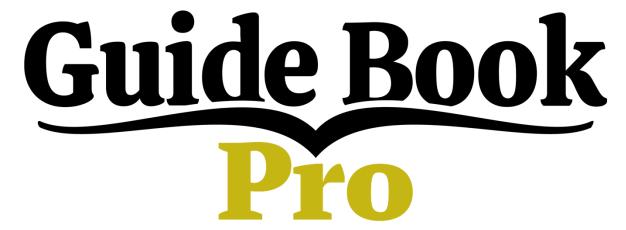
Iteration Five

CIS 320 - 02

Team: The Code Crusaders

Griffin Ford, Alex McIver, Rami Mohamed, Alex Allen, Jordan Neal, Jacob Palmer



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1. Class Diagram

1.2 Class Diagram Narrative

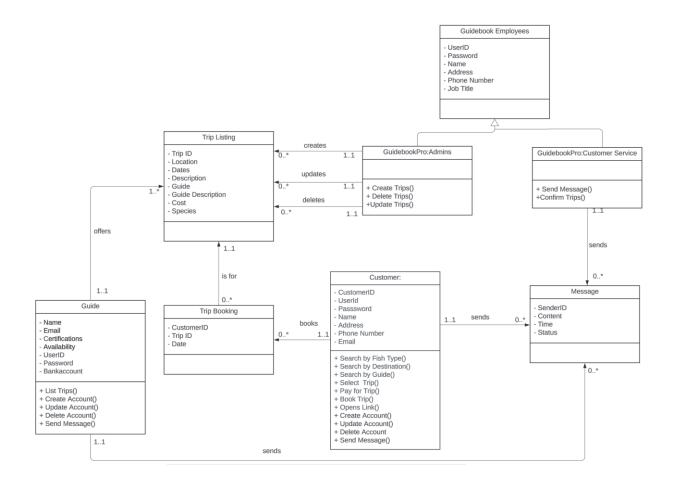
Explain the class diagram in terms the client would understand. Also, provide a brief narrative explaining how the diagram was derived using either: (1) CRC cards; (2) verb-noun analysis; or (3) prototype analysis.

Our class diagram breaks down and explains each of the objects that are going to involved in our database, as well as the relationships that each object will have with each other. We created this diagram by starting with all of the possible actors that could have a role to play in our database. To get our diagram to be in the third normalization form, which essentially helps us to reduce data duplication, anomalies, and improve the overall simplicity of our design, we created certain classes, such as Messages and TripBookings. Having these classes will help us keep things straight.

Each of our classes will have a list of attributes underneath them. These attributes will provide the user a description about each of the classes and how we have defined them. Some classes have more attributes than others, and this is normal due to the aforementioned process that we used in order to define our classes.

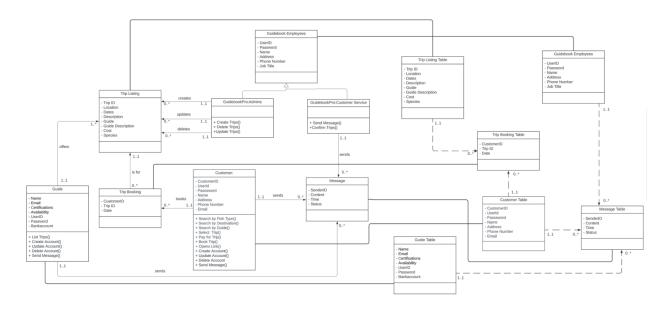
The relationships between classes are depicted by the lines that connect each class. The different numbers that are on either side of the line are examples of cardinality. This is the number of ways that one class can relate to another. For example, a guide can offer one or many trip listings, but a trip listing can only be offered by one guide. The 0 means none, the 1 means one, and the * means many. The verbs that are in the middle of each relationship line are how the actual classes are related.

1.3 Class Diagram



2. Database Design

2.1 Database Diagram



2.2 Database Narrative

Each class in our class diagram received a table in the database design. Each table stores important information that GuideBook wants to store about that particular class. The tables will also relate to each other. Each entry in the messages table will have a SenderID to connect it to whichever employee, customer, or guide sent the message. Many trip listings offer multiple dates. Therefore, they relate to multiple customers. Customers can, and should, book multiple trips. To resolve this many-to-many relationship, a trip booking table exists to hold each customer booking. Partial Dependency was not an issue as the only table with two primary keys was Trip Booking, whose only other attribute Date relates to both primary keys. Transitive Dependency was avoided when designing the class diagram.

2.3 Database Definitions

Trip Listings

| Attribute | Definition | Type | Size | Key |
|-------------|---------------------------------|--------|-----------|---------|
| TI. LD | TT ' '1 .'C' | т., | 41 4 | |
| Trip ID | Unique identifier for the trip. | Int | 4bytes | primary |
| Location | Trip Location | string | 4 bytes | No |
| Dates | Trip Date | dates | 3bytes | No |
| Description | Description of trip | String | 126 bytes | No |
| Guide | Trip Guide | string | 8bytes | No |
| Cost | Trip Price | Float | 255bytes | No |
| Species | Types of fish | string | 255bytes | No |

Trip Booking

| Attribute | Definition | Туре | Size | Key |
|--------------------|---------------------------------|--------|---------|------------------|
| Trip ID | Unique identifier for the trip. | Int | 4bytes | Primary, Foreign |
| Customer ID | Trip Location | string | 4 bytes | Primary, Foreign |
| Dates | Date of booking | dates | 3bytes | No |

