

# Hobby Web Application (HWA)

CARL ANGELES

## PROJECT PLANNING

Risk Assessment

MoSCoW Analysis

Jira (Kanban)

**Entity Relationship Diagram** 

#### Before Project

| ID | Risk Description       | Cause                 | Effect                             | Likelihood | Impact   | Risk Rating | Action                                      | ID | Risk Description       | Cause                 | Effect              | Likelihood | Impact | Risk Rating | Action                   |
|----|------------------------|-----------------------|------------------------------------|------------|----------|-------------|---|----|------------------------|-----------------------|---------------------|------------|--------|-------------|--------------------------|
|    |                        |                       |                                    | (1-5)      | (1-5)    | (1-25)      |   |    |                        |                       |                     | (1-5)      | (1-5)  | (1-25)      |                          |
| 1  | Lack of Time           | Bad time              | Incomplete Project                 | 3          | 4        | 20          | Split project into small                    | 1  | Lack of Time           | Bad time              | Incomplete Project  | 5          | 5      | 22          | Split project into small |
|    |                        | management            |                                    |            |          |             | parts                                       |    |                        | management            |                     |            |        |             | parts                    |
|    |                        |                       |                                    |            |          |             | Regularly check                             |    |                        |                       |                     |            |        |             | Regularly check          |
|    |                        |                       |                                    |            |          |             | progress                                    |    |                        |                       |                     |            |        |             | progress                 |
| 2  | Insufficient knowledge | Technology not        | Requirements not                   | 2          | 5        | 12          | Ask trainer for help.                       | 2  | Insufficient knowledge | Technology not        | Requirements not    | 3          | 5      | 16          | Ask trainer for help.    |
|    | on technology          | covered during        | being met due to                   |            |          |             | Research online                             |    | on technology          | covered during        | being met due to    |            |        |             | Research online          |
|    |                        | training              | features not being                 |            |          |             |   |    |                        | training              | features not being  |            |        |             |                          |
|    |                        |                       | implemented                        |            |          |             |   |    |                        |                       | implemented         |            |        |             |                          |
| 3  | PC Issues              | Internet Issues,      | Unable to work on                  | 2          | 5        | 5           | Regular backup on Git,                      | 3  | PC Issues              | Internet Issues,      | Unable to work on   | 2          | 5      | 5           | Regular backup on Git,   |
|    |                        | Hardware fails        | project.                           |            |          |             | Ask QA for a laptop to                      |    |                        | Hardware fails        | project.            |            |        |             | Ask QA for a laptop to   |
|    |                        |                       |                                    |            |          |             | work your project on.                       |    |                        |                       |                     |            |        |             | work your project on.    |
| 4  | Response in Fetch      | Using the wrong       | Project not working                | 2          | 5        | 6           | Make sure variable                          | 4  | Response in Fetch      | Using the wrong       | Project not working | 4          | 5      | 18          | Make sure variable       |
|    | requests returning     | variables or          |                                    |            |          |             | names are consistent                        |    | requests returning     | variables or          |                     |            |        |             | names are consistent     |
|    | 400/404 or 500 errors  | incorrect             |                                    |            |          |             | and clear. Check to see                     |    | 400/404 or 500 errors  | incorrect             |                     |            |        |             | and clear. Check to see  |
|    |                        | implementation        |                                    |            |          |             | if it is using the right                    |    |                        | implementation        |                     |            |        |             | if it is using the right |
|    |                        |                       |                                    | _          |          |             | method to fetch.                            |    |                        |                       |                     |            |        |             | method to fetch.         |
| 5  | Version Control not    | Incorrect use of Git, | No backups, cannot                 | 2          | 2        | 3           | Always work on a new                        | 5  | Version Control not    | Incorrect use of Git, | No backups, cannot  | 3          | 2      | 7           | Always work on a new     |
|    | utilized correctly     | no branches for       | rollback when an                   |            |          |             | branch when                                 |    | utilized correctly     | no branches for       | rollback when an    |            |        |             | branch when              |
|    |                        | features/testing or   | error occurs                       |            |          |             | implementing a new                          |    |                        | features/testing or   | error occurs        |            |        |             | implementing a new       |
|    |                        | lack of pushing       |                                    |            |          |             | feature, regular push                       |    |                        | lack of pushing       |                     |            |        |             | feature, regular push    |
|    |                        |                       |                                    |            |          |             | after each                                  |    |                        |                       |                     |            |        |             | after each               |
| 6  | Drogram not sunning    | Not anough testing    | Not meeting                        | -          | -        | 42          | feature/functionality At least 80% coverage | _  |                        |                       |                     | _          | _      |             | feature/functionality    |
| О  | Program not running    | Not enough testing    | Not meeting                        | 3          | 5        | 12          |   | 6  | Program not running    | Not enough testing    | Not meeting         | 3          | 5      | 12          | At least 80% coverage    |
|    | properly               |                       | requirements,                      |            |          |             | in the testing phase.                       |    | properly               |                       | requirements,       |            |        |             | in the testing phase.    |
|    |                        |                       | program not<br>working as intended |            |          |             |   |    |                        |                       | program not         |            |        |             |                          |
|    | <u> </u>               |                       | working as intended                |            | <u> </u> |             |   |    |                        |                       | working as intended |            |        |             |                          |

