

第 48 屆全國技能競賽暨
第 45 屆國際技能競賽國手選拔賽



資訊技術（軟體設計）職類
競賽試題及評分彙總表

競賽及評分項目

<input type="checkbox"/> 系統分析與資料庫設計	<input type="checkbox"/> 商用軟體設計一	<input checked="" type="checkbox"/> 商用軟體設計二
<input type="checkbox"/> 商業資料處理與分析	<input type="checkbox"/> 文件與簡報設計	<input type="checkbox"/> 商業資料建置

選 手 編 號：_____

抽籤崗位號碼：_____

選 手 姓 名：_____

總 分：_____

評 分 老 師：_____

Session 3

Stage 2 Task 1

System processes, user interface and function design for “IIHF 2018 Competition System”

According to your system processes and user interface design results in session 2, please use Visual Studio 2015 C # design tools with MS SQL 2014 database “*IceHockey_2018_NM.Bak*” (**NM**: Your Workstation Number) you have restored in session 2 to design detail processes and functions of specific user interface. Your designing task must contain at least the following requirement lists:

Precautions:

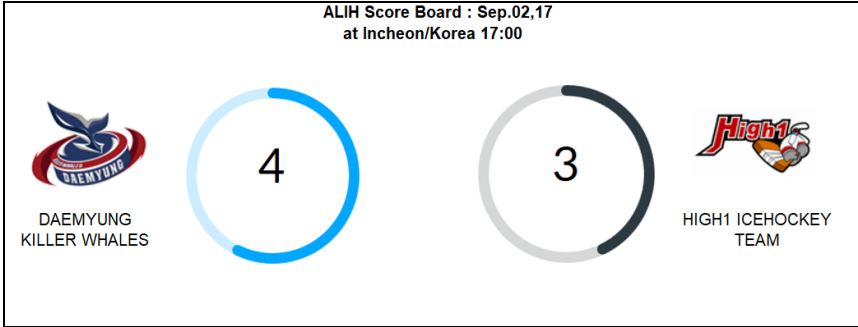
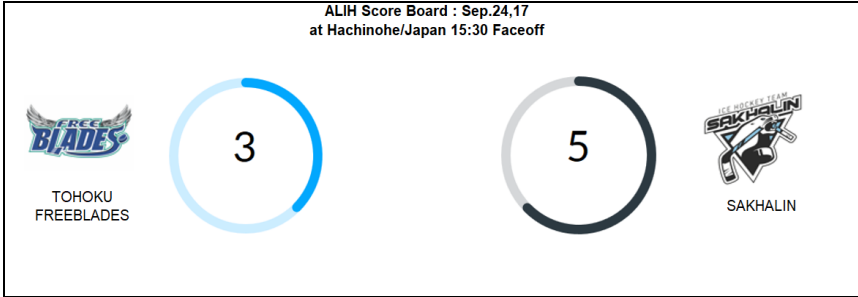
1. Refer to the data file “*DatabaseDesign\Data\2018-IceHockey.xlsx*” in Session 1, continue to design user interfaces and system functions.
2. IIHF organizer provide some document and image files inside the folder “*SoftwareDesign1\Data*” in Session 2, you could use them continuously for your design work. Using IIHF Logo, UI color and style need to match with them.
3. While you design user interfaces, detail processes and functions, you need to consider about usability for mouse and keyboard operation, anti-mistake, navigation hints, and so on.
4. You could modify or create new data table accompanied with your system designing task.
5. Save your Visual Studio 2015 C # designed project name as “*IIHF_2018_Competition*”.
6. Please write a “*Readme.txt*” to indicate the path and file name of your newest executive file (*.exe).

Note: Deduct 2 if file name is mistake.

