



Hobby Web Application

RYAN GLOSSOP

Design

Region		Champion	
PK	<u>id int(11) NOT NULL AUTO_INCREMENT</u>	PK	<u>id int(11) NOT NULL AUTO_INCREMENT</u>
	name varchar(70) UNIQUE NOT NULL description varchar(300) NULL DEFAULT NULL	FK1	region_id int(11) NOT NULL name varchar(20) NOT NULL role varchar(20) NOT NULL

Ref	Risk Description	Cause	Risk Event	Likelihood (1-5)	Impact (1-5)	Risk Rating	Action
1	Broken Repository	Pushing broken code to the <u>github</u>	Issue rolling back to previous version	3	3	9	Ensure all code compiles and works as expected before pushing to <u>github</u> .
2	Hardware failure	Upgrading graphics card	All work lost due to no backup <u>medium</u> , project failed	2	5	10	Ensure graphics card is slotted correctly, ensure no errors happen and can roll back.
3	Motivation/ mental health	Burnout, worry from Covid-19 effecting family etc.	Assignment stalls if family member is affected by Covid, or not completed to best standards due to burnout / complacency	3	4	12	Keep sprints as simple as possible, do best not to worry about things outside of your control and ensure you follow sprints as set out on the management board. <u>Don't</u> get stressed when issues arrive while coding.
4	Lack of time	Not using time correctly	Project only gets finished to MVP rather than having could haves would haves too.	3	5	15	Split tasks to sub tasks on Kanban, ensure you delegate enough time for each task, ensure MVP is the priority and work on extras later.
5	Not understanding technologies used completely	Having issues with some of the technologies required	Slows project completion and may not allow for a full finished project that meets specification.	3	5	15	<u>Refer back</u> to previous exercises when needed, always refer to specification, check Kanban board and most importantly, ask for help when needed.
6	Internet issues	Internet going down	Stops uploading to <u>github</u> , access to tutorials and QA-community	1	2	5	Download required tutorials/files where needed so they do not require internet access, push to remote when internet is stable.
7	Server/hosting issues	Server not working correctly	<u>Doesn't</u> allow testing to pass, halts development	5	4	20	Ensure server is running correctly and all drivers are closed after every test.
8	Incorrect project structure	Packaging incorrect	Makes finding files / setting paths harder slows project down	2	2	4	Ensure you follow <u>enterprise</u> architecture model and previous projects and ensure project follows these

Consultant Journey

- **Version Control System:** Git
- **Source Code Management:** GitHub
- **Kanban Board:** Jira
- **Database Management System:** MySQL Server /h2
- **Back-End Programming Language:** Java
- **API Development Platform:** Spring
- **Front-End Web Technologies:** HTML, CSS, JavaScript
- **Build Tool:** Maven
- **Unit Testing:** JUnit, Mockito
- **User-Acceptance Testing:** Selenium

Continuous Integration

```
Ryan@DESKTOP-79ASHKR MINGW64 ~/Desktop/HobbyWebApp/HobbyWebApplication (feature-release)
$ git log --pretty=oneline
fd3cde5850c17ccc97360ed86818a8f79bde4b9b (HEAD -> feature-release, origin/developer, developer) Merge pull request #4 from RGlossop/feature-testing
82d5ad4a94f55067934c48fbb50b0b7f1afa1576 (tag: v0.4.0, origin/feature-testing) LOL-30 LOL-31 LOL-32 LOL-33 Website region selenium tests
64b9677bec3625a4edf3208910dd75c125c72355 trying to force update an issue in the regions page
3c36e50f2df2bc514aef1c8ac11ff87040ff9c64 LOL-29 LOL-26 LOL-27 LOL-28 selenium Tests for champion Page
54d5e66bbebd1ccc949e78c4f407381437a378df coverage additions
38286354b48b3112653a01388ada1fa923682a7f LOL-24 Region controller unit and integration tests
3e57bb9f52a54be53f9dd004048c8eff145a2630 LOL-23 region service unit and integration tests
2630c0999ddad3652da211484c2312f8b5acad2c LOL-18 LOL-19 Full champion service and controller integration and unit tests
726af85a6683b0464c5d9a955abb367a089578db LOL-18 LOL-19 Service And Controller Tests
fdae9b33f11d74434f0aa3adee2fa1e0073efe1a Merge pull request #3 from RGlossop/feature-website-functionality
5f19c31ca095f08087e5b397fc7c5b461728a850 (tag: v0.3.0, origin/feature-website-functionality) LOL-31 website region update functionality
18ef5cebe8366e0e67aa60f25624bad2c4a61906 LOL-30 website region create functionality
870f113d61dc0e36f7504a42b7268ea13bd73054 LOL-32 LOL-33 website region read and delete functionality
00f0f70aa50e52f1939cc12a310495fbc77ab591 LOL-27 website champ update functionality
3ea55b31b71cd5c84971a284d2ec47a9d2d4ceae LOL-29 Wesbite champ create functionality
0d46091b9041ae1e2321dc0f701ed76c65388907 LOL-26 LOL-28 website functionality for reading and deleting champions
c2232b71d466176eb18a7a1e5c1cb9d2a5eab0d6 Merge pull request #2 from RGlossop/feature-region-functionality
7520fb96e40489d3149e919cef6ed3aa924323f4 (tag: v0.2.0, origin/feature-region-functionality) LOL-23 LOL-24 region controller and service functionality
f24d43ecff8fed369e39b50acc466ed0ee913dc8 LOL-22 Added regionDTO functionality
72e9f0a0750dda4aa8614d2590f23a6b7acfc57b LOL-21 Added regionDomain functionality
21d72822cddb12e1b0c303611f0c2418a1b6b9a8 LOL-20 created region classes
46db9f3b704afc3380c1e97d58835b701a968cb3 (tag: v0.1.0) Merge pull request #1 from RGlossop/feature-champ-functionality
52ceac3dc80cf31c05021289baed64af2eed5f6c (origin/feature-champ-functionality) LOL-18 LOL-19 added service and controller functionality, also added src tes
04322bdfbe4fa933a1a68156712efd7837c05813 LOL-17 added this jira tag as missed in last commit
0c450cd96dac498bb3dbbe3fe4b109724baf7dc9 LOL-15 LOL-16 added champion domain/dto functionality
a671dafb35909d7dca194aef96367785307d8362 (origin/main, origin/HEAD, main) LOL-15 created champ classes along with beanutils and appconfig
949a9ce8859640826e385f69d755d72fa2052387 LOL-5 jira test commit
a323c497dfc2759409621de33e088c5e54161f81 init commit
```

