Conference Room

Software Project Requirements



Made by: Mukendi Mputu, Software Engineer

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Conference room

Abstract

Conference Room is the web application of a fictional company whose business model is to provide meeting rooms for events of different classes and sizes.

Objective

The first step in creating the meeting room booking website is to create the interface design and mock-up. There are a number of critical pages that will need to be designed, created, and linked together to illustrate the interface features. For those pages that will ultimately contain user-contributed data, they can be loaded with sample data to illustrate your design. You should start by (1) sketching each page and refine your sketches until you are satisfied with the design, (2) draw storyboards of the critical task to be completed in the application, and then (3) build the pages using HTML5 and CSS.

Outline

The following pages are to be created:

1. Main Page

The purpose of this page is to provide branding for your meeting room booking site, and to show the current availability of the three rooms for the current day (have a look at any calendaring system for inspiration on

how to organize this). For each booking, a small image should be shown to represent the user who booked the room. For each room, a link should be provided to add a new booking. There should also be a form to allow the user to enter their username and password to login, and a link to the account creation page.

2. Account Creation Page

This page should include a form to collect the information required for creating a new account on your meeting room booking site. At the least, it should collect an email address, password, screen name, and an avatar

image. The form should ask the user to enter their password twice, to ensure that it is entered properly. Note that this form doesn’t need to do anything yet – it just needs to present the interface to the user.

3. Room Booking Management Page

This page will eventually be customized for each user once they login. It should show a list of the room bookings made by the user, ordered by date/time of the booking (most recent first). Eventually, it will be loaded with content extracted from the database; for now, it can be loaded with sample information in order to illustrate the design. Each room booking in the list should include the day, start time, end time, and a list of all the notes that have been added to the booking (more information on how these will be added is provided below). Links should be provided to add/edit/delete notes. Links should be provided to edit/delete a booking. Because this page is intended to be customized for each logged in user, the page should show the screen name and avatar of the user. The details for how this information will be selected will be handled in future assignments. For now, you can provide sample data.

4. Room Booking/Edit Page

This page contains the form that will be used to allow the logged-in user to create a new room booking or edit an existing room booking. It will have four fields: the description for the booking, the date of the booking, the start time, and the end time. A link to this page should be made on Room Booking Management page. Eventually, you will write software to enforce character limits on the description, verify that the start time is before the end time, ensure that the room is available, and ensure that only logged-in users can create questions.

5. Note Add/Edit Page

This page contains the form that will be used to allow the logged-in user who owns a room booking to add otes for others to see. It will have one field: the note. Links to this page should be made on Room Booking

Management page (for each booking). Eventually, you will write software to enforce character limits on the note, and display it on the Main Page when the user hovers their mouse over the specific booking. All of these files should be linked together in a logical way, so that it is possible to click through the pages to evaluate the design and implementation. You should give some thought to how these pages should connect with one another, considering the “five e’s of usability”.

You must ensure that each of these pages makes appropriate use of HTML5 (following the syntax rules of XTHML) and CSS, and construct them such that there is a proper separation of the specification of the content from the specification of the presentation rules. Your submission should include five sketches (one per page), a set of storyboards, five HTML5 pages, and a single CSS file.

1. Software Design

System boundary and context

* Wo kommen später Daten her? Wo fließen Daten hin?
* Wo werden Schnittstellen benötigt?
* Welche Systeme / Personen interagieren mit dem System?
* Was kann im Entwicklungsprozess verändert werden, was nicht?

1. Sofware Architecture