Guidebook Pro Employees

| Attribute | Definition | Туре | Size | Key |
|--------------|---------------------|--------|---------|-------------|
| User ID | Employees User ID | Int | 4 bytes | Primary key |
| Password | Employes's password | string | 8 bytes | No |
| Name | Employees name | string | | No |
| Address | Employees address | Int | | No |
| Phone number | Employees number | Int | | No |
| Job title | Job title | string | | No |

Guide

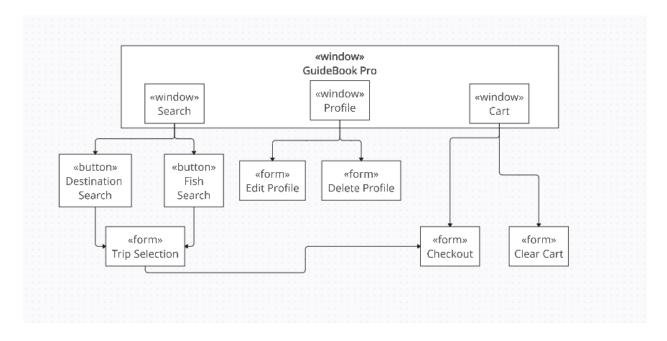
| Attribute | Definition | Туре | Size | Key |
|----------------|--------------------------|--------|-----------|---------|
| Name | Guide's name | string | 4bytes | No |
| Email | Guide's email | string | 8 bytes | No |
| Certifications | Guide's certifications. | string | 128 bytes | No |
| Description | Description of the Guide | string | 256 bytes | No |
| Availability | Guides Availability | string | 4 bytes | No |
| User ID | Guides user Id | string | 4 bytes | Primary |
| Bank account | Guides account | Int | 8bytes | No |

Customer

| Attribute | Definition | Type | Size | Key |
|-------------|--|--------|--------|---------|
| Customer id | Unique Identifier for the customer | Int | 4bytes | Primary |
| User ID | User ID | Int | 4bytes | No |
| password | Customers pass | String | 8bytes | No |
| Name | Customers name | String | 4bytes | No |
| Address | Address of customer | Int | 4bytes | No |
| Email | Email of customer | String | 8bytes | No |

3. User Interface Design

3.1 User Interface Navigation Diagram



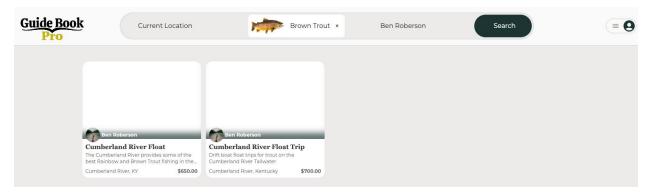
3.2 User Interface Diagram Narrative

Above is a Window Navigation Diagram. The diagram shows the system we would create for GuideBook Pro at its most basic level. It shows the basic components of the entire system, and the interactions that a potential user would have with the website, and the interactions that the website would have itself.

3.3 Screen Layouts

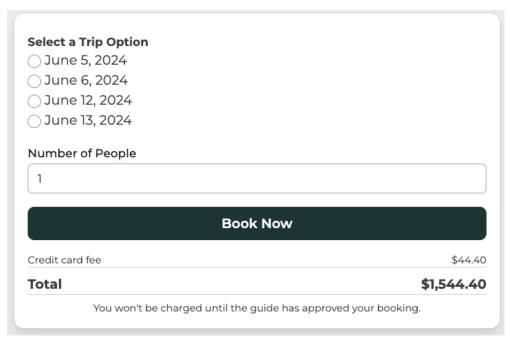
3.3A Search Screens/Forms

Search By Destination, Fish, and/or Guide



This search form allows the user to search for trips by location, fish species, and guide. The user can utilize any combination of search criteria to find their desired trip. Here, the user has searched for trips near their current location, for Brown Trout, with the guide Ben Roberson and has found two results.

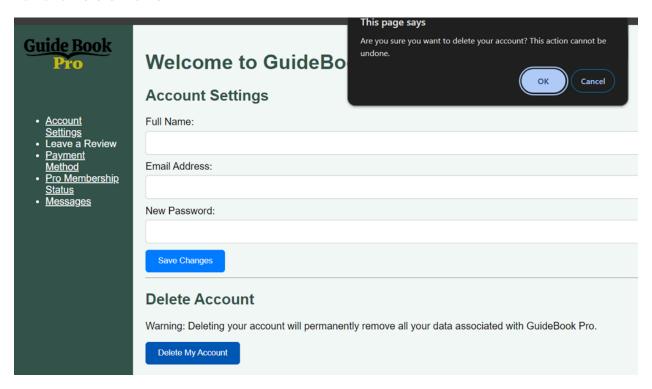
Trip Selection



This form, which is on each trip details page, allows the user to select the date of their trip and the number of people they wish to bring on the trip. They can see the full price of the trip and select the "Book Now" button to book their trip.

