**Vanier College**

**Faculty of Science and Technology**

**System Development 420-436-VA**

Deliverable 05

**Grey Team**

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In collaboration with CyberStation

**(Code from our eCommerce class will be used for certain features of this project)**

**We, the Grey Team, certify that this assignment is our own work**

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# Executive Overview

Cyber Station is a gaming lounge that provides its customers with the opportunity to play video games, while being able to be served food and drinks to enhance the experience. It combines the ideas of an arcade with the latest consoles. Cyber Station has a great business environment but can be further developed with an added online presence. Cyber Station has some current advertising through Instagram, and other websites that review Cyber Station, however they don’t have a website of their own. The staff is very friendly, and the business has great reviews. Our website will help the client and her staff with the organization of their reservations.

In this deliverable, we had to create a flowchart, a use uml cases diagram, a sequence diagram and a uml class diagram.

We mostly use draw.io to create these. We contacted the client through our main contact Mohammed, and every question we had goes through him. We were able to verify what she wants and her objectives for the website.

Deliverable 4 is a compilation of all our diagrams that acts as our model for the project, this deliverable helps us get an insight of the whole project and how the website will work in front and back matter. It’s also our map if ever we get lost on what goals are for the website, and what class we must use and do for the project.

# Business Problem

## Business Problem

Our client has no website for her gaming café business. So, she would like for us to make her a web application so clients can have an overview of her business. In the website, clients will be able to make reservations because clients usually line up in front of the store and don’t know the estimate of when they’ll be able to reserve spot. Additionally, they can also read up more about the business. Also, employees will be able to track reservations and CRUD their status’.

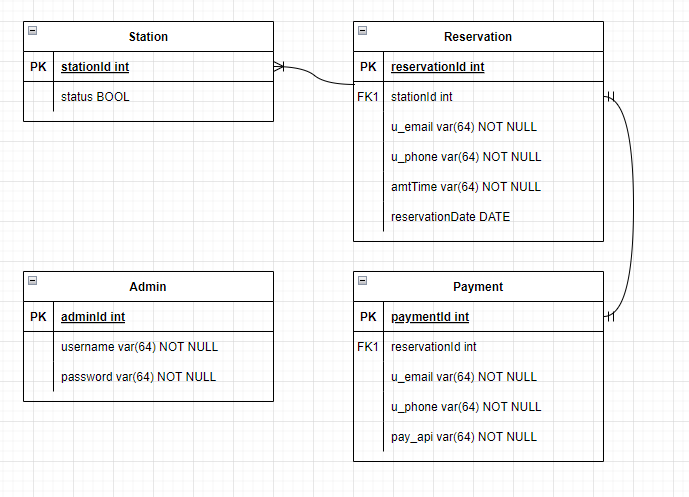
Lastly, the client writes all of her gross sales and cash profit with pen and paper. For that reason, she would like an additional feature to track sales (sales tracker) and automatically calculate the total, etc.

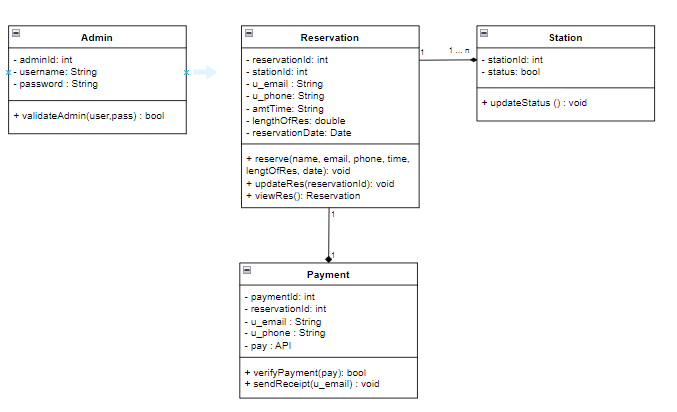
# Narrative Description

# Appendix 1

Create a data dictionary, complete with entities, relations and attributes types.

# Appendix 2

ER Diagram:  


Reproduced Class UML Diagram:  


This Database ER Diagram is both similar to, and different, to the Class UML Diagram because they are both used to model systems. The purpose of the ER Diagram was to model the primary data of the database, specifically, to map out its entities, attributes, and the relationships between them. On the other hand, the purpose of the class UML diagram is to be used in OOP design.

