MOVIE INVENTORY
Ishitha G and Varsha G

PROJECT PROBLEM STATEMENT

Movie reviewing systems can be complicated, and contain extra details that can complicate the process. This can take away from the fun of reviewing movies and expressing thoughts on the movie. So, we have decided to create a movie reviewing system which is fun and interactive, it allows the user to input their movie reviews in a simple and fun way.

CONCISE DESIGN OVERVIEW

There will be an overall list/inventory of movies with the option to add movies as they come out or if they are simply not already in the system. Users will be able to rate the movies they have seen and potentially leave a written comment reviewing the movie. This will create a clear and intriguing database of movies and people's opinions of them in a less biased and saturated form.

SCOPE STATEMENT

Specific: We are creating a movie review system in Java that lets users add reviews where they rate and can write their opinions.

Measurable: I will know the system is successful if the user can add reviews, rate the movies, and add additional information.

Achievable: The project uses basic Java skills that we have already learned in our course, such as arrays, classes, conditional statements, and Scanner for input. This makes it achievable, as we already have practice in coding these.

Relevant: This project helps us solve an issue with the coding skills we have learnt, and also allows us to learn more about organising code, debugging code, and making code more user friendly.

Time: We plan to finish this project around June 20th.

TIMELINE

Date	Task
5.15	Work through group norms and project specification documents for planning work
5.16	Complete the task tracker and submit the Planning work for the project
5.19	plan out structure of code: classes, conditions, inputs and outputs

5.24	Start coding, divide the work to focus on different parts of the program
5.31	First Debugging session, partners will sit and go through code.
6.7	Make any changes to code, structure, add or remove anything.
6.11	Continue to code
6.15	Finish code
6.16	Second debugging session, partners will go through the completed code and make any changes, add or remove final lines of code.
6.17	Begin testing stage, test the code by inputting random numbers and different data types. See if everything is outputting as it is supposed to.
6.18	Based on the testing stage, make final changes wherever necessary.
6.19	Evaluate project, process, inputs, outputs.
6.20	Final submission and start working on presentation.

TEST PLAN

We will be testing our system using this success criteria:

- User can interact with the buttons of the system
- User can input username
- User can input valid answers
    - If invalid, the system should notify the user to input the correct type.
- Users reviews are saved and visible to other users

RISKS AND CONTINGENCY PLANS

There are risks when the user has to save data, migration to other platforms might result in data loss. Also, It is important to ensure that the data types are compatible otherwise there is a high risk of incompatibility and data loss.