/using the system.

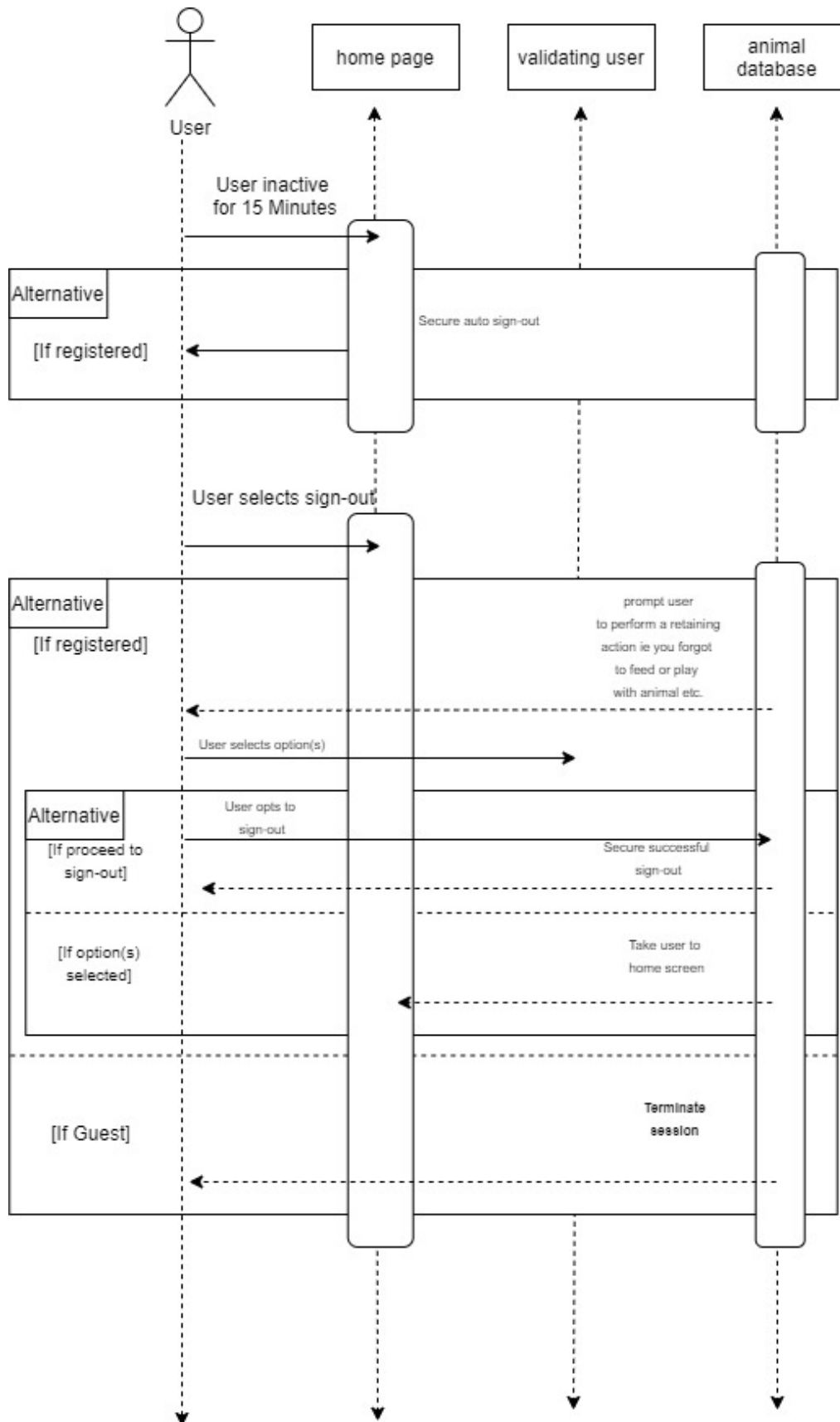
4 Behavioral Diagram(s)

4.1 Sequence Diagram for Animal Database

The UML Sequence Diagram below, separated into different pages for readability, describes the login process and the following options available to the user. Users with accounts and guest users have different capabilities. Guests can only search and view animal pages while users with accounts can Post/Share/PlayWith animals as well as search and view. A logout sequence with a timeout feature is also included for both guests and users.

UML SEQUENCE
DIAGRAM





Appendix A - Group Log

10/10/20	Went over Git hub and tried to get the GitHub desktop app working. Talked about the SRS document. Agreed on a new meeting time.
10/16/20	Catch up on trying to get the git hub accounts working and worked on the SRS document.
10/24/20	Had to change communication method for a group member and added them to the git hub repository.
11/6/20	Final gathering before submitting SRS document, Final revision, edits, and submission.
11/13/20	Meeting for how we will divide responsibility for the Software Design documentation.
11/19/20	Check up on the project 2 milestone
11/21/20	Finished up the project 2 milestone.