**PROGETTO ISPW**

**ANNO 2021/2022**

**Italian Ballerz**

1. **Introduction** 
   1. Aim of the document
      1. Overview of the defined system
      2. Operational settings
      3. Related systems (at least 2), Pros and Cons.
   2. User Stories (3 per member)
   3. Functional Requirements (3 per member)
   4. Use Cases: Overview Diagram (1)
2. **Storyboards** 
   1. 2 screens per member, covering all the functionalities described in SRS, developed using Draw.io or similar
3. **Design** 
   1. Class diagram:
      1. 1 VOPC per member.(analysis)
      2. 1 design-level diagram per member (e.g. that includes patterns, or specific solutions that improve the engineering level of the system)
   2. Design patterns: 1 different pattern per member. Possibly try to apply the pattern within the context of the project.
   3. Activity diagram: 1 per member.
   4. Sequence diagram: 1 per member.
   5. State diagram: 1 per member.
4. **Testing** 
   1. Develop at least 3 test cases per person. In each test (class) file, please report (via Java comments) the name of the person in charge.
   2. 1 Selenium test via GUI per member.
   3. 1 Selenium test via API per member.
5. **Code** 
   1. Similar functionality implemented as Desktop (JavaFX) + DB or File System.
   2. Exceptions: at least 2 per member (do not just catch and back-propagate the exceptions, but properly handle them. Possibly define your own error logic by means of exceptions)
   3. Be able to show that Svn(or Git) + SonarCloud is correctly installed in one of your computer and it is able to analyze your project for rule violations. No rule must be violated.
6. **Analytics**

6.1 Provide a Proces Control Chart as explained in the slides.

1. **Video**

7.1 A 1 to 2 minutes recorded video of the developed system performing the expected functionalities.

1. **Introduction**

1.1 Aim of the document

Lo scopo di questo documento è quello di esplicitare i vari passi della progettazione nella realizzazione del software Italian Ballerz, come progetto per l’esame di Ingegneria del software.

* + 1. Overview of the defined system

Il software realizzato si occupa della gestione delle prenotazioni per campi da basket.

* + 1. Operational settings

Utilizzo di java, javaFX, scene builder e fxml.

* + 1. Related systems

App correlate CourtFinder e In a pickle

* 1. User stories
* **As a user, I want to search for basketball court next to me, so that I can play with other people.**
* **As a registered user, I want to track my basketball statistics when I play, so that I can see if I’m improving or not.**
* **As a user, I want to inform when I play in a specific court, so that everyone could know if the court is not empty and join me.**
* As a user, I want to review a court, so that everyone knows which court is better.
* As a registered user, I want to log in, so that I can enter my profile.
* As a not so skilled basketball player user, I want to find other players at my same level, so that I will have fun while playing.
  1. Functional requirements

- **The system shall provide a list and a map on which are located the basketball courts in a range of choice.**

- **The system shall provide a log in/registration using an email, a password and a nickname.**

