

CST 336 - FINAL PROJECT DESCRIPTION

OBJECTIVE

You and your teammates are required to build a robust, complex, and bug-free web application. The content, functionality, and user-interface of this application are up to your imagination. Your group must has 2-3 team members.

Each team member should plan to spend 20-40 hours on this group project. On the last day of class, these final projects will be presented. The projects should work, and you should be ready to discuss both code and data.

REQUIREMENTS

1. MINIMUM REQUIREMENTS (50 PTS)

There is no partial credit for the minimum requirements

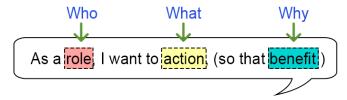
Descriptions	Points
Documentation must include 1) ERD 2) User stories 3) Mockups or related GUI screenshots *** If any of these elements is missing, you won't get any of the 30 points ***	30
Database Management System 1) Project must have at least three database tables 2) Each table must have at least 20 records *** If any of the tables or data are missing, you won't get any of the 20 points ***	20

1.1 **ERD**

- Your entity relationship diagram should have relevant entities, the important/key fields, and relationship lines expressing the correct cardinality and ordinality
- You may use a tool or draw and scan your ERD drawing using Adobe Scan so that you create a letter-sized PDF
- · Do not upload pictures directly because they are too difficult to work with

1.2 User Stories

User stories tell us what the system needs to do and why. The typical structure of a single story looks something like this:



Once we have our stories we can map out what it will take to support the story in the system. We can add things like relative difficulty and assign them. Of course, for larger stories, we sometimes break a story down into smaller stories. Once we have the stories that describe what the system does, we can organize the stories into "epics" or "milestones" to determine what we deliver and when.

Here is a sample User Stories:

As a back-country backpacker, I want to design and implement a web application that features all first-come first-serve campgrounds in the wilderness.

As users, the application allows them to:

- Sign up and login to use any of the application's services
- Create a new campground with name, image, and a short description
- Make comment on other users' created campgrounds
- Edit or Delete their own created campgrounds

As a campground, each campground:

- is automatically loaded as a thumbnail on a landing page
- once selected, a new view/page displays the campground information including its name, its photo spanning an entire screen, and a list of users' comments

1.3 Mockups

 Your mockups should be of the user interface elements needed to implement your user stories. You can draw and then scan the mockups into a PDF file

2. FEATURE REQUIREMENTS (100 PTS)

Description	Points
There is a route in which anyone can search data by at least 3 fields without having to login	20
Users can login and logout from the system	10
Users can create new records in the database	10
Users can edit records in the database	10
Users can delete records in the database	10
Project uses at least one 3rd party API	10
Project uses only AJAX for at least one page	10
Project has a nice and consistent design	10
Project use Bootstrap API	10

3. TEAM WORKFLOW REQUIREMENTS

- All team members should contribute equally to the project, i.e. members should have a roughly equal number of commits to the Github repository
- Team members will also be required to submit a confidential review of the others
 *** You may lose up to 150 points based on participation ***

SUBMISSION

Your final submission must include the followings:

- A folder named "documentation" contains (*** files in this folder must be in PDF format ***)
 - ERD
 - User Stories
 - Mockups
- A folder named "sql" contains:
 - · SQL scripts for creating tables and inserting data
- A README.MD contains:
 - · Your team members information (full name, Otter ID, email address, and phone number)
 - · Link to your Github repository
 - · Link to your application deployed on Heroku