3.3B Profile Screens/Forms

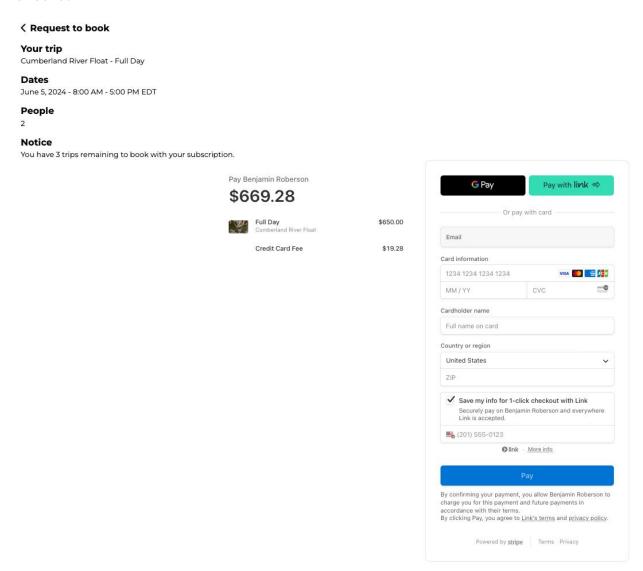
Edit and Delete Profile



This form allows the user to edit information about their account. On this particular form, the user can edit their name and email address and create a new password. This form also enables the user to delete their profile. In order to prevent accidental account deletion, a warning box appeared in the top right corner asking the user to confirm that they wish to delete their account.

3.3C Cart Screens/Forms

Checkout



This form allows the user to checkout with their selected trip by inserting their payment information. They are presented with all the information about their upcoming trip. In addition, they are given a notice about how many trips they have remaining to book with their GuideBook Pro subscription.

4. Gantt Chart

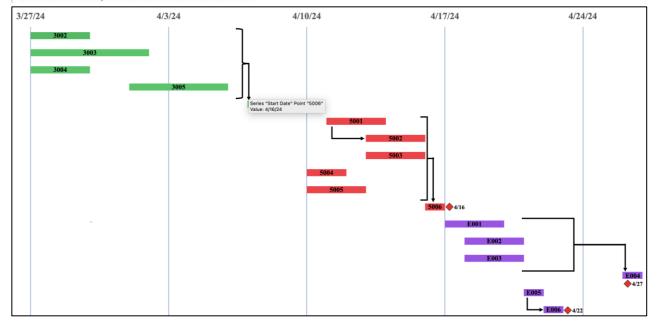
4.1 Gantt Chart Diagram

• Excel Spreadsheet Link

| Grouping | Task ID | Task Name | Start Date | End Date | Duration (days) | Task Responsibility* | Dependencies |
|---------------------------------------|---------|---|------------|-----------------|-----------------|---|--------------|
| 13 | 3002 | Update document with Inception Phase Feedback | 3/27/24 | 3/29/24 | 3 | All | n/a |
| | 3003 | Use Case Diagram | 3/27/24 | 4/1/24 | 6 | All | n/a |
| | 3004 | Updated Gantt Chart | 3/27/24 | 3/29/24 | 3 | Alex McIver | n/a |
| | 3005 | Use Case Prototype, Version 1 | 4/1/24 | 4/5/24 | 5 | All | n/a |
| | 3006 | Finalize, Review, and Submit I3 Documentation | 4/7/24 | 4/7/24 | 1 | Jacob Palmer | 3002-3005 |
| | 5001 | Create Class Diagram | 4/11/24 | 4/13/24 | 3 | Alex McIver, Romdan Mohamed, Griffin Ford | n/a |
| 15 | 5002 | Database Design and Data Definitions | 4/13/24 | 4/15/24 | 3 | Alex McIver, Romdan Mohamed, Griffin Ford | 5001 |
| | 5003 | User Interface Navigation Diagram and Screen Layouts | 4/13/24 | 4/15/24 | 3 | Griffin Ford, Alex McIver | n/a |
| | 5004 | Updated Gantt Chart | 4/10/24 | 4/11/24 | 2 | Alex McIver | n/a |
| | 5005 | Use Interface Prototype (All Use Cases) | 4/10/24 | 4/12/24 | 3 | All | n/a |
| | 5006 | Review and Submit I5 Document | 4/16/24 | 4/16/24 | 1 | Jacob Palmer | 5001-5005 |
| Elaboration Phase Specification | E001 | Update and Assemble Work from Various Iterations | 4/17/24 | 4/19/24 | 3 | All/TBD | I1-I5 |
| | E002 | Physical Architecture Design | 4/18/24 | 4/20/24 | 3 | All/TBD | n/a |
| | E003 | Design Procedures for Security Concerns and Non- functional Requirements | 4/18/24 | 4/20/24 | 3 | All/TBD | n/a |
| | E004 | Review and Submit Elaboration Phase Document | 4/26/24 | 4/27/24 | 2 | Jacob Palmer | E001-E003 |
| | E005 | Create and Submit Elaboration Phase Presentation | 4/21/24 | 4/21/24 | 1 | All | n/a |
| | E006 | Deliver Elaboration Phase Presentation | 4/22/24 | 4/22/24 | 1 | All | E005 |

Indicates Course-Defined Due Dates

* Other Team Members May Assist on These Tasks As Needed and Available



4.2 Gantt Chart Narrative

This Gantt Chart allows our team to organize the tasks required to complete iteration two, the inception phase, and iteration three. It allows us to view the duration of each task and the task(s) that must be completed before another task can be completed. As diagramed above, we have outlined the following tasks:

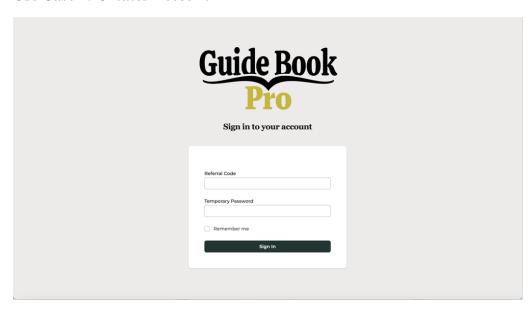
 3002~Update document with Inception Phase Feedback: Update work items as needed based on feedback.