Software Design Stage 2 Task 1 Descriptions		Max Score	Actual Score
(1)	Data Importing <ul style="list-style-type: none">● Import data of worksheet “Teams” of <i>2018-IceHockey.xlsx</i> into database table “Teams” and “Arena” on related data fields, the result and attribute is correct. (1)● Import data of worksheet “Player performance” (you could refer to worksheet “Players”) of <i>2018-IceHockey.xlsx</i> into database table “Players” and “PlayerPerformance” on related data fields, the result and attribute is correct. (2)● Import sample data of worksheet “Game Reports” of <i>2018-IceHockey.xlsx</i> into database table “GameReports” on related data fields, the result and attribute is correct. (0.5)● Create necessary data if provided data is lack. (1)	4.5	

Software Design Stage 2 Task 1 Descriptions		Max Score	Actual Score
(2)	<p>Requirement to show photos:</p> <ul style="list-style-type: none"> ● Use related path to store the photo file path and file name (the physical photo file can't be saved in the database). (2) ● The selected photo needs to be automatically zoomed in or zoomed out to the size of the original design photo field. (2) 	4	
(3)	<p>Team Administrator Group: UI and Function design of “Arena”, “Teams” and “Players”</p> <p>UI design and object detail functions and event driven connection of “Arena”, “Teams” and “Players” are completely and friendly.</p> <p>While Team Administrator login to system, they could use following functions:</p> <ul style="list-style-type: none"> ● Use and edit “Personal Information Management”. (0.5) ● Use “Management”, three available sub function. (1) link to: <ul style="list-style-type: none"> - Manage Teams. (0.5) - Manage Arena. (0.5) - Manage Players. (0.5) ● Manage information of data table of “Teams” via designed user interfaces. (1) ● Manage information of data table of “Arena” via designed user interfaces. (1) ● Manage information of data table of “Players” via designed user interfaces. (2) ● Show logo of selected Team. (0.5) ● Show photo of selected Player. (1.5) <p>Notice: If no related photo of Staff, Goal Keeper, Forward, and Defender, please use their Team photo “Team Logo.jpg”.</p> <ul style="list-style-type: none"> ● Show google map of selected Arena, according to the value of Latitude (GPSY) and Longitude (GPSX). (1) <p>Hint: Reference transmission parameter to google map on default browser. (Don't provide internet access.)</p> <p>https://www.google.com/maps/place/Latitude,Longitude</p> <p>Deduct 0.5 on each mismatch or mistake for every above-mentioned function.</p>	10	
(4)	<p>General Staff Group: UI and Function design of “News” and “Schedule”</p> <p>Design on user interfaces, object detail functions and event driven connection of “News” and “Schedule” are completely and friendly.</p> <p>While General Staff login to system, they could use following functions:</p>	6.5	

Software Design Stage 2 Task 1 Descriptions		Max Score	Actual Score
	<ul style="list-style-type: none"> ● Use and edit “Personal Information Management”. (0.5) ● Use “Management”, two available sub function. (1) link to: <ul style="list-style-type: none"> - Manage News. (0.5) - Manage Schedule. (0.5) ● Manage information of data table of “News” via designed user interfaces. Please refer to Software Design Stage1 Task (13) for detail requirement. (1) ● Manage information of data table of “Schedule” via designed user interfaces. (3) <p>Deduct 1 on each mismatch or mistake for every above-mentioned function.</p>		
(5)	<p>Field Recorder Group: UI and Function design of “PlayerPerformance” and “GameReports”</p> <p>Design on user interfaces, object detail functions and event driven connection of “PlayerPerformance”, “GameReports” and “GameOfResults” (new created) are completely and friendly.</p> <ul style="list-style-type: none"> ● Created a new data table “GameOfResults” and related data fields for convenient to manage. (2) <p>While Field Recorder login to system, they could use following functions:</p> <ul style="list-style-type: none"> ● Use and edit “Personal Information Management”. (0.5) ● Use “Management”, two available sub function. (1) link to: <ul style="list-style-type: none"> - Manage Player Performance. (0.5) - Manage Game of Results. (0.5) ● Manage information of data table of “PlayerPerformance” via designed user interfaces. (3) ● Manage information of data table of “GameReports” and “GameOfResults” (new created) via designed user interfaces. (3) ● Refer worksheet “Game Reports” 2018-IceHockey.xlsx to design UI and functions of Visualization Game Reports to generate visualization game reports while Field Recorder select specific Game. (1) <ul style="list-style-type: none"> - It is requested to show all information (data, photo, graphic) on related layout. (1) - Light color circle is the background of 100% score, dark color circle is the percentage of team final score divided by total score (home team + away team). (2) 	14	

