**Assessment Cover Sheet- Institute of ICT**

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| Course Title | Advanced Diploma in IT | | Unit Number & Title | | ITSFT-406-1502Software/Multimedia Project | |
| Lecturer | Elaine FarrugiaGerard Said | | Assignment Title | | Project | |
| Verified by | **Carlo Mamo** | | Date | |  | |
| Date Set | **19/02/2018** | | Deadline Date | | 25/05/2018 | |
| Class/group | **Please tick as appropriate:**  **IT-SWD-4.2A**  **IT-SWD-4.2B**  **IT-SWD-4.2C**  **IT-SWD-4.2D**  **IT-MSD-4.2A**  **IT-MSD-4.2B**  **IT-MSD-4.2C** | | Academic Year | | 2017-2018 | |
| Student Name |  | | ID Number | |  | |
| Student’s declaration prior to hand-in I certify that the work submitted for this assignment is my own; and that I have read and understood MCAST/the College’s copying and plagiarism policy. | | | | | | |
| Student’s declaration on assessment special arrangements: LEAVE BLANK IF NOT APPLICABLE  I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit.  I declare that I refused the special support offered by the Institute. | | | | | | |
| Student Signature: | |  | | Date : | |  |

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| Assessment Parameters | Max Mark | Marks Achieved |
| AA1 Analyse and interrogate a brief based on previous learning  AA2 Produce a requirements analysis  KU1 Identify and consider target audience  KU2 Record project scope and plan tasks within timescale  AA3 Produce a planning document  AA4 Prepare and produce a planning schedule  KU3 Identify appropriate design principles  SE1 Design a solution based on a brief  KU4 Show implementation of chosen solution using appropriate development tools  KU5 Test the solution effectively  KU6 Examine and monitor project process  KU7 Examine and modify project plan accordingly dependent on progress  SE2 Evaluate product in terms of meeting required aims  AA5 Assess whether product met required objectives  KU8 Review and reflect on personal strengths  KU9 Review and reflect on personal weaknesses    Total Assignment Mark | 7  7  5  5  7  7  5  10  5  5  5  5  10  7  5  5  100 |  |

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| **Feedback** | | | |
|  | | | |
| **Learner signature** |  | **Date** |  |
| **Assessor signature** |  | **Date** |  |
| **Internal Verifier** |  | **Date** |  |

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| **Verifier Comments** | | | |
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| **Verifier Name** |  | **Date** |  |
| **Verifier Signature** |  |  |  |

**ITPRJ-406-1502: Software/Multimedia Project**

**Project**

**2017-2018**

**Marking Scheme**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| AA1, AA2, KU1 – *Proposal Document (Milestone 1)* | | | 19 marks | |
| KU2, AA3, AA4, KU3, SE1 – *Planning/Design Document (Milestone 2)* | | 34 marks | | | |
| KU4, KU5, KU6, KU7 – *Implementation, Testing and Review (Milestone 3)* | | | 20 marks | |
| SE2, AA5, KU8, KU9 – *Evaluation (Milestone 3)* | | | 27 marks | |
| **Total:** | **100 marks** | | |

**Guidelines** (please read):

* This assignment requires tasks that need to be started at the beginning of the software engineering process and need to be continued consistently throughout. Therefore it is suggested that you read all the assignment beforehand.
* Your lecturer will guide you towards multiple deadlines so that different parts of the assignment are handled in milestones. This will help you organise your time better and gain more out of this unit. Remember that software engineering is a complicated process which requires months. Attempting to do the assignment in a few days/weeks is unacceptable.
* If you use any resources (including the internet) in order to complete your assignment, these must be referenced. Copying from such sources or from other students will result in the enforcement of the current disciplinary procedures. If the sources are correctly referenced but the material is used without being understood and adapted, such disciplinary procedures may still be enforced.
* Submission details will be communicated by your lecturer before each milestone. Note that each milestone is a requirement for the next one. For example Milestone 1 is a requirement when submitting Milestone 2, etc…
* Note that assignments handed in without the assignment cover sheet will be considered as not submitted.
* The deadline of the last milestone is **25th May, 2018**.

**Software/Multimedia Project 2017-2018**

**Advanced Diploma Year 2**

**Milestone 1 - Project Proposal**

**Name:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Group:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Date Submitted:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The aim of this document is presenting your idea of a project and listing the requirements that the system needs to have. The scenario of the system can be any one of your choice, as long as you strictly adhere with the specifications below.

You need to implement **20** interactions as part of your project.You must regard an **interaction** as:

*An interactive element in a computer program allows for the user to interact with the program and view meaningful changes in the output of the application.*

Example interactions:

* A ‘*help*’ button, which brings up a page with instructions on how an application may be used.
* A name input, which allows the user to enter their name and click a button, to have their name registered in the application.
* A set of buttons to control the position of a player on an application’s screen.
* A fire button for a player to shoot at a target.
* A Contact Us page on a website.
* Logging in/out of a website.
* User groups for limited functionality upon log in.

Each project must contain the following **4** elements:

* **Image element:** A simple icon or logo for the project, which may be in the format of a small PDF poster as well as an icon for the application. You will not be assessed on the quality of the image used here, however a simple image must be submitted as part of your project.
* **Web element:** A website which contains a number of interactions, which would count towards the total interactions required in the project.
* **Mobile element OR Desktop Element:** A mobile or desktop application which also contains a number of interactions, which would count towards the total interactions required in the project. In case of a mobile element, it needs to be functional on a mobile device.
* **Video element:** A video walkthrough of the project must be made and uploaded on the web element.

