

# Hobby Web Application (HWA)

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## 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 working as intended								program not				
	<u> </u>		working as intended		<u> </u>						working as intended				

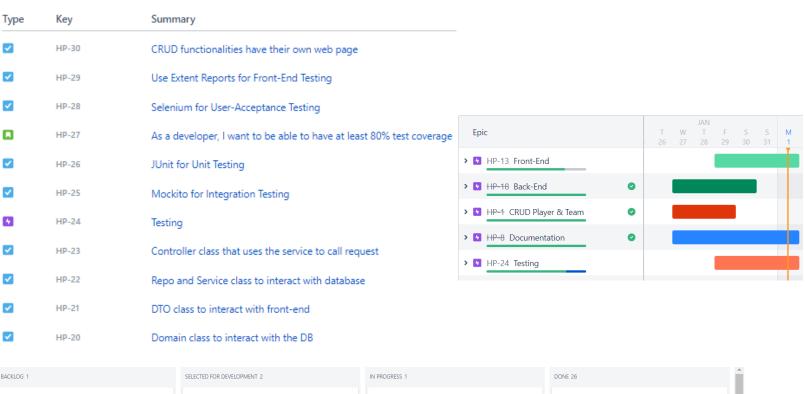
After Project

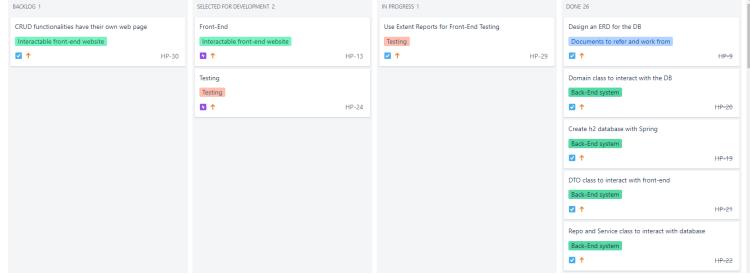
## RISK ASSESSMENT

MUST HAVE	SHOULD HAVE	COULD HAVE	WOULD HAVE
Database for Player 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)		

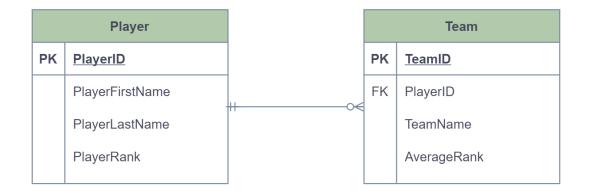
## MOSCOW ANALYSIS

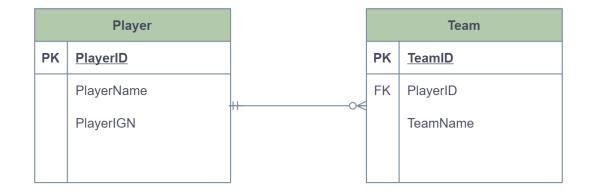
## DESIGN (KANBAN)





#### Planning

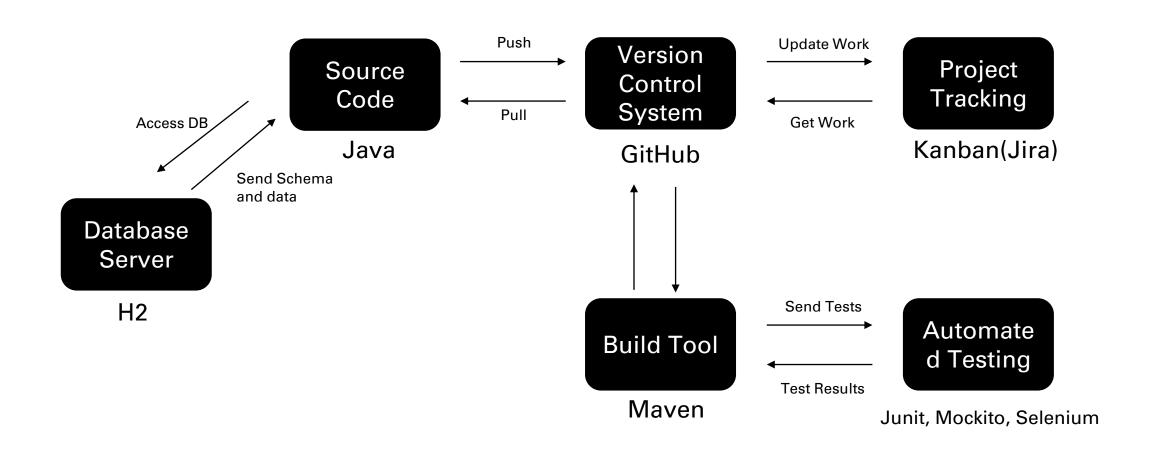




Current

## ENTITY RELATIONSHIP DIAGRAM (ERD)

### CI PIPELINE



## 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