- 3003~Use Case Diagram: Using our work from assignment three, combining our use case diagrams into an iteration three document.
- 3004 Updated Gantt Chart: Updating the Gantt Chart.
- 3005~Use Case Prototype, Version 1: Using our work from assignment three, combining our high-risk use case prototypes into the iteration three document.
- 3006~Finalize, Review, and Submit I3 Documentation: Reviewing and finalizing our iteration three document and submitting it.
- 5001~Create Class Diagram: Utilizing our assignment three documents, create a collective class diagram for all problem domain classes.
- 5002~Database Design and Data Definitions: Creating a data storage class diagram and defining and describing the data attributes.
- 5003~User Interface Navigation Diagram and Screen Layouts: Creating a Window Navigation Diagram and Screen Layouts for data capture and data presentation.
- 5004~Updated Gantt Chart: Updating the Gantt Chart to include work from iteration three to the Elaboration Phase.
- 5005~Use Interface Prototype (All Use Cases): Using our work from assignment three, combining our use case prototypes into the iteration five document.
- 5006~Review and Submit I5 Document: Reviewing and finalizing our iteration five document and submitting it.
- E001~Update and Assemble Work from Various Iterations: Updating, as needed, the
 system requirements, use case diagrams, trace matrix, use cases, sequence diagrams, class
 diagram(s), database design and data definitions, user interface navigation diagram and
 screen layouts, Gantt chart, and use case prototypes from the previous iterations and
 compiling them into the Elaboration Phase Specification document.
- E002~Physical Architecture Design: Diagraming a deployment of the system's architecture.
- E003~Design Procedures for Security Concerns and Non-functional Requirements:
 Detailing the procedures to address non-functional requirements with a focus on security.
- E004~Review and Submit Elaboration Phase Document: Reviewing and finalizing our iteration Elaboration Phase Specification document and submitting it.

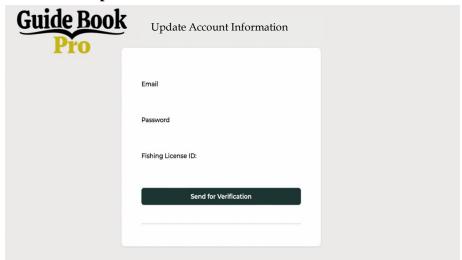
- E005~Create and Submit Elaboration Phase Presentation: Preparing a final client presentation based on our work over the semester.
- E006~Deliver Elaboration Phase Presentation: Presenting our final presentation to the Ben Roberson and Stuart Jordan, our GuideBook clients.

