Discovery Project

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Project submitted for the degree *Baccalaureus Scientiae* in Information Technology at the North-West University

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Table of contents

[Chapter 1 Introduction And overview 1](#_Toc83117911)

[1.1 Introduction 1](#_Toc83117913)

[1.2 Highlights 1](#_Toc83117914)

[1.3 Challenges 1](#_Toc83117915)

[1.4 System Overview 1](#_Toc83117916)

[Chapter 2 Erd diagram 2](#_Toc83117917)

[2.1 The Use of ERD Diagrams 2](#_Toc83117919)

[Chapter 3 UML diagram 3](#_Toc83117920)

[3.1 The Use of Use Case Diagrams 3](#_Toc83117922)

[Chapter 4 flow diagrams 4](#_Toc83117923)

[4.1 The Use of the Flow Diagrams 4](#_Toc83117925)

[Chapter 5 The User guide 5](#_Toc83117926)

[5.1 Heading 2 5](#_Toc83117928)

[5.2 Heading 3 5](#_Toc83117929)

[5.3 Heading 4 5](#_Toc83117930)

[5.4 Heading 5 5](#_Toc83117931)

[Chapter 6 Code coverage 6](#_Toc83117932)

[6.1 Heading 2 6](#_Toc83117934)

[6.2 Heading 3 6](#_Toc83117935)

[6.3 Heading 4 6](#_Toc83117936)

[6.4 Heading 5 6](#_Toc83117937)

List of Tables

[Table 2‑1: Project 1 ERD Table. 2](#_Toc83117905)

[Table 6‑1: This is the title of the table. (CaptionTop\_Tbl\_Fig) 6](#_Toc83117906)

List of Figures

[Figure 3‑1: Project 1 Use Case Diagram 3](#_Toc83117897)

[Figure 4‑1: Project 1 Flow Diagrams 4](#_Toc83117898)

[Figure 6‑1: This is the title of the figure. (CaptionBot\_Tbl\_Fig) 6](#_Toc83117899)

Chapter 1 Introduction And overview

# Introduction and Overview

## Introduction

This project is about designing an application for Discovery Vitality. The application will be the Account system that manages the Active Rewards currency, Discovery Miles.

Discovery rewards its members for making healthy choices and living a healthy lifestyle through Vitality. Vitality’s Active Rewards programme plays a key part in this.

Active Rewards looks at members’ Health and Fitness, Driving and Spending behaviour to track towards each members’ weekly goals.

Members who complete their weekly goals are awarded plays on the weekly gameboard.

Every week there is a new gameboard and members use their plays earned in the previous week to play. The gameboard is filled with hidden tiles which contain Discovery Miles. The member uses the plays to pick tiles and earn the miles on the tiles. Once all the plays are used up, the entire game board is revealed.

Members accumulate Miles earned on the gameboard and can exchange their Miles for a reward voucher.

Active Rewards has many rewards partners and offer many different reward categories:

Each category lists many rewards that the member can choose when they have enough Miles:

Here are your three user story requirements:

As a Member

I want to add Miles to my Miles account

So that I can earn and accumulate Miles when I reveal tiles on the gameboard.

As a Member

I want to view Miles in my Miles account

So that I can know whether I accumulated enough Miles for the reward I want.

As a Member

I want to subtract Miles to my Miles account

So that I can exchange my Miles for a reward vou

## Highlights

## Challenges

## System Overview

Brief introduction to project and general system overview. Provide a brief introduction of the project, it's applicable highlights and challenges, accompanied by a comprehensive system overview.

Chapter 2 Erd diagram

# Entity Relationship Diagram

## The Use of ERD Diagrams

Table 2‑1: Project 1 ERD Table.

Adequately demonstrate and explain the use of ERD diagrams, as indicated by the project scope.

Chapter 3 UML diagram

# Use Case Diagram

## The Use of Use Case Diagrams

Figure 3‑1: Project 1 Use Case Diagram

Adequately demonstrate and explain the use case diagrams, as indicated by the project scope.

Chapter 4 flow diagrams

# Flow Diagrams

## The Use of the Flow Diagrams

Figure 4‑1: Project 1 Flow Diagrams

Adequately demonstrate and explain the diagrams of each one of the implemented services, as indicated by the project scope.

Chapter 5 The User guide

# The User Guide

## Heading 2

## Heading 3

## Heading 4

## Heading 5

Include information regarding on how to create, update, delete, edit, login and otherwise interact with the application.

Chapter 6 Code coverage

# Code Coverage

## Heading 2

## Heading 3

## Heading 4

## Heading 5

Figure 6‑1: This is the title of the figure. (CaptionBot\_Tbl\_Fig)

Table 6‑1: This is the title of the table. (CaptionTop\_Tbl\_Fig)

Include the code coverage report for your project.