

# HELP DOCUMENT

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## Document Introduction

This User Manual will contain the controls used in the system, the help functionality, who to contact when help is needed, system implementation procedure, backup and restore procedure, system functionality of the Admin-Side(backend) system and possible error messages and a glossary with a signoff by the client and the team.

## 1. Contact Information

### Introduction

In this section we provide the contact details for future help with the system. There is an option where you can contact one of the members of Wild Cloud. Questions may be answered and will be given clarity on any functionalities in the system.

### 2.1 Contact Information



**Boitumelo**

**Rampete**

Lead Developer

0799183938

u17120323@tuks.co.za



**Robyn Sancha**  
**Pillay**

Project Manager

0813367337

u15347975@tuks.co.za



**Jade Delene**  
**Arumugam**

Business Analyst

0606407677

u17274177@tuks.co.za



**Yasheen**  
**Bhawanipersad**  
Co-Lead Developer  
0662044914  
u17128014@tuks.co.za



**Blessing Thulani**  
**Makumbila**  
System Analyst  
0781329413  
u18317520@tuks.co.za

### Conclusion

This section now contains all the contact details of the Wild Cloud Team members.

## 2. System Implementation Procedure

### Introduction

The System Implementation Procedure is described here for the User Manual.

#### 2.1 Hardware and Software Requirement

##### 2.1.1 Software Requirements

- A mobile Device running iOS/Android operating system
- A laptop/Desktop computer with a compatible browser and operating system  
Microsoft Windows 10 or later
- MSSQL Database
- Note: All device needs an internet connection

##### 2.1.2 Hardware Requirements

- 500GB hard drive disk (More will be recommended)
- 4GB RAM (8GB RAM would be recommended)
- Intel Core i5 Processor (1.5Ghz)

## 2.2 Implementation Procedure

### 2.2.1 Administrative-Side (Backend) System

SANParks system is an online system and therefore requires no installation. Once can access the system online by using the following URL: <https://sanparksbackoffice.web.app/Login>

It also requires one to login with valid credentials.

### 2.2.2 Inspection Mobile Application

The sampling system mobile application is an online system and therefore requires no installation.

### Conclusion

The system implementation procedures were described here for the User Manual.

### 3. Backup and Restore Procedure

This option was not selected on the complexity matrix by the Wildcard team for their SANParks system.

## 4. Controls

### Introduction

The controls of the Admin-Side(backend) system are listed and described here for the User Manual.

#### 4.1 General Controls

##### Main Controls:

Control	Description
<b>Menu Item</b>	The menu item is the list of items displayed on the left-hand side of the screen. This allows quick and easy navigation between pages. When referred to, the name of the specific menu item will be disclosed. Some items have an arrow displayed next to it, which indicates that more pages are available under the item. These can be accessed by clicking on the item.
<b>Textbox</b>	Textboxes can be used to enter specific information.
<b>Dropdown list</b>	Dropdown list contains information stored in the database. They provide more than one option where the trainee can choose the needed information from.
<b>Table</b>	A table displays information stored in the database. The columns in the table can be filtered with the use of the filter functionality.
<b>Tabs</b>	Details are displayed on the same screen, just in different tabs. It sections the information begin shown into separate tabs.
<b>Checkboxes</b>	A checkbox is used, when the trainee places a mark in the box. This mark will indicate whether the marked box will be used to generate the result. Or just to choose a multiselect option when provided.
<b>Labels</b>	Labels are disable controls. They are just there to provide information and no changes can be made to them.

### Conclusion

The controls of the Admin-Side(backend) system were listed and described here for the User Manual.

## 5. Help Functionality

### Introduction

The help functionality of the Admin-Side(backend) system is explained and described upon here for the User manual.

### 5.1 How to get Help in the system

#### 5.1.1 Help Functionality provided by Tshepo:

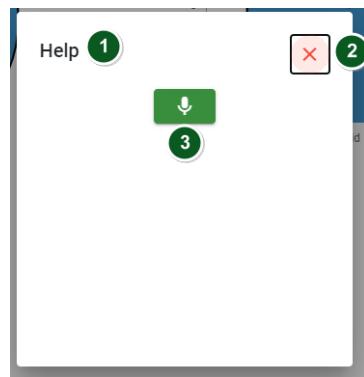
Tshepo is an Artificial intelligence help guide, that provides help to the users when asked.

#### Navigate Process:

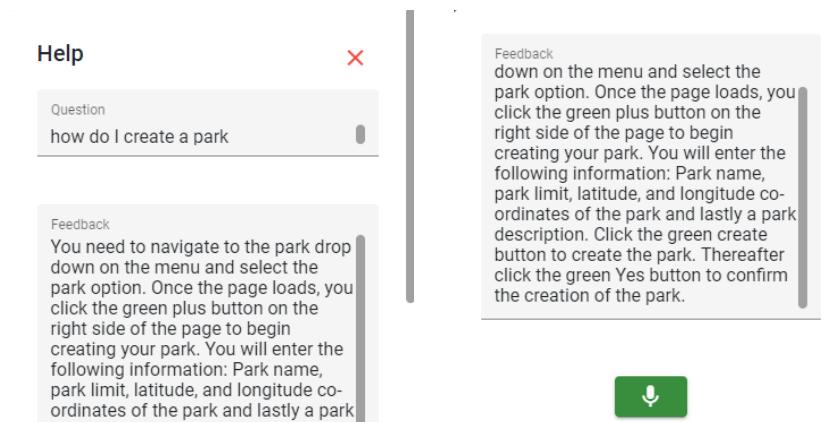
1. Click the following icon on the Home Bar



2. A help model (1) will open with a speaker button (3) and a close model button (2).  
Click the Speaker Button (3) and ask Tshepo a question.



3. Tshepo will reply with the answer and you can follow the directions to complete your task. Once done reading the instructions you can click the cancel button (2), if you have another question you can click the speaker button (3) and ask.



## 5.2 How the Online Help Functionality is Activated or Used

### Conclusion

The help functionality of the Admin-Side(backend) system was explained and described upon here for the User Manual.

## 6. System Functionality

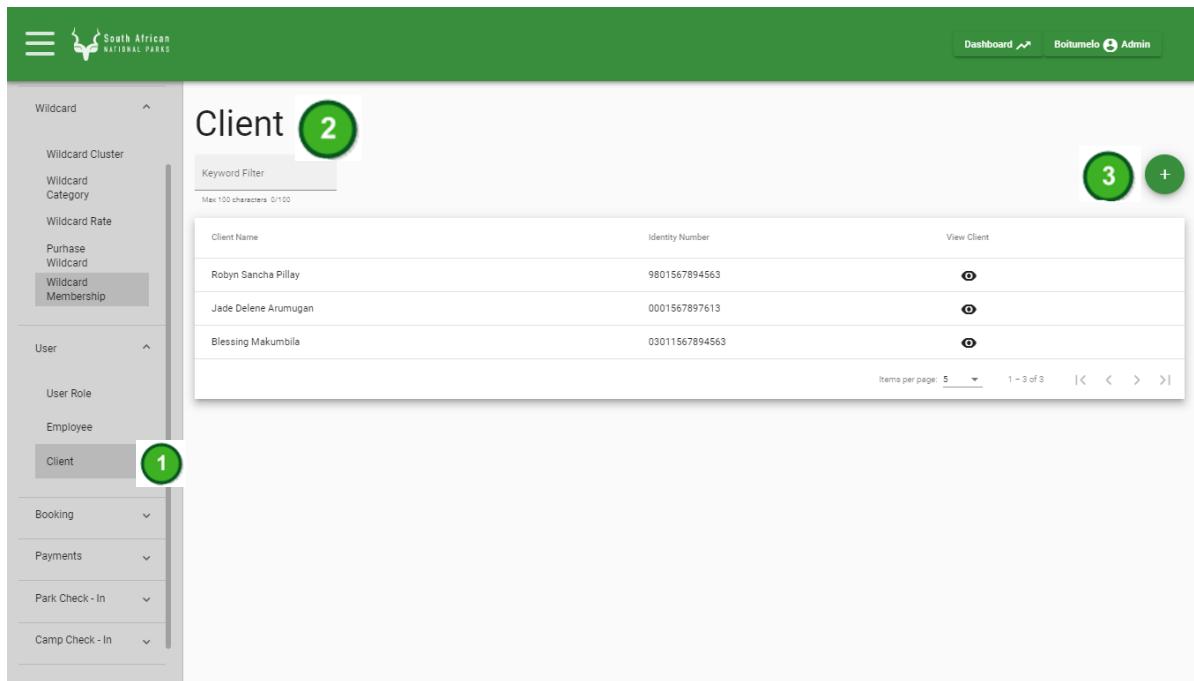
### Introduction

This section will contain the explanation and display of the systems controls and functionality for the Admin-Side(backend) system.

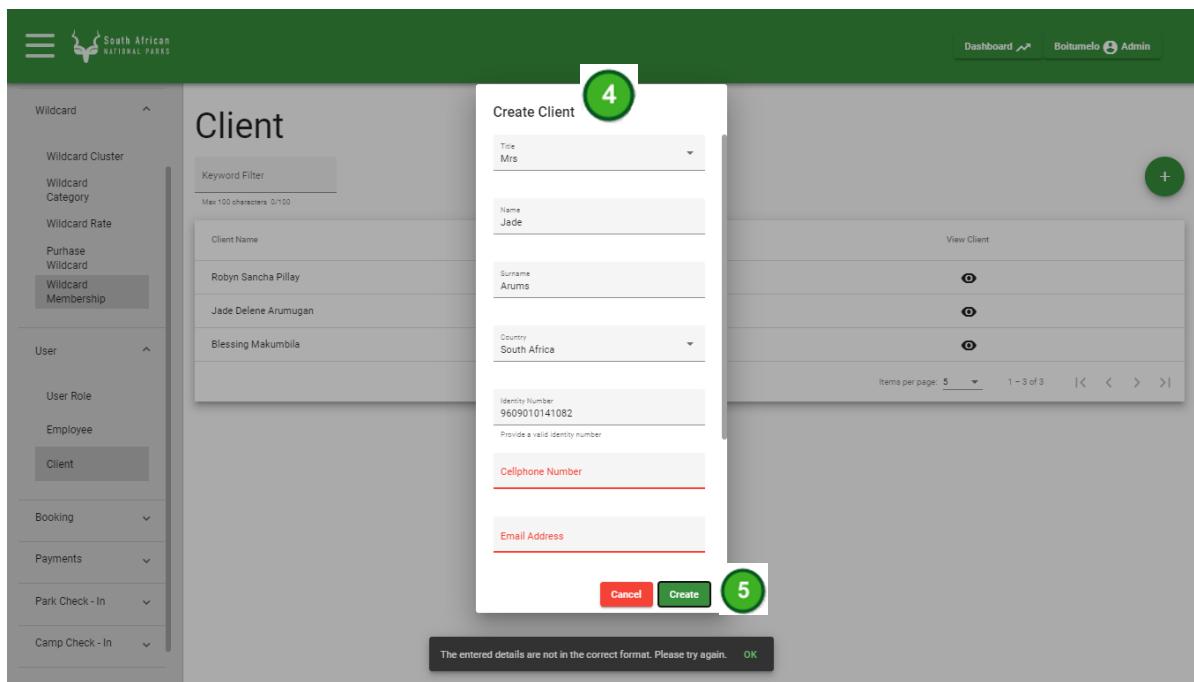
#### 6.1 Register / Client

##### 6.1.1 Client who calls in to register functionality.

Client calls into SANParks call centre and is assisted by a call centre agent. The assistance is in the form of the call centre agent registering the client on their behalf.



The screenshot shows the SANParks Admin System interface. The left sidebar has a tree view with 'Wildcard' expanded, showing 'Wildcard Cluster', 'Wildcard Category', 'Wildcard Rate', 'Purchase Wildcard', and 'Wildcard Membership'. Under 'User', 'Client' is selected (marked with a green circle 1). The main content area has a 'Client' heading with a green circle 2. Below it is a table with three rows of client data. At the bottom right of the table is a green circle 3 containing a '+' sign. At the bottom of the table are pagination controls. The top right of the screen shows 'Dashboard', 'Boitumelo', and 'Admin'.

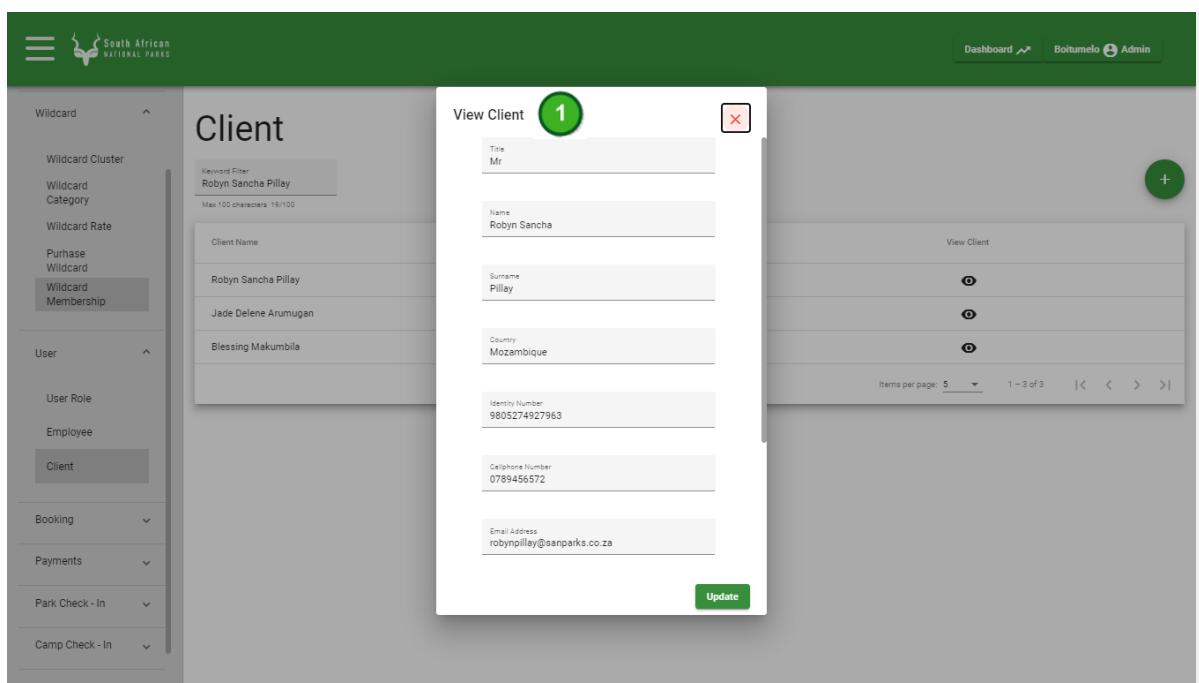


The screenshot shows the 'Create Client' dialog box overlaid on the main client list. The dialog box has fields for 'Title' (Mrs), 'Name' (Jade), 'Surname' (Aruna), 'Country' (South Africa), 'Identity Number' (9609010141082 - highlighted in red), and 'Email Address' (highlighted in red). At the bottom are 'Cancel' and 'Create' buttons. A message at the bottom of the dialog box says 'The entered details are not in the correct format. Please try again.' with 'OK' and 'Cancel' buttons. A green circle 4 is on the dialog box, and a green circle 5 is on the 'Create' button. The background shows the same client list as the previous screenshot.

Control Number	Control Type	Control Description
1	Client navbar	Opens the client page
2	Client label	Page header
3	“+” button	Open the create client modal
4	Create client modal	Client provides their registration information
5	Create button	Register client

### 6.1.2 Search Client Functionality

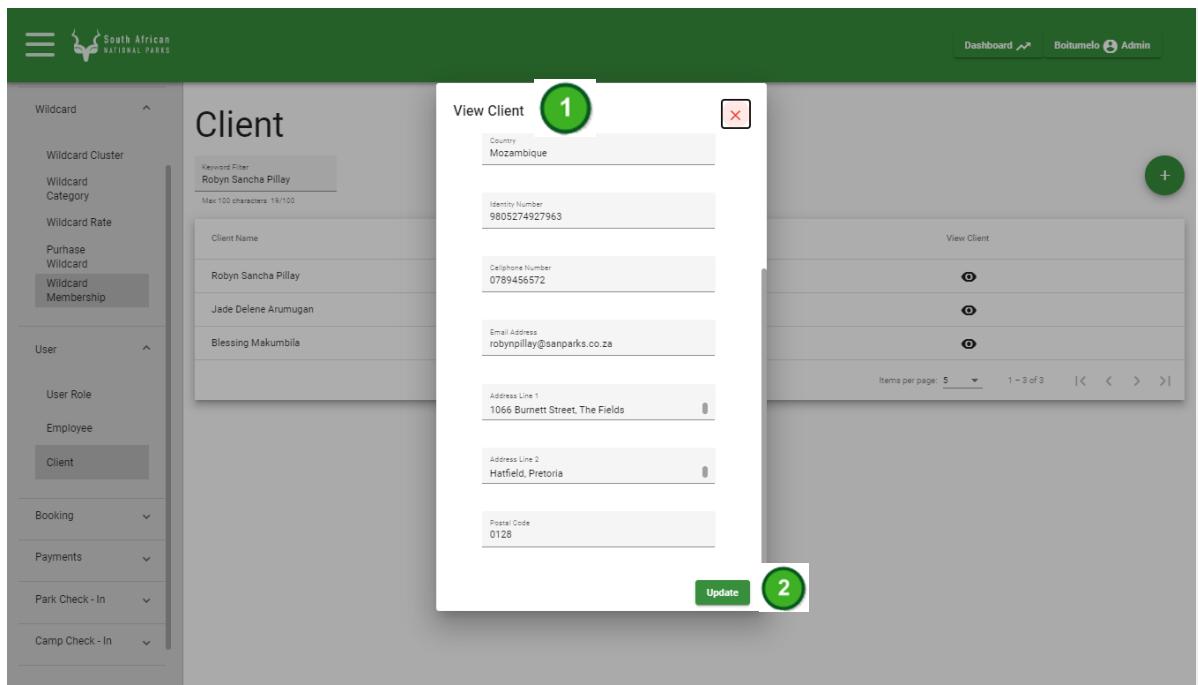
Call centre agent searches for a client on the system



Control Number	Control Type	Control Description
1	View Client modal	Populated with the clients details

### 6.1.3 Call in to update Client Functionality

Client calls in and the call centre agent assists with the update of their details.