5. User Interface Prototypes

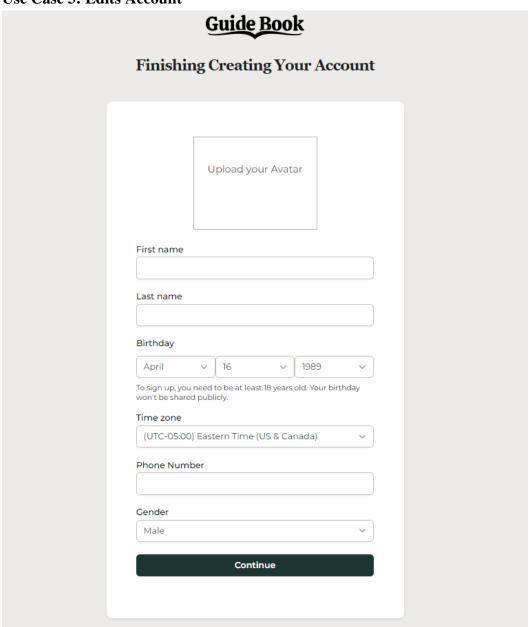
Use Case 1: Creates Account



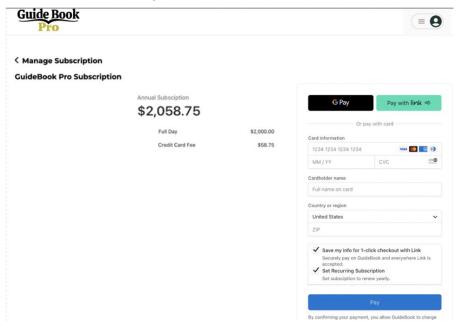
Use Case 2: Updates Account



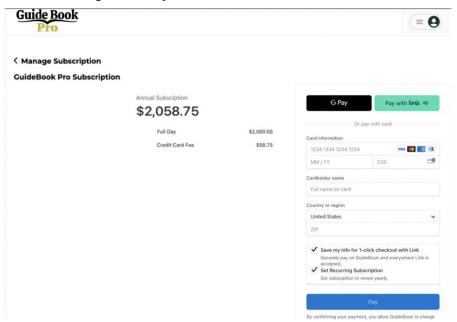
Use Case 3: Edits Account



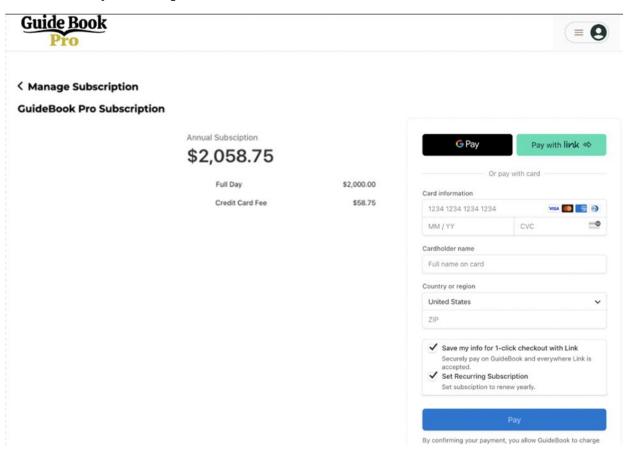
Use Case 4: Enters Payment



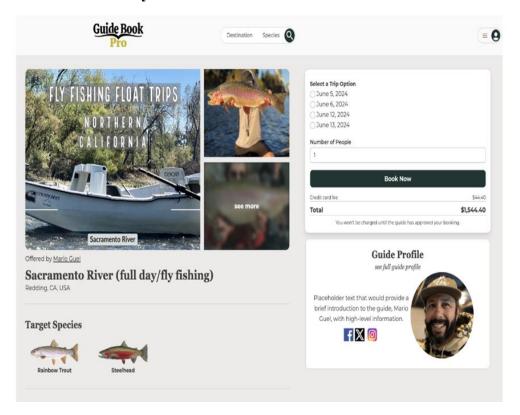
Use Case 5: Updates Payment



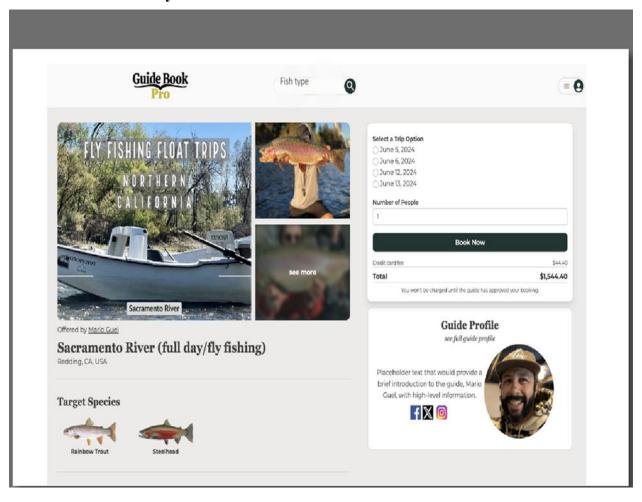
Use Case 6: Pays Subscription



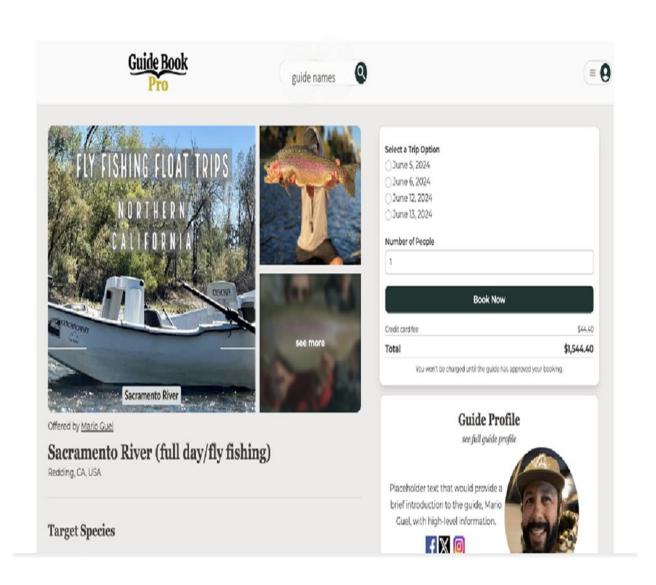
Use Case 7: Searches by Destination



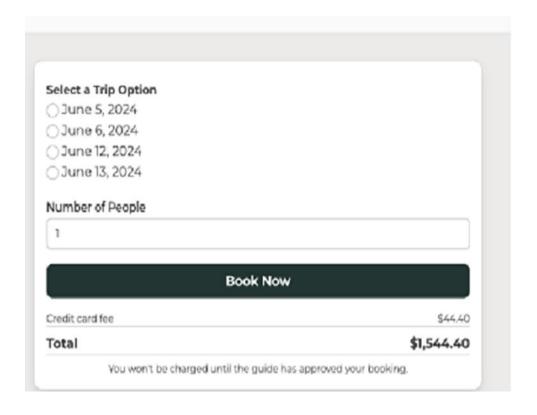
Use Case 8: Searches by Fish



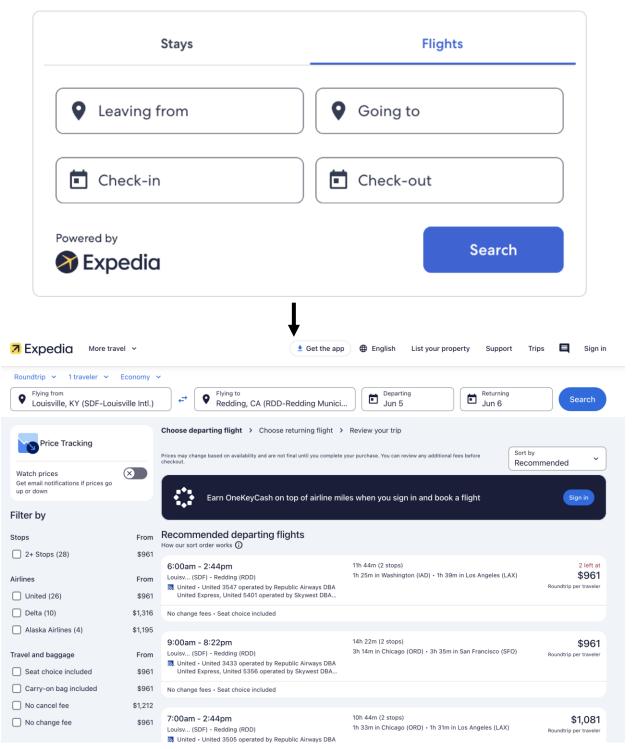
Use Case 9: Searches by Guide



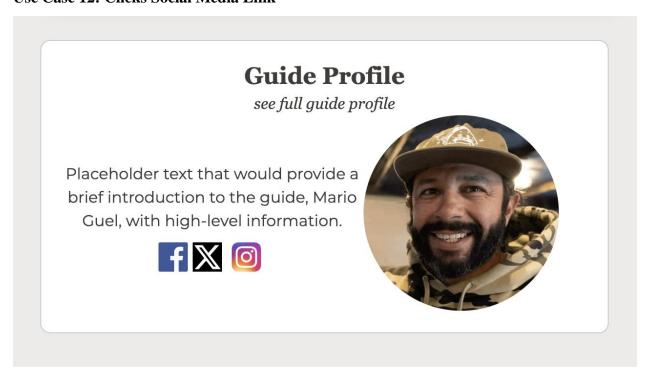
Use Case 10: Selects/Books Trip

