

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

Game Library

James Barnett



Introduction

My Approach

- Examine the specification
- Create user stories and database ERD
- Develop with project domain and deliverables checklist in mind



Concept

A full-stack web application

- Presentation Layer
- Business Layer
- Data Layer



Consultant Journey

Technologies I learned for this project:

- HTML
- CSS + Bootstrap
- Javascript
- Spring
- Selenium



Version Control

- Git and GitHub
- Feature-branch model



Planning

- Jira board
- Entity Relationship Diagram
- UML Class Diagram

Project Board

IN PROGRESS 5 ISSUES

Create Readme
DOCUMENTATION
✓ GL-4

View All Games
USER FUNCTIONALITY
GL-13

View Games by Platform
USER FUNCTIONALITY
GL-17

Testing
BACKEND
✓ GL-20

Add a Platform
USER FUNCTIONALITY
GL-15

User Functionality / GL-17

View Games by Platform

Attach Add a child issue Link issue

Description
AS A user
I WANT TO be able to filter the library
SO THAT I can only see the games belonging to a specific platform

Acceptance Criteria
GIVEN THAT there are games and platforms in the database
WHEN I select a platform on the site
THEN only games belonging to that platform are displayed

Activity
Show: Comments History Newest first

JB Add a comment...
Pro tip: press M to comment

Done ✓ Done

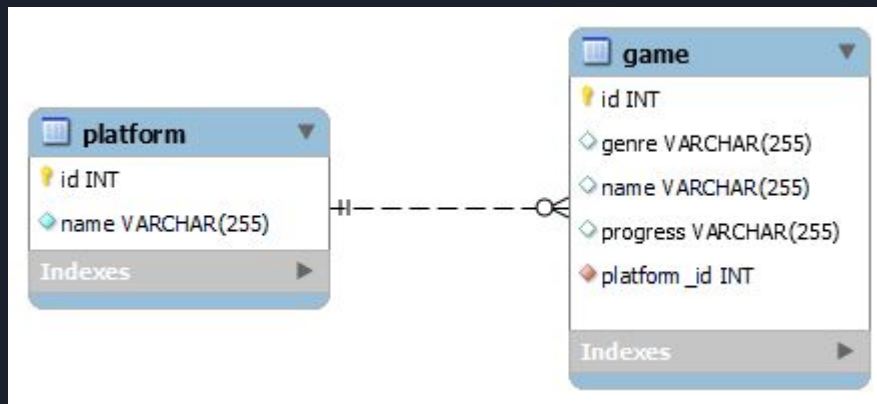
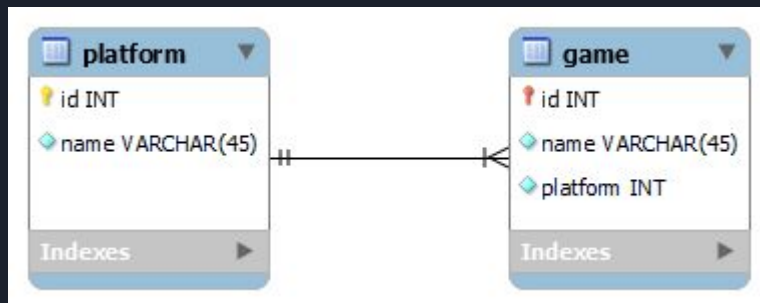
YOUR PINNED FIELDS

Task Priority	Should Have
Story Point Estimate	3
Assignee	Unassigned
Labels	None
Development	1 commit 3 days ago
Reporter	JB James Barnett

