

LIS 161 Project Documentation  
for  
Azur Lane User's Guide Website

by

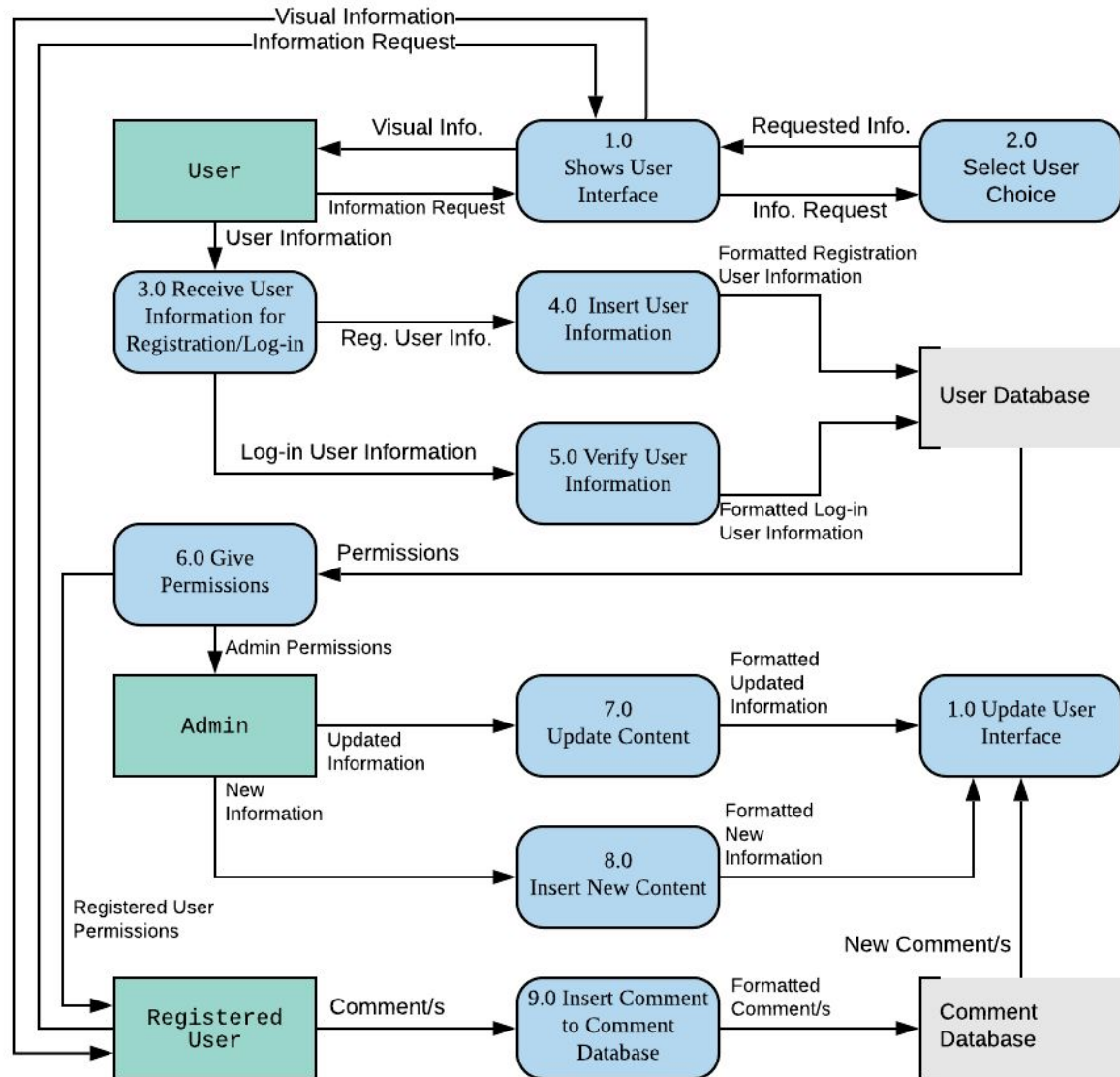
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## I. Project Plan

