

## **Game studio management system**



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Course: CSC-102 Programming Fundamentals

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Description of project:

I want to create a game studio management system. It can be used to manage a game studio. You can use it to give tasks to your employees and the employees can use it to keep track of their deadlines and workload.

### Users of Application:

The program will have three users:

1. Admin
2. Programmer
3. Game Artist

### Functional Requirements:

<u>User</u>	<u>task</u>
Admin	Add tasks
Admin	Remove tasks
Admin	Preview task completion
Admin	View employee attendance
Artist	Clock in
Artist	Clock out
Artist	View given tasks
Artist	Mark task as done
Programmer	Clock in
Programmer	Clock out
Programmer	View given tasks
Programmer	Mark task as done

## WireFrames:

Login screen:

[illegible]

## Game studio management system

### Admin screen:

```
|-----|
|***** Game studio management system *****|
|*****|
|-----|

1.          VIEW TODAYS EMPLOYEES
2.          ADD TASK
3.          DELETE TASK
4.          UPDATE TASK
5.          VIEW TASK LIST
6.          BACK TO LOGIN SCREEN

ENTER YOUR CHOICE?..|
```

### Employee screen

```
|-----|
|***** Game studio management system *****|
|*****|
|-----|

1.          CLOCK IN
2.          CLOCK OUT
3.          VIEW GIVEN TASKS
4.          MARK TASKS DONE

ENTER YOUR CHOICE?..
```