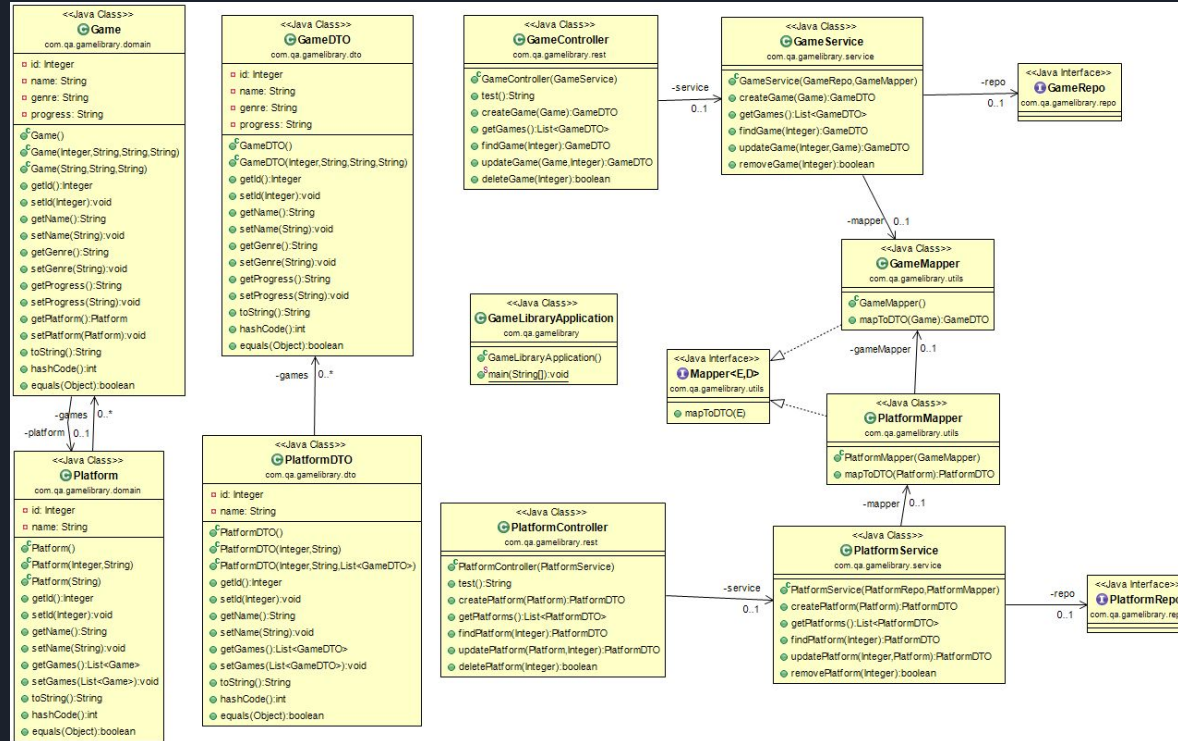
Created June 11, 2021, 1:58 PM
Updated 21 hours ago
Resolved 3 days ago

Configure

Entity Relationship Diagram



Class Diagram

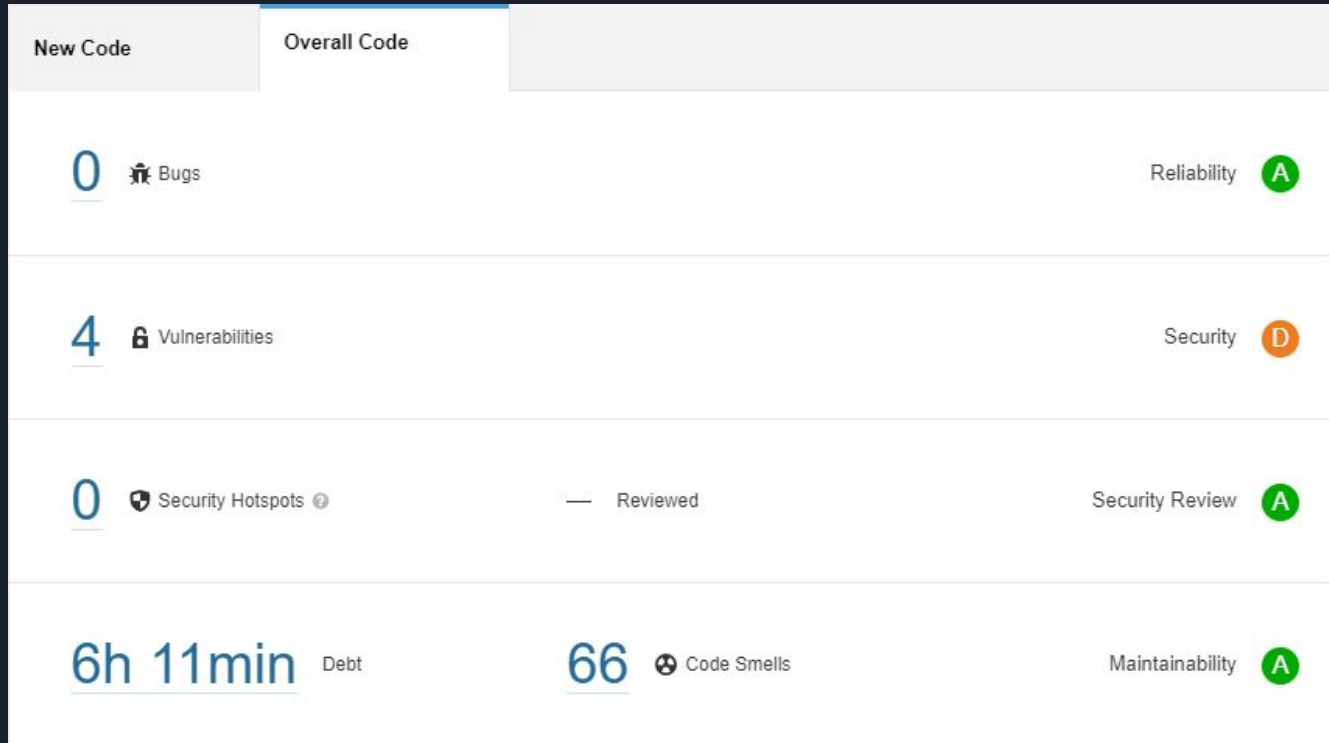


Testing

- Test classes for application components and frontend
- Mix of JUnit, Mockito and Selenium

