

## Project Abstract

Our app will be used as a tool that gamers can use to connect with each other, share their personal collections, recommend fun games to each other, and help organize the process that board game enthusiasts go through when deciding on a board game to play. The goal of this app is to expand the horizon of gamers who are looking for new, interesting and exciting games they haven't heard of. This software will keep track of board game statistics and libraries, allow for accurate game recommendations, be a platform on which board games and topics related to board games may be discussed.

## Customer

A person might want to play a board game but might be unsure of which one to choose within his/her collection. A person might want to find a new board game to play but doesn't know what the popular games currently on the market are. The task of keeping track of an active record of a library of board games becomes very mundane and repetitive when doing it on pen and paper. There are many aspects of choosing, playing, and sharing games that people overlook while they go about their gaming lives. Our app will make the system of playing board games a lot simpler and efficient but automating game libraries and storing data about gamers and gamer preferences. The users of this app will most probably be more intense gamers rather than casual gamers however gamers of all levels will be welcome as the concept of the app is relatively simple. Avid gamers will find our app more useful because of their generally large collections of games and the frequency of their gaming.

## Competitive Analysis

There are some applications on the web with similar functionality as our app however they have problems with their recommendation strategies. They consider only either games that are similar to a particular game viewed, make broad generalizations in game genres, disregard the user's personal collection in the recommendations, or don't allow choosing games via specific attributes. Our app will have a better, all-encompassing system for recommending board games that will solve all these problems that the other applications have. Applications such as Board Game Geek and Board Games for Me are examples of competitors in this niche.

## User Stories:

### Actors

- Regular User:
  - The customer who is looking for board game recommendations
- Developer:
  - The members of group 17. Will produce the code.

## Stories

<b>Iteration 1</b> -User Account Creation	
<b>Actors:</b>	Regular User
<b>Trigger/Pre-condition:</b>	User clicks "Create new Account" button. User is taken to account creation site, whereupon a username and password can be entered. The password is entered twice to confirm the password is entered correctly. Error messages will be given if data is entered incorrectly.
<b>Action/Post-condition:</b>	A new account will be stored in the database, the customer will be taken to their account page with their personal info
<b>Tests:</b>	-Assert Username exists -Assert Username is unique -Assert Password exists -Assert Password length >= 6 -Assert Password confirmation = Password

<b>Iteration 2</b> -User Account Creation	
<b>Actors:</b>	Regular User - Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to create a new account. He clicks the "Create New Account" button. He enters his desired username once in the username field, once in the password field, and the password once again in the password confirmation field.
<b>Action/Post-condition:</b>	A new user account is created in the database. Brandon is taken to his account page.
<b>Tests:</b>	-Assert "Create New Account" redirects webpage to the correct page -Assert Username exists

**Bored?Game!**

## Requirements and Specification Document

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(Iteration 3)

	<ul style="list-style-type: none"><li>-Assert Username is unique</li><li>-Assert Password exists</li><li>-Assert Password length &gt;=6</li><li>-Assert Password confirmation = Password</li></ul>
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<b>Iteration 1</b> -User Login	
<b>Actors:</b>	Regular User
<b>Trigger/Pre-condition:</b>	User visits the homepage clicks the login link and is taken to a login page
<b>Action/Post-condition:</b>	The system will validate the username and password. Login will be forbidden if credentials are invalid and an error presented to user.
<b>Tests:</b>	Assert User exists in database Assert Password = Password associated with User

<b>Iteration 2</b> -User Login	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to log into his account. He enters his username and password into their respective fields and clicks the submit arrow button.
<b>Action/Post-condition:</b>	The system validates the username and password combination. Brandon is redirected to the homepage of the website if the combination is valid, else an error is presented to him.
<b>Tests:</b>	<ul style="list-style-type: none"><li>-Assert Username exists in database</li><li>-Assert Password entered is the same as the password associated with the username</li><li>-Assert the redirection goes to the homepage</li></ul>