Software Design Stage 2 Task 1 Descriptions		Max Score	Actual Score
(6)	<p>- Example 1: The result of Visualization Game Reports of Game No.3 (Sep. 02, 17)</p>  <p>- Example 2: The result of Visualization Game Reports of Game No.25 (Sep. 24, 17)</p>  <ul style="list-style-type: none"> ● Field Recorder could announce above Visualization Game Reports function to “Reports” area. Guest also could select specific Game to see related result. (0.5) <p>Deduct 0.5 on each mismatch or mistake for every above-mentioned function.</p>		
	<p>Record Analyst Group: UI and Function design</p> <p>Design on user interfaces, object detail functions and event driven connection for Record Analyst is completely and friendly.</p> <p>While Record Analyst login to system, they could use following functions:</p> <ul style="list-style-type: none"> ● Use and edit “Personal Information Management”. (0.5) ● Use “Management”, four available sub function. (1) link to: <ul style="list-style-type: none"> - Generate reports of Goal Ranking, Assist Ranking, Points Ranking. (0.5) - Generate reports of Defensive player ranking. (0.5) - Generate reports of Team offensive ranking. (0.5) - Generate reports of Overall ranking. (0.5) <p>Deduct 0.5 on each mismatch or mistake for every above-mentioned function.</p>	3.5	

Software Design Stage 2 Task 1 Descriptions							Max Score	Actual Score																																																																																																																																																														
(7)	<p>Record Analyst Group: UI and Function Design of Player record ranking</p> <p>Refer following assigned worksheet of <i>2018-IceHockey.xlsx</i> to create database table and fields, to design UI and functions.</p> <ul style="list-style-type: none">● Refer worksheet “Player record ranking” to create database table “PlayerRecordRanking” and related fields attribute, relationship. (2)● Refer worksheet “Player record ranking” and table layout to design UI and calculation function to generate reports of:<ul style="list-style-type: none">- Goal Ranking of Top 30 Players. (2)- Assist Ranking of Top 30 Players. (2)- Points Ranking of Top 30 Players. (2)						12																																																																																																																																																															
	<table><tr><th colspan="5">Goal Ranking</th><th colspan="5">Assist Ranking</th><th colspan="5">Points Ranking</th></tr><tr><th>RK</th><th>Player Name</th><th>No</th><th>Team</th><th>G</th><th>RK</th><th>Player Name</th><th>No</th><th>Team</th><th>A</th><th>RK</th><th>Player Name</th><th>No</th><th>Team</th><th>PTS</th></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>								Goal Ranking					Assist Ranking					Points Ranking					RK	Player Name	No	Team	G	RK	Player Name	No	Team	A	RK	Player Name	No	Team	PTS																																																																																																																																
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<p>Hint: Rankin by G, A, PTS Where G: Goal, A:Assist, PTS: G+A</p> <ul style="list-style-type: none">- User of Record Analyst Group could print out Player record ranking reports or save as a PDF file. (2)- User of Record Analyst Group could announce Player record ranking reports to “Reports” area. (2)																																																																																																																																																																						