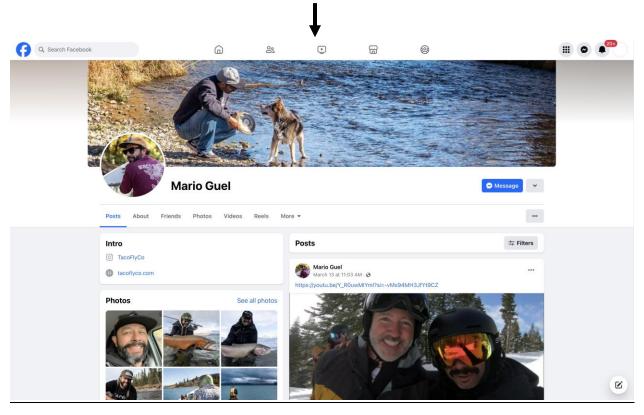


Use Case 11: Clicks Travel Link

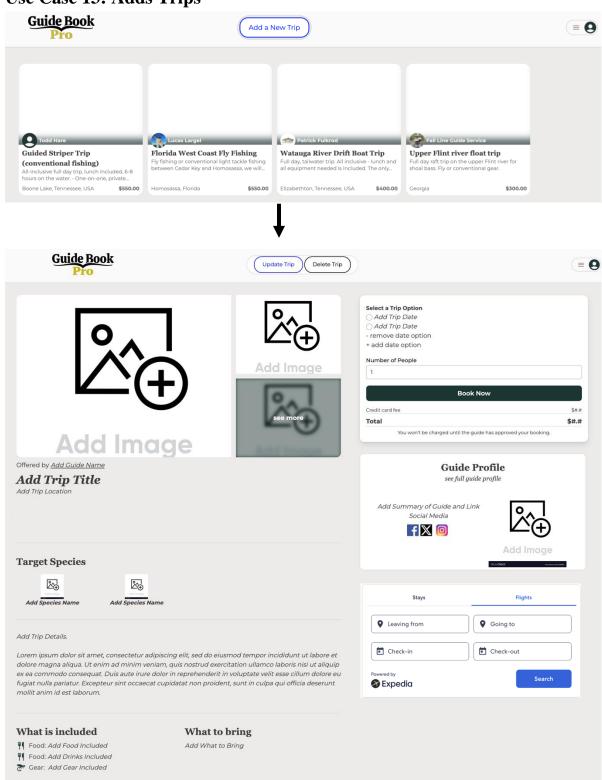


Use Case 12: Clicks Social Media Link

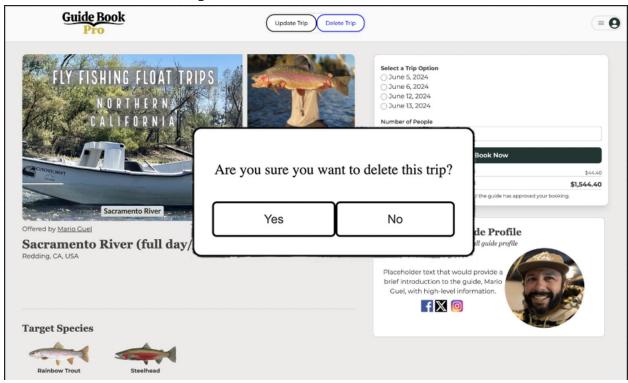




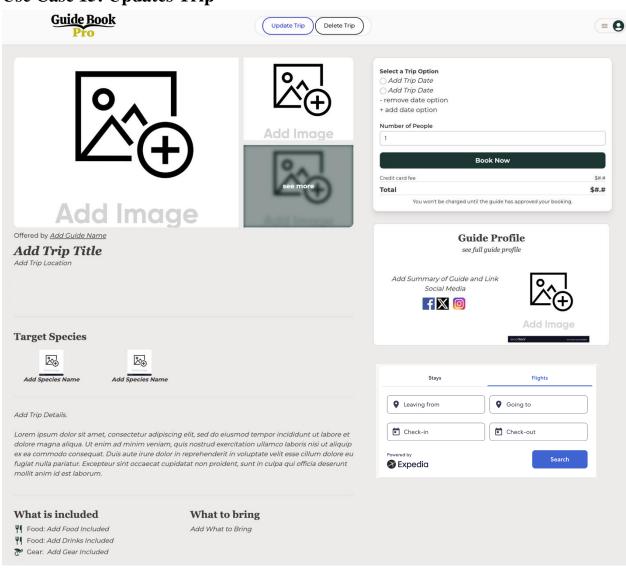
Use Case 13: Adds Trips



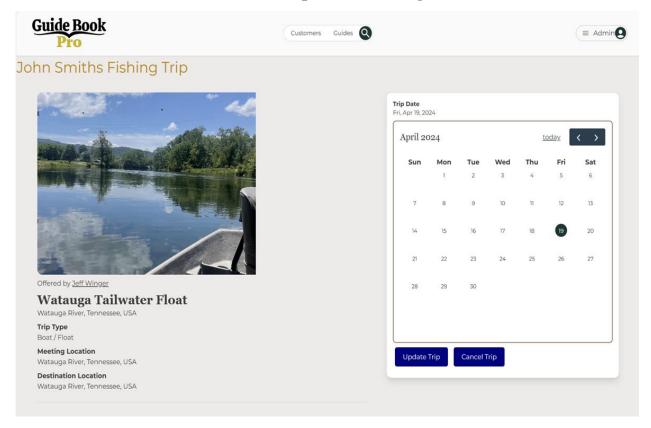
Use Case 14: Deletes Trips



Use Case 15: Updates Trip



Use Cases 16 and 20: Cancels and Updates Booking



Use Case 17: Sends Confirmation Email

GuideBook Pro Trip Confirmation





Trip Confirmation

Hello John Smith,

This email is to confirm your fishing trip with Jeff Winger on the Watauga River in Tennessee. This trip has been scheduled for April 19-21 of 2024. Below is your trip confirmation email that you can send to any GuideBook employee if you need to change anything about the scheduling of this trip.