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(Iteration 3)

<b>Iteration 1</b> -Session Protection	
<b>Actors:</b>	Regular User
<b>Trigger/Pre-condition:</b>	A user attempts to access a portion of the site for which they may not have access
<b>Action/Post-condition:</b>	The user will be denied access to the site if credentials are not confirmed and redirected to an appropriate site
<b>Tests:</b>	Assert User is logged in Assert User = User associated with site visited

<b>Iteration 2</b> -Session Protection	
<b>Actors:</b>	Regular User – Brandon, Regular User - Adam
<b>Trigger/Pre-condition:</b>	Brandon wants to edit another user's profile. He searches Adam's for Adam's profile in the search field. Brandon clicks on Adam's Name and is redirected to Adam's profile. Brandon presses the "Edit Profile" button found on Adam's profile.
<b>Action/Post-condition:</b>	The system recognizes that Brandon is not Adam and denies Brandon access into the editing page for Adam's profile. Error message is presented to Brandon.
<b>Tests:</b>	-Assert Username = Adam OR that current user is an administrator

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(Iteration 3)

<b>Iteration 2</b> -BGG Account Syncing	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon has an account with Bored?Game! and would like to link his account with an account on BGG. Brandon enters the account name of his BGG account in the correct field and presses the "Add Account" button.
<b>Action/Post-condition:</b>	The Bored?Game! system recognizes games from the associate BGG account and displays them in Brandon's collection on Bored?Game!
<b>Tests:</b>	<ul style="list-style-type: none"><li>-Assert that the BGG account name exists</li><li>-Assert that Brandon's collection of games on Bored?Game! is updated with games from the associated BGG account</li><li>-Assert that there are no duplicate games resulting from the account sync</li></ul>

<b>Iteration 2</b> -Edit User Profile	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to edit his user profile. He clicks on the "Edit Profile" button. Brandon changes his username and password by entering what he wants into the username, password, and password confirmation fields. He enters Brandon2 as a username and Nguyen2 into password and password confirmation.
<b>Action/Post-condition:</b>	The system takes these new entered strings and updates Brandon's user account with them. Brandon's new log in username is Brandon2 and new password is Nguyen2
<b>Tests:</b>	<ul style="list-style-type: none"><li>-Assert Username exists</li><li>-Assert Username is unique</li><li>-Assert Password exists</li><li>-Assert Password length &gt;=6</li><li>-Assert Password confirmation = Password</li></ul>

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(Iteration 3)

<b>Iteration 2</b> -Game Filter/Search	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to look for an animal game to play with his 8 year old son. He enters 8 into the "Maximum Age" field, 2 into the "Number of Players" field, and animals into the "Category" field. Brandon presses submit.
<b>Action/Post-condition:</b>	The system performs a query on the database of games from all the BGG accounts which have been synced to Brandon. The system returns a list of games that matches the search criteria along with information such as Year, Min. Age, Min. Players, Max Players, Game Time, different categories the game can also be found in, and the mechanics (i.e. Dice, cards, etc.) of each game.
<b>Tests:</b>	-Assert that each result of the query meets the filter requirements -Assert that the results of the query belong to one of the associated BGG accounts

<b>Iteration 2</b> -View Collection Images	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to find out what the game "Catan" looks like so he can physically find it to play. He presses the "View Collection Images" button. He presses ctrl+f and types "Catan" into the find field.
<b>Action/Post-condition:</b>	The system displays grid games in the collection from synced BGG accounts and the associated images with the games.
<b>Tests:</b>	-Assert each image matches the game

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(Iteration 3)

<b>Iteration 3</b> -Adding games to your favourites list	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to keep a list of games which he likes to play the most. He views his collection and clicks on the grey stars beside the name of each game he would like to add to his favourites list.
<b>Action/Post-condition:</b>	The system stores the starred game titles along with associated information into a favourites list which can be viewed. The star beside the game title turns yellow.
<b>Tests:</b>	-Assert each favourite game has a yellow star beside it in the collection page -Assert every other game has a grey star beside it in the collection page