Client

View Client

1

Country: Mozambique

Identity Number: 9805274927963

Client Name: Robyn Sancha Pillay

Telephone Number: 0789456572

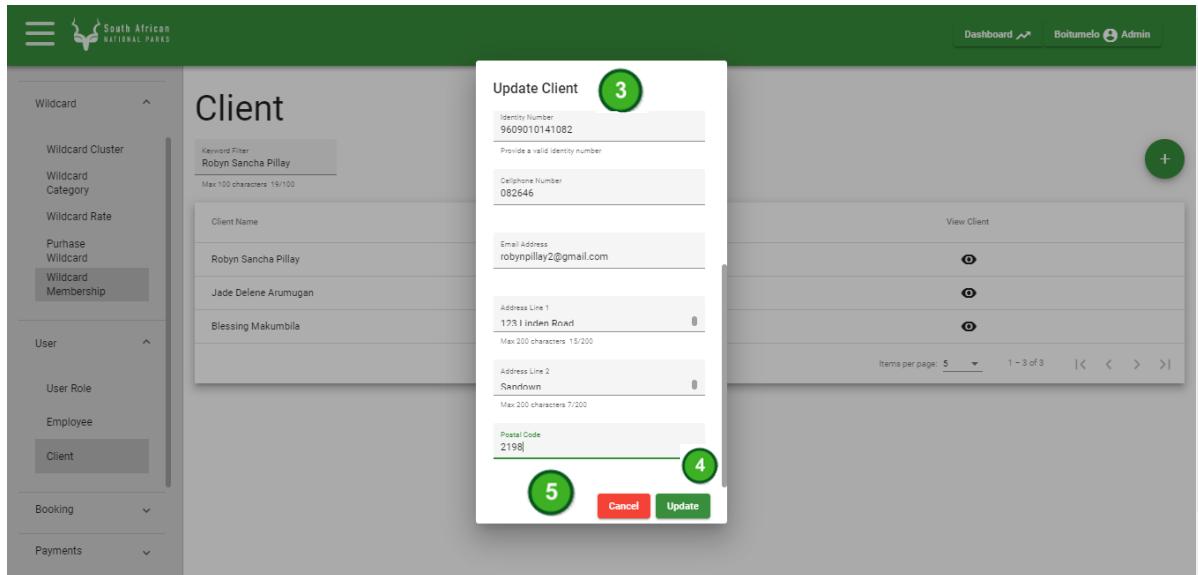
Email Address: robynpillay@sanparks.co.za

Address Line 1: 1066 Burnett Street, The Fields

Address Line 2: Hatfield, Pretoria

Postal Code: 0128

Update



Client

Update Client

3

Identity Number: 9609010141082

Provide a valid identity number

Client Name: Robyn Sancha Pillay

Telephone Number: 082646

Email Address: robynpillay2@gmail.com

Address Line 1: 123 Linden Road

Address Line 2: Sandown

Postal Code: 2198

5

Cancel

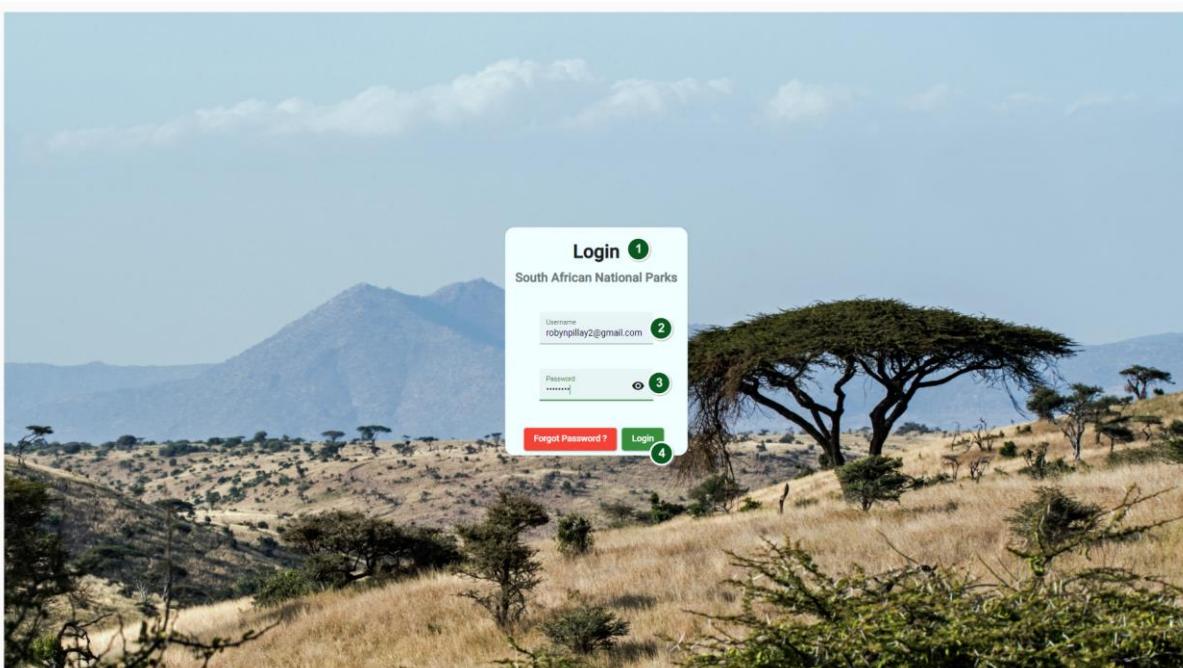
Update

Control Number	Control Type	Control Description
1	View Profile modal	View client to update. Fields are populated with the client's details
2	Update button	Opens the update client modal
3	Update Client modal	Fields are editable and client can update their information
4	Update button	Captures and validates the updated information
5	Cancel button	Cancels the process of updating a client

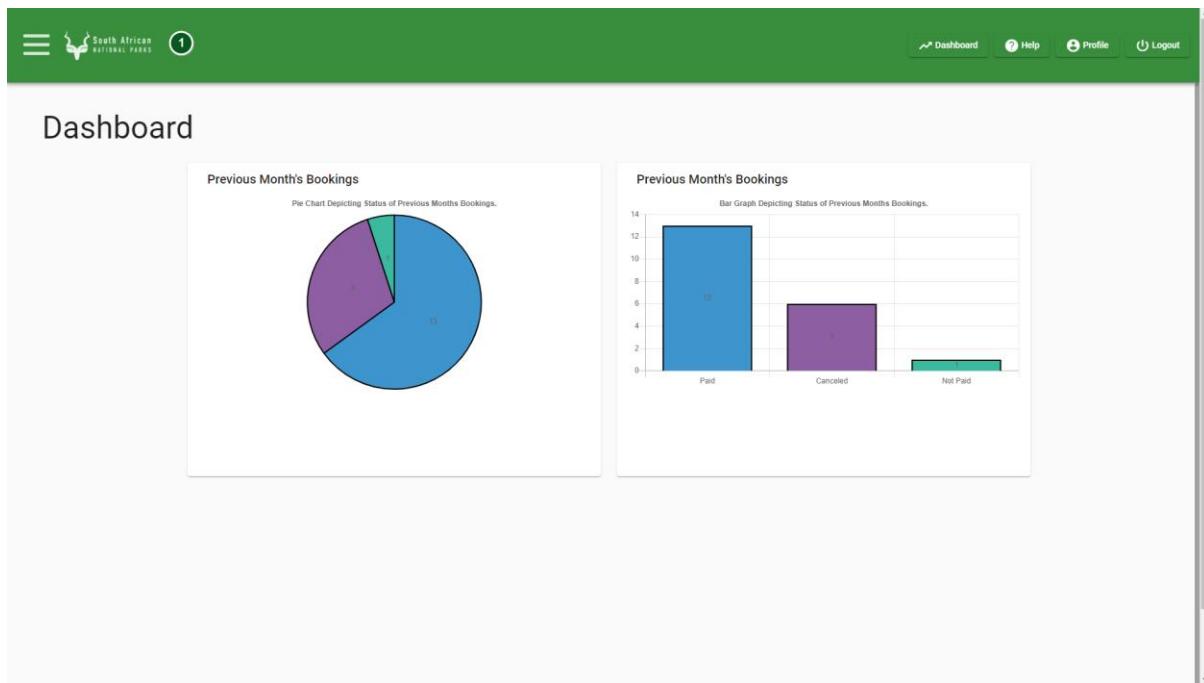
## 6.2 User

### 6.2.1 Login Functionality

User must navigate to the SANParks login page (1). From here the user must use their registered login details and provide them in the username textbox (2) and password textbox (3). Once their details are provided the user can click the login button (4) to complete the login verification and validation.



Control Number	Control Type	Control Description
1	Login Page	SANParks Back Office Login Page
2	username textbox	Enter username in the textbox
3	password textbox	Enter password in the textbox
4	Login Button	Click Button to Logs user into the system

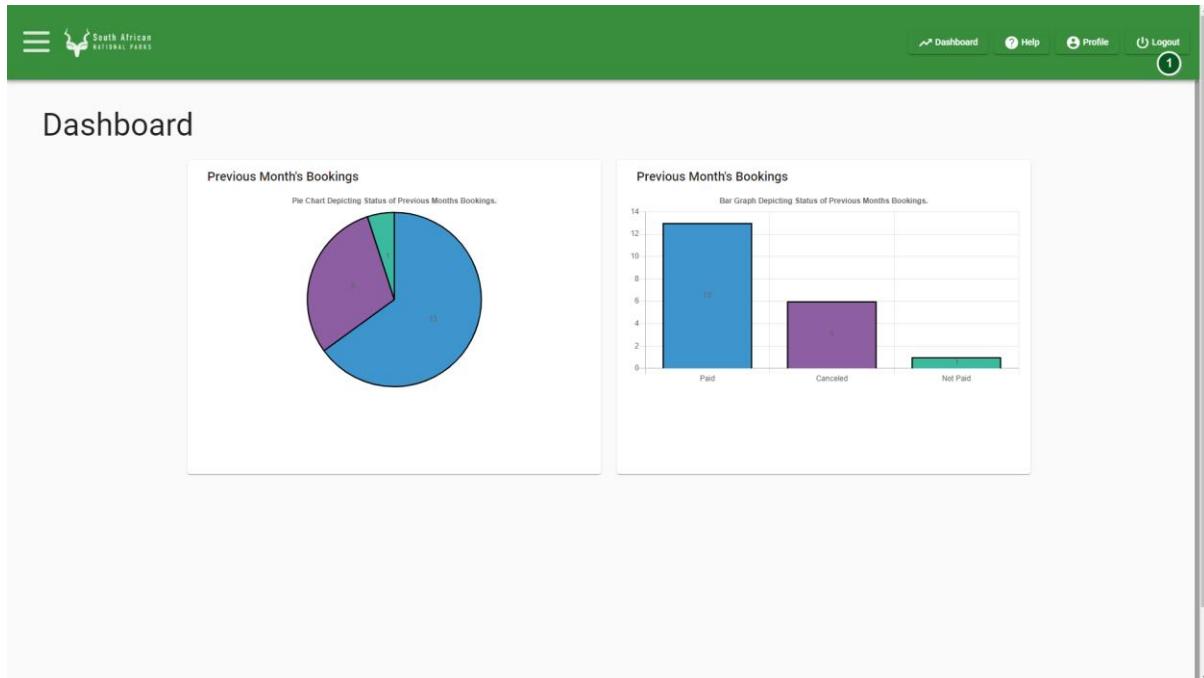


The dashboard page displays two charts related to 'Previous Month's Bookings'.  
 Pie Chart: 'Pie Chart Depicting Status of Previous Month's Bookings.'  
 Bar Graph: 'Bar Graph Depicting Status of Previous Month's Bookings.'

Status	Count
Paid	12
Cancelled	6
Not Paid	1

Control Number	Control Type	Control Description
1	SANParks System	Logged into the system. Showing the dashboard page.

### 6.2.2 Logout Functionality

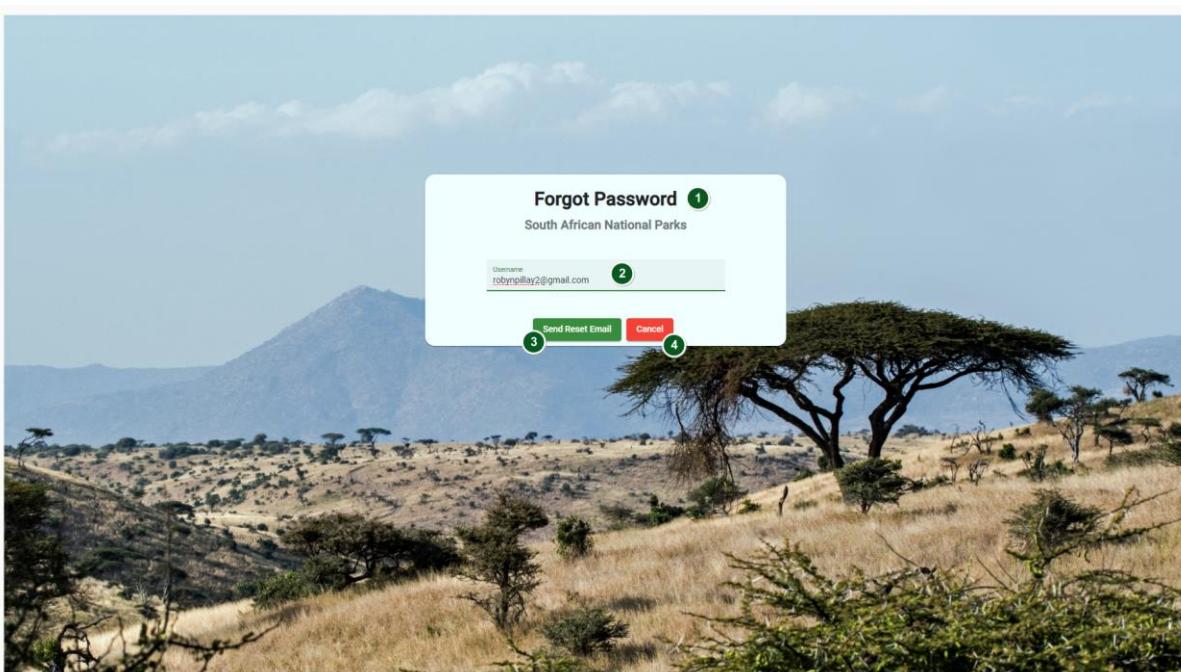
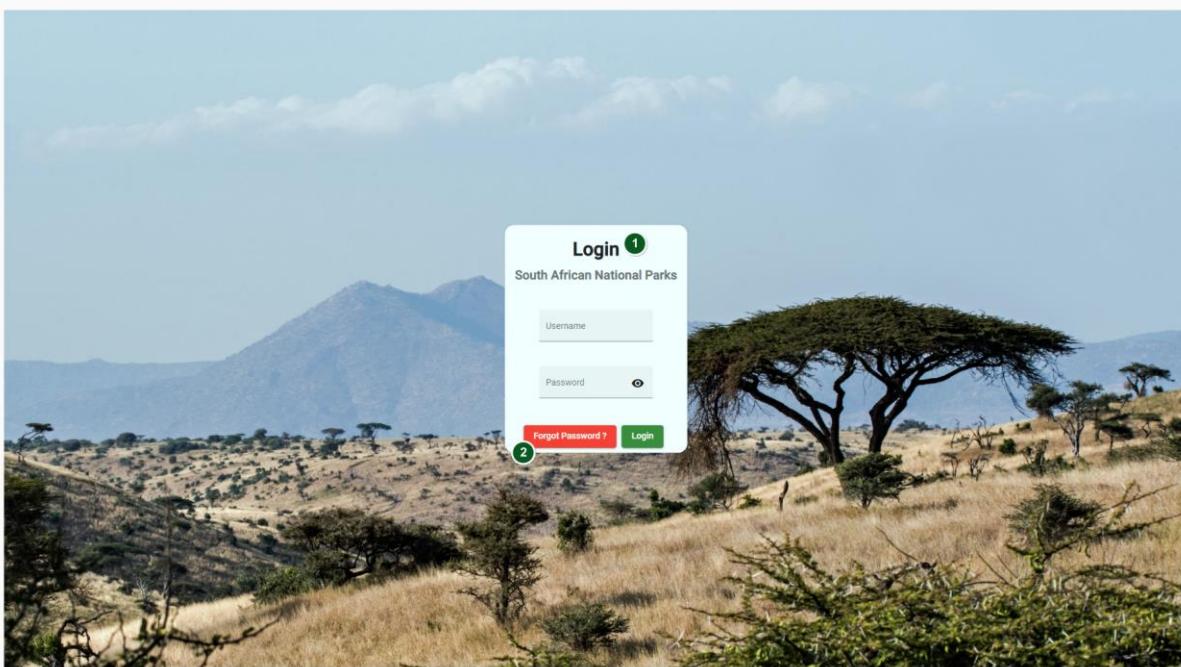


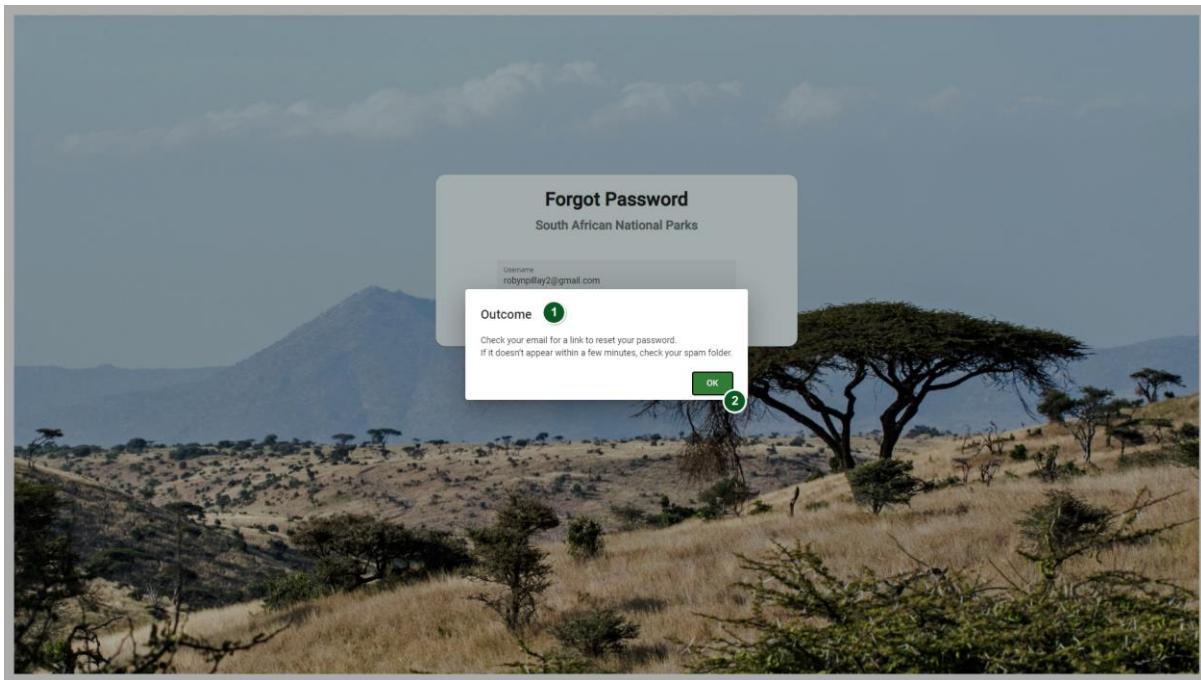
The dashboard page displays two charts related to 'Previous Month's Bookings'.  
 Pie Chart: 'Pie Chart Depicting Status of Previous Month's Bookings.'  
 Bar Graph: 'Bar Graph Depicting Status of Previous Month's Bookings.'

Status	Count
Paid	12
Cancelled	6
Not Paid	1

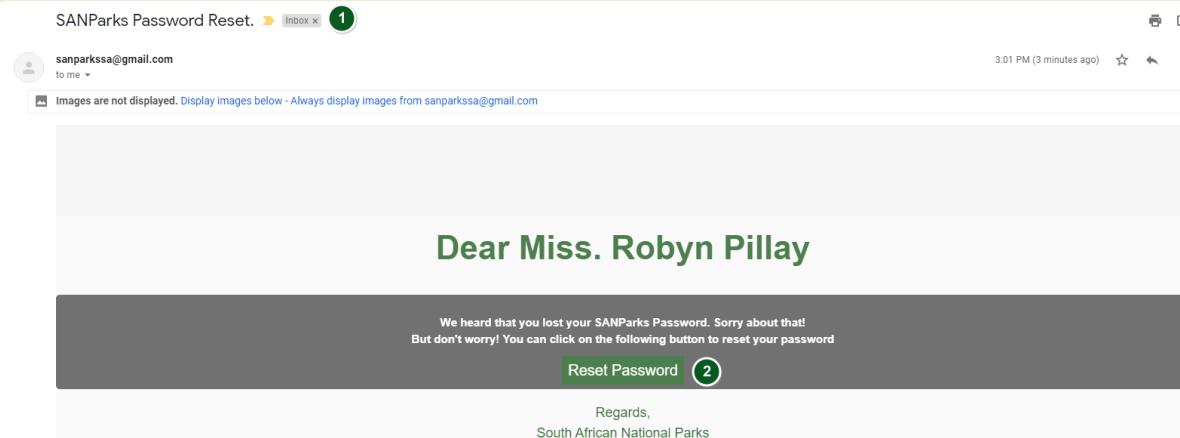
Control Number	Control Type	Control Description
1	Logout Button	Click button to log user out of the system

### 6.2.3 Reset Password Request





#### 6.2.4 Reset Password Functionality



SANParks Password Reset. 1

sanparkssa@gmail.com  
to me 3.01 PM (3 minutes ago) ☆ ↗ ⋮

Images are not displayed. Display Images below - Always display Images from sanparkssa@gmail.com

Dear Miss. Robyn Pillay

We heard that you lost your SANParks Password. Sorry about that!  
But don't worry! You can click on the following button to reset your password

Reset Password 2

Regards,  
South African National Parks

#### 6.3 Administration

##### 6.3.1 User Role Functionality

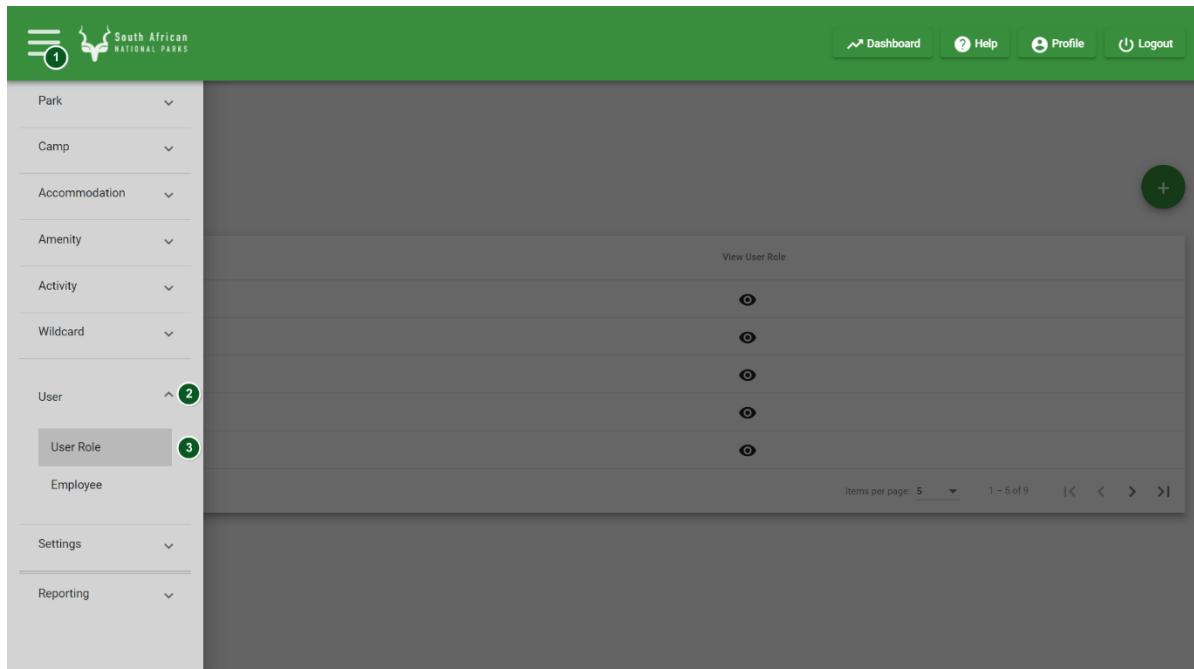
The User Role functionality gives the users of the system a Role in the system and limits access to some part of it for certain User Roles.

E.g. The Client User Role will not have access to the back end of the system, while the System Administrator will have access to the whole system.

The User Role functionality will encompass the creating, searching, updating and deleting of the User Role.

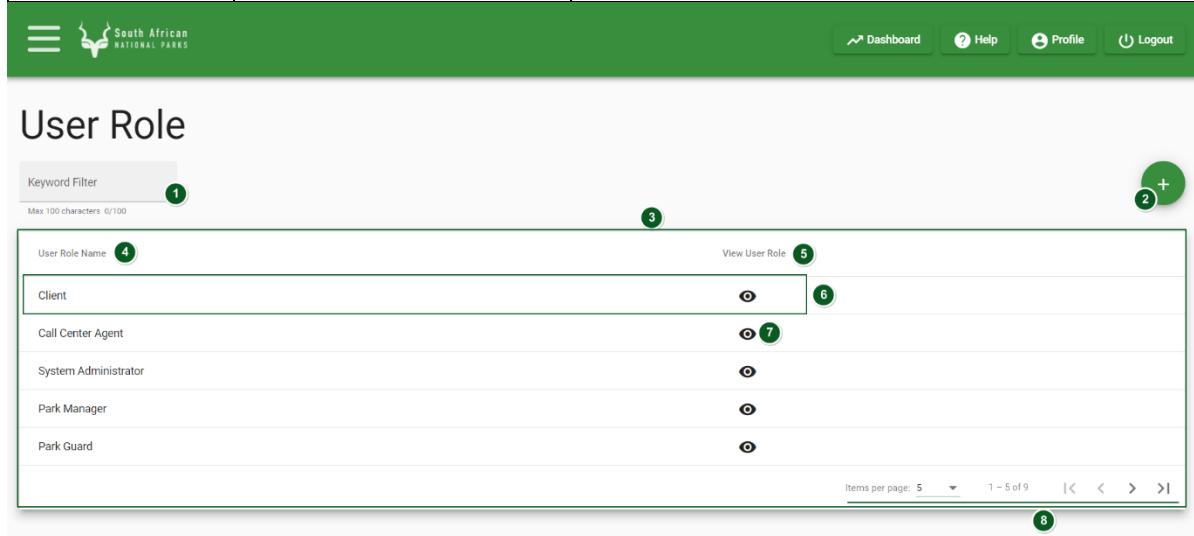
### 6.3.1.0 User Role Home Screen

The following screens indicate how a user can navigate to the User Role Home screen.



This screenshot shows the User Role Home Screen. The left sidebar contains a navigation menu with categories: Park, Camp, Accommodation, Amenity, Activity, Wildcard, User (highlighted with a red circle containing the number 2), User Role (highlighted with a red circle containing the number 3), Employee, Settings, and Reporting. The main content area displays a table titled "View User Role" with several rows of user roles. At the bottom right of the content area, there are pagination controls for "Items per page" (set to 5) and "1 – 5 of 9".

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	User Drop Down Button	Click here to Open or Close the User Drop Down.
3	User Role Button	Re-directs the user to the <b>User Role Home Screen</b> . Click here to display the User Role Home Screen



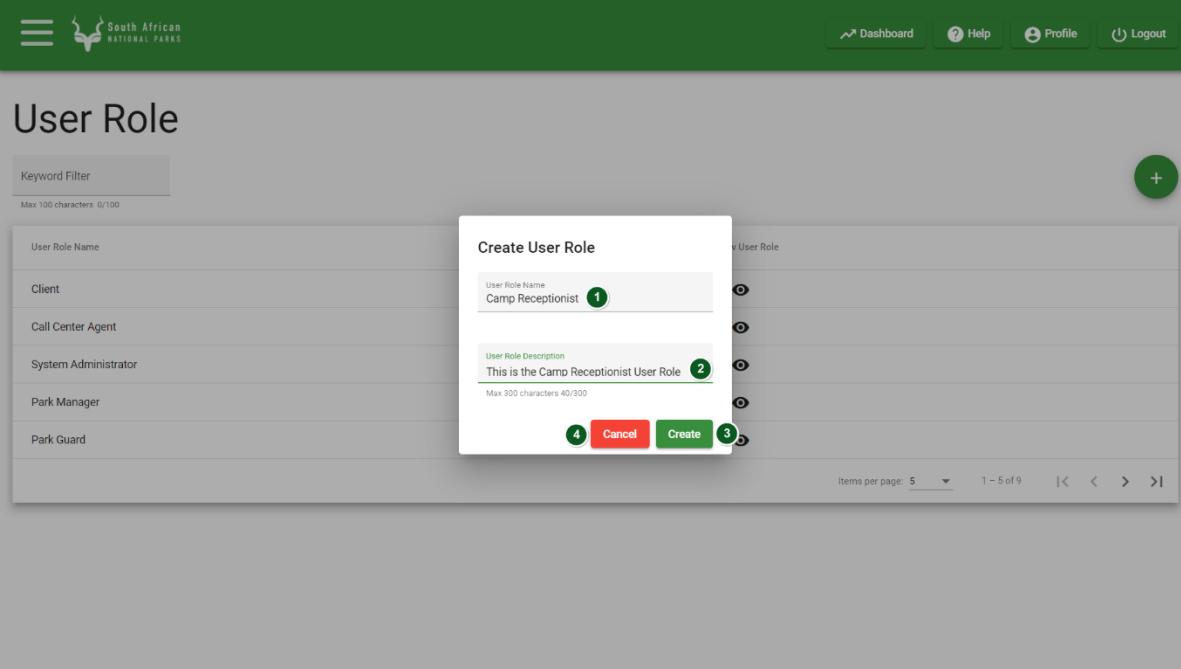
This screenshot shows the "User Role" screen. At the top, there is a "Keyword Filter" input field with a placeholder "Max 100 characters" and a character count of "0/100" (highlighted with a red circle containing the number 1). Below the filter is a table titled "View User Role" with a single row visible: "Client". To the right of the table, there is a "Create User Role" button (highlighted with a red circle containing the number 2). At the bottom right of the content area, there are pagination controls for "Items per page" (set to 5) and "1 – 5 of 9".

Control Number	Control type	Control Description
1	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific User Role.
2	Create User Button	Re-directs the user to the <b>Create User Role Model</b> . Click here to display the Create User Role Model.

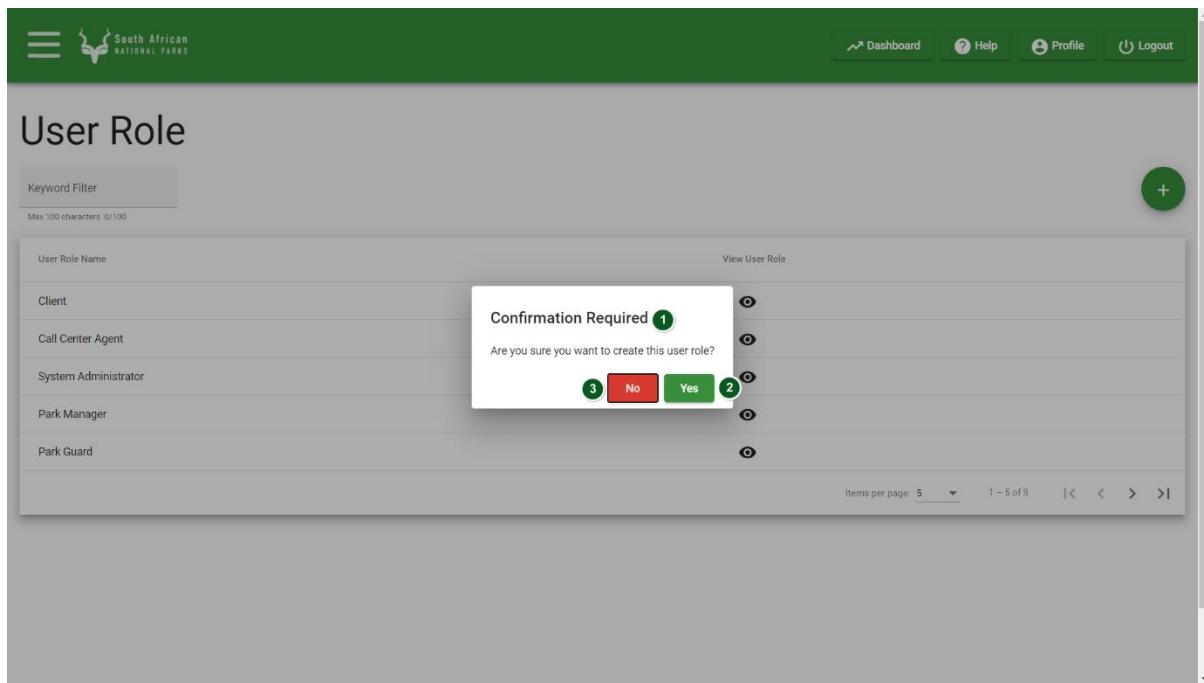
<b>3</b>	<b>User Role Table</b>	This tables displays the saved User Roles.
<b>4</b>	<b>User Role Name Table Column</b>	This display the column of User Role Name.
<b>5</b>	<b>View User Role Table Column</b>	This displays View User Role Button for each User Role on the table.
<b>6</b>	<b>Table Row</b>	This displays a row of a User Role in the table.
<b>7</b>	<b>View User Role Button</b>	Re-directs the user to the <b>View User Role Model</b> . Click here to display the View User Role Model.
<b>8</b>	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.1.1 Create User Role

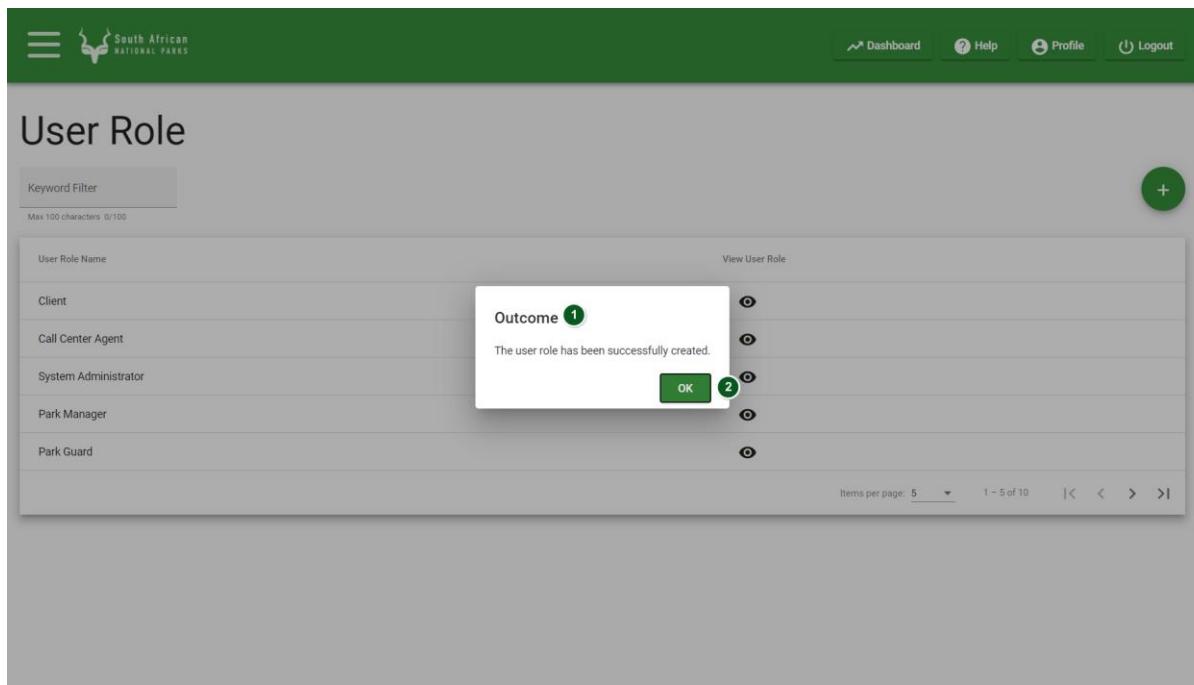
The following screens indicate how a user can create a new employee.



Control Number	Control type	Control Description
1	User Role Name Textbox	Click here to enter a new User Role Name.
2	User Role Description Textbox	Click here to enter a new User Role Description.
3	Create Button	This is a button that is used to submit the request to create a new User Role. Click this button when all the required information is entered correctly in order to add the new User Role to the system . Re-directs to creation <b>Confirmation Required Dialog</b> .
4	Cancel Button	This is a button that is used to cancel the create user role process. Click this button when there is no longer a need to create the User Role. Re-directs to termination <b>Confirmation Required Dialog</b> .

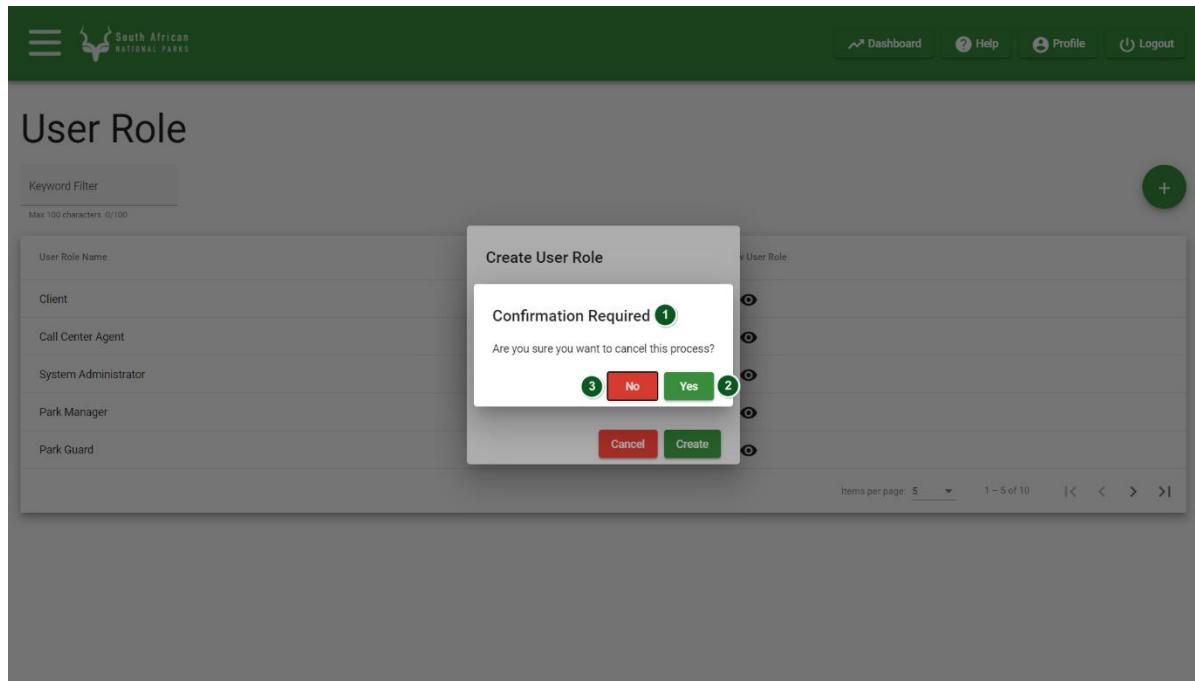


Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the creation of the User Role .
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the User Role. Click this button when you want to proceed to confirm the creation of the User Role. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the User Role. Click this button when you want to terminate the creation of the User Role. Re-directs to the <b>User Role Home Screen</b> .



The screenshot shows the 'User Role' page of the SANParks Wild Cloud system. At the top, there's a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the header, a search bar labeled 'Keyword Filter' is present. The main content area lists user roles: Client, Call Center Agent, System Administrator, Park Manager, and Park Guard. A modal dialog box is centered on the screen, displaying the message 'The user role has been successfully created.' with an 'OK' button. The 'OK' button is highlighted with a green circle containing the number '2'. At the bottom right of the page, there are pagination controls for items per page (set to 5) and a range of 1-5 of 10.

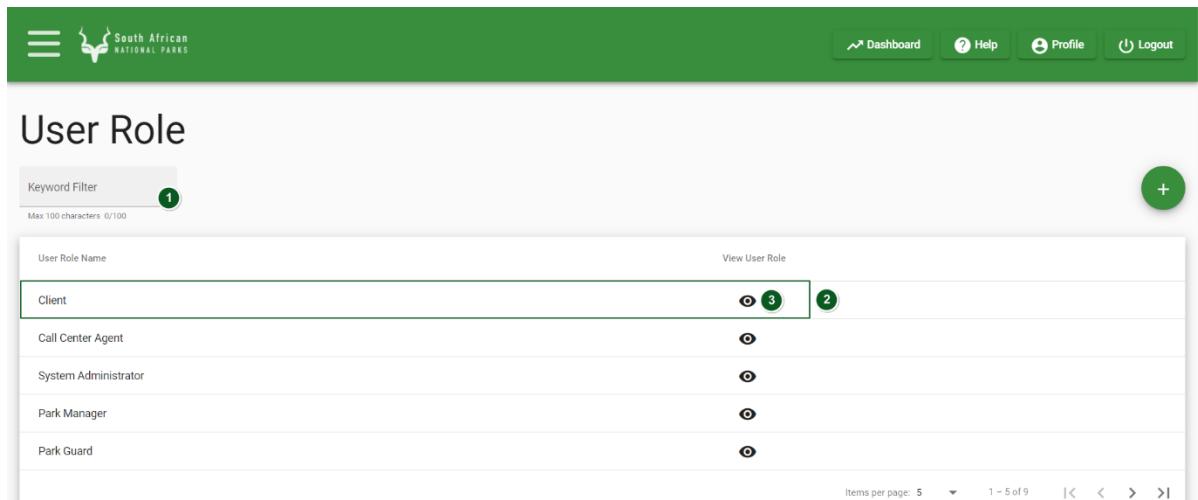
Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>User Role Home Screen</b> .



Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the User Role .
2	<b>Yes Button</b>	This is a button that is used to terminate the creation of the User Role. Click this button when you want to terminate the creation of the User Role. Re-directs back to the <b>User Role Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of creating the User Role. Click this button when you want to continue the creation of the User Role. Re-directs back to the <b>Create User Role Model</b> .

### 6.3.1.2 Search User Role

The following screens indicate how a user can search for a User Role.

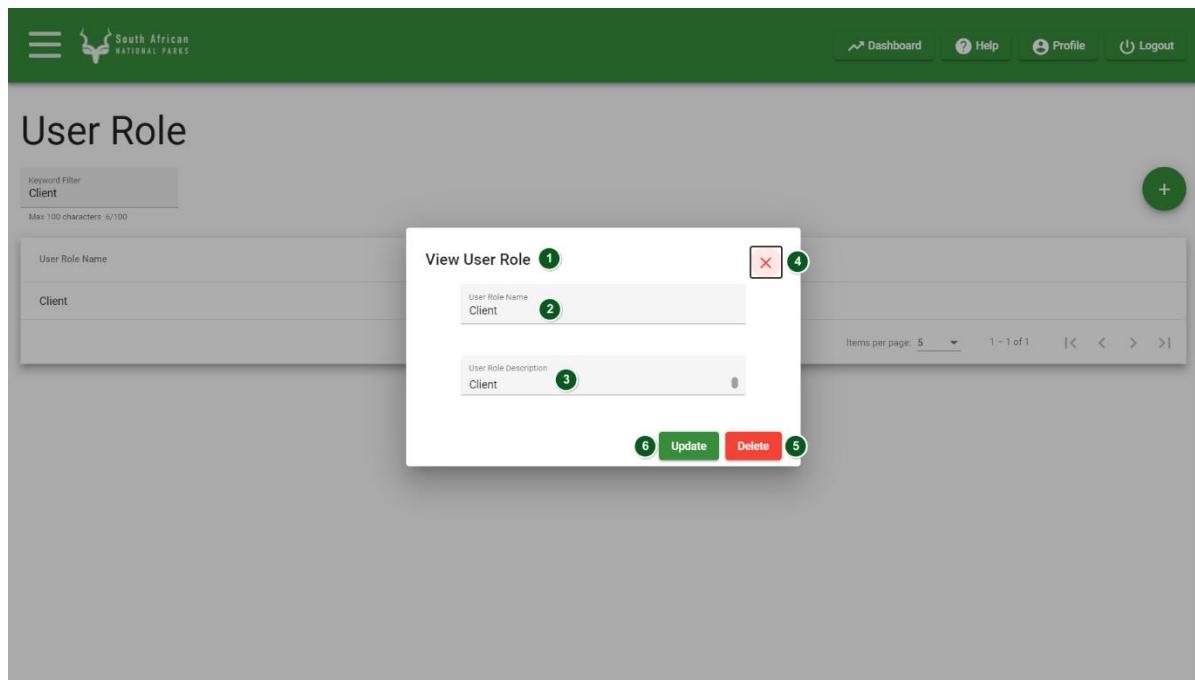


The screenshot shows a user interface for managing user roles. At the top, there is a green header bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the title "User Role" is displayed. On the left, there is a "Keyword Filter" input field with a character count of 0/100. To the right of the filter is a green circular button with a plus sign. The main area contains a table with the following data:

User Role Name	Action
Client	<input checked="" type="radio"/> <a href="#">View User Role</a> <span style="color: green;">(2)</span>
Call Center Agent	<input type="radio"/>
System Administrator	<input type="radio"/>
Park Manager	<input type="radio"/>
Park Guard	<input type="radio"/>

At the bottom of the table, there are pagination controls: "Items per page: 5" with a dropdown arrow, "1 – 5 of 9", and navigation arrows.

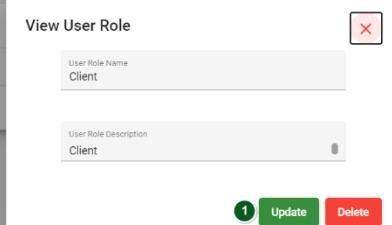
Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific User Role.
2	<b>Table Row</b>	This displays a row of the filtered User Roles in the table.
3	<b>View User Role Button</b>	This is a button that is used to View the selected User Role. Click here to display the View User Role Model. Re-directs the user to the <a href="#">View User Role Model</a> .



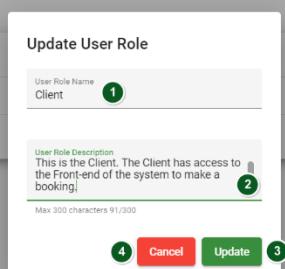
Control Number	Control type	Control Description
1	<b>View User Role Model</b>	The is the Model to View the selected User Role.
2	<b>User Role Name Label</b>	This label is populated with the User Role Name.
3	<b>User Role Description Label</b>	This label is populated with the User Role Description.
4	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the User Role. Click this button when you want to terminate the viewing of the User Role. Re-directs the user to the <b>User Role Home Screen</b> .
5	<b>Delete Button</b>	This is a button that is used to delete the User Role. Click this button if you want to remove the selected User Role. Re-directs the user to the delete <b>Confirmation Required Dialog</b> .
6	<b>Update Button</b>	This is a button that is used to update the User Role. Click this button if you want to update the selected User Role. Re-directs to the <b>Update User Role Model</b> .

### 6.3.1.3 Update User Role

The following screens indicate how a user can update a User Role.

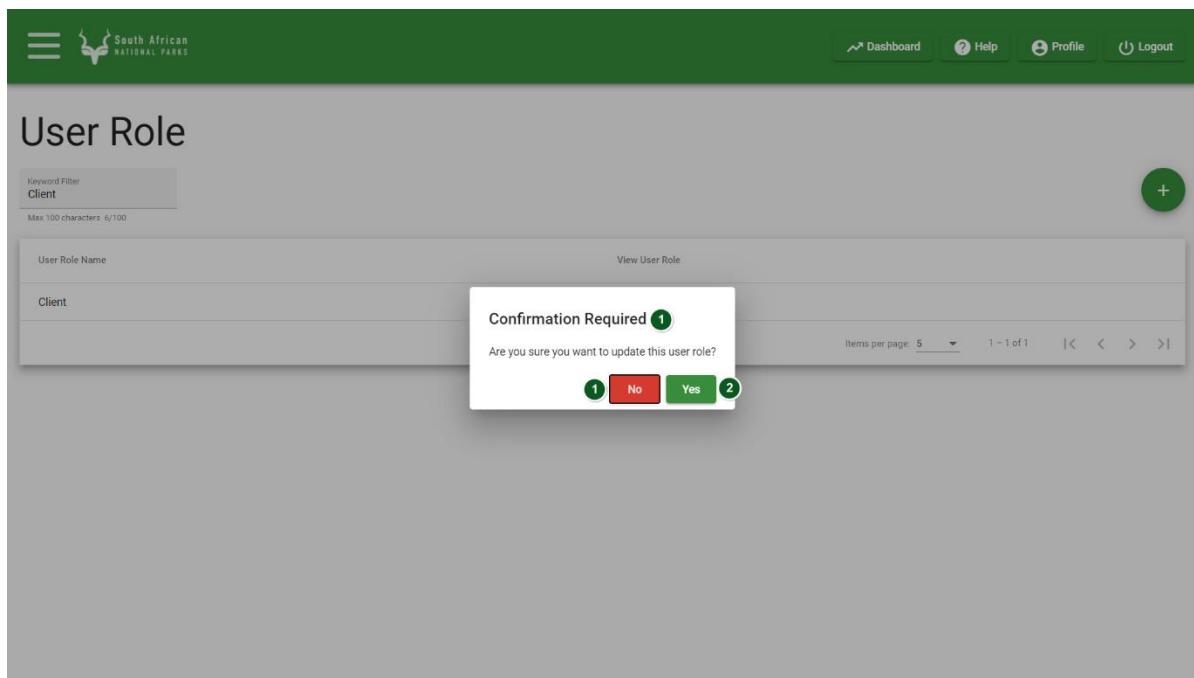


Control Number	Control type	Control Description
1	<b>Update Button</b>	This is a button that is used to update the User Role. Click this button if you want to update the selected User Role. Re-directs to the <b>Update User Role Model</b>

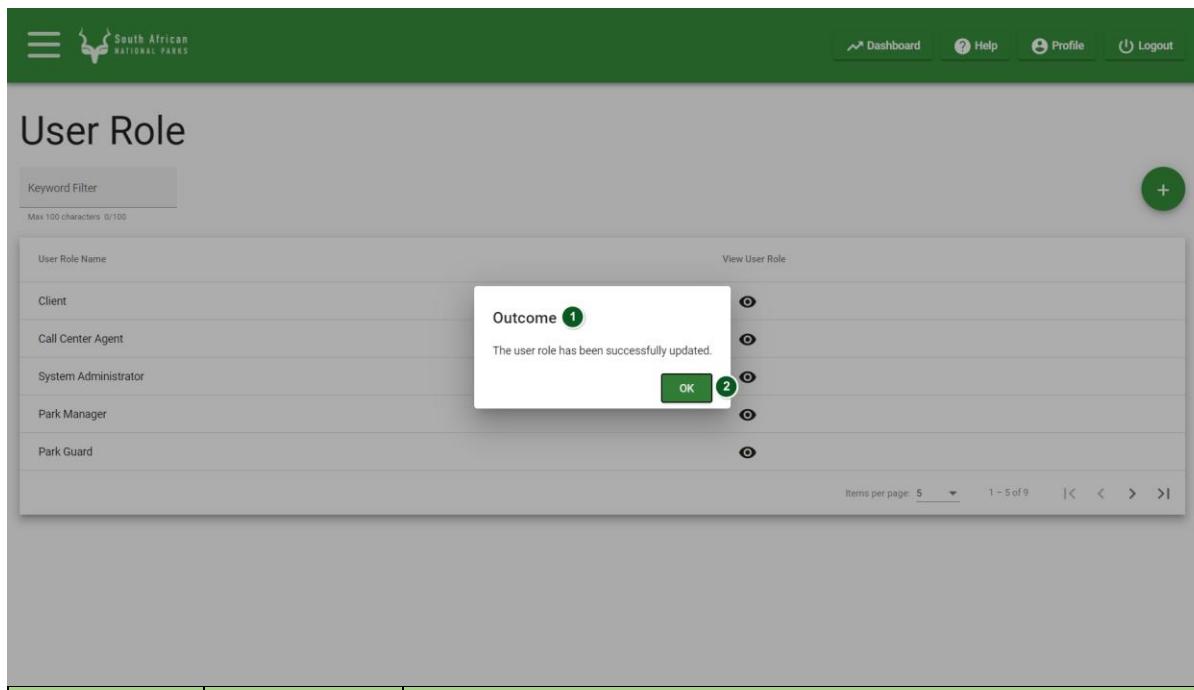


Control Number	Control type	Control Description
1	<b>User Role Name Textbox</b>	Click here to update the User Role Name.

<b>2</b>	<b>User Role Description Textbox</b>	Click here to update the User Role Description.
<b>3</b>	<b>Update Button</b>	This is a button that is used to submit the request to update a User Role. Click this button when all the required information is entered correctly in order to update the User Role. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>4</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of User Role process. Click this button when there is no longer a need to update the User Role. Re-directs to termination <b>Confirmation Required Dialog</b> .

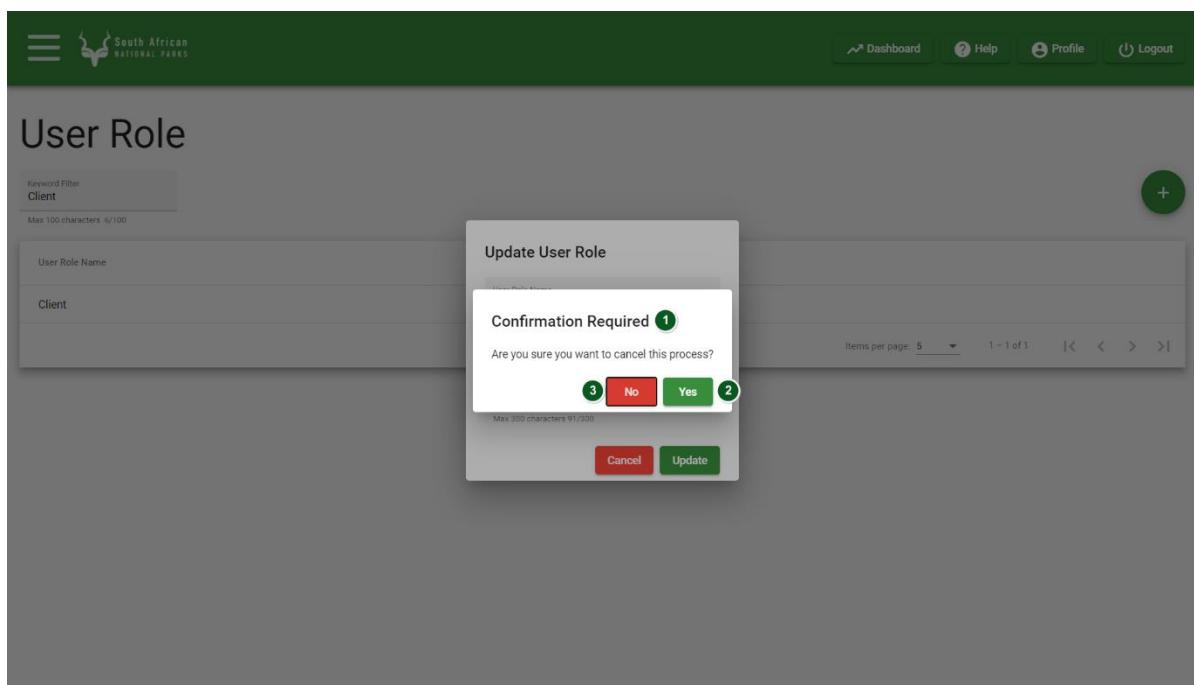


Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the update of the User Role .
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the User Role. Click this button when you want to proceed to confirm the update of the User Role. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the User Role. Click this button when you want to terminate the update of the User Role. Re-directs to the <b>User Role Home Screen</b> .



The screenshot shows the 'User Role' page from the SANParks system. At the top, there's a navigation bar with the Wild Cloud logo, a menu icon, the South African National Parks logo, and links for Dashboard, Help, Profile, and Logout. Below the navigation is a search bar labeled 'Keyword Filter' with a character limit of 100. The main content area is titled 'User Role' and contains a table of user roles: Client, Call Center Agent, System Administrator, Park Manager, and Park Guard. A modal dialog box is centered on the screen, displaying the message 'Outcome 1' and 'The user role has been successfully updated.' with an 'OK' button. The 'OK' button is highlighted with a green circle containing the number '2'. At the bottom right of the page, there are pagination controls for items per page (set to 5) and page numbers (1-5 of 9).

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>User Role Home Screen</b>



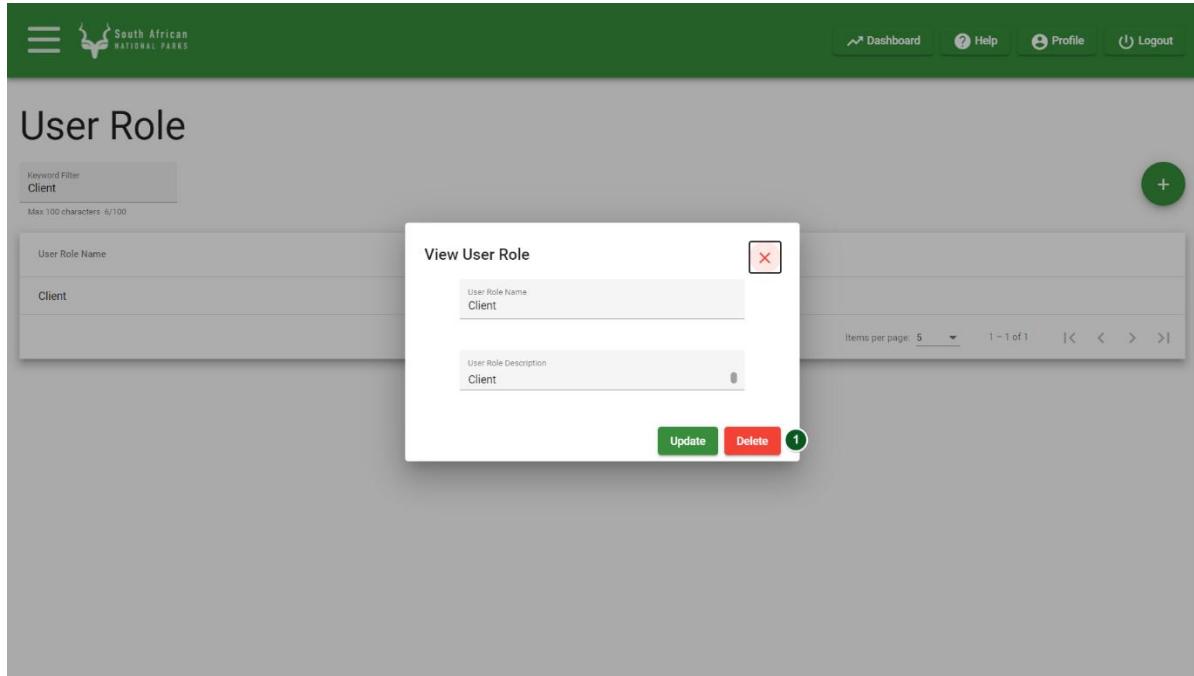
The screenshot shows the 'User Role' page with a modal dialog box titled 'Update User Role'. The dialog contains the message 'Confirmation Required 1' and 'Are you sure you want to cancel this process?' with 'No' and 'Yes' buttons. The 'Yes' button is highlighted with a green circle containing the number '2'. At the bottom of the dialog are 'Cancel' and 'Update' buttons. The background of the page shows the list of user roles: Client, Call Center Agent, System Administrator, Park Manager, and Park Guard. The bottom right corner of the page includes pagination controls for items per page (5) and page numbers (1-1 of 1).

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the update of the User Role .
2	Yes Button	This is a button that is used to terminate the update of the User Role.

		<p>Click this button when you want to terminate the update of the User Role.</p> <p>Re-directs back to the <b>User Role Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of updating the User Role.</p> <p>Click this button when you want to continue the updating of the User Role.</p> <p>Re-directs back to the <b>Update User Role Model</b>.</p>

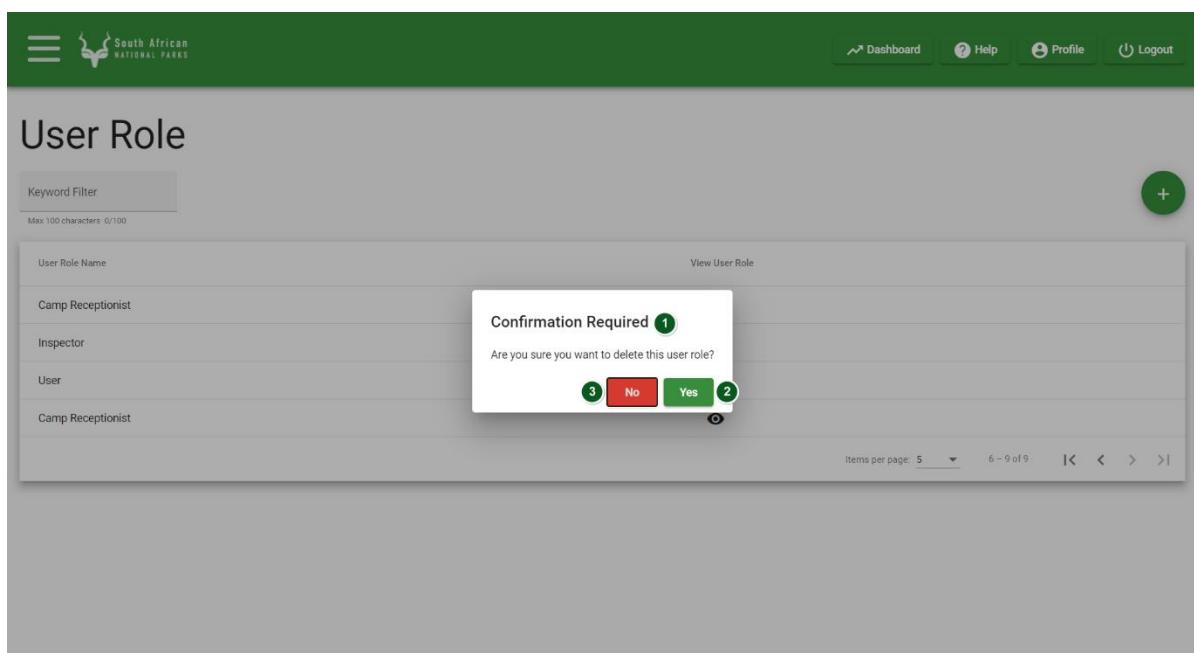
#### 6.3.1.4 Delete User Role

The following screens indicate how a user can delete a User Role



This screenshot shows the SANParks User Role management interface. A modal dialog titled "View User Role" is displayed, showing the "User Role Name" as "Client". Below it, the "User Role Description" is also listed as "Client". At the bottom of the dialog are two buttons: "Update" and "Delete". A small green circle with the number "1" is positioned next to the "Delete" button. The background shows a list of user roles, with "Client" being the selected item.

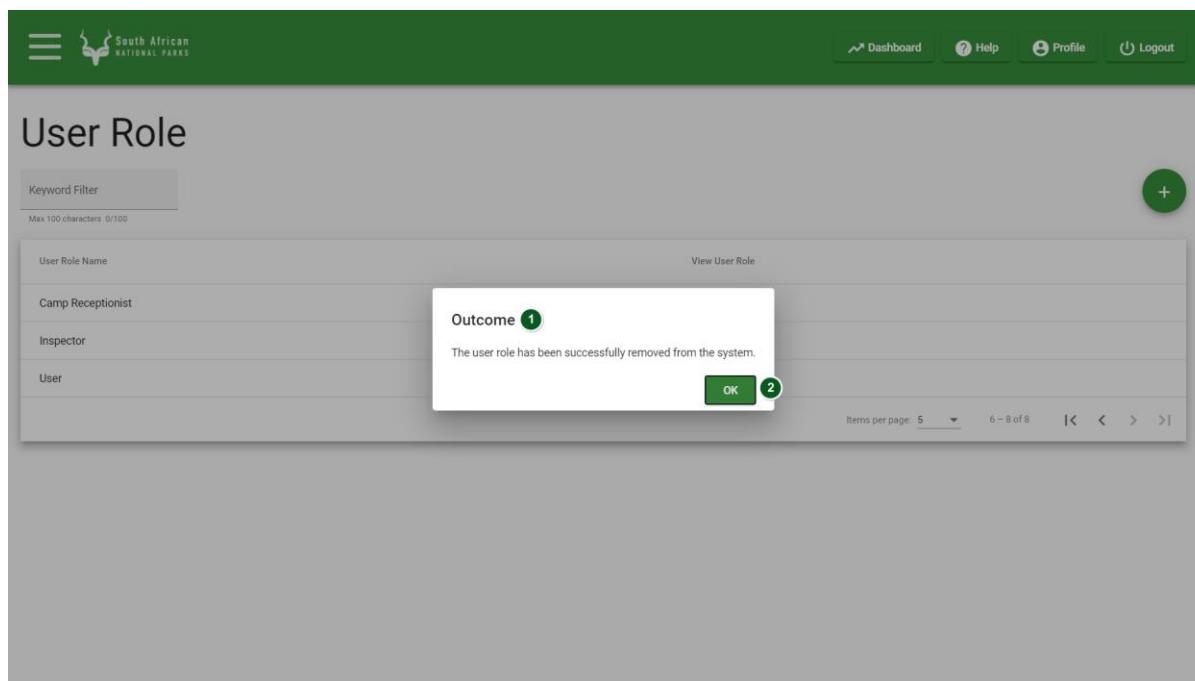
Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the User Role. Click this button if you want to delete the selected User Role. Re-directs to a delete Confirmation Required Dialog.



This screenshot shows the SANParks User Role management interface. A confirmation dialog box titled "Confirmation Required" is centered on the screen. It contains the text "Are you sure you want to delete this user role?". At the bottom of the dialog are two buttons: "No" (red) and "Yes" (green). A small green circle with the number "2" is positioned next to the "Yes" button. The background shows a list of user roles, with "Camp Receptionist" being the selected item.

Control Number	Control type	Control Description
1	Delete Confirmation Required Dialog	This is a dialog that requires confirmation, to delete the selected User Role .

<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected User Role. Click this button when you are sure you want to delete the selected User Role from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the User Role process. Click this button when you no longer want to delete the selected User Role . Re-directs back to the <b>Wildcard Cluster Home Screen</b> .



The screenshot shows the SANParks System interface for managing User Roles. At the top, there's a green header bar with the South African National Parks logo, a dashboard link, help, profile, and logout buttons. Below the header, the main title is "User Role". On the left, there's a "Keyword Filter" input field. The main content area lists three user roles: "Camp Receptionist", "Inspector", and "User". To the right of the list is a "View User Role" button. A modal dialog box is centered over the list, titled "Outcome 1". It contains the message: "The user role has been successfully removed from the system." At the bottom of the dialog are two buttons: "OK" and "2". In the bottom right corner of the main content area, there are pagination controls and a message indicating "6 - 8 of 8".

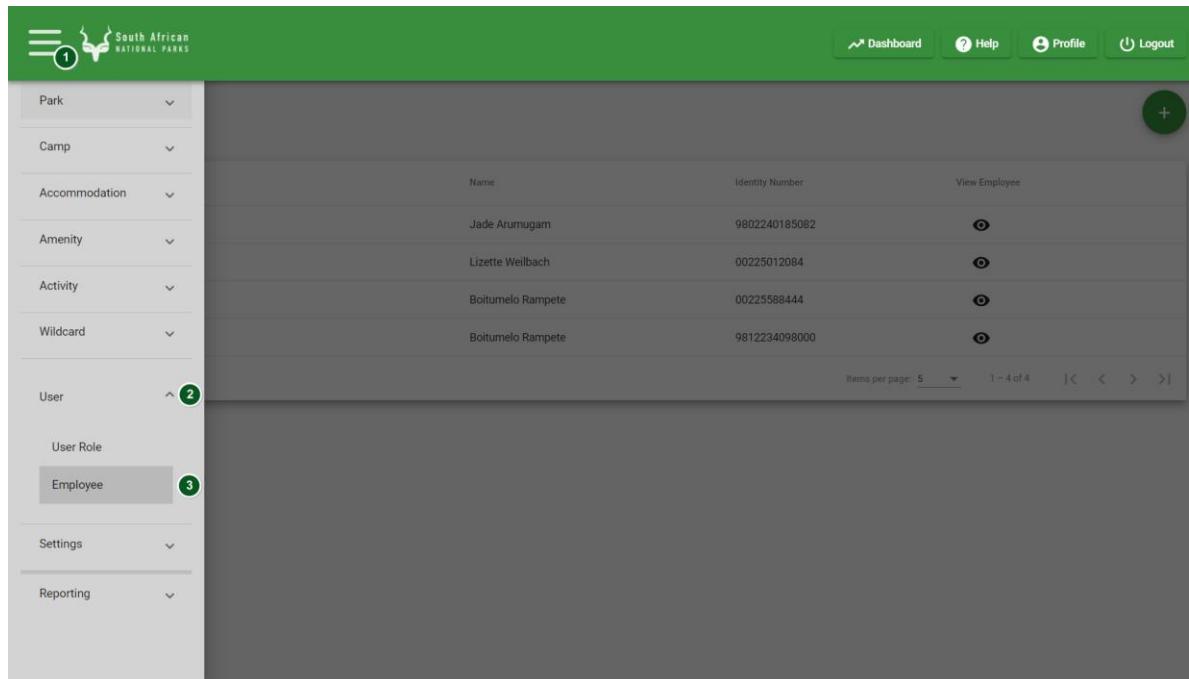
Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the User Role was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>User Role Home Screen</b>

### 6.3.2 Employee Functionality

The Employee functionality allows the potential employee to be registered and saved on the system. The Employee is assigned to a certain Park and given a user Role, that allows limited access to different parts of the system depending on their given User Role.  
E.g. An Employee is assigned to The Kruger National Park and given the User Role as a Park Guard . This means that the employee will only be able to access the Park Guard part of the system.  
The Employee functionality will encompass the creating, searching and updating of the Employee.

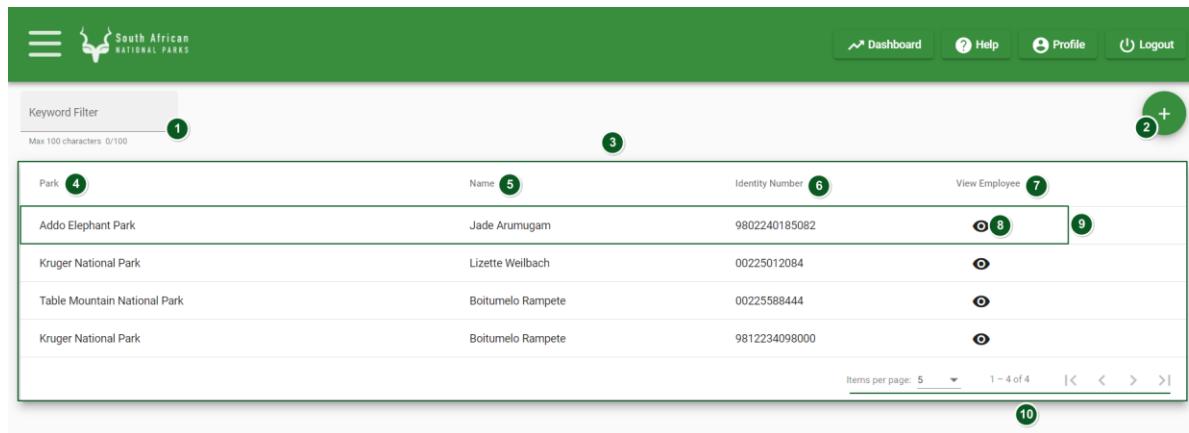
#### 6.3.2.0 Employee Home Screen

The following screens indicate how a user can navigate to the Employee Home screen.



This screenshot shows the Employee Home Screen of the SANParks System. The interface includes a top navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout buttons. On the left is a sidebar with dropdown menus for Park, Camp, Accommodation, Amenity, Activity, Wildcard, and User. Under User, there is a dropdown for User Role with 'Employee' selected. Below the sidebar is a main content area displaying a table of employees. The table columns are Name, Identity Number, and View Employee. The data includes Jade Arumugam (Identity Number 9802240185082), Lizette Weilbach (Identity Number 00225012084), Boitumelo Rampete (Identity Number 00225588444), and another entry for Boitumelo Rampete (Identity Number 9812234098000). At the bottom of the content area are pagination controls for items per page (5) and page number (1 - 4 of 4).

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	User Drop Down Button	Click here to Open or Close the User Drop Down.
3	Employee Button	Re-directs the user to the <b>Employee Home Screen</b> . Click here to display the Employee Home Screen.

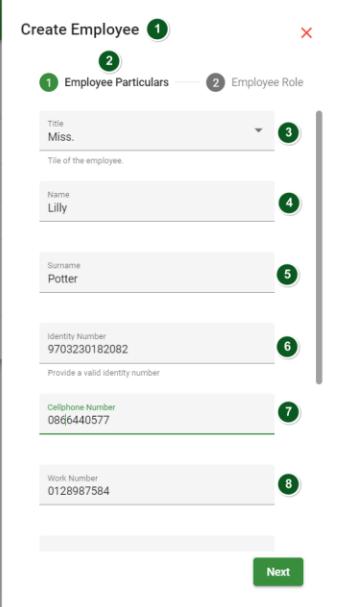


This screenshot shows the Employee Home Screen with a keyword filter added. The top navigation bar and sidebar are identical to the previous screenshot. The main content area now includes a 'Keyword Filter' input field with a character limit of 100 characters. The table of employees remains the same, with the first row (Addo Elephant Park) highlighted. The table columns are Park, Name, Identity Number, and View Employee. The data includes Jade Arumugam (Identity Number 9802240185082), Lizette Weilbach (Identity Number 00225012084), Boitumelo Rampete (Identity Number 00225588444), and another entry for Boitumelo Rampete (Identity Number 9812234098000). The table footer includes pagination controls for items per page (5) and page number (1 - 4 of 4). Numbered callouts (1 through 10) point to various UI elements: 1 points to the Keyword Filter input; 2 points to the '+' button in the top right; 3 points to the 'User' dropdown in the sidebar; 4 points to the 'Park' dropdown in the sidebar; 5 points to the 'Name' column header; 6 points to the 'Identity Number' column header; 7 points to the 'View Employee' link; 8 points to the edit icon in the first row; 9 points to the delete icon in the first row; and 10 points to the page number indicator.

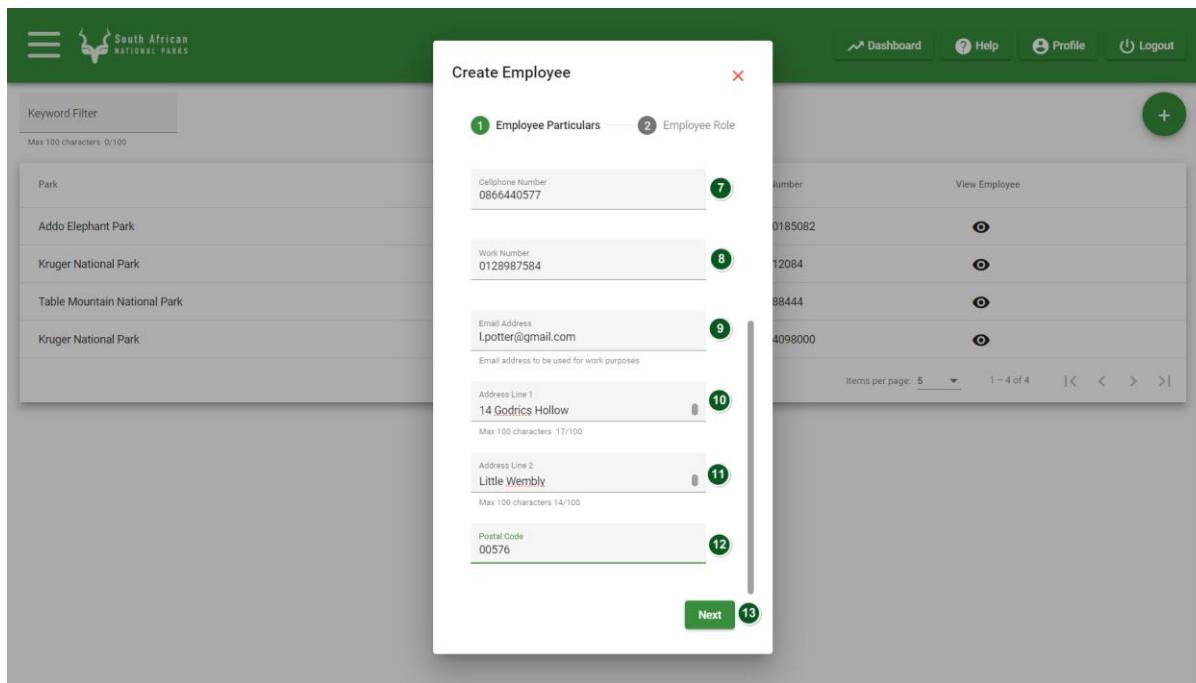
Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Employee.
2	<b>Create Employee Button</b>	Re-directs the user to the <b>Create Employee Model</b> . <a href="#">Click here to display the Create Employee Model.</a>
3	<b>Employee Table</b>	This table displays the saved Employees.
4	<b>Park Name Table Column</b>	This displays the column of Park Names that an Employee is associated to.
5	<b>Employee Name Table Column</b>	This displays the column of Employee Names.
6	<b>Employee Identity Number Table Column</b>	This displays the column of Employee Identity Numbers.
7	<b>View Employee Table Column</b>	This displays View Employee Button for each Employee on the table.
8	<b>View Employee Button</b>	Re-directs the user to the <b>View Employee Model</b> . <a href="#">Click here to display the View Employee Model.</a>
9	<b>Table Row</b>	This displays a row of an Employee in the table
10	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.2.1 Create Employee

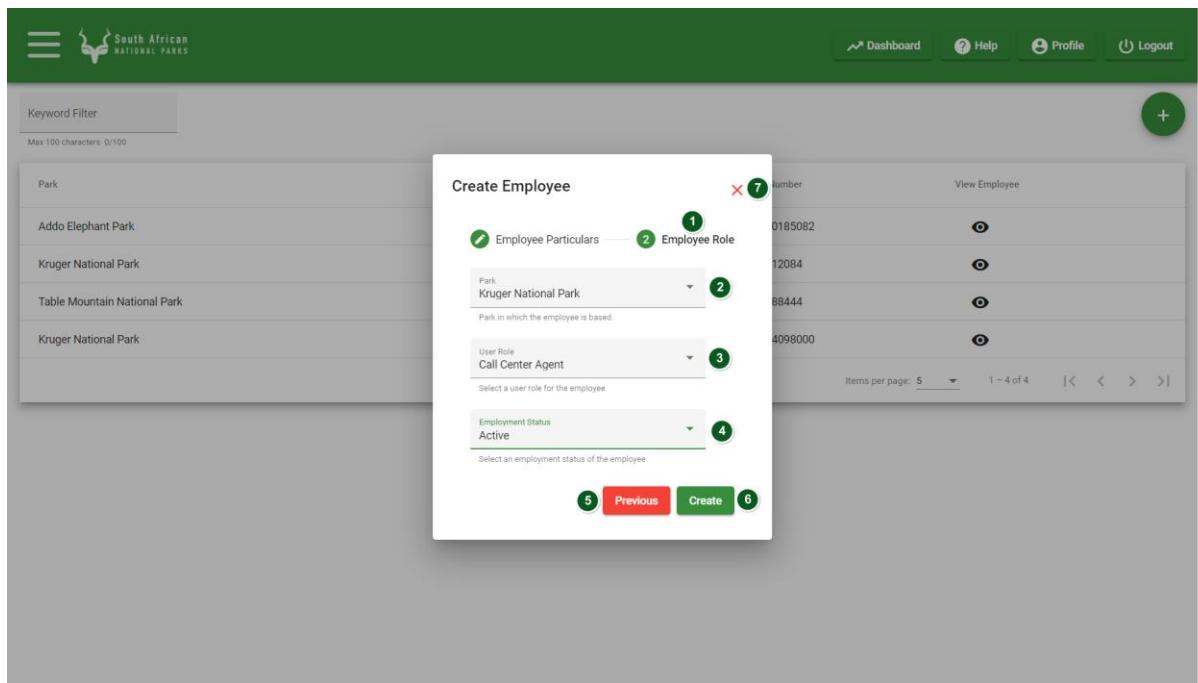
The following screens indicate how a user can create a new employee.



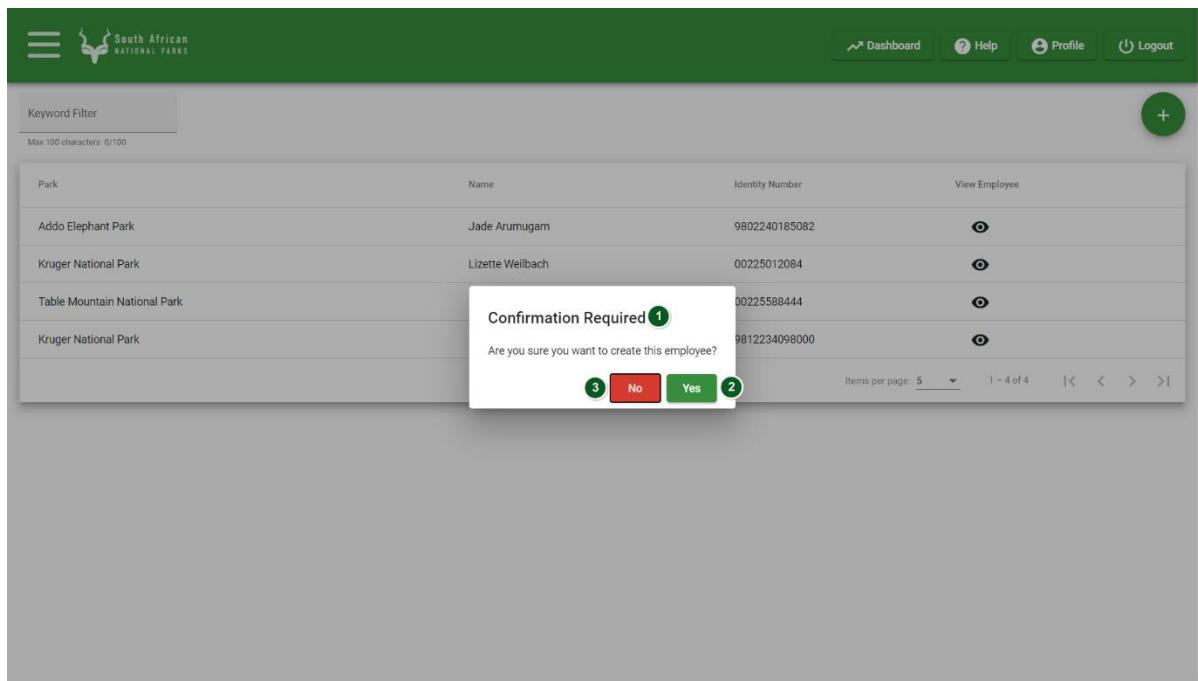
Control Number	Control type	Control Description
1	Create Employee Model	This is the model to create an employee.
2	Employee Particulars Indicator	This is an indicator to show the screen in the model the user is currently on.
3	Title Dropdown	Click here to select a new Employee Title.
4	Name Textbox	Click here to enter a new Employee Name.
5	Surname Textbox	Click here to enter a new Employee Surname.
6	Identity Number Textbox	Click here to enter a new Employee Identity Number.
7	Cellphone Number Textbox	Click here to enter a new Employee Cellphone Number.
8	Work Number Textbox	Click here to enter a new Employee Work Number.