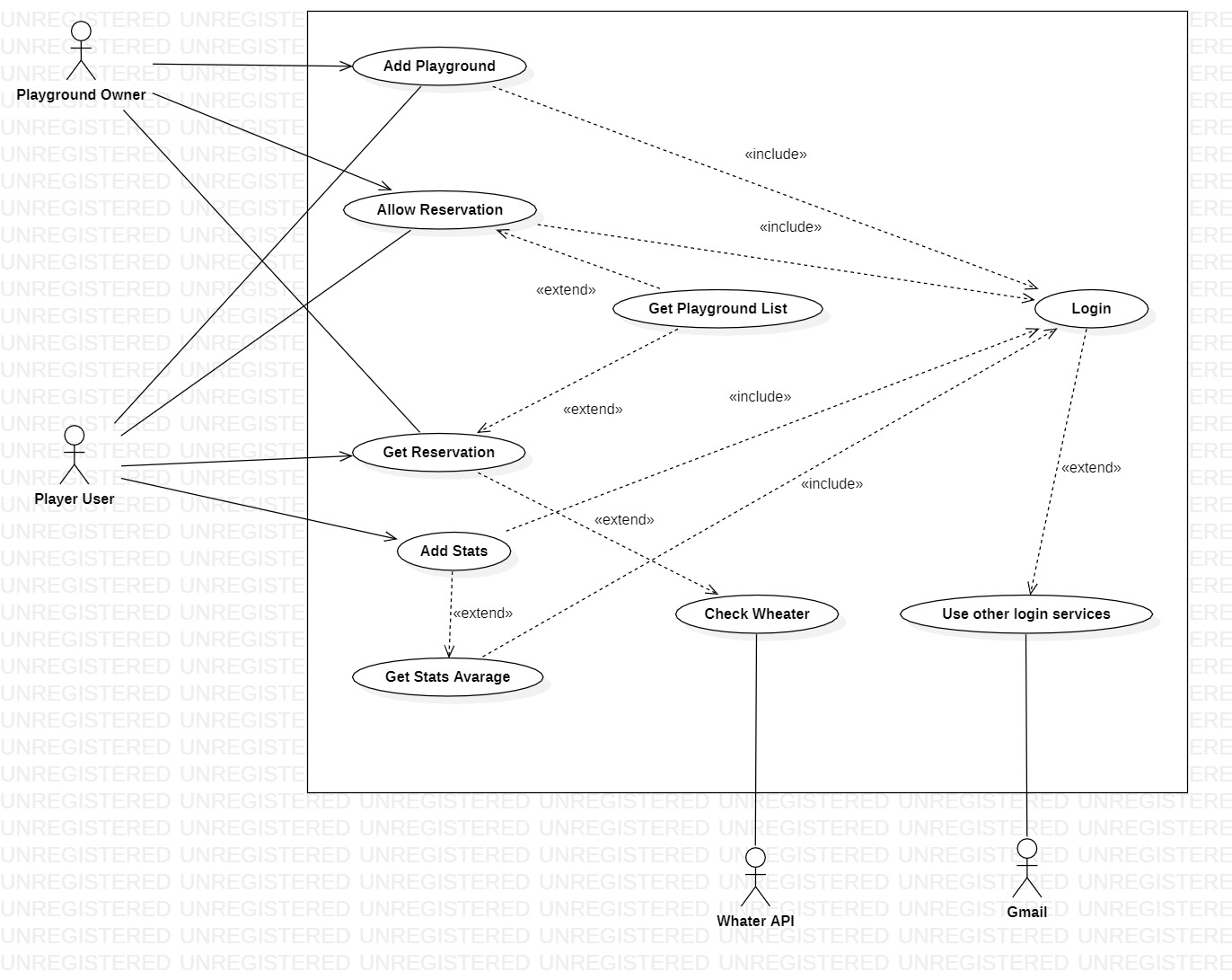
- **The system shall provide an interface to insert the statistics of a registered user:**

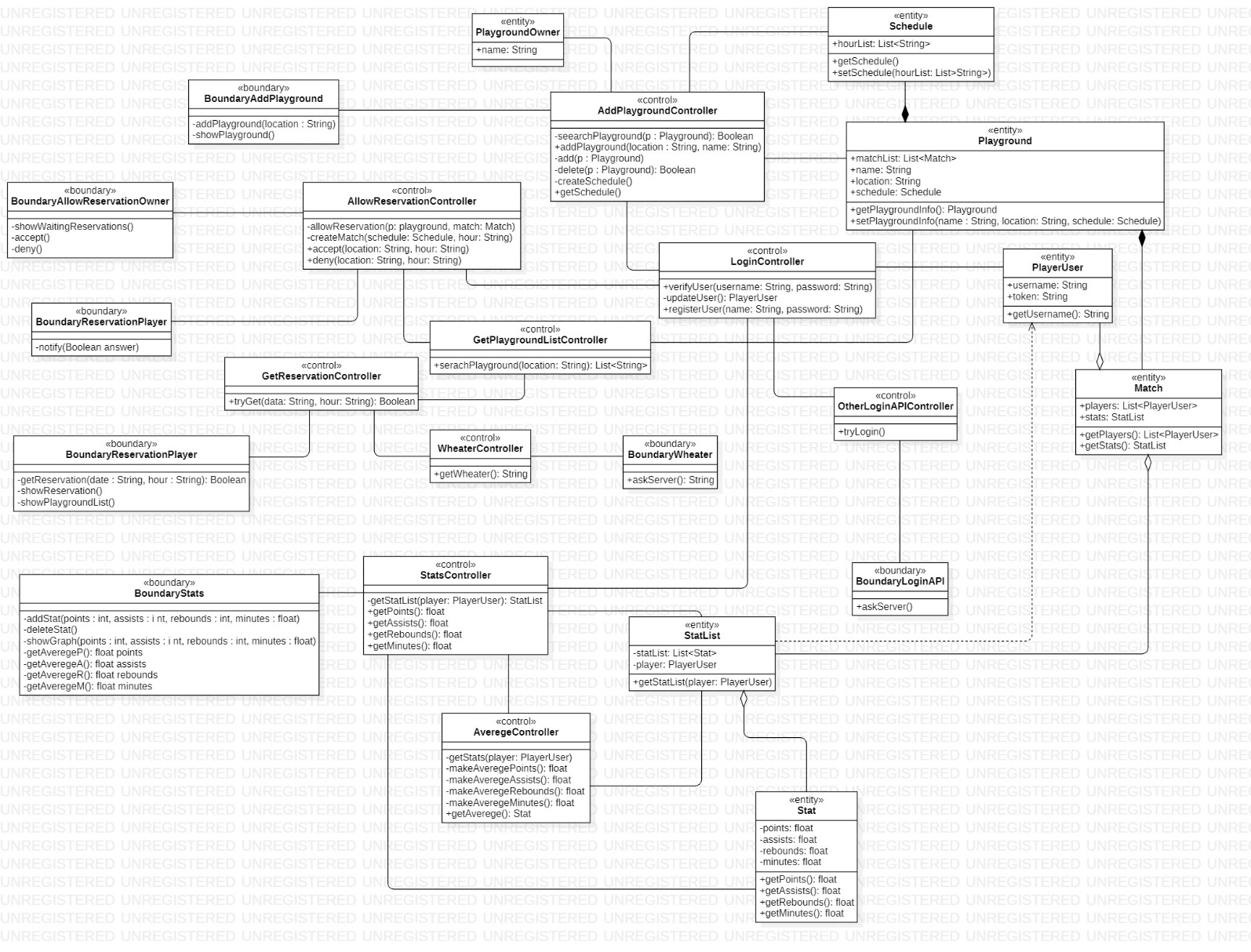
* 1. **Points**
  2. **Rebounds**
  3. **Assists**
  4. **Minutes**

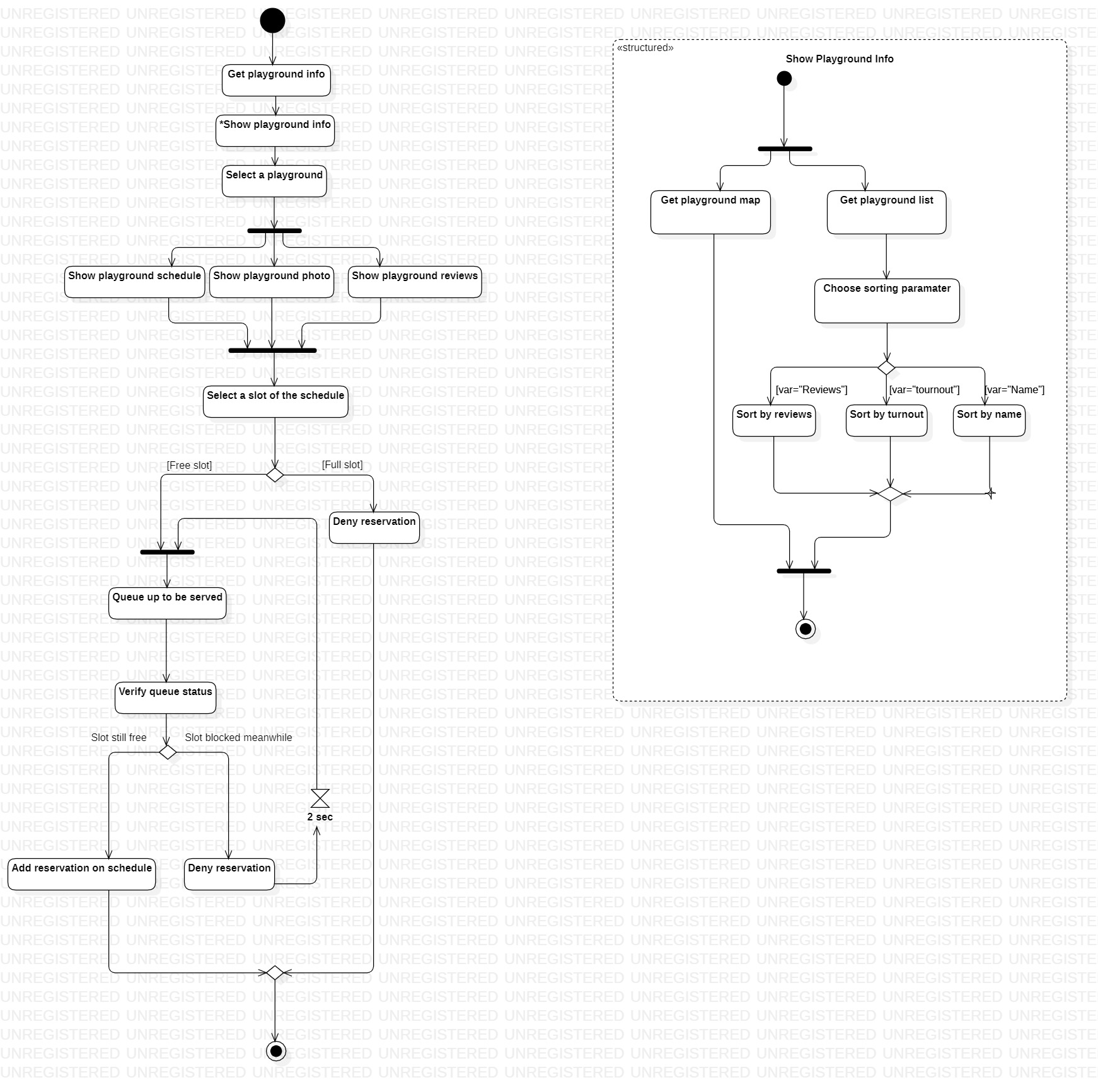
- The system shall provide rated reviews, using a rating scale based stars, from 1 star up to 5.

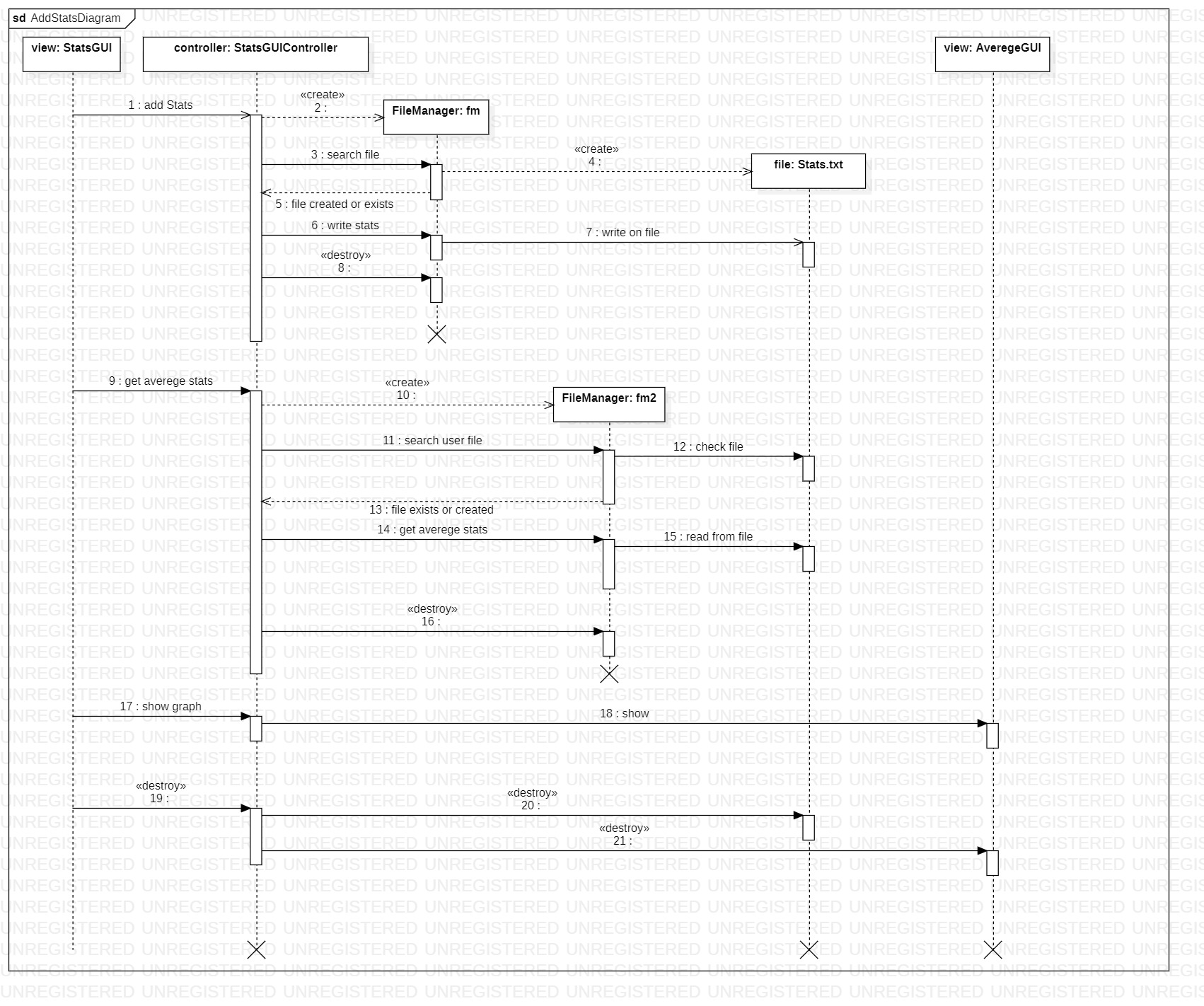
- The system shall provide a schedule for each registered court to be shown to both registered and guest users.

1.4 Use case overview diagram



1. **Storyboard**
2. **Design**
   1. Class diagram
      1. VOPC (BCE class diagram)
      2. Design-level diagram (MVC diagram)
   2. Design pattern
   3. Activity diagram



* 1. Sequence diagram
  2. State diagram