# Appendix 3

– Descriptions and explanations of query optimization in your design. There are going to be many queries. Do you need to optimize them? If so, why and how? If not, why not? Normalization DB classes for Appendix

To optimize the database by speeding it up, indexing is one of the most effective ways to do so. So, for our FKs, stationId (Reservation table) and reservationId (Payment table) will be used for indexing as they are frequently used for lookups and joins. PKs are already automatically indexed.

1NF:

2NF:

3NF:

# Appendix 4

Explain the access speed required, and how your design will permit this. How often will the database be accessed? What kind of response time will be necessary?

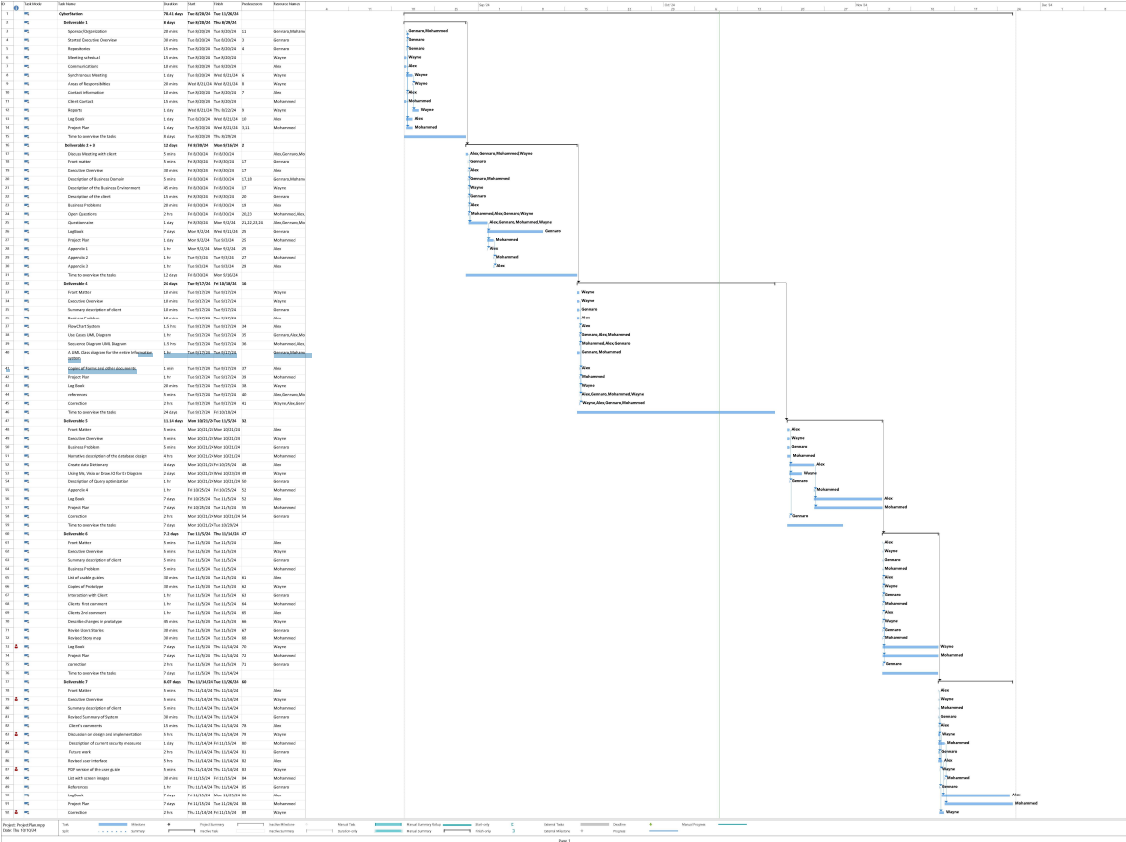
# Appendix 5

Figma of website here

# References

Hefner, T. (2022, May 3). *What is a gaming lounge?*. Join It. <https://joinit.com/blog/what-is-a-gaming-lounge#:~:text=It%20can%20also%20include%20tournaments,of%20a%20hang-out%20hub>.

# Project Plan



<https://drive.google.com/file/d/1lUXIBViiMUiIObikGKd2LoDrTmwTTGGx/view?usp=drive_link>