Contents

[Project Phase 2 1](#_Toc505843536)

[Before the end of Day One (February 8) 1](#_Toc505843537)

[Address the Change and Fix Requests 2](#_Toc505843538)

[Hosting Your Live Prototype / Application in Progress (Before the end of today) 2](#_Toc505843539)

[SCRUM Report 2](#_Toc505843540)

[GitHub 3](#_Toc505843541)

[SCRUM Report 3](#_Toc505843542)

[Responsibility for Hours 3](#_Toc505843543)

[Attendance 3](#_Toc505843544)

[New API Requirement 3](#_Toc505843545)

[GUI/Application Update 3](#_Toc505843546)

[Authentication, Roles, Login and Password Management 4](#_Toc505843547)

[Account Creation / Account Freeze / Login Verification 4](#_Toc505843548)

[SQL 4](#_Toc505843549)

[Repository Classes and the MVVM Pattern 4](#_Toc505843550)

[HTML Helpers, Partial Views, Layout Templates 5](#_Toc505843551)

[Functional Features 5](#_Toc505843552)

|  |  |
| --- | --- |
|  |  |
| Due Date: | February 27, 4PM |
| Percentage of module mark: | 25% |
| Submission Location: |  |
| Submission Details: | Have one person in your team submit a URL to your wireframe-functional prototype hybrid. Keep this phase 2 build online in working order at all times so everyone on the team including me can view it for clarity on design and build progress. |
| Late Penalty: | 20% deducted each day this assignment is late. |

# Project Phase 2

## Before the end of Day One (February 8)

* Read this entire document please ☺

### Address the Change and Fix Requests

* Please address all change requests made for the design documents in the feedback from phase 1. Ensure all of your design models are compatible with each other – aside from the actual requirements listing, each model should only show essential requirements. Be speedy – do not rely on CRUD generation to speed up the prototype process (it usually fails to be productive for prototyping). Draw and take screenshots – be creative – do whatever it takes to fix your design and prototype so they are complete and compatible by the end of the first day during phase 2. Remember, work together.

Remember the Marshmallow Challenge: No prototyping usually leads to disaster.

Remember the Ball Passing Exercise: The prototype process can usually be sped up exponentially.

(15 marks)

### Hosting Your Live Prototype / Application in Progress (Before the end of today)

Choose one person on your team to manage the hosting of an up-to-date live build of your most current **wireframe-functional prototype hybrid**. On the landing page, include a link to your design document which must include:

* a brief summary of what your application does.
* the latest functional requirements under essential, important, nice-to-have categories.
* your current USE case (should show current essentials only).
* your current SQL (should show current essentials only).
* your current ERD (should show current essentials only).

Update this area often throughout the project to keep all stakeholders informed of design changes and project progress with the prototype / application build. Please must be compatible with each other. You may want to use a Google doc to keep everything in one place for your team mates but make these items publicly available on your site. Create a one stop shop for your stakeholders and do not send them on a treasure hunt.

(10 marks)

## SCRUM Report

I will send you a request to join as a collaborator from Google spreadsheet. Please join and:

* List your GitHub account user name beside your name in the area provided.
* List the current location of your active GitHub repository in the area provided.
* List the URL of your live wireframe-functional prototype.
* Login credentials for each type of user.

(4 marks)

## GitHub

Make sure each of your team members submits at least 8 commits that are spread out evenly over the duration of phase 2. This is a team mark so work together to achieve this goal.

(8 marks)

## SCRUM Report

Before 9:15AM on days 2, 3 and 4 make sure you list what tasks you performed for the application in the scrum report. Be brief but not so brief that nobody can make sense of your summary. List any problems you are having (if any) which are preventing you from making progress in your area. Two marks will be deducted from each person every time their scrum report is not completed on time so please complete this the day before to avoid disappointment. Log your hours spent on each task.

## Responsibility for Hours

It is up to the team to monitor each other’s hours spent on each task. For example, if an unusually large amount of time is spent on one item and the person implementing the feature is having extreme difficulty then provide help or agree to have someone else manage it.

During the industry project I will say spend whatever hours are needed. However, during the internal project I strongly recommend 7 hours per individual per project day.

## Attendance

For weeks 2, 3, and 4 all team members must be in attendance by 9:15AM or they will lose 2 marks from their phase 2 project mark. No excuses even if you send me a note from the skytrain to tell me you will be a bit late.

## New API Requirement

Create a CORS enabled API that serves some of your application content using JSON to promote your site or application. Create a news feed if you are not sure what to serve up. Also, include this addition in your design document online by the end of day 4. Dedicate a page on the site to explain to developers how they can access your API using JavaScript. On this page, provide a complete premade script to the public which hooks into your API.

Create a prototype before the end of phase 2 and serve up fake data if you need.

(10 marks)

## GUI/Application Update

Start your application with the GUI you built in phase 1. Start adding functionality. For the features that you cannot complete, leave the static wireframe pages in place and adjust these where necessary to ensure the GUI is compatible with all other design models. Remember to:

* Give attention to alignment, sizing, and content placement.
* Ensure the GUI looks professional and is intuitive.
* Ensure the data displayed is realistic looking and is not cute or funny. It Is really important to make a good professional impression on your clients to win and keep their trust. It really sucks to have an incomplete non-functioning project that looks messy or goofy. You don’t want to be the team mate who pollutes the application with garbage data which is hard to remove before the demo or launch. To avoid this embarrassment if the project does not turn out keep your work professional at all times.
* Use Twitter Bootstrap with a collapsible nav bar.

(15 marks)

## Authentication, Roles, Login and Password Management

* In addition to addressing the changes from the feedback for last round implement the security framework before the end of day 2 of phase 2. You may wish to start with a project that has security built in and move your existing pages over to it or vice-versa – but do not delay. This is an important part of your foundation and you will want it in your project early. You may use identity security with an EDMX model, no EDMX, jwt tokens (this would be very ambitious and is probably not a great idea) or you can use one of the template projects.
* Implement the identity model with roles management to direct and restrict different types of users to appropriate areas on your site. If you use SQL to create the roles and user tables for application services then include it with your SQL. Please remember to ensure the SQL is kept in one file so the entire script can be used to delete and rebuild the database. Whatever you do make it easy for your project stakeholders to build the project from scratch.

(10 marks)

## Account Creation / Account Freeze / Login Verification

Enable these three features before the end of phase 2. I recommend starting right away and getting it done before the first day.

(5 marks)

## SQL

* Keep your master SQL script in one file that can be executed in one run to clear and rebuild your database in one run without error. 3 marks
* Keep your master SQL script inside the App\_Data folder the most current version is always available to all team members. 3 marks
* Insert at least two rows of realistic looking test data in every table. 4 marks
* Do not submit multiple versions of your script so stake holders must guess which version is correct.

## Repository Classes and the MVVM Pattern

Use repository classes and view models to eliminate code redundancy and keep logic out of the controller area. Remember there should be no logic in the view model.

5 marks

## HTML Helpers, Partial Views, Layout Templates

* Do your best to eliminate \*evil\* code duplication. Remember to use custom HTML helpers and partial views where appropriate. Marks will be deducted where code duplication exists.

## Functional Features

Implement as many essential functional features as you can in your design during this phase. Do not implement important or nice-to-have features. The project is not expected to be fully functional at the end of phase 2. You will not be graded on code quantity this phase.