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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 – 3 Reflection:**

**This sprint was wrapped into my second sprint, which put me behind for the completion of items. And it doesn’t help that I had created all the sprint deliverables but ended up having to remove them due to Visual Studio issues. If anything this sprint exposed how everything seems to take twice (if not longer) than a developer expects, and I see why people underestimate the amount of work put into something even considered simple.**

# **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.**

# **Sprint Three: Completed User Stories**

**I was not able to complete any additional stories beyond the sprint two stories.**