

# Skyrim Class Randomizer - project 2

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# Risk Assessment

- Inaccurate time estimations. This could lead to tasks at the end of the allotted time being incomplete and therefore the project unfinished. To try and prevent this from occurring, a precise plan should be made detailing how long certain tasks will take. This risk is likely to occur especially if the person is inexperienced.
- Hardware issues / other external issues, ie power going out, wifi going down. This can cause time to be lost, as there is no way to continue the project without the correct hardware, power or wifi ect. There is no way to prevent this from occurring however it is also very unlikely to occur.



# Introduction to the project

- My website is based around the game Skyrim, its purpose is to generate a random class based on a difficulty selected by the user.
- The user can create an account, select a difficulty, and leave a review on the class they played.
- Reviews are used to adjust the classes. Ie maybe it was too easy for the difficulty selected.



# User Stories

User stories are a great way to gain a different perspective on why certain features need to be added

✚ SKYR-13 As a user I want to be able to leave a review on a certain class I have played as

✚ SKYR-14 As a user i want to be able to delete my account if I no longer want to use the service

✚ SKYR-15 As a user I want to be able to update a review encase I make a mistake or judge something to harshly / kindly

# Jira - Kanban

The Kanban board is extremely useful for helping break down tasks and mark off when tasks are completed.

Users need to be stored

☒ SKYR-1 ✓

Evidence

SELECT * FROM USER;		
ID ▾	EMAIL	USERNAME
0	james@gmail.com	james
(1 row, 3 ms)		



# Jira - Kanban unsuccessful tasks

## IN PROGRESS 2 ISSUES

Random class is given to the user when requested

✓ SKYR-11

Stable connection between front-end and back-end

✓ SKYR-21

The first incomplete task, I chose to leave it to one side whilst working on more important parts of the project. I.e api development, and linking the front-end and back-end.

The second task I made priority to fix but due to lack of time and lack of experience I was unable to get the link between the website and the api fully working.

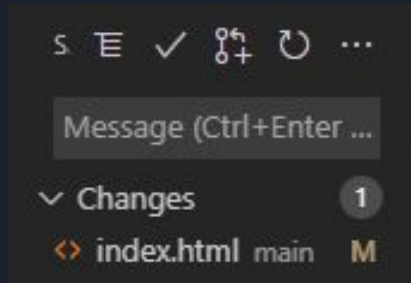


# Version control

When committing code from eclipse, the gitbash terminal is used:

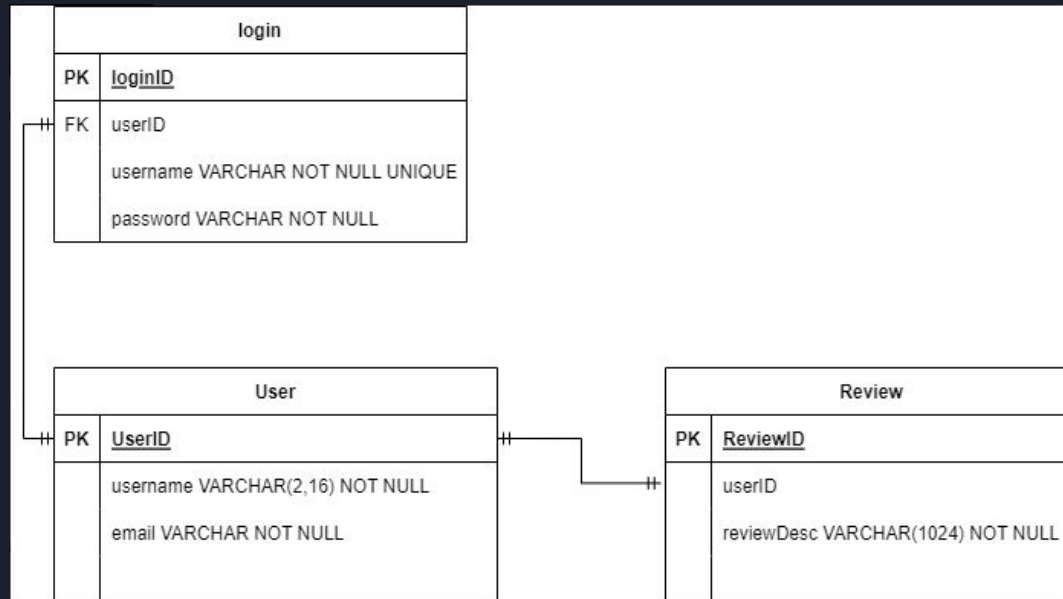
1. `git add *`
2. `git commit`
3. `git push`