Champion DTO functionality

DATABASE FUNCTIONALITY/BACK...

LOL-17



Champion Service functionality

DATABASE FUNCTIONALITY/BACK...

LOL-18



Champion Controller functionality

DATABASE FUNCTIONALITY/BACK...















LOL-19



Testing

81.3% Line coverage in tests

57/57 Tests run successfully

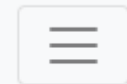
Element	Coverage	Covered Instructions	Missed Instructions	Total Instructions
▼ HobbyWebApplication	 95.4 %	3,408	164	3,572
▼ src/main/java	 81.3 %	714	164	878
> com.qa.persistence.domain	 63.2 %	266	155	421
> com.qa	37.5 %	3	5	8
> com.qa.service	 97.5 %	156	4	160
> com.qa.config	100.0 %	7	0	7
> com.qa.persistence.dto	 100.0 %	129	0	129
> com.qa.rest	 100.0 %	104	0	104
> com.qa.utils	 100.0 %	49	0	49
▼ src/test/java	 100.0 %	2,694	0	2,694
> com.qa	100.0 %	4	0	4
> com.qa.persistence.domain	 100.0 %	142	0	142
> com.qa.persistence.dto	 100.0 %	59	0	59
> com.qa.rest	 100.0 %	1,037	0	1,037
> com.qa.seleniumtest	 100.0 %	266	0	266
> com.qa.seleniumtest.pages	 100.0 %	243	0	243
> com.qa.service	 100.0 %	943	0	943

Issues

Lol Lore Viewer

Regions

Champions




User Stories

As a user I want to be able change and view champions in my system, so that I can update as new champions get added or reworked

 LOL-3

As a user I want to be able to change and view regions that champions come from, so that I can update them as the lore changes

 LOL-4

Website champ read functionality

WEBSITE FUNCTIONALITY

 LOL-26



Website region read functionality


WEBSITE FUNCTIONALITY

 LOL-33



Website champ create functionality

WEBSITE FUNCTIONALITY

 LOL-29



Sprint Review

- Managed to fully complete the project, including MVP, source control, jira, risk assessment, UML and ERD.
- Fully tested all of the project
- Less issues with Mockito
- Website is completely bare bones, functionality over aesthetics.
- minimal testing – didn't understand what domain functions I hadn't covered due to Lombok
- server kept breaking when running selenium

Sprint Retrospective

PROS

- Hit MVP
- Smart commits and tags
- Mockito wasn't a problem this time

CONS

- Project wouldn't update when used in line with VSCode.
- No extra features
- had a few project breaking bugs.
-

Conclusion

Reflection.

- Enjoyed learning the enterprise architecture model.
- Help was there when needed
- Surprised myself that I completed the project In time

Future Steps.

- integration with the riot API
- better looking website.
- more features for the user (search by champ role etc)

Thanks for listening.

Any Questions?

No one:
People who use the light
IDE theme:

