# **Design Report**:

## Description of site:

Unique considerations: GameSystems, PlayerCounts, Experience Required, Genre and items required to bring (Dice, cards, pencils ect)

I am going to develop and plan around a tabletop game night event organizer, this application will be for finding members, outlining what is required to join, highlighting and suggesting locations that rent out tables for play and helping users find new tabletop games to enjoy while making new friends. As part of this design the type of games and the tools required to play them will be unique from game system to game system. Additionally, whether the game will be beginner friendly or for veterans.

Types of events will include Dungeons and Dragons Nights (5<sup>th</sup>, 2024 revised, 3<sup>rd</sup> and 4<sup>th</sup> editions), Pathfinder Nights (1<sup>st</sup> and 2<sup>nd</sup> editions), Uno Nights (Online, basic ruleset, custom deck nights), Monopoly, Catan, Chess Tournaments, Magic the Gathering Tournaments and other TCG events.

#### Attributes of an event

- Game Type (board game, card game, role playing game)
- Game System (see above)
- Number of players (how many players are required by the game)
- Participating Players (How many players have currently signed up for the event
- Location/venue
  - Amenities at venue (Bathroom, music ect)
  - o Food at venue
- Parking
- Host Name / Organizer/ event owner
- What You Need to Bring (Pencils, paper, prepared cards, Food)
- An Event Status (Open, Inactive, sold out, or cancelled)
  - When an event is created it will be open
  - When editing an event, a host will have the option to cancel the event
  - The event will automatically become sold out or inactive depending on the time or tickets sold

The site will have one type of users

#### The user can:

- Browse Events
- Create comments on events
- Filter events by game

- Order events by post date
- Search for keywords
- Save events as favourite (For re-occurring event types)

A user has the following attributes which is obtained upon registration

- Name
- Email
- Password
- Phone

Events will be entered and paid for using a ticket system

Each ticket will have the following Attributes

- Ticket Number (Int)
- Ticket Owner (name)
- Ticket Paid

A comment has the following attributes

- Text Body
- UserName
- (Matched to eventId)
- Commented (maybe a combo of userld and evented. Although that limits someone to only one review/comment per event.)

Functional Requirements	Status
Create Events	
Create new Users	
Get and show Events	
Buy a ticket	
Post Comments on event	
Read Comments on event	

# Description of technology context (i.e. platform):

Half to one page. What are the advantages and disadvantages of this functionality being implemented as:

- a web application;
  - Accessibility from any compatible device at any location
  - Easy to make work across different browsers
  - o Can run small tasks on user side with JavaScript or python
  - o Stress placed on the server to maintain the website

A big strength that a website has over both PC and mobile, is that it doesn't require storage space for the user to enjoy its services. For many users dedicating space to a one-use app like an event management app may be seen as a complete waste of storage space.

- a native (e.g., iOS/Android) mobile application;
  - o More people have phones (Imed Bouchrika, 2021)
  - Mobile apps are more user friendly with their touch screens. As drag and drop is extremely intuitive. Especially because more people are already familiar with how to use a phone

Overall, the strength of a mobile platform is being able to reach more people, however that doesn't dictate if people would necessarily use it

a native (e.g., Windows/macOS) desktop application

More resources available to you

A unique strength of a PC application is being able to utilize more client-side resources to accomplish sophisticated tasks. However, due to the simplicity of the application and the above reasons, I doubt that this will be a critical factor in designing the application.

Ultimately, for an event management system, I believe that a website would be the most suitable platform to deploy to. It offers a wide range of accessibility, even with smart phones. While making the barrier to entry with using the new service, as low as possible.

User stories:

# 1) Title: Create events to find new players

**Story:** As an Game Night Host I want to Create an event for my weekly Dungeons and Dragons Night because I want to attract new players and make new friends

## **Acceptance Criteria:**

- Create and post event
- Update details of event
- Make the event re-occurring

# 2) Title: Find a group for a specific game

**Story**: As an Prospective Player I want to Browse all games for Pathfinder because I want to find a pathfinder table to play with

# **Acceptance Criteria:**

- Filter events by game
- Acquire a ticket for an event

# 3) Title: Leave a review

**Story**: As an Magic the Gathering Player I want to Post a review for my monthly tournament because I want to share my experiences and encourage new players to try out the hobby

#### **Acceptance Criteria:**

- Find previously attended events
- Post a comment on the event

### 4) Title: Check Drink Policy

**Story:** As an New Player I want to learn about the rules for an event because I want to know if drinking will be allowed.

#### **Acceptance Criteria:**

- See location that an event is being held at
- · Read through rules for the venue

# 5) Title: BYO food or buy

**Story:** As an Player who struggles with low blood suger I want to Know if I can buy food at the event because I need to know if I bring my own food for dietary requirements

#### Acceptance Criteria:

- Check a list of venue amentias
- Check a menu for the location for dietary requirements

## 6) Title: Joining friends table

**Story**: As an New User I want to Register a user account because my friend asked me to sign up for their game event

## **Acceptance Criteria:**

- Sign up, with username and password, as well as email and phone number
- Search for friend's event name
- Collect a ticket for event

# 7) Title: Check event time frame

**Story**: As an Busy Person I want to See when the event starts and end because I have work planned later that day and need to be able to finish in time for work

# **Acceptance Criteria:**

- Be able to see the start time of the event on the event page
- Be able to check itinerary of event, including planned breaks
- Be able to check the end time of the event on the event page

# 8) Title: Cancel Event

**Story**: As an Event Night Host I want to Cancel my event because I have come down with a flu and can no longer host

# **Acceptance Criteria:**

- Issue refunds
- Edit the event
- Click a cancel option on the event to change the event status to "cancelled"

# 9) Title: Update event details

**Story:** As an Experienced Game Master for Pathfinder I want to Edit my event to include additional players because I have decided I can now run more players and would enjoy the challenge

# **Acceptance Criteria:**

- Set Number of Players/Max Tickets for an event
- Edit event Page
- Edit the Set Number of Players/Max Tickets for an event
- Save changes

# **Conceptual Model:**

Through my stories I identified a need for events to be at the heart of my website.

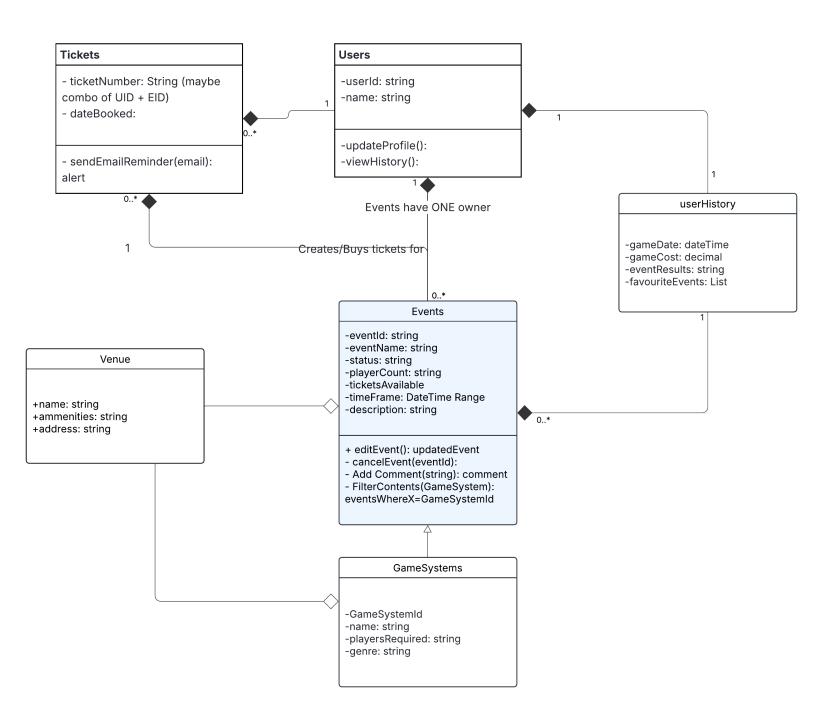
Events will have status, a name, an ID and a game type.

Each event will need to track the number of players required to play, so that those who are only interested in party games know what to expect from chess. As playercount will often be written with a hyphen or a similar symbol to signify the range of players, it would be most suitable to make playerCount a string

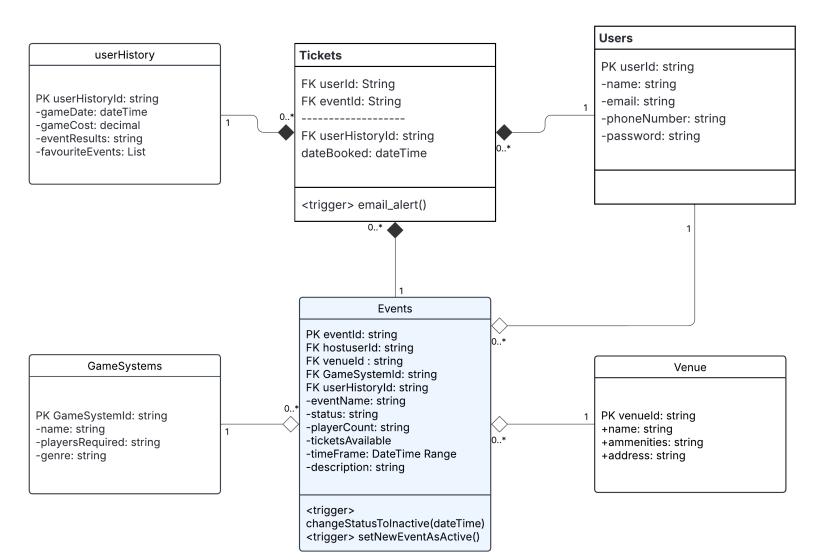
Looking more at our examples from above, we can create a list of expected functions to be included, starting with the obvious one, editing an event, as well as a function for Deleting/ Cancelling an event, and creating new events.

## Classes include the following:

- Events Facilitates listing events. Will allow for cancellation and editing of events.
- UserHistory Allows users to store and track their favorite events
- GameSystems as shown in User stories. Allows sorting of game system by various game system properties such as expected players or genre.
- Users Creates, hosts, and plays events.
- Venues Locations, facilities User stories like learning about location amenities or rules
- Tickets combining when a user partakes in a event



# Data Model:



# Appendices:

A **Use of Al Declaration** should be included in the appendices of this report. The Declaration will cover any use of Al for any part of this assignment (e.g. Part 2 - Front End Prototype too).

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# Appendix 1: Use of AI Declaration in

# **IAB207**

Section A:

I confirm that I did not use AI at all for my assignment.