**Project Deliverable 3 – Prototype & User Manual**

**Faculty Name:** Information Technology

**Module Code:** ITPJA3-34

**Module Name:** Project

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**Submission Date:** Second Block Week 3

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| **Group Name** |  |
| **Group Number** |  |
| **Student Names** |  |
| **Student Numbers** |  |
| **Project Title** |  |
| **Submission Date** |  |

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## Introduction

**3.1.1 Introduction**

[Explain the technologies used to develop this system here. Do not exceed 200 words]

## Basics: Accessing your website and Admin

**3.2.1 Accessing the website**

[Provide and explain the links used to access the website for both customers and admin]

**3.2.2 The Admin Area**

[Explain what this area is used for on your site. Include Images where possible.]

## Prototyping

Provide the screen shots of the two responsive prototypes asked in the project specification document. Each prototype must illustrate how all the pages of the website will be displayed on smart phones, tablets and desktops.

1. **Prototype 1.**
2. **Prototype 2.**

Your customer must select the prototype you should use for the website development.

## Coding

Provide the screenshots and code samples of the final website. You do not have to print every code on your website. Kindly submit the code in its entirety to your lecturer via a mode agreed upon in class. Use the following as guideline and explain what each sample code provided is used for on the website:

1. **Screenshots**
2. **Sample PHP Code**
3. **Sample HTML Code**
4. **Sample JavaScript Code**
5. **Sample CSS Code**
6. **Sample MySQL Table Screenshots**

## User Manual

A **User Manua**l refers to a document that provides comprehensive guidance and instructions to end-users on how to effectively use the web application or website that has been developed. It is a crucial component of the project as it helps users understand the functionalities, features, and usage of the web application, making their experience more intuitive and user-friendly.

The User Manual should entail at least the following components:

* Table of content
* System Requirements
* Installation (if applicable)
* User Interface
* Main Features:
* Step-by-step Instructions
* Frequently Asked Questions (FAQs)
* Glossary:

## Testing

Explain the testing process and the relevant tests that will be done. Example of tests include:

* Unit testing
* System testing
* Acceptance testing
* Data Validation testing
* Usability testing
* Functional testing
* Hardware/software testing, etc.

## Conclusion

## Sign-off

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|  |  |  |  |
| [Name], Project Client  Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  |  | [Name], Project Manager  Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |