Summary of Documentation

xConnect v1.6

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# Introduction

The following document describes the scope and purpose of the documentation provided as part of the The xConnect v1.0 Magic Kingdom Pilot.

## Definitions

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| **Term** | **Definition** |
| xConnect | Code, scripts, APIs, and database schemas which comprise the unifying messaging, management, and reporting software which ties the hardware together into a coherent solution |
| xBand | RFID device worn by Guests |
| xTP | Experience TouchPoint, a Disney-themed short range RFID reader or “tap” device |
| DAP | Disney Access Portal, an xTP configured with a biometric reader |
| xBR | Long range RFID reader with uni- or omni-directional antennae |
| xBRC | xBand Reader Controller which manages xBRs, xTPs, and DAP devices |
| xBRMS | xBand Reader Management System code and database which stores operational data and manages xBRCs and unassigned readers |
| IDMS | Code and database storing Guest and xBand information |
| xBMS | xBand Management System code and database, which is the system of record for media, i.e. cards and bands, and the association between media and Guests via link ID architecture. |
| SF-OV | Strategic Functionality and One View. |

# Overview

This xConnect documentation will help users understand how to install, use, and support the xConnect applications / components. There are seven primary categories of documents being delivered in conjunction with the pilot, including the following;

1. Architecture and Design
2. Interface Control Document (ICD)
3. Installation Manual
4. User Manual
5. Troubleshooting Guide
6. Test Plans
7. Sequence and Block Diagrams

# Architecture and Design

The architecture and design documents delivered in conjunction with the pilot explain in detail the assumptions about a particular need, certain tradeoffs that were considered in the design of the technology, and some of the risks and constraints. From there, the architecture documents detail at a high level what the technology (hardware or software) will do and how it will fit in with other pieces of technology in the overall ecosystem.

# Interface Control Document

None of the technology in the system works by itself, and as such, documentation was created for each piece of technology to explain how the technology interfaces with other technologies, and how to interface with that technology. In some cases, other systems that are not core to the solution may need to get information from a system in the solution, and this documentation provides the specifics on how they would go about getting this information.

# Installation and User’s Manual

The installation manual for each component provides instructions to successfully install and set up the product. From there, the documents provide the specifics of how to install the product.

# User Manual

The user manual for each component provides instructions on proper use and function for each component once it has been properly installed.

# Troubleshooting Guide

The troubleshooting guides are intended to help the people responsible for supporting the products. Every technology, at some point, will behave in a way that is different from expectations or requirements, and the troubleshooting guides are intended to simplify the process of supporting these products.

# Test Plans

For the weeks and months leading up to the Pilot, the xConnect hardware and software went through extensive testing to be sure each component would perform correctly and support the anticipated volume of use. One reason for including the test plans in the documentation is to inform people about the specifics of the various tests of each piece of hardware and software involved with the Pilot. The other important reason for sharing these test plans is that as future rollouts are planned, the team will need to work more closely with Disney personnel to ensure that the technology meets or exceeds testing and performance requirements to be put into a production network. These documents will help them see where additional work, or testing, is needed.

# Sequence and Block Diagrams

The sequence and block diagrams illustrate what the system does, end-to-end, in terms of what hardware and software are involved in “happy path” interactions with the technology where everything goes smoothly. These diagrams also highlight what the system is expected to do in non-happy path interactions. The happy path for a Guest with a card at the entry of an attraction is to tap the xTP and get a green light and proceed to the merge point. A non-happy path example would be the case of a Guest not having an entitlement for the attraction at the time they tap, resulting in a blue light on the xTP and a cast interaction. In all cases, there is interaction with hardware and a variety of elements of the software, and the sequence and block diagrams illustrate those interactions.

# List of Documents