<b>LIS 161 THU3</b> <b>Project Scope Statement</b>	<b>Prepared by: Mark Xavier Dumlao</b> <b>Date: 09/12/19</b>
<b>General Project Description</b> Project Name: Azur Lane User's Guide Sponsor: Mark Xavier Dumlao Project Manager: Mark Xavier Dumlao	
<b>Problem/Opportunity Statement</b> Azur Lane is a popular mobile game. The game has a dedicated wiki page but it doesn't have a user's guide in that page. It doesn't have important tips such as fleet composition, equipment load outs and other important bits. A new website can fill this role.	
<b>Project Objectives</b> To help players of the game play the game better by giving out important information.	
<b>Project Description</b> The website will show the users information that they may need such as tier list in every category, the best fleet compositions in all possible instances, and ship load-out. The website will also enable players to make an account which they can use to comment on the pages. These comments can help the admin to see if they have placed the wrong information, a better information is out there, or there is conflicting information.	
<b>Business Benefits</b> Help players of the game streamline their way of looking for information. Help the community build a concrete idea on what the best meta is.	
<b>Project Deliverables</b> Website that will gather all information from the internet to make a comprehensive user guide. Website that will accept registration and log-ins from players and enable comments.	
<b>Estimated Project Duration</b> 2 months.	

## II. Data Flow Diagram



The **USER** will ask for information to the Website (through the *1.0 Show User Interface*) by choosing a category. The website will then send this chosen category (*2.0 Select User Choice*) to the server to fetch the website codes and then show it (in the *1.0 Show User Interface*). The Website will then show the **USER** what was he/she chose.

The **USER** can also send in user information (*3.0 Receive User Information*) for either registration or log-in purposes. The website will then prompt the user to input their user information either for registration (*4.0 Insert User Information*) or log-in (*5.0 Verify User Information*). The website will then format these inputs so that the mysql can either Insert the new information as a new user in the **USER DATABASE** or select from the **USER DATABASE** and compare and contrast with the user information given to determine with permissions (*6.0 Give Permissions*) will be given.

Permissions given to **ADMIN** will allow the user to update the content (*7.0 Update Content*) by changing the website code or insert new content (*8.0 Insert New Content*) by adding more into the website code.

Permission given to **REGISTERED USER** will allow the user to post comments on website pages (*9.0 Insert Comment to Comment Database*) that will be placed in the **COMMENT DATABASE** which will then change what the page will show.

### III. Logic Table

Decision Table for Site Interaction with User Types

Conditions/ Courses of Actions	Rules		
	1	2	3
User Type	G	R	A
Can sign-in/sign-up	X		
Can sign-out		X	X
Can comment		X	X
Can edit/remove personal comment		X	X
Can edit/remove all comments			X
Can access and manipulate users list			X

User Types:

G : Guest or users who are not signed in or registered.

R : Registered or users who are signed in and registered.

A : Admins or users with more authority and access.

## Decision Table for User list manipulation errors with Admin Input

Conditions/ Courses of Actions	Rules						
	1	2	3	4	5	9	10
Username Input	OK	NI	OR	NU	-	-	-
Password Input	OK	OK	OK	OK	NI	OR	-
Power Input	OZ	OZ	OZ	OZ	OZ	OZ	OT
Username and Password Error		X	X	X	X	X	
Power Error							X
Successful Edit	X						

Username and Password Input:

OK : Okay or acceptable input

NI : No Input or leaving the space blank

OR : Out of Range or characters below 5 or higher than 20.

Username Input:

NU: Not Unique or having the same input saved already

Power Input:

OZ : One or Zero

OT : Other numbers or characters

Note: For No.10, it means that whatever the Username or Password Input may be, the error message given will always be that of the power error.