Element	Coverage
GameLibrary	83.3 %
src/test/java	99.8 %
src/main/java	61.0 %
com.qa.gamelibrary.utils	100.0 %
GameMapper.java	100.0 %
PlatformMapper.java	100.0 %
com.qa.gamelibrary.rest	93.9 %
GameController.java	93.9 %
PlatformController.java	93.9 %
com.qa.gamelibrary.service	91.2 %
GameService.java	91.5 %
PlatformService.java	90.8 %
com.qa.gamelibrary.dto	48.5 %
PlatformDTO.java	52.3 %
GameDTO.java	45.1 %
com.qa.gamelibrary.domain	46.8 %
Platform.java	48.7 %
Game.java	45.5 %
com.qa.gamelibrary	37.5 %
GameLibraryApplication.java	37.5 %

Code Analysis



Code Analysis

```
// CREATE
@PostMapping("/create")
public GameDTO createGame(@RequestBody Game game) {
```

Replace this persistent entity with a simple POJO or DTO object. [Why is this an issue?](#)

8 days ago ▾ L40 🔗

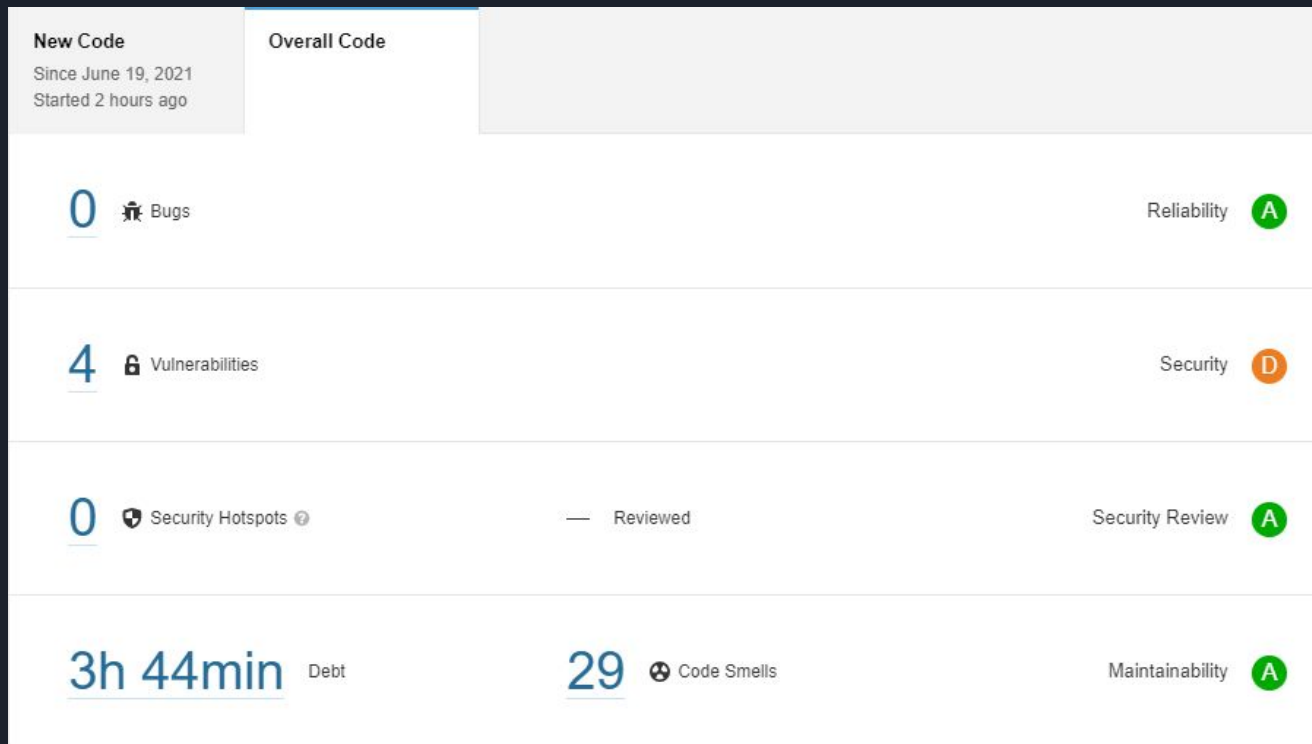


Vulnerability ▾ ⬆️ Critical ▾ 🔵 Open ▾ Not assigned ▾ 10min effort [Comment](#)



cwe, owasp-a5, spring ▾

Code Analysis





Demonstration



Sprint Review

All Deliverables Completed:

- Codebase has all required features
- Unit, integration and user acceptance testing
- Built application
- Readme
- Documentation



Sprint Retrospective

Overall it went well

- Adapted quickly

Potential Improvements

- Frontend



Conclusion

A successful project



The End

Questions?