

CS 320 Course Project Final Report

for

Animal Database

Prepared by

Group Name: Team 20

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Content

Contents ii

1 Introduction 1

1.1 Project Overview 1

1.2 Definitions, Acronyms and Abbreviations 1

1.3 References and Acknowledgments 1

2 Design 2

2.1 System Modeling 2

2.2 Interface Design 2

3 Implementation 3

3.1 Development Environment 3

3.2 Task Distribution 3

3.3 Challenges 3

4 Testing 4

4.1 Testing Plan 4

4.2 Tests for Functional Requirements 4

4.3 Tests for Non-functional Requirements 4

4.4 Hardware and Software Requirements 4

5 Analysis 5

6 Conclusion 6

Appendix A - Group Log 7

# Introduction

## 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.

## 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. |

## 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.

# Design

## System Modeling

< Update your UML diagrams in milestone 2, to reflect the real implementation of this software.

TO DO: Provide an updated version of the UML diagrams, including use case diagrams, sequence (or state) diagrams, activities diagrams, and class diagrams. If you don’t have an updated version, just mention: “our implementation strictly follows the design document (milestone 2)”. >

## Interface Design

<Provide several screenshots to illustrate your interface design.

TO DO:

For each subsystem, pick one or two representative screenshots and paste here.>

# Implementation

## Development Environment

<Describe the development environment you were using for the project.

TO DO: List the programming languages, IDEs, tools, etc.>

## Task Distribution

*<Describ how the implementation tasks are distributed among team members.*

*TO DO: For each team member, describe his/her main implementation tasks in this project.*

*If this is a one-person project, mention: “all the work presented here is done by \*\*\* (your name).” >*

## Challenges

*<This section is optional. Describe the challenges in the implementation, if there are any, and how you dealt with them.*

*TO DO: If you don’t have anything to fill in, just leave this section blank.>*

# Testing

## <*This section is a summary of your testing report>*

## Testing Plan

<Describe your testing plan for the project.

TODO: Give a list of items or functions you want to test, and also a schedule for performing the testing. >

## Tests for Functional Requirements

<Describe your test results for the functional requirements.

TODO: Provide a list of use cases or functions you have tested, as well as the testing results (whether or not the system passed the tests).>

## Tests for Non-functional Requirements

<Similar to the Section 4.2, but this section is for the non-functional requirements. >

## Hardware and Software Requirements

<Describe the hardware and software requirements for performing the tests. >

# Analysis

<In this Section you need to analyze the effort that has been put on this project.

TODO: Describe how many hours (approximately) each team member spent on the project, for each milestone, which milestone took the most effort and why. >

# Conclusion

<Conclude the document with what you have learned through working on the project.>

Appendix A - Group Log

< Describe how frequently the group members meet during the semester, and how effective the communication is. This is optional for one-person projects.>