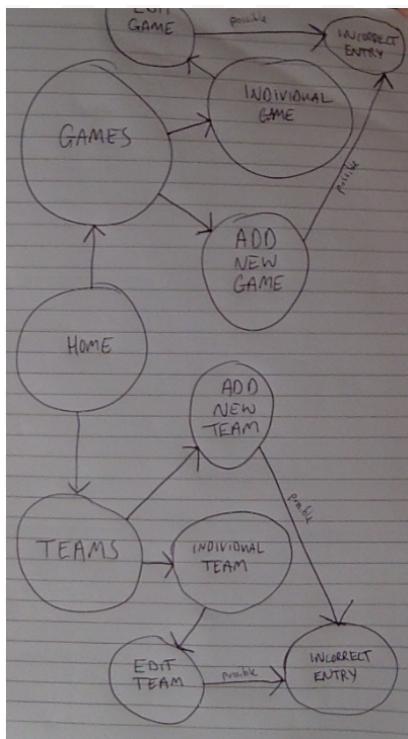


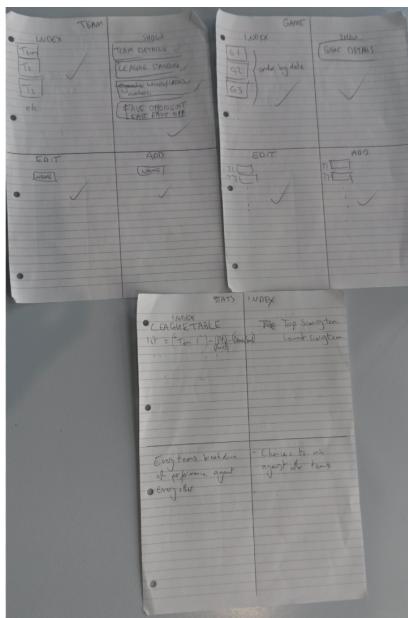
## Evidence for Project Unit

Joe Stafford  
E21

## P.5 User Sitemap



## P.6. Wireframes



**P.10 Pseudocode**

```
it('should return an array of game objects from data garnered from database table \'games\'',  
function(){  
  # create an empty array  
  # for each set of data create new 'game' object  
  # add new 'game' object to empty array  
  # return array of 'game' objects  
})
```

**P.13 User input being processed according to design requirements**

P.14 Show an interaction with data persistence



Team 1: Skavenblight Scramblers

Team 2: Reikland Reavers

Team 1 Score: 1

Team 2 Score: 4

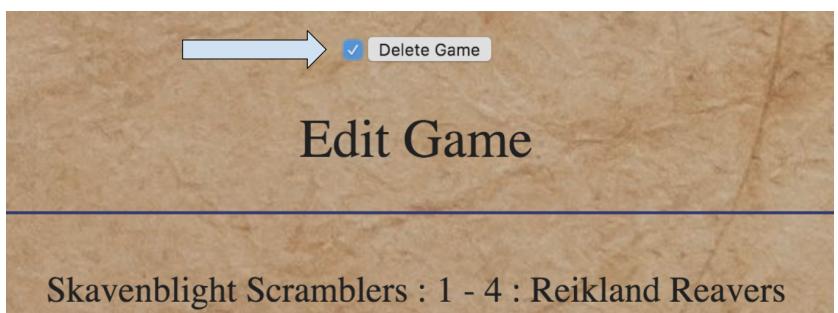
Date of Game: 12 / 05 / 2018

**All Tournament Games**

**Add New Game**

Teams	Date
Skavenblight Scramblers VS Reikland Reavers	2018-05-12

P.15



→  Delete Game

**Edit Game**

Skavenblight Scramblers : 1 - 4 : Reikland Reavers

**All Tournament Games**

**Add New Game**

Teams	Date
The Lowdown Rats VS Skavenblight Scramblers	2018-05-11