

# Phase Pharmer Software Design Document

v1.0

Chris Mabon

14 May 2019

# Phase Pharmer Software Design Document

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## 1.1 Project

Phase Pharmer

## 1.2 Description

A mushroom farming tool for Project: Gorgon (an excellent MMORPG)

## 1.3 Revision History

Date	Version	Description	Author
14 May 2019	v1.0	Initial Version of Document	Chris Mabon

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## 2.1 Overview

Phase Pharmer is a web app that calculates the current phase of the moon and provides useful fungal growth information for avid mushroom farmers.

## 2.2 Design Goals

- Minimal complexity of design
- Easy to learn how to use
- Allow for later addition of new features

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## 3.1 System Behavior

Web app displays the moon phase for the current day, as well as mushroom farming information depending on the phase the user has selected. The app also shows phase information, such as time until next phase.

## 3.2 Logical View

The web page draws styles from CSS and functionality from JavaScript. The phase is calculated, phase and mushroom farming information aggregated and pushed to the DOM.

## 3.3 Architectural View

PhasePharmer.html is the web page file to be opened in a browser with style.css for a stylesheet. The script.js file contains the logic behind the web app and how it is displayed.

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## 4.1 User Interaction Overview

Current phase is displayed at the top left. The phase selection drop-down is to the right of the current phase. Upon updating the selected phase, the app populates the area down near the middle-bottom with mushroom types that grow robustly for that phase.

## 4.2 Screenshot