When committing code from visual studio, I used an extension for committing code to git hub



# Entity Relationship Diagram

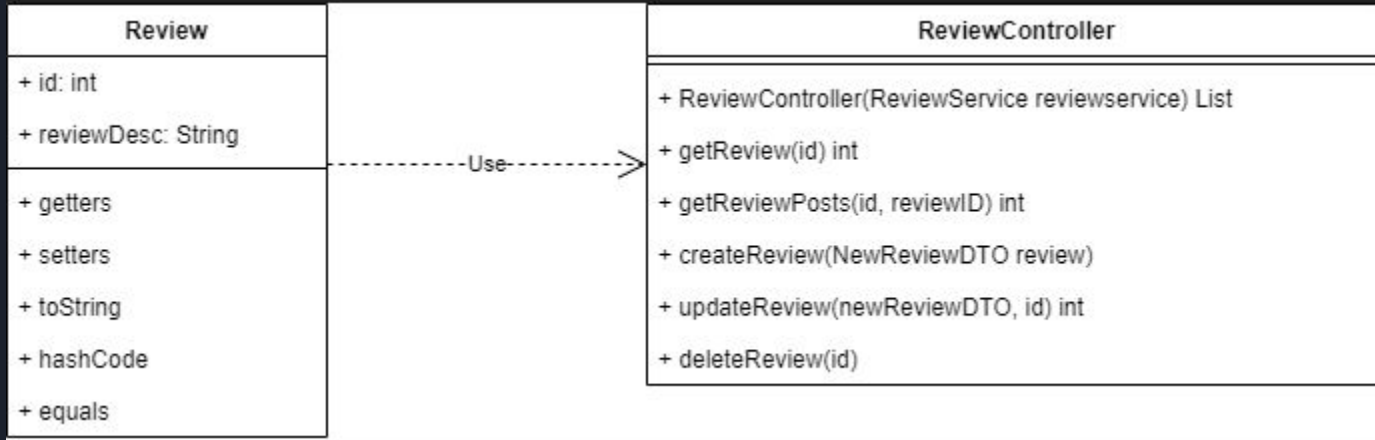
This table shows the relationship between login, user and review





# Unified Modeling Language Diagram

- Small section of the UML diagram showing how 'Review' and 'ReviewController'
- The diagram shows that 'Review' can be created by itself but 'ReviewController' needs 'Review' to exist





# Project Demonstration

# Sprint Review - what went well

- Most tasks were completed with little to no issue
- Most tasks were at least attempted

DONE 9 ISSUES ✓

Users need to be stored

✓ SKYR-1 ✓

User reviews need to be stored

✓ SKYR-2 ✓

UML diagrams to be created

✓ SKYR-3 ✓

ERD to be created

✓ SKYR-4 ✓

Delete users

✓ SKYR-5 ✓

Update users

✓ SKYR-6 ✓

Update reviews

✓ SKYR-7 ✓

Delete reviews

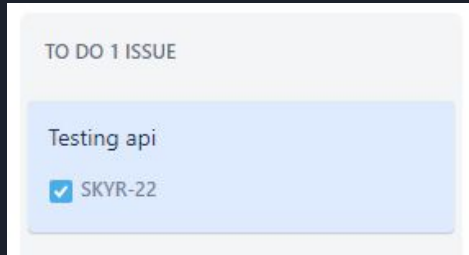
✓ SKYR-8 ✓

Presentation

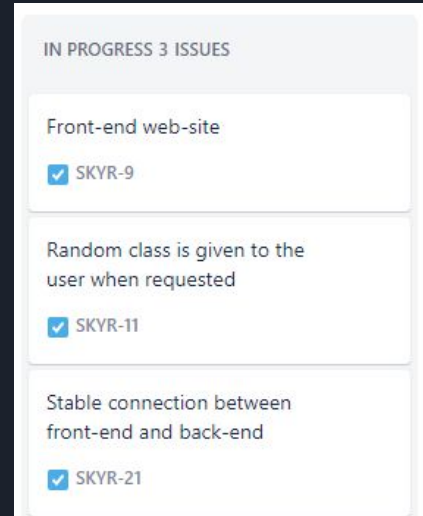
✓ SKYR-10 ✓

# Sprint review - what could be improved

- Given more time, I believe that all the tasks could have been completed and the website would be fully functional
- I need to give priority to certain tasks to ensure they are completed before moving on to less important tasks



Testing wasn't introduced due to time constraints





## Conclusion

In conclusion I believe the majority of the project went well, however due to the time loss of the double bank holiday a lot of the learning was rushed. Which lead to more time loss in the project as there wasn't full understanding of everything.



# Q&A