Each project element requires a number (minimum 1) of interactions. However, the number of interactions between the mobile/desktop and web application does not need to be balanced. For example, the mobile/desktop application may just act as an instructional front page for the web element of the project, or vice versa.

It is also strongly recommended, for Software Development students, to make use of a database to manage data, and connect to it via the web/mobile/desktop element.

***KU1 – Identify and consider target audience (5 marks)***

1. Specify a Name/Title for your project. (1 mark)

Online ticket sales\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Write a short paragraph outlining the high-level objectives or your project applications. As part of your explanation, mention the typical user/s of your applications. (2 marks)

This is a system that will give the customer the ability to buy events tickets online and will be able to send the tickets by Email, this application is for persons that cannot go and buy the tickets by hand to so instead they log in online and can order the ticket. The Desktop is there so that the person taking care of the business can add events, and add personal (employees), and is also there so the employees that are in a self-event can check in the customers by checking the tickets

1. Mention the target devices/platforms for your project applications, and explain how this choice affects development of the project. (2 marks)

For thisproject I will use C# for the desktop application, html and JavaScript for the client said witch means the logging in and buying of the tickets, PHP for the handling of the data given, and SQL to create the Database. The targeted devices for this software are a basic Pc for a web application and also mobile that can access a web application because it is responding.

***AA1 – Analyse and interrogate a brief based on previous learning (7 marks)***

1. List the interactions you will be implementing and in which component of the project you will be implementing them. Note that CRUD operations of the same entity (if any) only count as 1. (5 marks)

|  |  |
| --- | --- |
| **Interaction** | **Component (Web/Mobile/Desktop)** |
| 1.log in to add the database | **desktop** |
| 2.SHOW Bookings | **desktop** |
| 3.CRUD OF EVENT | **desktop** |
| 4.EVENT CHECK IN | **desktop** |
| 5.FORGOT POASWORD | **desktop** |
| 6. log in as admin | **Web** |
| 7. CRUD OF EVENT | **Web** |
| 8. QR code | **web** |
| 9. SHOW LATEST EVENTS?? | **Web** |
| 10. CATEGORIS search | **Web** |
| 11. log in as customer | **Web** |
| 12.search event | **Web** |
| 13.view the event details | **Web** |
| 14.buy the tickets | **Web** |
| 15s. end the tickets via email | **Web** |
| 16. See if the user has enough money. | WEB |
| 17.CREATING TICKIT | WEB |
| 18. Add a worker | desktop |
| 19.contact us | WEB |
| 20.log in as boss or as worker | Desktop |

1. Keeping in mind the technology you intend to work with, what do you need to set up on your development machine? (2 marks)

I would need a basic PC with good cpu and ram to process the data and a bar code reader and for programs I would need visualstudeo brakits and xammp.

***AA2 – Produce a requirements analysis (7 marks)***

1. From your 20 interactions, choose **5** and highlight how you are going to implement them, as well as what the applications need to be able to fulfil them. This might include what kind of data needs to be stored. (5 marks)

1: SHOW Bookings (Desktop) \_

This interaction I would set a button that when the user presses it will open a new page that will have the list of the database table and the user will choose a table and the content of that table will be chosen.

2: EVENT CHECK IN (Desktop)

The employee will log in and select the event that he will be working in and when he opens that the database of the tickets of that event will be open and when the customers come to check in the system will check if they are registered meaning bout the tacit by seeing if there cod is matches the code on the database.

3: contact us (web)

When the user wants to contact us he’ll have a button on the top of the web page called contact us that will redirect the sue to a form that will be needed to be field and the email will be sent to the worker in charge

4: buying a ticket

When the user will enter in the event he must press the buy button choose how many he wants, enter the details witch some are his/her account number and email, the bank account number will be verified with the bank account table and if it he has enough money he will

5: CATEGORIS SERCH

On the top next to the menu bar there will be a search bar and category bar the category bar will be a drop down menu that the user will choose between tether, party and spot event and on what he user chooses it will show the events that category is what the user chose by doing a php code that will search in the event table and compere the category Colin.

1. Apart from your 20 interactions, mention **2 non-functional requirements** of your applications, and briefly explain how you intend to achieve them. Also mention to which application (web, desktop or mobile) they apply. (2 marks)

1: user friendly ness (web)

The website will be user friendly because I will make it straight to the point find an event go on it choose how many tickets and buy end receive the email.

2: the website will be responsive

If the website is viewed in a big screen or a tablet or even a mobile the website will be perfectly good regards to positioning.

For lecturer’s use only:

□ Proposal accepted without modification

□ Proposal accepted with modification request Deadline: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

□ Proposal rejected Deadline: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Lecturer’s comments:

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Lecturer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Lecturer’s Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*In case of final version:*

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| **Criteria** | **marks achieved** | **out of** |
| **KU1** - Identify and consider target audience |  | *5* |
| **AA1** - Analyse and interrogate a brief based on previous learning |  | *7* |
| **AA2** - Produce a requirements analysis |  | *7* |
| *Total:* |  | *19* |

*------------------------------------------------End of Proposal Document---------------------------------------------------*