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(8)	<p>Record Analyst Group: UI and Function Design of Defensive player ranking</p> <p>Refer following assigned worksheet of <i>2018-IceHockey.xlsx</i> to create database table and fields, to design UI and functions.</p> <ul style="list-style-type: none">● Refer worksheet “Defensive player ranking” to create database table “DefensivePlayerRanking” and related fields attribute, relationship. (1)● Import given data into related database table. (1)● Refer worksheet “Defensive player ranking” and table layout to design UI and calculation function to generate reports of Defensive player ranking. <table><tr><th>RK</th><th>Player Name</th><th>Team</th><th>No</th><th>GP</th><th>Time</th><th>SAG</th><th>G</th><th>SSG</th><th>SSG%</th><th>GAA</th><th>GKC</th></tr><tr><td></td><td>DALTON,Matt</td><td>AHL</td><td>86</td><td>20</td><td>20:12:06</td><td></td><td>36</td><td>584</td><td></td><td></td><td></td></tr><tr><td></td><td>HWANG,Hyun Ho</td><td>AHL</td><td>46</td><td>7</td><td>7:03:07</td><td></td><td>16</td><td>169</td><td></td><td></td><td></td></tr><tr><td></td><td>CHUN,Jong Hun</td><td>AHL</td><td>31</td><td>1</td><td>1:00:00</td><td></td><td>5</td><td>18</td><td></td><td></td><td></td></tr><tr><td></td><td>WEIMAN,Tyler</td><td>DKW</td><td>30</td><td>26</td><td>0:36:15</td><td></td><td>68</td><td>675</td><td></td><td></td><td></td></tr><tr><td></td><td>LEE,Chang Min</td><td>DKW</td><td>29</td><td>4</td><td>1:57:07</td><td></td><td>8</td><td>47</td><td></td><td></td><td></td></tr></table> <div><p>No: Jersey Number SSG: Shot saved by goalkeeper</p><p>GP: Games Played SSG%: $SV\% (SSG / SAG * 100)$</p><p>Time: Play time GAA: 60minute average $(G / Time)$</p><p>SAG: Shot against goal $(G + SSG)$ GKC: $(100 - SSG\%) * GAA$</p><p>G: Goal</p></div> <ul style="list-style-type: none">- Result of calculation of SAG, SSG%, GAA, GKC are correct. (3)- Result of RK (rank by SSG%) is correct. (2)- User of Record Analyst Group could print out Defensive player ranking reports or save as a PDF file. (0.5)- User of Record Analyst Group could announce Defensive player ranking reports to “Reports” area. (0.5)											RK	Player Name	Team	No	GP	Time	SAG	G	SSG	SSG%	GAA	GKC		DALTON,Matt	AHL	86	20	20:12:06		36	584					HWANG,Hyun Ho	AHL	46	7	7:03:07		16	169					CHUN,Jong Hun	AHL	31	1	1:00:00		5	18					WEIMAN,Tyler	DKW	30	26	0:36:15		68	675					LEE,Chang Min	DKW	29	4	1:57:07		8	47				8	
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(9)	<p>Record Analyst Group: UI and Function Design of Team offensive ranking</p> <p>Refer following assigned worksheet of <i>2018-IceHockey.xlsx</i> to create database table and fields, to design UI and functions.</p> <ul style="list-style-type: none">● Refer worksheet “Team offensive ranking” to create database table “TeamOffensiveRanking” and related fields attribute, relationship. (1)● Refer worksheet “Team offensive ranking” and table layout to design UI and calculation function to generate reports of Team offensive ranking.- Result of <<Power Play>> table on RK, Team, TPP, PPGF, PP%,PPGA are correct. (4)											10																																																																									

Software Design Stage 2 Task 1 Descriptions		Max Score	Actual Score
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Software Design Stage 2 Task 1 Descriptions								Max Score	Actual Score																																																																																																																																																																																					
	<div>● Refer worksheet “Overall ranking” and table layout to design UI and calculation function to generate reports of Overall ranking.</div> <div><table><tr><th></th><th>ANYANG HALLA</th><th>DAEMYUNG KILLER WHALES</th><th>HIGH1 ICE HOCKEY TEAM</th><th>NIKKO ICEBUCKS</th><th>NIPPON PAPER CRANES</th><th>OJI EAGLES</th><th>SAKHALIN</th><th>TOHOKU FREEBLADES</th></tr><tr><td>ANYANG HALLA</td><td>-----</td><td>1-2-0-1-0-0</td><td>2-0-0-0-0-2</td><td>3-0-0-0-0-1</td><td>1-0-1-0-0-2</td><td>3-0-0-1-0-0</td><td>1-0-1-0-1-1</td><td>1-0-0-0-0-3</td></tr><tr><td>DAEMYUNG KILLER WHALES</td><td>0-0-1-0-2-1</td><td>-----</td><td>0-1-0-0-0-3</td><td>3-0-0-1-0-0</td><td>0-0-0-0-1-3</td><td>1-0-0-0-0-3</td><td>1-1-1-1-0-0</td><td>3-0-0-0-0-1</td></tr><tr><td>HIGH1 ICE HOCKEY TEAM</td><td>2-0-0-0-0-2</td><td>3-0-0-0-1-0</td><td>-----</td><td>0-1-0-0-0-3</td><td>2-0-0-0-0-2</td><td>1-0-0-1-1-1</td><td>0-0-0-1-1-2</td><td>1-0-0-0-1-2</td></tr><tr><td>NIKKO ICEBUCKS</td><td>1-0-0-0-0-3</td><td>0-0-1-0-0-3</td><td>3-0-0-0-1-0</td><td>-----</td><td>1-0-2-1-0-0</td><td>2-0-0-1-0-1</td><td>1-0-0-0-0-3</td><td>2-0-1-0-0-1</td></tr><tr><td>NIPPON PAPER CRANES</td><td>2-0-0-1-0-1</td><td>3-1-0-0-0-0</td><td>2-0-0-0-0-2</td><td>0-0-1-2-0-1</td><td>-----</td><td>0-0-0-0-1-3</td><td>1-0-0-0-0-3</td><td>1-0-0-0-0-3</td></tr><tr><td>OJI EAGLES</td><td>0-0-1-0-0-3</td><td>3-0-0-0-0-1</td><td>1-1-1-0-0-1</td><td>1-0-1-0-0-2</td><td>3-1-0-0-0-0</td><td>-----</td><td>0-0-0-0-1-3</td><td>1-1-0-0-0-2</td></tr><tr><td>SAKHALIN</td><td>1-1-0-1-0-1</td><td>0-0-1-1-1-1</td><td>2-1-1-0-0-0</td><td>3-0-0-0-0-1</td><td>3-0-0-0-0-1</td><td>3-1-0-0-0-0</td><td>-----</td><td>2-1-0-0-0-1</td></tr><tr><td>TOHOKU FREEBLADES</td><td>3-0-0-0-0-1</td><td>1-0-0-0-0-3</td><td>2-1-0-0-0-1</td><td>1-0-0-1-0-2</td><td>3-0-0-0-0-1</td><td>2-0-0-0-1-1</td><td>1-0-0-0-1-2</td><td>-----</td></tr></table><div>Win 60min - Win OT - Win GWS - Lose GWS - Lose OT - Lose 60min</div><div>↓ Calculate</div><table><tr><th>Team</th><th>RK</th><th>Games</th><th>Win 60min</th><th>Win OT</th><th>Win GWS</th><th>Lose GWS</th><th>Lose OT</th><th>Lose 60min</th><th>GF - GA</th><th>Points</th></tr><tr><td>ANYANG HALLA</td><td></td><td>28</td><td></td><td></td><td></td><td></td><td></td><td></td><td>80 - 61</td><td></td></tr><tr><td>DAEMYUNG KILLER WHALES</td><td></td><td>28</td><td></td><td></td><td></td><td></td><td></td><td></td><td>72 - 88</td><td></td></tr><tr><td>HIGH1 ICE HOCKEY TEAM</td><td></td><td>28</td><td></td><td></td><td></td><td></td><td></td><td></td><td>76 - 91</td><td></td></tr><tr><td>NIKKO ICEBUCKS</td><td></td><td>28</td><td></td><td></td><td></td><td></td><td></td><td></td><td>81 - 91</td><td></td></tr><tr><td>NIPPON PAPER CRANES</td><td></td><td>28</td><td></td><td></td><td></td><td></td><td></td><td></td><td>79 - 91</td><td></td></tr><tr><td>OJI EAGLES</td><td></td><td>28</td><td></td><td></td><td></td><td></td><td></td><td></td><td>74 - 73</td><td></td></tr><tr><td>SAKHALIN</td><td></td><td>28</td><td></td><td></td><td></td><td></td><td></td><td></td><td>90 - 60</td><td></td></tr><tr><td>TOHOKU FREEBLADES</td><td></td><td>28</td><td></td><td></td><td></td><td></td><td></td><td></td><td>78 - 75</td><td></td></tr></table><div><div>- Result of above table on Win 60min, Win OT, Win GWS, Lose OT, Lose GWS, , Lose 60min are correct. (4)</div><div>- Result of above table on Points are correct. (2)<div>Points = Win 60min X3+(Win OT+Win GWS) X2+(Lose GWS+Lose OT) X1+ Lose 60min X0</div></div><div>- Result of above table on RK (Rank by Points) are correct. (1)</div><div>- User of Record Analyst Group could print out “Overall ranking reports or save as a PDF file. (0.5)</div><div>- User of Record Analyst Group could announce “Overall ranking reports to “Reports” area. (0.5)</div></div></div>									ANYANG HALLA	DAEMYUNG KILLER WHALES	HIGH1 ICE HOCKEY TEAM	NIKKO ICEBUCKS	NIPPON PAPER CRANES	OJI EAGLES	SAKHALIN	TOHOKU FREEBLADES	ANYANG HALLA	-----	1-2-0-1-0-0	2-0-0-0-0-2	3-0-0-0-0-1	1-0-1-0-0-2	3-0-0-1-0-0	1-0-1-0-1-1	1-0-0-0-0-3	DAEMYUNG KILLER WHALES	0-0-1-0-2-1	-----	0-1-0-0-0-3	3-0-0-1-0-0	0-0-0-0-1-3	1-0-0-0-0-3	1-1-1-1-0-0	3-0-0-0-0-1	HIGH1 ICE HOCKEY TEAM	2-0-0-0-0-2	3-0-0-0-1-0	-----	0-1-0-0-0-3	2-0-0-0-0-2	1-0-0-1-1-1	0-0-0-1-1-2	1-0-0-0-1-2	NIKKO ICEBUCKS	1-0-0-0-0-3	0-0-1-0-0-3	3-0-0-0-1-0	-----	1-0-2-1-0-0	2-0-0-1-0-1	1-0-0-0-0-3	2-0-1-0-0-1	NIPPON PAPER CRANES	2-0-0-1-0-1	3-1-0-0-0-0	2-0-0-0-0-2	0-0-1-2-0-1	-----	0-0-0-0-1-3	1-0-0-0-0-3	1-0-0-0-0-3	OJI EAGLES	0-0-1-0-0-3	3-0-0-0-0-1	1-1-1-0-0-1	1-0-1-0-0-2	3-1-0-0-0-0	-----	0-0-0-0-1-3	1-1-0-0-0-2	SAKHALIN	1-1-0-1-0-1	0-0-1-1-1-1	2-1-1-0-0-0	3-0-0-0-0-1	3-0-0-0-0-1	3-1-0-0-0-0	-----	2-1-0-0-0-1	TOHOKU FREEBLADES	3-0-0-0-0-1	1-0-0-0-0-3	2-1-0-0-0-1	1-0-0-1-0-2	3-0-0-0-0-1	2-0-0-0-1-1	1-0-0-0-1-2	-----	Team	RK	Games	Win 60min	Win OT	Win GWS	Lose GWS	Lose OT	Lose 60min	GF - GA	Points	ANYANG HALLA		28							80 - 61		DAEMYUNG KILLER WHALES		28							72 - 88		HIGH1 ICE HOCKEY TEAM		28							76 - 91		NIKKO ICEBUCKS		28							81 - 91		NIPPON PAPER CRANES		28							79 - 91		OJI EAGLES		28							74 - 73		SAKHALIN		28							90 - 60		TOHOKU FREEBLADES		28							78 - 75			
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HIGH1 ICE HOCKEY TEAM	2-0-0-0-0-2	3-0-0-0-1-0	-----	0-1-0-0-0-3	2-0-0-0-0-2	1-0-0-1-1-1	0-0-0-1-1-2	1-0-0-0-1-2																																																																																																																																																																																						
NIKKO ICEBUCKS	1-0-0-0-0-3	0-0-1-0-0-3	3-0-0-0-1-0	-----	1-0-2-1-0-0	2-0-0-1-0-1	1-0-0-0-0-3	2-0-1-0-0-1																																																																																																																																																																																						
NIPPON PAPER CRANES	2-0-0-1-0-1	3-1-0-0-0-0	2-0-0-0-0-2	0-0-1-2-0-1	-----	0-0-0-0-1-3	1-0-0-0-0-3	1-0-0-0-0-3																																																																																																																																																																																						
OJI EAGLES	0-0-1-0-0-3	3-0-0-0-0-1	1-1-1-0-0-1	1-0-1-0-0-2	3-1-0-0-0-0	-----	0-0-0-0-1-3	1-1-0-0-0-2																																																																																																																																																																																						
SAKHALIN	1-1-0-1-0-1	0-0-1-1-1-1	2-1-1-0-0-0	3-0-0-0-0-1	3-0-0-0-0-1	3-1-0-0-0-0	-----	2-1-0-0-0-1																																																																																																																																																																																						
TOHOKU FREEBLADES	3-0-0-0-0-1	1-0-0-0-0-3	2-1-0-0-0-1	1-0-0-1-0-2	3-0-0-0-0-1	2-0-0-0-1-1	1-0-0-0-1-2	-----																																																																																																																																																																																						
Team	RK	Games	Win 60min	Win OT	Win GWS	Lose GWS	Lose OT	Lose 60min	GF - GA	Points																																																																																																																																																																																				
ANYANG HALLA		28							80 - 61																																																																																																																																																																																					
DAEMYUNG KILLER WHALES		28							72 - 88																																																																																																																																																																																					
HIGH1 ICE HOCKEY TEAM		28							76 - 91																																																																																																																																																																																					
NIKKO ICEBUCKS		28							81 - 91																																																																																																																																																																																					
NIPPON PAPER CRANES		28							79 - 91																																																																																																																																																																																					
OJI EAGLES		28							74 - 73																																																																																																																																																																																					
SAKHALIN		28							90 - 60																																																																																																																																																																																					
TOHOKU FREEBLADES		28							78 - 75																																																																																																																																																																																					
(11)	<div>Guest: UI and Function design</div> <div>Guest doesn’t need to login, they can access information from “Main Screen” link to related main functions and sub functions, those design is completely and friendly.</div> <div><div>- Main functions including: “News”, “Schedule”, “Teams”, “Players”, “Reports”. Link to related sub functions is correct.(0.5)</div><div>- Function of “Management” is disable. (0.5)</div></div> <div>Deduct 0.5 on each mismatch or mistake for every above-mentioned function.</div>								1																																																																																																																																																																																					
(12)	<div>Administrator: UI and Function design</div> <div>Design on user interfaces, object detail functions and event driven connection for Administrator is completely and friendly.</div>								4.5																																																																																																																																																																																					

Software Design Stage 2 Task 1 Descriptions		Max Score	Actual Score
	<p>While Administrator login to system, they could use following functions:</p> <ul style="list-style-type: none"> ● Use and edit “Personal Information Management”. (0.5) ● Use “Management”, all sub function is available, including: <ul style="list-style-type: none"> - Manage function of Team Administrator. (0.25) - Manage function of General Staff. (0.25) - Manage function of Field Recorder. (0.25) - Manage function of Record Analyst. (0.25) - Link to function of Generate Score of Play-Off. (0.25) Please refer to Software Design Stage1 Task (8). - Link to function of User permissions management and function setting. (0.25) Please refer to Software Design Stage1 Task (11). - Link to function of Backend management functions and configuration. (0.25) Please refer to Software Design Stage1 Task (13). - Link to function of Management user’s activities log. (0.25) Please refer to Software Design Stage1 Task (19). <p>Deduct 0.5 on each mismatch or mistake for every above-mentioned function.</p>		
(13)	<p>Import, export function</p> <p>Your creative design on user interface needed for other jobs, such as: data importing and exporting process, data exporting files format selection.</p> <ul style="list-style-type: none"> ● Data import: operation process, file format selection, file field define and check, sample introduce. ● Data export: operation process, file format selection, file field define and check, sample introduce. <p>Deduct 0.5 on each mismatch or mistake for every above-mentioned function.</p>	1	
(14)	<p>Each user interface is numbered on caption.</p> <p>Deducted 0.5 on each mismatch or mistake.</p>	1	
(15)	<p>Using IIHF Logo, UI color and style are matched with IIHF organizer needs.</p> <p>Deduct 0.5 on each mismatch or mistake.</p>	1	
(16)	<p>Naming of objects on forms and user interfaces all are easy to interpret.</p> <p>Deduct 0.5 on each mismatch or mistake.</p>	1	
(17)	<p>The usability for mouse and keyboard operation, function and navigation button, anti-mistake, navigation hints is good.</p>	1	