<b>Iteration 3</b> -Deleting games from your favourites list	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to remove a game from his favourite list. He finds the game within his collection and clicks the yellow star beside the game title. Alternatively, Brandon can go to the "Find a Game" page and click the red X beside his favourites list to remove the game.
<b>Action/Post-condition:</b>	The system removes the starred game title along with associated information from the favourites list. The star beside the game title turns grey.
<b>Tests:</b>	-Assert each favourite game has a yellow star beside it in the collection page -Assert every other game has a grey star beside it in the collection page

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(Iteration 3)

<b>Iteration 3</b> -Viewing game recommendations	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to know about games similar to those in his favourites list. He clicks on one of the games in his favourites list.
<b>Action/Post-condition:</b>	Beside the favourites window, another window appears with games that are not in Brandon's collection that are similar to the game he clicked.
<b>Tests:</b>	-Assert each recommended game is not already in Brandon's collection
<b>Iteration 3</b> -Adding recommended games into your collection	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to add a game from the recommendations list to his current collection. He clicks on the name of the game inside the recommendations window.
<b>Action/Post-condition:</b>	When the page refreshes, the game title will disappear from the recommendations list. On the view collections page, the game title appears at the bottom of Brandon's collections.
<b>Tests:</b>	-Assert each recommended game is not already in Brandon's collection -Assert that the clicked game title has been added to Brandon's collection



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(Iteration 3)

<b>Iteration 3</b> -Quick view information on favourite games	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to know about games in his favourites list. He goes to the find a game page and hovers his cursor over the title of the game he wants to know more about in the favourites window.
<b>Action/Post-condition:</b>	A small window pops up with the game title, game picture, and associated game attributes.
<b>Tests:</b>	-Assert the information is correct and matches the game we are hover over

<b>Iteration 3</b> -Uploading a profile picture	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to customize his profile by adding a profile picture. He clicks edit profile and clicks "choose file". He browses through the files in his computer and chooses a photo. Brandon enters in his password and clicks "save account".
<b>Action/Post-condition:</b>	The picture is added to Brandon's account. When Brandon, or other users visit Brandon's profile, they will see the picture he has chosen.
<b>Tests:</b>	-Assert the image displayed on Brandon's profile is the picture Brandon chose

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December 1<sup>st</sup>, 2015

(Iteration 3)

<b>Iteration 3</b> -Viewing another user's profile, game collection, and recent activity	
<b>Actors:</b>	Regular User – Brandon
<b>Trigger/Pre-condition:</b>	Brandon wants to view another user's profile. He goes to his own collection and types into the search box the person's username and presses enter.
<b>Action/Post-condition:</b>	Brandon is taken to the user's profile where he can see their name, profile picture, and recent activity. If Brandon wants, he can click on view collection and will be redirected to the page with the user's game collection
<b>Tests:</b>	-Assert all information displayed is of the user that Brandon searched for

## User Interface Requirements

Our app is complete and so the final UI can be found on our app prototype link.

The UI mockup can be found at:

<https://projects.invisionapp.com/share/QN4TVUXG6#/screens>

## Velocity Discussion

Group 17: Brandon Nguyen, Adam Shambrook, Justin Liman, Dongwen Bai, Huanrong Zhang

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(Iteration 3)

In iteration 2, we've added a lot of the core functionality of our application. We added the ability to sync BGG accounts, view games part of your collection and the ability to filter through those games to find games that you might want to play. In iteration 3, many of the features we've added were more about user experience than they were core functionality. We've implemented a favourites list that users can add or remove games from, a profile picture upload feature that allows for more user customization, along with many display features. Display features we've added include a recent activity feed for each user, a recommendation list for games in a user's favourites list, and the pop-up hover window displaying the attributes of games in the user's favourites list.