Online Sports Shop Documentation

Stage 1

Requirements for stage 1 and 2

List the requirements for stage 1 and 2. i.e. What needs to be implemented

A Online-Shop is required for the public/Customers to browse the products and add them to a shopping cart. Staff will need to be able to login and manage the products for the website

- Home Page with design given for desktop and mobile
- Contact Us
- View all Products and filter by featured, category
- View a signal product and able to add to cart
- View cart and checkout
- Staff login
- Staff able to manage categories and products (Once Login)

Languages and technology

List the languages and technology you will use to complete this project

Client-Side – HTML, CSS, JavaScript and jQuery
Server-Side – PHP
Database – MySQL

Sections of the website requiring server-side code

List the parts in the project that require PHP code

- Contact-page submitting the form
- Rendering products and categories in every page require it
- Searching for a product
- Staff Login, Logout and Authorize
- Create, read, update and delete (CRUD) for categories and Products

Sections of the website requiring client-side code

List the parts in the project that require JavaScript/jQuery code

- Side-Show
- Toggle Menu button for mobile phones
- Animations

Describe the benefits of using object-oriented programming

Include the objects you have created and how they benefit your project

It's Reuse and Recycled Code, objects are created for dividing up an application. So, it can easily be reused in other part of the application. There is less time in software maintenance and updates to the development time and testing.

This will benefit the project in the long run and needing changes made will allow quicker time in development and testing. E.G. All the code for a products and categories will be in its own object.

List 5 browsers that could be used to test the website

List 5 browsers and discuss the importance of testing in a variety of browsers and devices.

- Google Chrome – Very popular and cross platform browser
- Microsoft Edge – Default browser on Windows 10
- Apple Safari – Default browser on Mac OS and IOS
- Mozilla Firefox – A other popular and cross platform browser
- Microsoft IE (Internet Explorer) – Default browser in old version of Windows

These browsers are very important to test on for mobile and desktop devices. Because these browser are on the most common operating system, that we use in our day-by-day lifes.

Stage 2

Discus the principles of analysis and design

Describe the principles of analysis and design – in particular how this can benefit the project. What analysis and design have you implemented.

It the process of planning and identifying the business rules and requirements, to implement changes and new systems. Using methodologies such as Waterfall, Agile and others, to give rules and development guide lines.

Describe how you would communicate with the client throughout this project.

Project initiation

Rationale for the project

Why the project is being undertaken. This defines the business need—it's simply a paragraph or two that describes the opportunity for the project.

Sports Warehouse requires a new shopping website (system) to sell their products online. Customer need to be able to view products, add to cart and check out. Staff need to be able to login and logout of the site, also to add and modify products.

Project objective

List what the project is trying to achieve

The purpose is:

- Customer able send emails to SW through Contact-page
- View featured products in Home-page
- View products under an category
- Customer can search for a product
- Staff able to login and logout
- Staff able add and modify categories and products once login
- Website need to be responsive for desktop and mobile phones

Deliverables

What will be created along the way including documentation, wireframes etc not just the finished application. This should list everything you will show the client

The Deliverables are:

Stage 1 – Homepage layout and featured products (fixed), Contactpage layout with sending emails and Part 1 of Documentation.

Stage 2 – Implementing feedback from stage 1, Displaying products and categories from database, browsing and searching for products and Part 2 of Documentation.

Stage 3 – Implementing feedback from stage 2, able to add/remove product from cart, check out with gathering customer data, make payment from credit card and Part 3 of Documentation

Timeframe

This project will be finish at the end of June, of a timeframe of 10 weeks. Allocated 2 day a week, with extended hours available if requested.
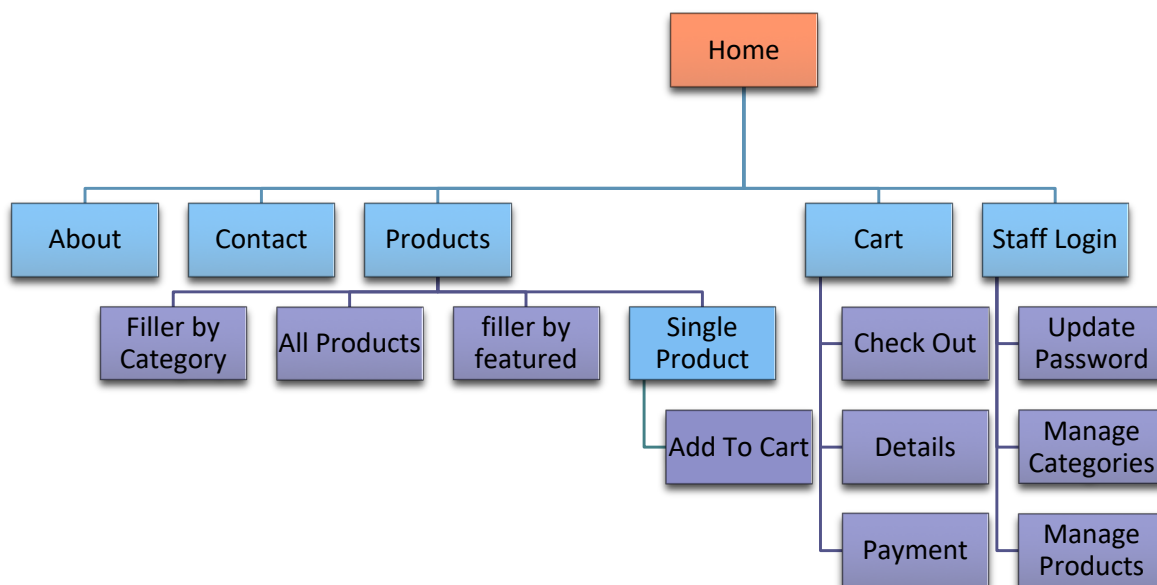
The team