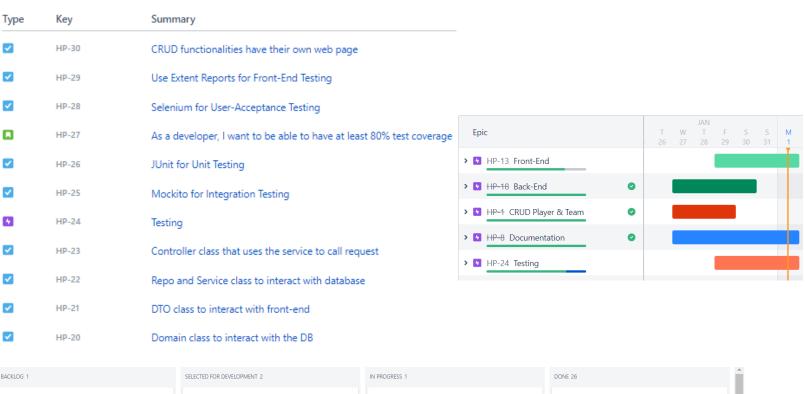
After Project

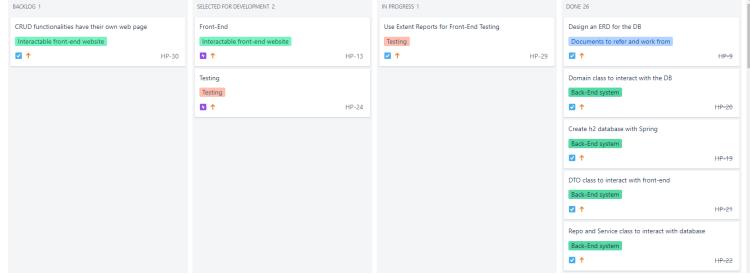
## RISK ASSESSMENT

| MUST HAVE                              | SHOULD HAVE                                   | COULD HAVE   | WOULD HAVE         |
|--|---|--|--------------------|
| Database for Player<br>and Team        | Ability to display the players in a team      | Ability to set a player with no team when its team is deleted. | Permission Control |
| Back-End with full CRUD functionality  | Good User Interface                           | Log in System  |                    |
| Front-End with full CRUD functionality | More ways to search player/team (By IGN/Name) |  |                    |

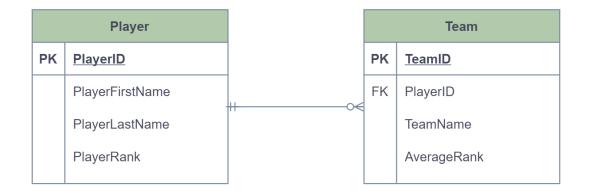
## MOSCOW ANALYSIS

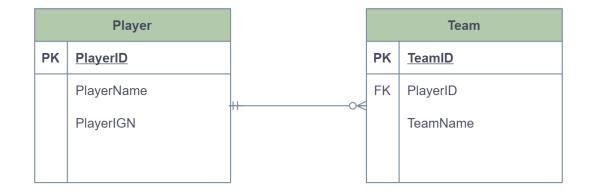
## DESIGN (KANBAN)