Confirmation Number: 365789250

You can also contact the guide through your trips page using the GuideBook Pro Website.

Thank you for choosing GuideBook Pro,

The GuideBook Team

Year In Review Email





Your Trips (Information below places describes what was caught and with what guide)

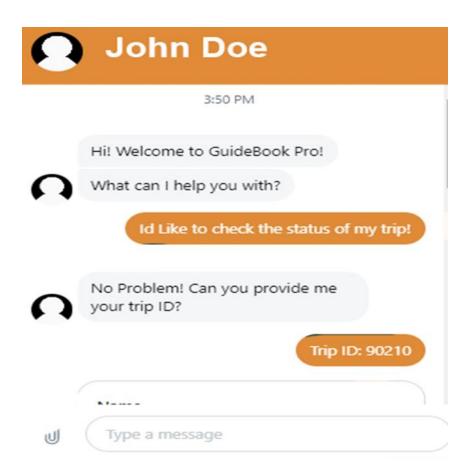
California

Lorem josum dolor sit amet, consectetur adjuscing elit, sed do eiusmod tempori incididunt ut labore et dolore magna aliqua. Sit amet punus gravida quis blandit turpis.

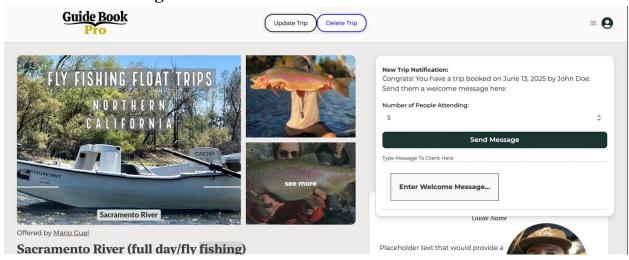
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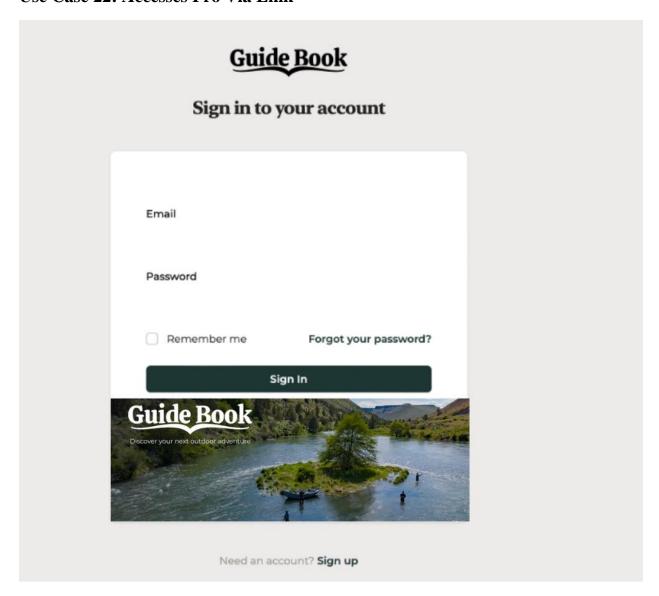




