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**CAPSTONE PROJECT**

**CIT 255**

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**The Golden Mystery**

**Updated**

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# **Application Description**

## **General Purpose**

**The purpose of this application is to refresh the technology for the CIT 110 Capstone Project “The Golden Mystery”, which was a console only application, and update it into a WPF application. This will allow users to utilize user interface features to help make the game easier to follow and navigate. The users will be able to create a profile and save their game progress stored within the updated application.**

## **New Technology**

**Updating the application will allow for:**

* **WPF User interface framework**
* **Implementing N-Tier architecture**
* **Adding data persistence**

## **The Data**

**The data set will have several tables- one for the Player and two duplicates for game items. This will allow one game item table to be editable through player choices, and one master read-only game item table that cannot be edited. Data was not available in the previous game version, so all data in these sets will be built from scratch.**

**The Player dataset will include:**

* **Id**
* **Name**
* **Location**
* **Choices**

**The game item dataset will include:**

* **Id**
* **Name**
* **IsBreakable**
* **IsConsumable**
* **Description**

# **User Stories**

## **Complete Set:**

|  |  |  |  |
| --- | --- | --- | --- |
| **As a/an…** | **As a/an…** | **So that…** | **Acceptance Criteria** |
| User | Be able to create a player profile. | I can save my game and return to it later. | The user will have a save profile feature.  Clicking on a button, their profile will be saved to the database for later gameplay. |
| User | Be able to load my saved profile. | I can return to my saved game. | After entering the data into the search box and clicking on the search button they will be able to retrieve their created profile. |
| User | Be able to customize my playthrough through my profile. | I can save the choices that I make during gameplay. | The user will be able to retrieve their gameplay choices when their profile is loaded. |

# **Wireframes**

Diagram

Description automatically generated

# **Entity Diagrams**

**Diagram

Description automatically generated**

# **Sprint Reflections**

## **Sprint – 1 Reflection:**

**This sprint was interesting to tackle. Because I didn’t have a team, all the design decisions came back on me for everything. I was slightly overwhelmed trying to figure out the best way to design everything, but I think I did okay. The most difficult part will be getting the sql database to behave how I want it to with the design pattern I have chosen. I spent a large amount of time figuring out how I want to bind my buttons and what information need to go into and be pulled from the database.**

## **Sprint – 2 Reflection:**

**The major accomplishment of the sprint was creating the backbone of the game in wpf from a windows console-based game and starting work on the database. Obstacles were software issues and outside time constraints imposed from work and other classes.**

**Observations on the project and myself as a developer, I realized that my organic approach to creating an application creates a very large mess. This is offset though from the amount of trial and error that I engage in trying numerous new things. I feel like most of my experience is coming from the debugging process when trying to figure out how I broke something. It is coming in handy when I encounter “errors” that do not generate error messages in visual studio.**

# **Sprint Two: Completed User Stories**

**During sprint two I was able to complete being able to save a player profile to the database locally. Issues encountered were mainly software issues, as Visual Studio was giving me many error messages about how it had unexpectedly crashed. The first time I created the database connection I ended up having to delete my work as I encountered a framework error that I was not able to work around.**

**Still to be completed is loading the saved player profile, and customizable character choices.**