Software Design Stage 2 Task 1 Descriptions		Max Score	Actual Score
	Deduct 0.5 on each mismatch or mistake.		
(18)	<p>Create a newest ER Diagram and Database Dictionary and indicate what you add or modify accompanied with your designing task.</p> <p>Save your newest ER Diagram as filename “<i>IIHF_2018_ERD.vsd</i>”.</p> <p>Save your newest Database Dictionary as filename “<i>IIHF_2018_DD.docx</i>”.</p> <p>Deduct 0.5 on each mismatch or mistake.</p>	3	
	Total	95	

Stage 2 Task 2

System Testing Document and Test Cases Design for “IIHF 2018 Competition System”

You have been asked to complete some testing on the parts of the application that have been developed at this point.

Use the provided testing template to define 4 test cases that test any of the forms within your application, e.g. login, user registration, query/add/edit users, add/edit competition profile, add/edit activity, query/register activity, permission assign, and so on.

Make sure that you fill in all relevant parts of the testing template for each test case. Your documentation must make it obvious which part of the application you are testing.

It is acceptable if your tests fail, as that is still a valid test case. You do not need to fix up any issues that are found using the test cases.

Precautions:

1. Refer to the testing template
“\SoftwareDesign2\Data\IIHF_2018_Testing Case_templat.docx” and save your result document filename as “IIHF_2018_Testing Case.docx”
2. A new test case, if you only change test data and related result (parameter changing) of existed test case on same test scenario, it will be identified as same test case. (zero score)

Note: Deduct 2 if file name is mistake.

Software Design Stage 2 Task 2 Descriptions		Max Score	Actual Score
(1)	Testing summary filled in correctly.	1	
(2)	All 4 test cases are useful and filled in correctly. Deduct 0.5 on each mismatch or mistake of every test case.	2	
(3)	Test cases could work on your designed system thorough test functionality. Deduct 0.5 on each mismatch or mistake of every test case on your designed system.	2	
	Total	5	