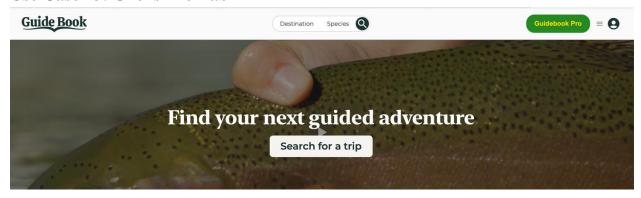
Use Case 21: Messages Client



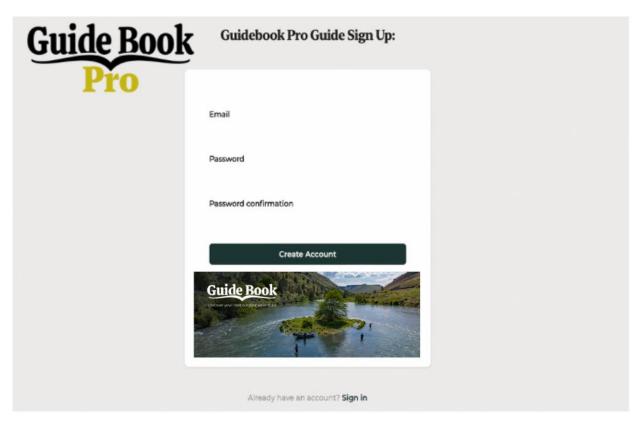
Use Case 22: Accesses Pro Via Link



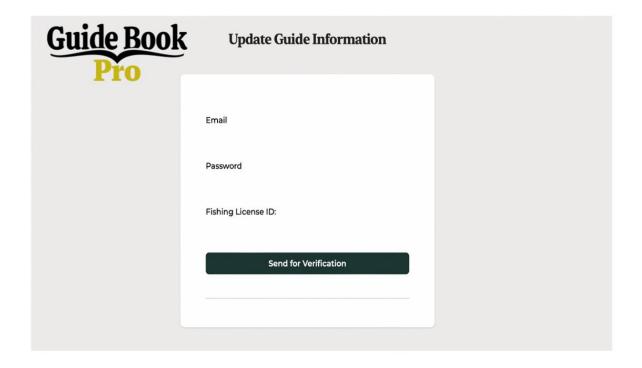
Use Case 23: Clicks Pro Tab



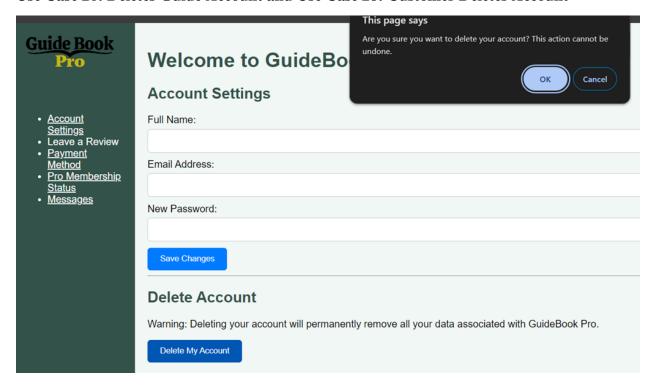
Use Case 24: Creates Guide Account



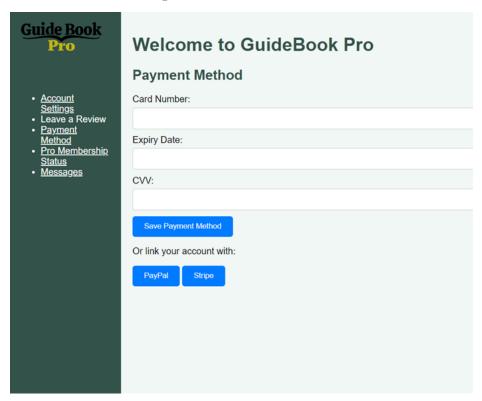
Use Case 25: Updates Guide Account



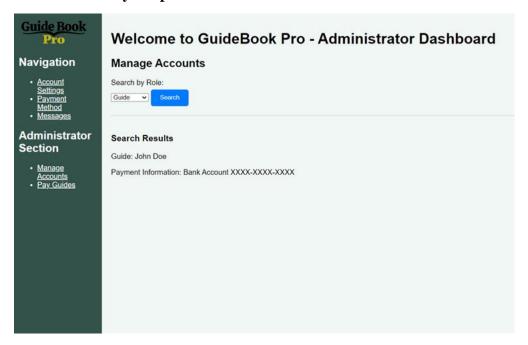
Use Case 26: Deletes Guide Account and Use Case 28: Customer Deletes Account



Use Case 27: Guide Inputs Bank Info



Use Case 29: Pays Deposit



Use Case 30: Shares Experience