Control Number	Control type	Control Description
7	Cellphone Number Textbox	Click here to enter a new Employee Cellphone Number.
8	Work Number Textbox	Click here to enter a new Employee Work Number.
9	Email Address Textbox	Click here to enter a new Employee Email Address.
10	Address Line 1 Textbox	Click here to enter a new Employee Address Line 1.
11	Address Line 2 Textbox	Click here to enter a new Employee Address Line 2.
12	Postal Code Textbox	Click here to enter a new Employee Postal Code.
13	Next Button	Re-directs users to the <b>Employee Role Screen</b> in the <b>Create Employee Model</b> . Click here to display Employee Role Screen.



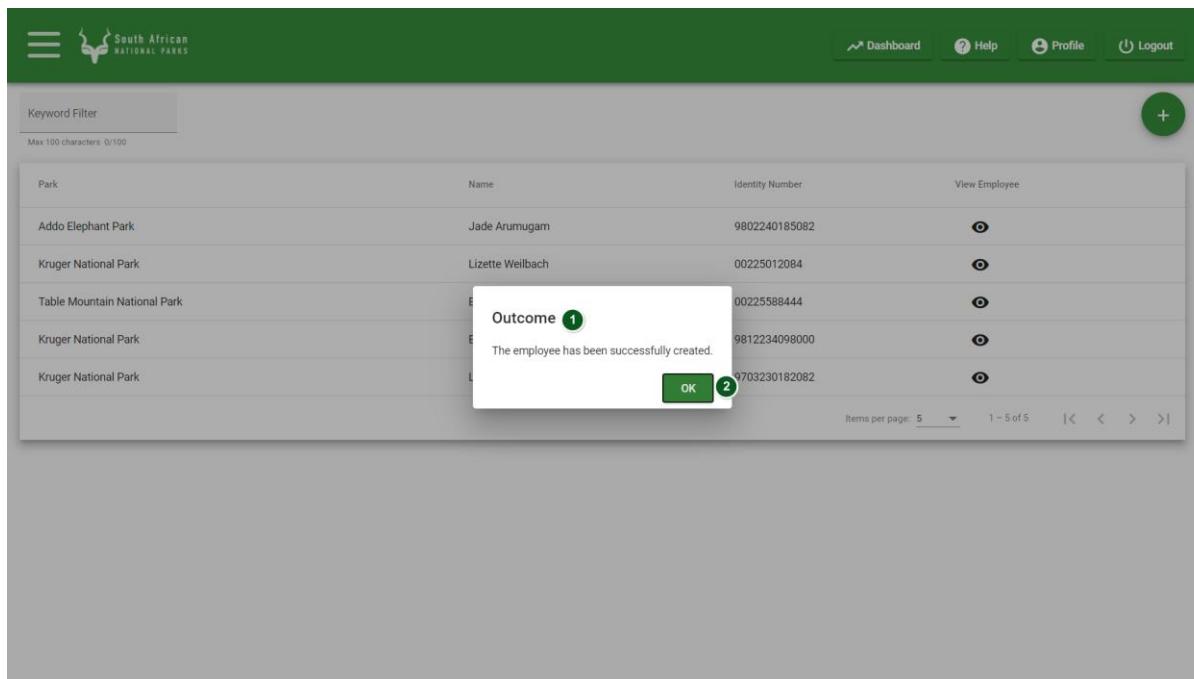
Control Number	Control type	Control Description
1	<b>Employee Role Indicator</b>	This is an indicator to show the screen in the model the user is currently on.
2	<b>Park Dropdown</b>	Click here to select a new Employee Park.
3	<b>User Role Dropdown</b>	Click here to select a new Employee User Role.
4	<b>Employment Status Dropdown</b>	Click here to select a new Employee Employment Status.
5	<b>Previous Button</b>	Re-directs the User to the <b>Employee Particulars Screen</b> in the <b>Create Employee Model</b> .
6	<b>Create Button</b>	This is a button that is used to submit the request to create a new Employee. Click this button when all the required information is entered correctly in order to add the new Employee to the system . Re-directs to creation <b>Confirmation Required Dialog</b> .
7	<b>Cancel Button</b>	This is a button that is used to cancel the Create Employee process. Click this button when there is no longer a need to create the Employee. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows a list of employees from various parks. A modal dialog box is centered over the list, titled "Confirmation Required ①". It asks, "Are you sure you want to create this employee?" with three buttons: "3 No" (red), "Yes" (green) with a circled "2", and "Cancel" (grey). The background list includes:

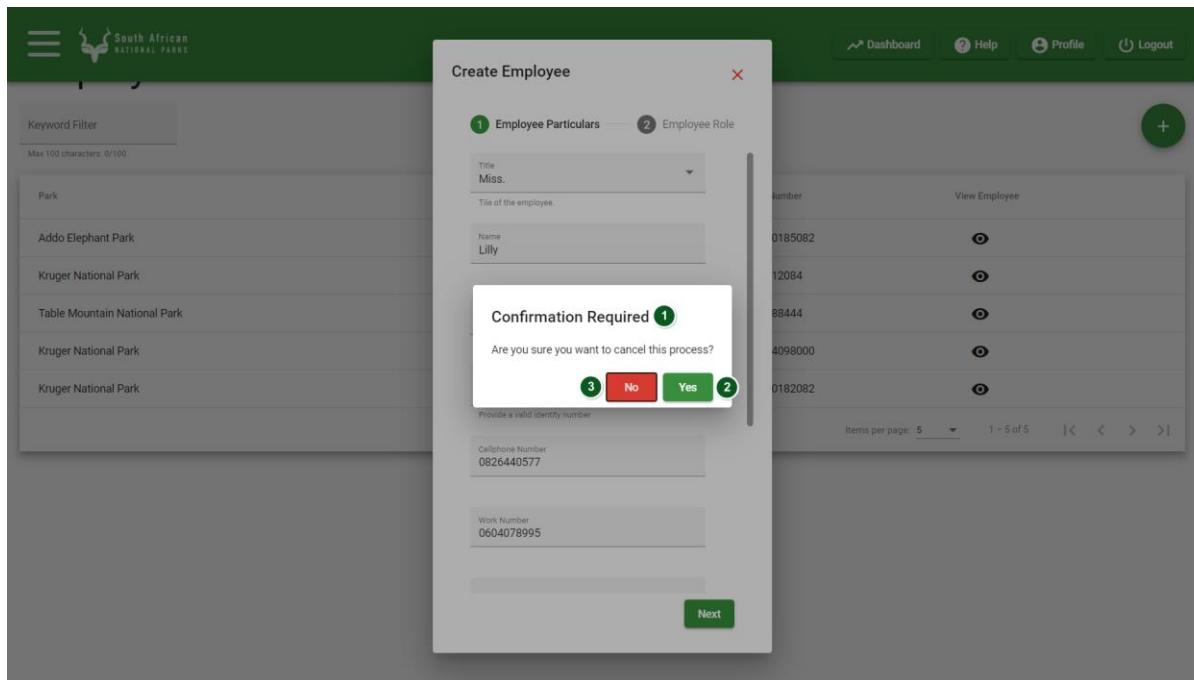
Park	Name	Identity Number	Action
Addo Elephant Park	Jade Arumugam	9802240185082	View Employee
Kruger National Park	Lizette Weilbach	00225012084	View Employee
Table Mountain National Park		00225588444	View Employee
Kruger National Park		9812234098000	View Employee

Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the creation of the Employee.
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the Employee. Click this button when you want to proceed to confirm the creation of the Employee. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the Employee. Click this button when you want to terminate the creation of the Employee. Re-directs to the <b>Employee Home Screen</b> .



The screenshot shows the SANParks Employee Home Screen. A modal dialog box is centered on the screen with the title "Outcome 1". The message inside the dialog is "The employee has been successfully created." At the bottom right of the dialog are two buttons: a green "OK" button and a small number "2" next to it. The background of the screen shows a list of employees with columns for Park, Name, Identity Number, and View Employee. The list includes Addo Elephant Park, Kruger National Park, Table Mountain National Park, and Kruger National Park again. The "View Employee" column contains icons for each row.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Employee Home Screen</b> .



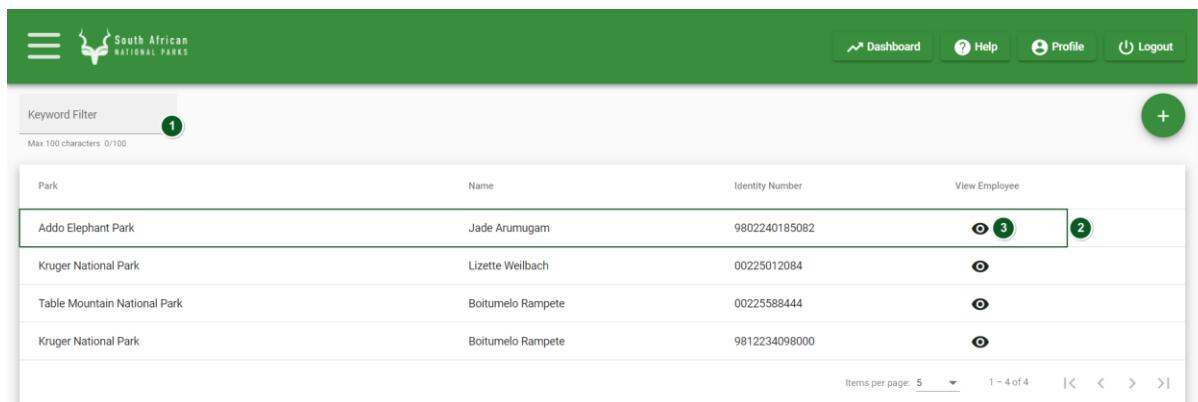
The screenshot shows the SANParks Create Employee form. A modal dialog box is centered on the screen with the title "Confirmation Required 1". The message inside the dialog is "Are you sure you want to cancel this process?". At the bottom right of the dialog are two buttons: a red "No" button and a green "Yes" button with a small number "2" next to it. The background of the screen shows the "Create Employee" form with tabs for "Employee Particulars" and "Employee Role". The "Employee Particulars" tab is active, showing fields for Title (MISS.), Name (Lilly), and Cellphone Number (0826440577). The "Employee Role" tab is visible on the right. At the bottom right of the form is a "Next" button.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the creation of the Employee .

2	<b>Yes Button</b>	This is a button that is used to terminate the creation of the Employee. Click this button when you want to terminate the creation of the Employee. Re-directs back to the <b>Employee Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of creating the Employee. Click this button when you want to continue the creation of the Employee. Re-directs back to the <b>Create Employee Model</b> .

### 6.3.2.2 Search Employee

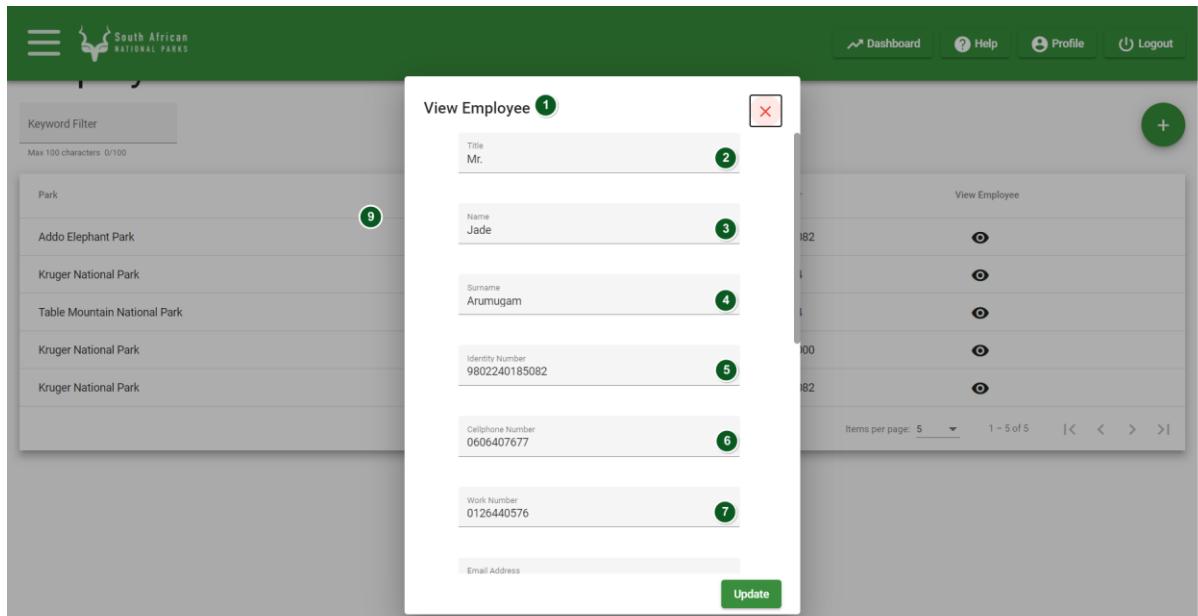
The following screens indicate how a user can search for an employee.



Park	Name	Identity Number	View Employee
Addo Elephant Park	Jade Arumugam	9802240185082	 
Kruger National Park	Lizette Weilbach	00225012084	
Table Mountain National Park	Boitumelo Rampete	00225588444	
Kruger National Park	Boitumelo Rampete	9812234098000	

Items per page: 5 | 1 – 4 of 4 | < < > >|

Control Number	Control type	Control Description
1	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Employee.
2	Table Row	This displays a row of the filtered Employees in the table.
3	View Employee Button	This is a button that is used to View the selected Employee. Click here to display the View Employee Model. Re-directs the user to the <b>View Employee Model</b> .



**View Employee** 

Title: Mr. 

Name: Jade 

Surname: Arumugam 

Identity Number: 9802240185082 

Cellphone Number: 0606407677 

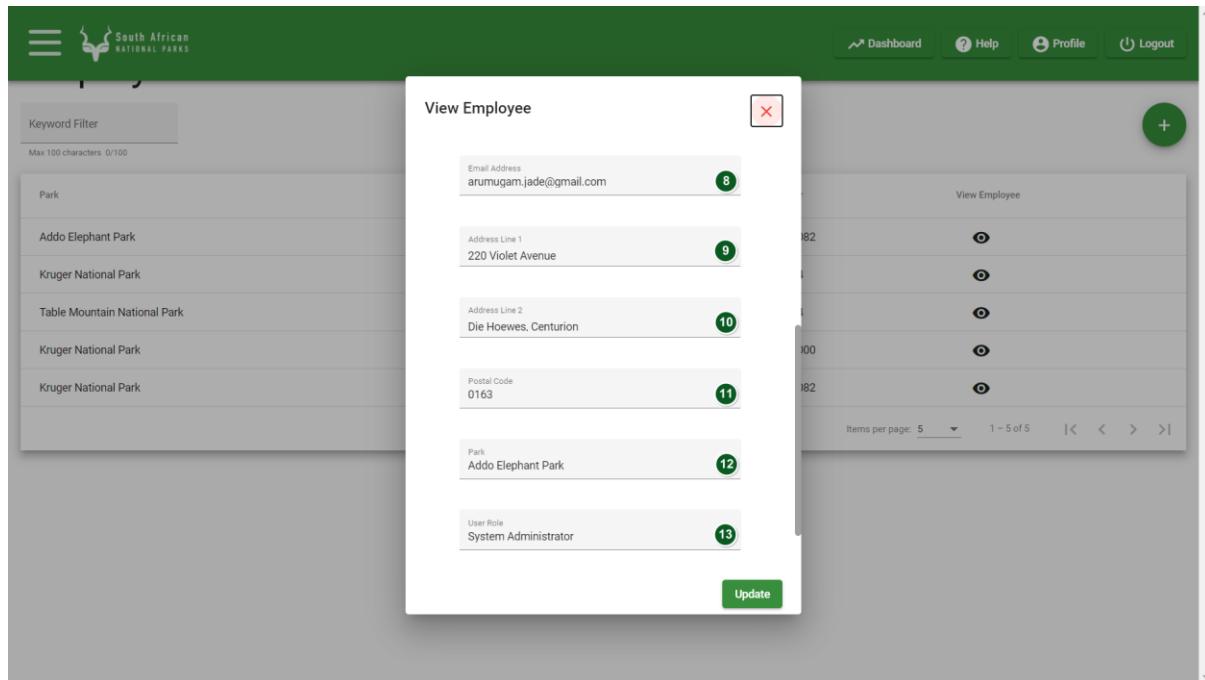
Work Number: 0126440576 

Email Address: 

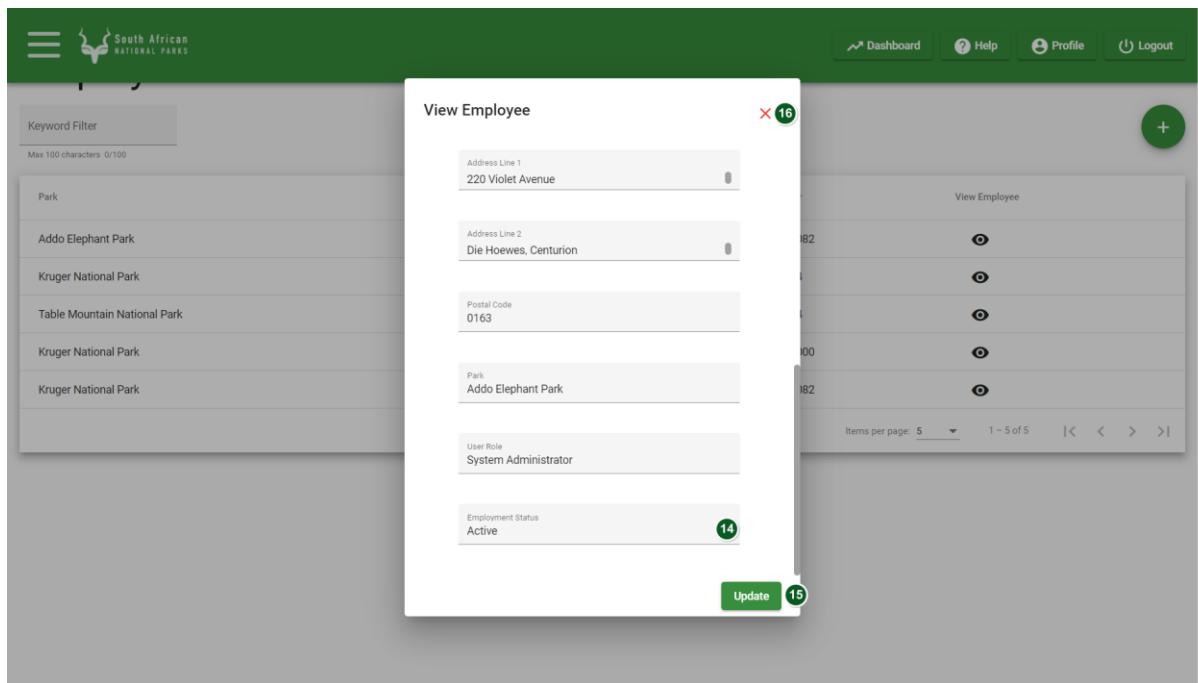
**Update** 

Control Number	Control type	Control Description
1	View Employee Model	The is the model is used to View the Employee Information.
2	Title Label	This label is populated with the selected Employee Title.
3	Name Label	This label is populated with the selected Employee Name.

