# SD2 Group Project Specification - 2014-2015 – 30%

## Groups

You will be put into groups of 3 students

## Deliverables / Important Dates

Project issued on week of Monday 9th March

1a Class Hierarchy Diagram plus implementation of classes. This must be shown in labs on the week starting 16th March.

1b Prototype of User Interface – Main page, Add Member From, Report on Overdue games. Each group member has to do one **set**. This must be shown in labs on the week starting 16th March.

2 Weekly Progress Update Meeting during the timetabled practical

* Week 1 Mon 9th Mar – project start
* Week 2 Mon 16th Mar (progress meeting 1)
* Week 3 Mon 23rd Mar (progress meeting 2)
* Week 4 Mon 13th Apr (progress meeting 3 - after Easter)

3a Project Handbook

* Submit to Moodle 17th April

3b Zip of Code

* Submit to Moodle 17th April

4 Testing during the timetabled practical

* Week of Mon 20th Apr. Testing timetable will be issued.

## Project Handbook Contents

1. Project Specification
2. Functional Requirements
3. Class Hierarchy
4. Storyboard / Menu Design
5. Prototype of User Interface – Main page, Add Member From, Report on Overdue Games
   * 1 per group member
   * This can be done in Word / Power Point / Visual Studio. Put a screen grab into a word document
6. Code Printout
7. Printout of Test Cases
8. Printout of Files before & after each function to show correct working. Note in order to see contents of files, they must be text files not binary files
9. Screen Printouts
10. Report on HCI / User Interface Design
    * What design guidelines have been implemented in the project and where
    * Any extra usability design features incorporated in the project
11. Report on Project Management
    * Allocation of tasks within the group
    * Individual contribution to the project
    * Did the group adhere to deadlines

## Marking Scheme

1. 5% - Design: Class hierarchy and Prototype
2. 5% - Usability: HCI / User Interface Design
3. 10% - Testing: Test plan and results
4. 10% - Individual contribution to the group & Project Management
5. 70% - Functionality

## Functional Requirements

‘Limerick Gamers Game Library’ operates in Limerick City. The library hires out games to its members. The company wants to replace their current system in order to allow them operate with greater efficiency. The library has joined an exchange scheme to supplement the stock of purchased games. A major game stockist MGT in Dublin will, for a small fee, supply games on a regular monthly basis. This gives the opportunity for ‘Limerick Gamers Game Library’ to offer a wider choice than would otherwise be possible and to experiment with games that may turn out to be not very popular, but yet of interest.

Therefore the new software system is required to do the following: -

There is a collection of games initially acquired by the library. The library may have multiple copies of a game. New games from MGT must be added to the library catalog. From time to time damaged or out of date games must be deleted from the catalog.

Members pay an initial fee of €20. Games are only are only rented to members. At any one time a member may have only one game rented. Games are rented for 3 nights only. Rental fee is €3 .A late return fee of €1 is charged for each day overdue.

Management are responsible for maintaining the library system. Management can

* Login
* View / add / delete / update staff members
* View / add / delete / update members
* Report on game catalog
* Report on overdue games
* View / add / delete / update games
* Report on account transactions

Other staff members deal with the customers. They can

* Login
* View games
* Reserve games for members
* View / add / delete / update members
* Issue games
* Process returned games
* Enquire on availability of game

Additional information

1. Customer Account Transactions must show
   * Rental fees
   * Late return fees
   * Membership fees
2. Validation should be included on all forms