Stakeholders:
- **Management:** Ralph Jones, Sabrina Benson, Gary Andrews, Laura Dannis and John Peters
- **Users:** Ralph Jones, Sabrina Benson, Gary Andrews, Laura Dannis, John Peters and 5 Coordinators
- **End-users:** 5 Coordinators and 100 Contractors

Sitemap

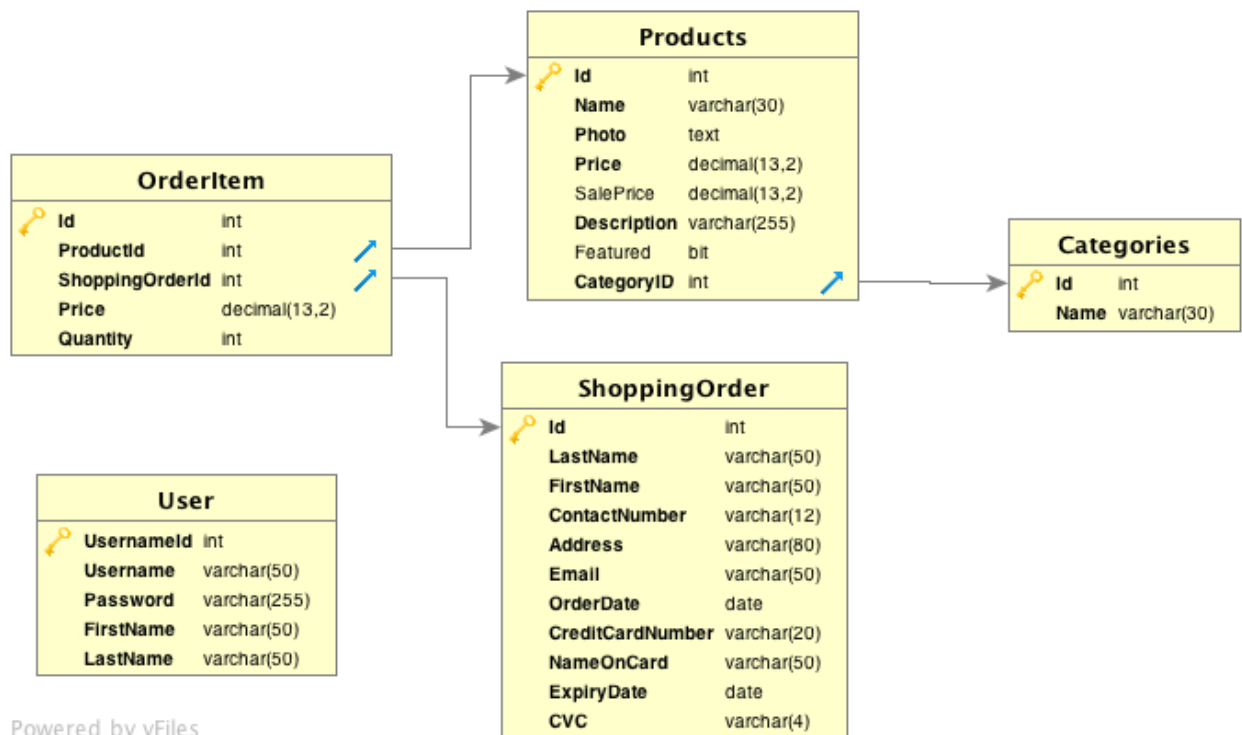Sitemap for the website including stage 1, 2 and 3

Wireframes

Link to your wireframes (remember this is for stage 3 only, you do not need to create the wireframes for stage 1 or stage 2)

Stage 3

Entity Relationship Diagrams

Powered by yFiles

Introduction

Resources needed for a safe workplace

Responsibilities of staff

Keeping everyone involved

Identifying Hazards

Assessing Risks

Controlling Risks

Web Programming Concepts

Authentication and Web Security

Authentication – Is the process of checking and authorizing someone that they said to be. By checking the user credentials data match the some in the database.

Web Security – Is the process of securing confidential data stored online from unauthorized access and modification.

An example is user data like bank details and other personal information, or admin pages for managing the website data.

The Hypertext Transfer Protocol (HTTP)

HTTP – Is the protocol used to transfer data over the web. It is part of the internet protocol that used for transmitting webpages over the web. There is also HTTPS which extension of the HTTP for secure data transmissions.

Session Management

Session Management – Is the process of securing multiple requests to a service from the same user or entity. In many cases, a session is initialized by authenticating a user or entity with factors such as a password. Once the user is authenticated, subsequent requests authenticate the session as opposed to the user themselves.

Stateless Programming

Stateless Programming – Is the paradigm in which the functions, methods and procedures you implement are not sensitive to the state of the computation. This mean the application program keeps no information about the preceding events in a given sequence of interactions with a user with the web application. It offers the advantages that it can simplify programming and that it can reduce network traffic.