<b>4</b>	<b>Surname Label</b>	This label is populated with the selected Employee Surname.
<b>5</b>	<b>Identity Number Label</b>	This label is populated with the selected Employee Identity Number.
<b>6</b>	<b>Cellphone Number Label</b>	This label is populated with the selected Employee Cellphone Number.
<b>7</b>	<b>Work Number Label</b>	This label is populated with the selected Employee Work Number.



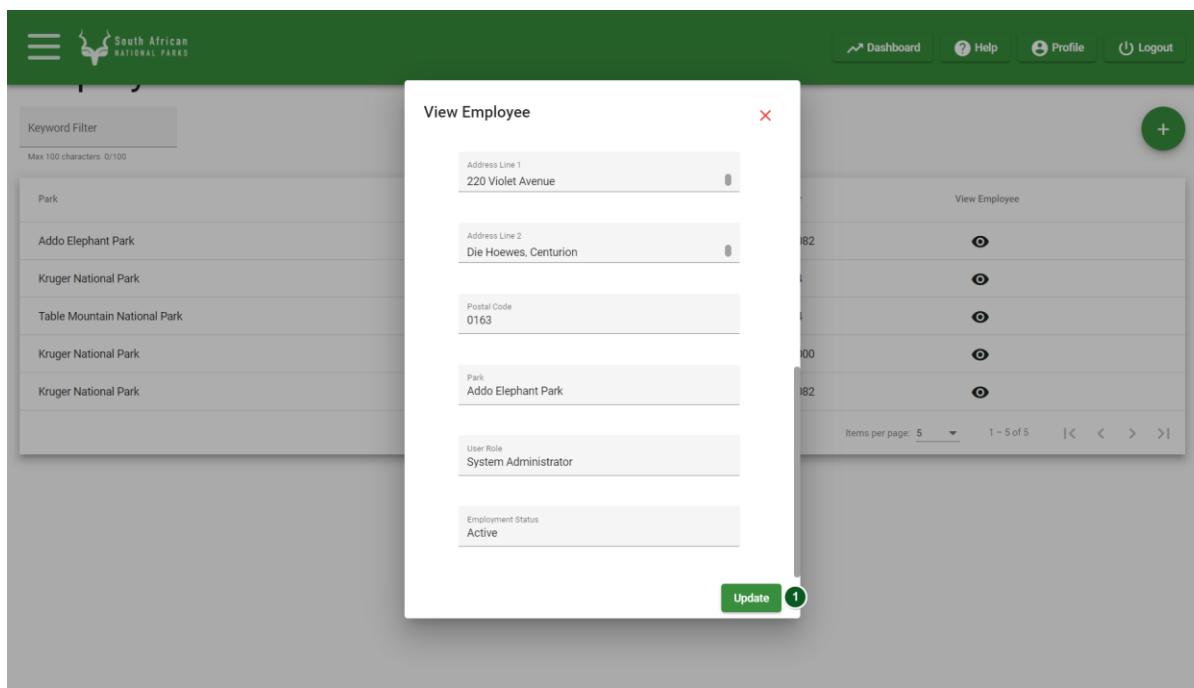
<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>8</b>	<b>Email Address Label</b>	This label is populated with the selected Employee Email Address.
<b>9</b>	<b>Address Line 1 Label</b>	This label is populated with the selected Employee Address Line 1.
<b>10</b>	<b>Address Line 2 Label</b>	This label is populated with the selected Employee Address Line 2.
<b>11</b>	<b>Postal Code Label</b>	This label is populated with the selected Employee Postal Code.
<b>12</b>	<b>Park Label</b>	This label is populated with the selected Employee associated Park.
<b>13</b>	<b>User Role Label</b>	This label is populated with the selected Employee User Role.



Control Number	Control type	Control Description
14	Employment Status Label	This label is populated with the selected Employee Employment Status.
15	Update Button	This is a button that is used to update the Employee. Click this button if you want to update the selected Employee. Re-directs to the <b>Update Employee Model</b>
16	Cancel Button	This is a button that is used to terminate the viewing of the Employee. Click this button when you want to terminate the viewing of the Employee. Re-directs the user to the <b>Employee Home Screen</b> .

### 6.3.2.3 Update Employee

The following screens indicate how a user can update an employee.



**View Employee**

Address Line 1  
220 Violet Avenue

Address Line 2  
Die Hoeves, Centurion

Postal Code  
0163

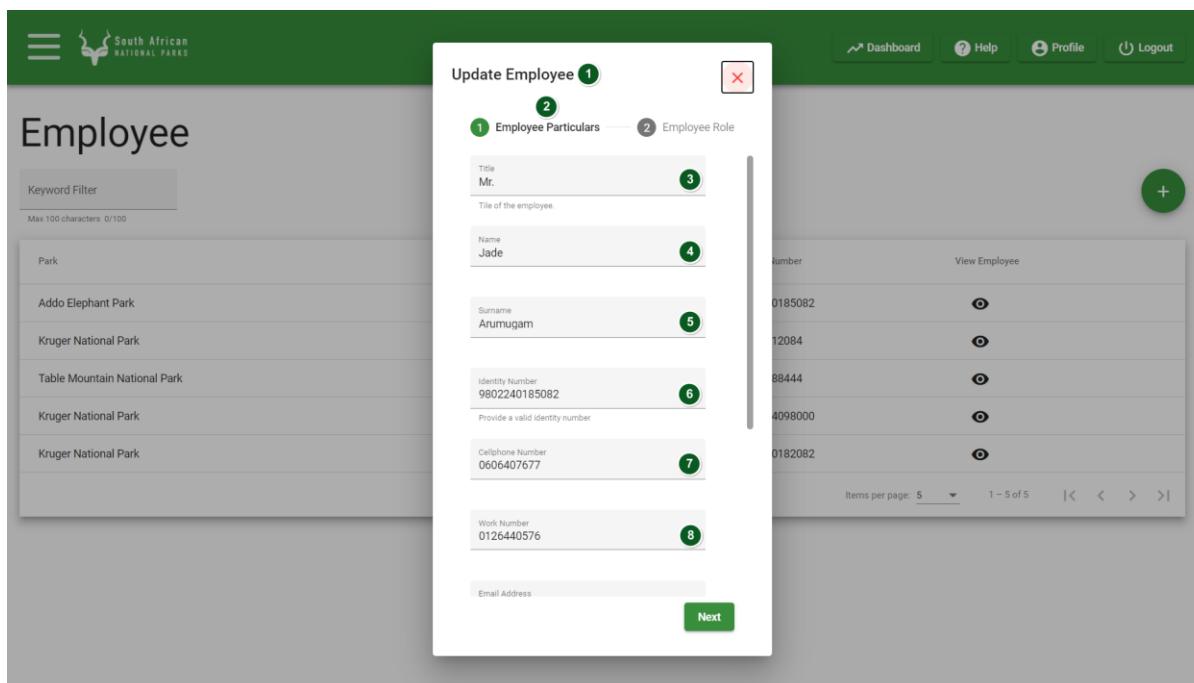
Park  
Addo Elephant Park

User Role  
System Administrator

Employment Status  
Active

Update ①

Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the selected Employee. Click this button if you want to update the selected Employee. Re-directs to the <b>Update Employee Model</b> .



**Update Employee ①**

① Employee Particulars ② Employee Role

Title  
Mr. ③

Name  
Jade ④

Surname  
Arumugam ⑤

Identity Number  
9802240185022 ⑥

Provide a valid identity number

Cellphone Number  
0666407677 ⑦

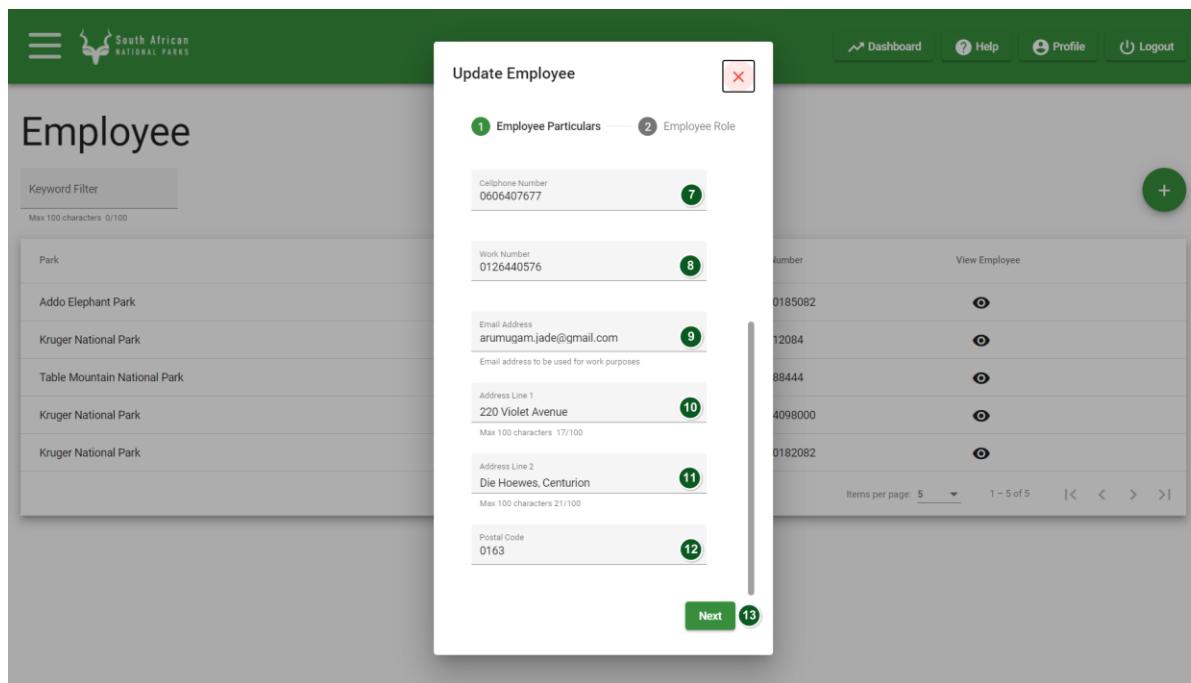
Work Number  
0126440576 ⑧

Email Address

Next

Control Number	Control type	Control Description

<b>1</b>	<b>Update Employee Model</b>	This model is used to update the selected employee.
<b>2</b>	<b>Employee Particulars Indicator</b>	This is an indicator to show the screen in the model, the user is currently on.
<b>3</b>	<b>Title Drop down</b>	Click here to update the Employee Title.
<b>4</b>	<b>Name Textbox</b>	Click here to update the Employee Name.
<b>5</b>	<b>Surname Textbox</b>	Click here to update the Employee Surname.
<b>6</b>	<b>Identity Number Textbox</b>	Click here to update the Employee Identity Number.
<b>7</b>	<b>Cellphone Number Textbox</b>	Click here to update the Employee Cellphone Number.
<b>8</b>	<b>Work Number Textbox</b>	Click here to update the Employee Work Number.

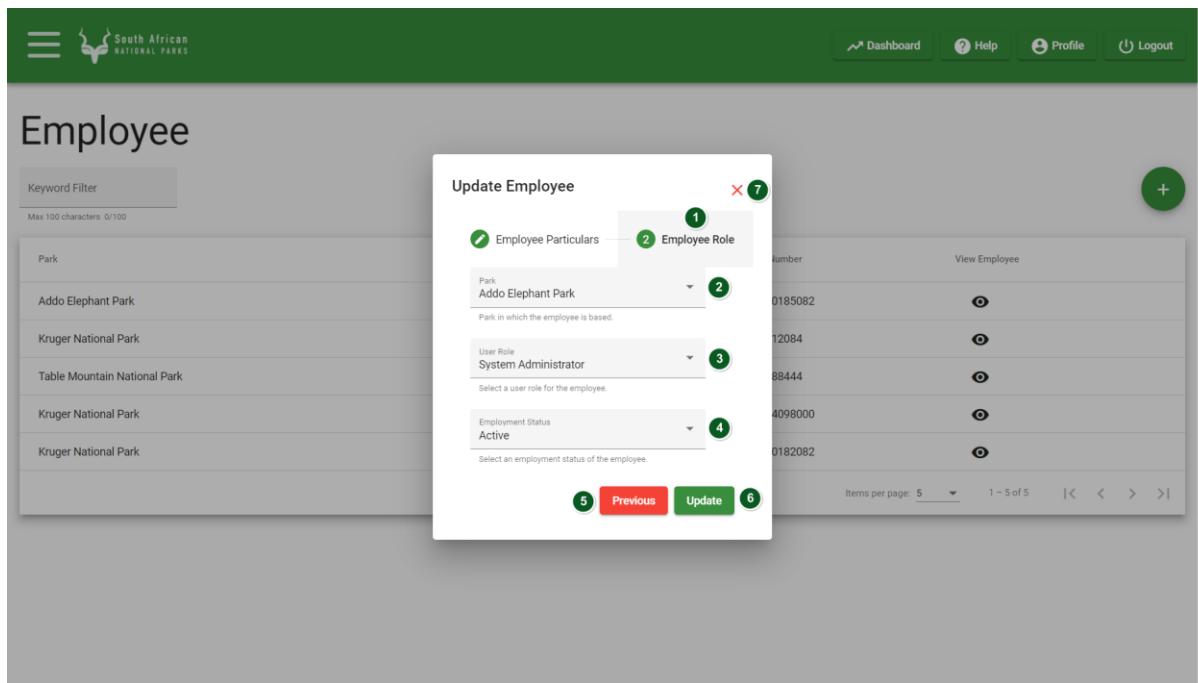


The screenshot shows the 'Update Employee' modal window. The window has two tabs: 'Employee Particulars' (selected) and 'Employee Role'. The 'Employee Particulars' tab contains the following fields:

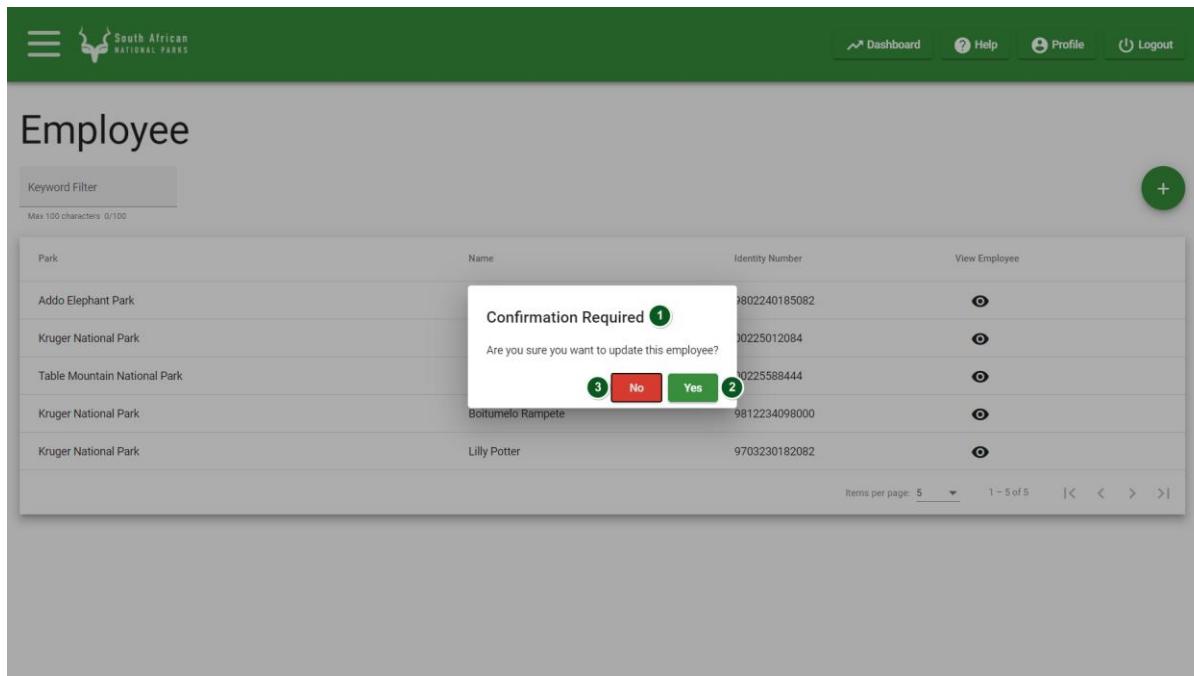
- Cellphone Number: 0606407677 (Control 7)
- Work Number: 0126440576 (Control 8)
- Email Address: arumugam.jade@gmail.com (Control 9)
- Address Line 1: 220 Violet Avenue, Die Hoeves, Centurion (Control 10)
- Postal Code: 0163 (Control 12)

Below these fields is a 'Next' button (Control 13). In the background, there is a list of employee numbers (0185082, 12084, 88444, 4099000, 0182082) with corresponding 'View Employee' icons. At the bottom right of the modal, there is a pagination control showing 'Items per page: 5' and '1 - 5 of 5'.

Control Number	Control type	Control Description
<b>7</b>	<b>Cellphone Number Textbox</b>	Click here to update the Employee Cellphone Number.
<b>8</b>	<b>Work Number Textbox</b>	Click here to update the Employee Work Number.
<b>9</b>	<b>Email Address Textbox</b>	Click here to update the Employee Email Address.
<b>10</b>	<b>Address Line 1 Textbox</b>	Click here to update the Employee Address Line 1.
<b>11</b>	<b>Address Line 2 Textbox</b>	Click here to update the Employee Address Line 2.
<b>12</b>	<b>Postal Code Textbox</b>	Click here to update the Employee Postal Code.
<b>13</b>	<b>Next Button</b>	Click here to display Employee Role Screen. Re-directs Users to the <b>Employee Role Screen</b> in the <b>Create Employee Model</b> .



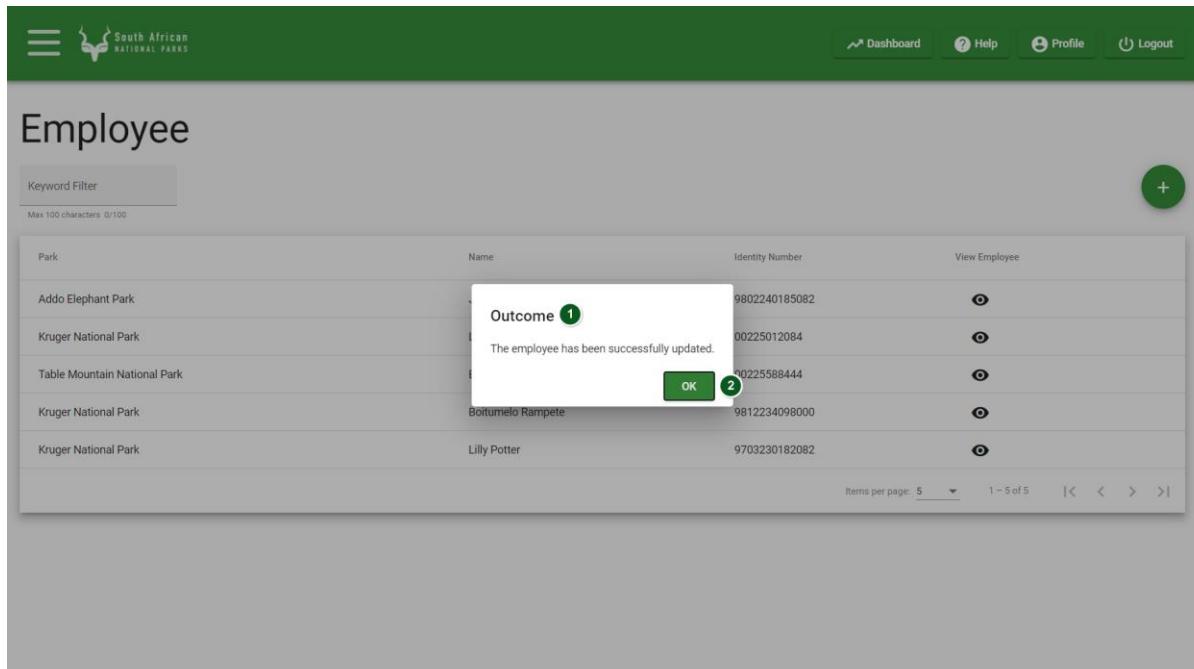
Control Number	Control type	Control Description
1	<b>Employee Role Indicator</b>	This is an indicator to show the screen in the model the user is currently on.
2	<b>Park Dropdown</b>	Click here to update the Employee Park.
3	<b>User Role Dropdown</b>	Click here to update the Employee User Role.
4	<b>Employment Status Dropdown</b>	Click here to update the Employee Employment Status.
5	<b>Previous Button</b>	Re-directs the user to the <b>Employee Particular Screen</b> in the <b>Update Employee Model</b> .
6	<b>Update Button</b>	This is a button that is used to submit the request to update an Employee. Click this button when all the required information is entered correctly in order to update the Employee in the system . Re-directs to creation <b>Confirmation Required Dialog</b> .
7	<b>Cancel Button</b>	This is a button that is used to terminate the Update Employee process. Click this button when there is no longer a need to update the Employee. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows a list of employees from various parks. A confirmation dialog box is overlaid on the screen, asking "Are you sure you want to update this employee?". The dialog has two buttons: "No" (red) and "Yes" (green). The "Yes" button is highlighted with a green border and a circled number "2". The "No" button is circled with a green number "3".