#### Planning





Current

## ENTITY RELATIONSHIP DIAGRAM (ERD)

## CONSULTANT

Agile - Scrum, Kanban(Jira)

Source Control – Git, Github

Database – MySQL

Programming Language – Java, HTML, JavaScript

Build Tool - Maven

Testing – Junit, Mockito, Selenium

Framework – Bootstrap, Spring Boot

## **TESTING**

| Finished after 39.429 seconds |            |   |               |  |  |  |  |
|-------------------------------|------------|---|---------------|--|--|--|--|
| uns:                          | 10/10      | ■ Errors: 0   | × Failures: 0 |  |  |  |  |
|                               |            |   |               |  |  |  |  |
| E. (                          | `olonium.T | act [Dunner       hit El /26  | E71 a)        |  |  |  |  |
| _                             |            |   | .37 [ 3)      |  |  |  |  |
|                               | ≡ testViev | vAllTeam() (6.243 s)  |               |  |  |  |  |
|                               | 🗉 testUpd  | ateTeam() (3.388 s)   |               |  |  |  |  |
|                               | 🗏 testUpd  | atePlayer() (3.983 s)   |               |  |  |  |  |
|                               | testDele   | etePlayer() (3.795 s)   |               |  |  |  |  |
|                               | testPlay   | erCreate() (3.405 s)  |               |  |  |  |  |
|                               | testViev   | vAllPlayer() (3.234 s)  |               |  |  |  |  |
|                               | testDele   | eteTeam() (3.295 s)   |               |  |  |  |  |
|                               | testTear   | mCreate() (3.300 s)   |               |  |  |  |  |
|                               | testViev   | vPlayer() (3.283 s)   |               |  |  |  |  |
|                               | testViev   | vTeam() (2.645 s)   |               |  |  |  |  |
|                               |            |   |               |  |  |  |  |
|                               | uns:       | uns: 10/10  SeleniumTe  testViev  testUpd  testDele  testPlay  testViev  testDele  testDele  testDele  testDele |               |  |  |  |  |

| Element  | Coverage | vered Instructions | lissed Instruction |
|--|----------|--------------------|--------------------|
| ✓  | 95.6 %   | 3,215              | 149                |
| # src/main/java  | 88.9 %   | 981                | 122                |
|  | 86.9 %   | 364                | 55                 |
| > 🗾 PlayerDomain.java  | 86.6 %   | 207                | 32                 |
| > 🗾 TeamDomain.java  | 87.2 %   | 157                | 23                 |
|  | 86.1 %   | 310                | 50                 |
| > 🗾 PlayerDTO.java   | 86.1 %   | 155                | 25                 |
| > 🗾 TeamDTO.java   | 86.1 %   | 155                | 25                 |
| state of the community of the commun | 92.2 %   | 94                 | 8                  |
| > 🗾 PlayerController.java  | 92.2 %   | 47                 | 4                  |
| > 🗾 TeamController.java  | 92.2 %   | 47                 | 4                  |
| 🗸 🎛 com.qa   | 37.5 %   | 3                  | 5                  |
| > 🗾 HobbyWebAppApplication.ja  | 37.5 %   | 3                  | 5                  |
|  | 97.5 %   | 154                | 4                  |
| > 🗾 PlayerService.java   | 97.5 %   | 77                 | 2                  |
| > 🗾 TeamService.java   | 97.5 %   | 77                 | 2                  |
| # com.qa.config  | 100.0 %  | 7                  | C                  |
| > 🗾 AppConfig.java   | 100.0 %  | 7                  | C                  |
| ## com.qa.utils  | 100.0 %  | 49                 | (                  |
| > 🗾 MyBeanUtils.java   | 100.0 %  | 49                 | (                  |
| > 👺 src/test/java  | 98.8 %   | 2,234              | 27                 |

## DEMONSTRATION

### SPRINT REVIEW

#### What did I complete?

**CRUD** Functionalities for both entities

Minimum Viable Product

#### What got left behind?

Features from lower priority and some in SHOULD column in MoSCoW table

**Extent Reports for Front-End Testing** 

#### SPRINT RETROSPECTIVE

#### What went well

Dividing up tasks

Improved documentation compared to previous project

#### What could be improved

Testing could be done after each feature

Use of Jira

#### CONCLUSION

More organized

Front-end testing could have been handled better

Managed to get a working viable product