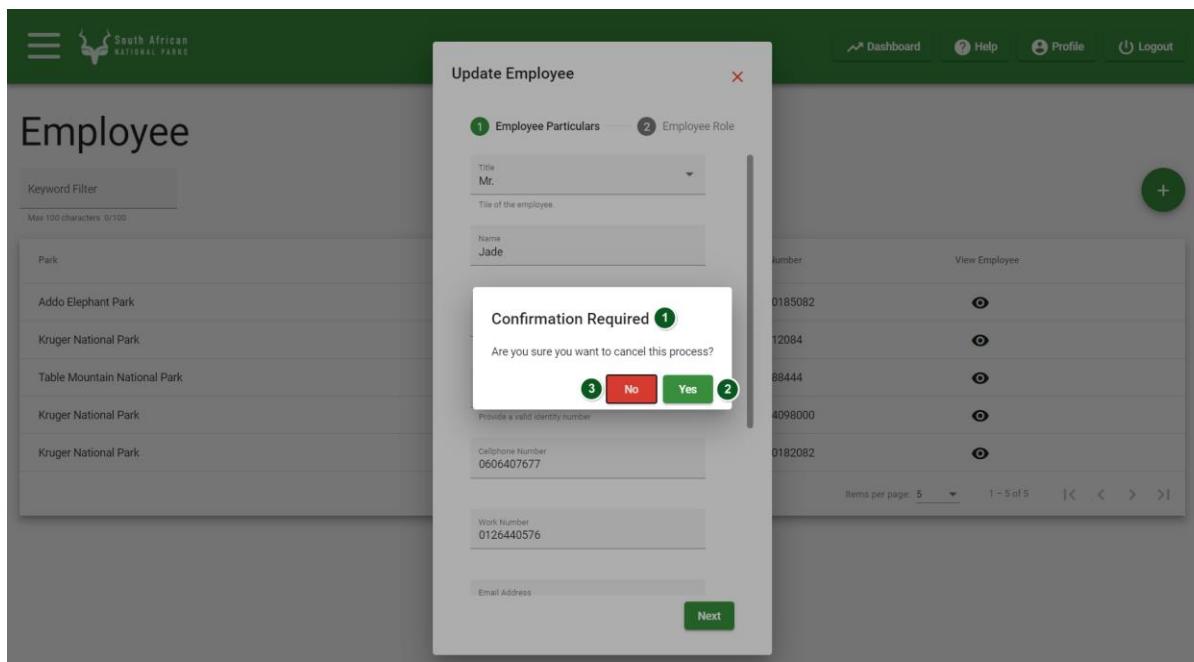
Park	Name	Identity Number	Action
Addo Elephant Park	Bolitumelo Rampete	8002240185082	
Kruger National Park		02225012084	
Table Mountain National Park		02225588444	
Kruger National Park	Lilly Potter	9812234098000	
Kruger National Park		9703230182082	

Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the update of an Employee.
2	<b>Yes Button</b>	This is a button that is used to confirm the update of an Employee. Click this button when you want to proceed to confirm the update of the Employee. Re-directs to an <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the update of the Employee. Click this button when you want to terminate the update of the Employee. Re-directs to the <b>Wildcard Cluster Home Screen</b> .



The screenshot shows the Employee Home Screen of the SANParks System. At the top, there is a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the navigation bar, the title "Employee" is displayed. On the left, there is a "Keyword Filter" input field. The main area lists employees with columns for Park, Name, Identity Number, and View Employee. An alert dialog box titled "Outcome" with a green circular badge containing the number "1" is centered over the list. The message in the dialog says "The employee has been successfully updated." There is an "OK" button at the bottom right of the dialog. In the bottom right corner of the dialog, there is a small red circle with the number "2". The background table shows several employees with their details.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update of the Employee was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Employee Home Screen</b>



The screenshot shows the Employee Home Screen with a modal dialog titled "Update Employee" overlaid. The dialog is divided into two tabs: "Employee Particulars" (selected) and "Employee Role". Under "Employee Particulars", there are fields for Title (set to "Mr."), Name (set to "Jade"), and a "Confirmation Required" dialog. The "Confirmation Required" dialog has a green circular badge with the number "1" and contains the question "Are you sure you want to cancel this process?". It has "No" and "Yes" buttons, with "Yes" having a green circular badge with the number "2". Below the dialog, there are fields for Identity Number (with validation message "Provide a valid identity number"), Cellphone Number (set to "0606407677"), Work Number (set to "0126440576"), and Email Address. A "Next" button is located at the bottom right of the dialog. The background table lists employees with columns for Park, Name, Identity Number, and View Employee.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the update of an Employee .

2	<b>Yes Button</b>	This is a button that is used to terminate the update of an Employee. Click this button when you want to terminate the update of an Employee. Re-directs back to the <b>Employee Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Employee. Click this button when you want to continue updating the Employee. Re-directs back to the <b>Update Employee Model</b>

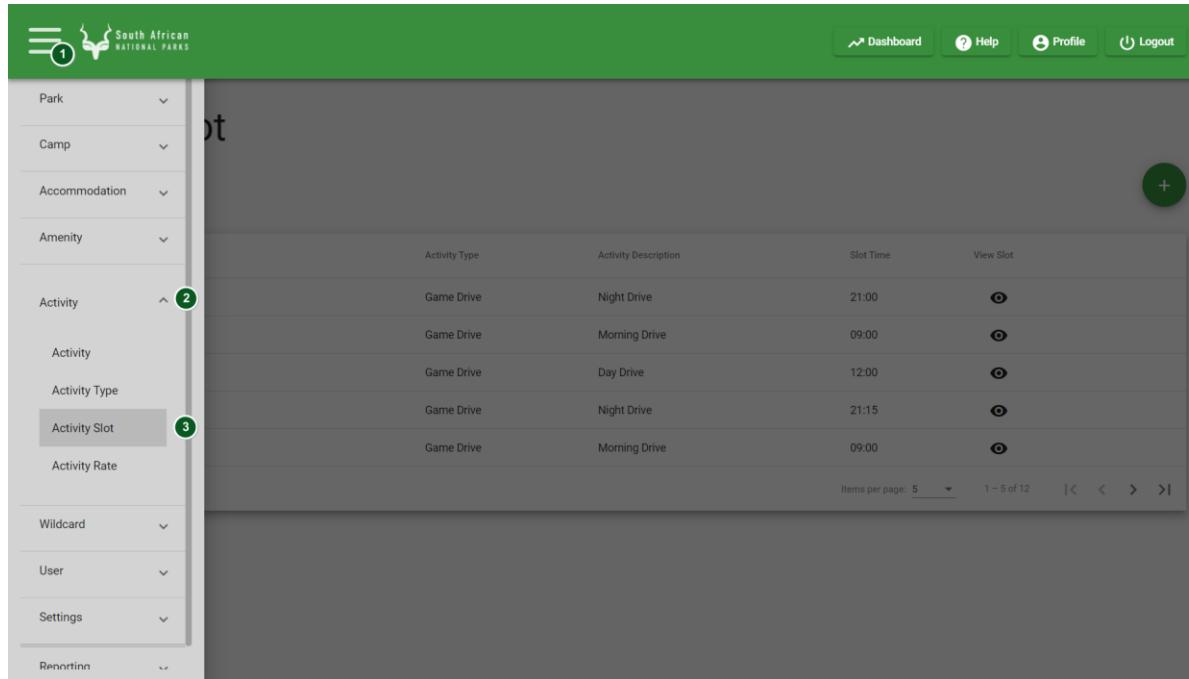
### 6.3.3 Activity Slot Functionality

The Activity Slot functionality will create an instance that clients can book and Activity on the SANParks website. The instance will include the Park, Camp, Activity Type, Activity, Slot Time, Start Date and End Date.

The Activity Slot functionality will encompass the creating, searching, updating and deleting of the Activity Slot.

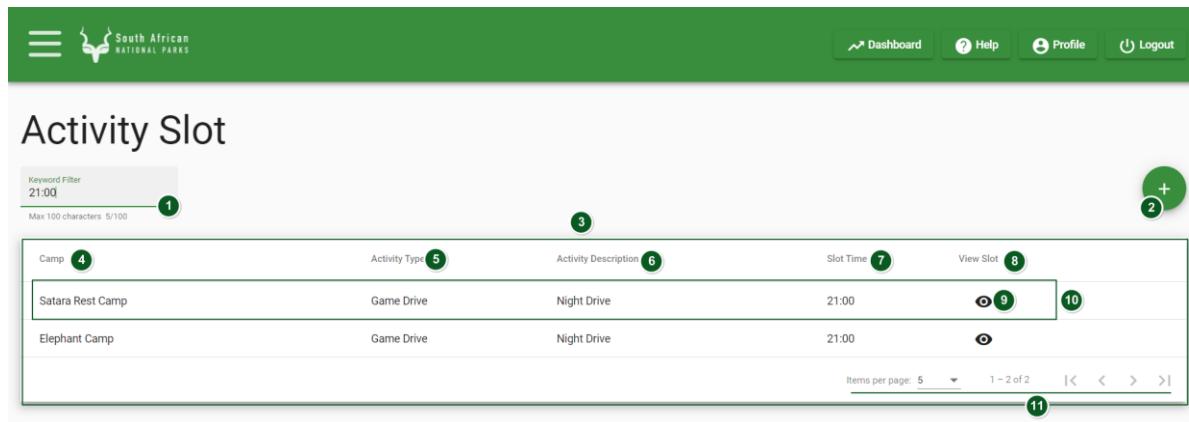
#### 6.3.3.0 Activity Slot Home Screen

The following screens indicate how a user can navigate to the Activity Slot Home screen.



Activity Type	Activity Description	Slot Time	View Slot
Game Drive	Night Drive	21:00	
Game Drive	Morning Drive	09:00	
Game Drive	Day Drive	12:00	
Game Drive	Night Drive	21:15	
Game Drive	Morning Drive	09:00	

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Activity Drop Down Button	Click here to Open or Close the Activity Drop Down.
3	Activity Slot Button	Re-directs the user to the <b>Activity Slot Home Screen</b> . Click here to display the Activity Slot Home Screen

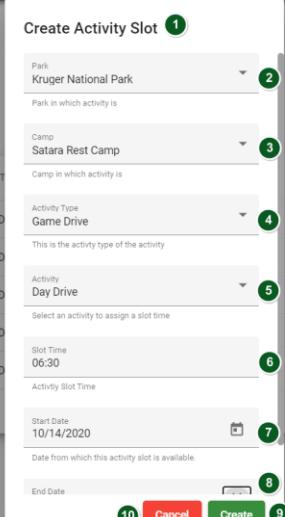


Camp	Activity Type	Activity Description	Slot Time	View Slot
Satara Rest Camp	Game Drive	Night Drive	21:00	
Elephant Camp	Game Drive	Night Drive	21:00	

Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Activity Slot.
2	<b>Create Activity Slot Button</b>	Re-directs the user to the <b>Create Activity Slot Model</b> . <a href="#">Click here to display the Create Activity Slot Model.</a>
3	<b>Activity Slot Table</b>	This tables displays the saved Activity Slots.
4	<b>Camp Table Column</b>	This display the column of camps.
5	<b>Activity Type Table Column</b>	This display the column of Activity Types.
6	<b>Activity Description Table Column</b>	This display the column of Activity Descriptions.
7	<b>Slot Time Table Column</b>	This display the column of Slot Times.
8	<b>View Activity Slot Table Column</b>	This displays View Activity Slot Button for each Activity Slot on the table.
9	<b>View Activity Slot Button</b>	Re-directs the user to the <b>View Activity Slot Model</b> . <a href="#">Click here to display the View Activity Slot Model.</a>
10	<b>Table Row</b>	This displays a row of an Activity Slot in the table.
11	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.3.1 Create Activity Slot

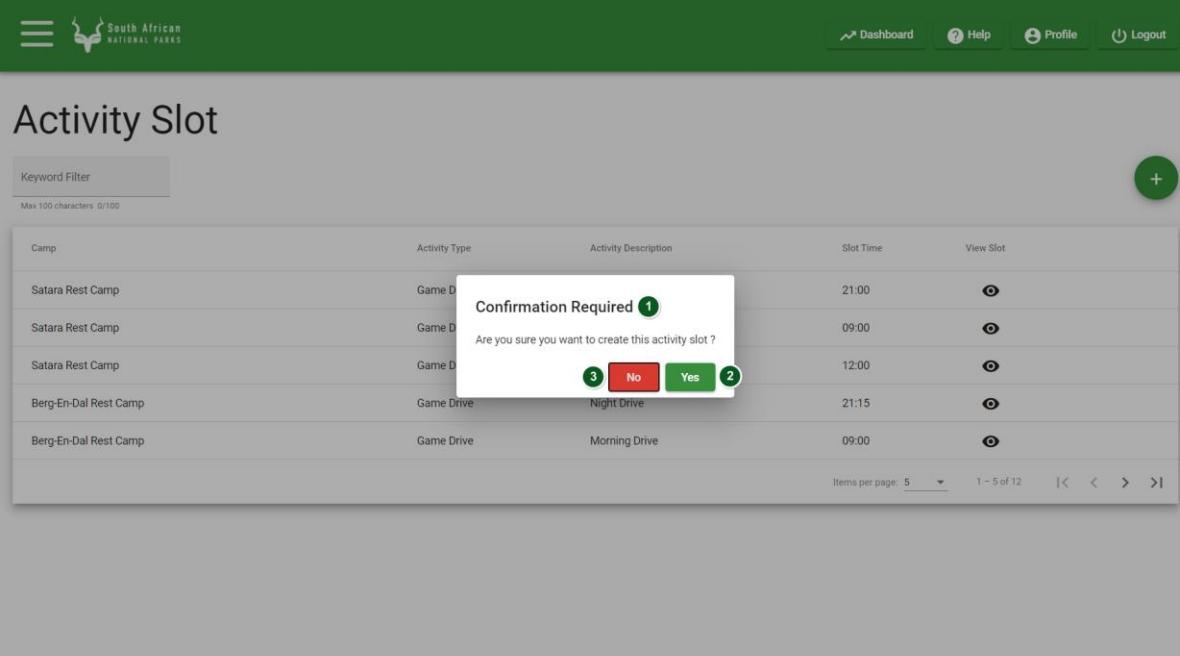
The following screens indicate how a user can create a new Activity Slot.



The screenshot shows the 'Create Activity Slot' dialog box. The dialog has the following numbered controls:

- Create Activity Slot Model (1)
- Park Dropdown (2)
- Camp Dropdown (3)
- Activity Type Dropdown (4)
- Activity Dropdown (5)
- Slot Time Time Picker (6)
- Start Date Date Picker (7)
- End Date date picker (8)
- Create Button (9)
- Cancel Button (10)

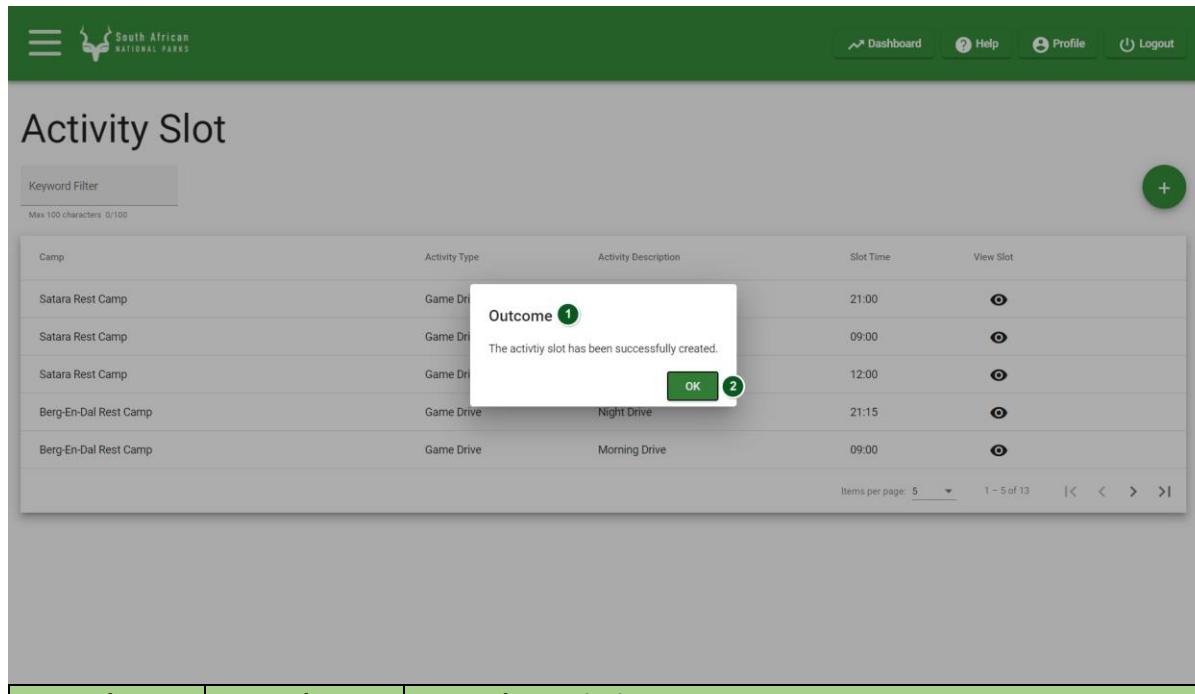
Control Number	Control type	Control Description
1	Create Activity Slot Model	This is the model where you enter new activity slot details.
2	Park Dropdown	Click here to select a new Park.
3	Camp Dropdown	Click here to select a new Camp.
4	Activity Type Dropdown	Click here to select an Activity Type.
5	Activity Dropdown	Click here to select an Activity.
6	Slot Time Time Picker	Click here to select a Slot Time.
7	Start Date Date Picker	Click here to select a Start Date.
8	End Date date picker	Click here to select an End Date.
9	Create Button	This is a button that is used to submit the request to create a new Activity Slot. Click this button when all the required information is entered correctly in order to add the new Activity Slot to the system . Re-directs to creation <b>Confirmation Required Dialog</b> .
10	Cancel Button	This is a button that is used to cancel the create Activity Slot process. Click this button when there is no longer a need to create the Activity Slot. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows a list of activity slots for different camps. A confirmation dialog box is overlaid on the screen, asking "Are you sure you want to create this activity slot?". The dialog has three buttons: "No" (red), "Yes" (green, highlighted), and "Cancel" (grey). The "Yes" button is circled with a green number 2. The "Cancel" button is circled with a green number 3.

Camp	Activity Type	Activity Description	Slot Time	View Slot
Satara Rest Camp	Game Drive	Confirmation Required ①	21:00	...
Satara Rest Camp	Game Drive	Are you sure you want to create this activity slot?	09:00	...
Satara Rest Camp	Game Drive	3 ② No ③ Yes	12:00	...
Berg-En-Dal Rest Camp	Game Drive	Night Drive	21:15	...
Berg-En-Dal Rest Camp	Game Drive	Morning Drive	09:00	...

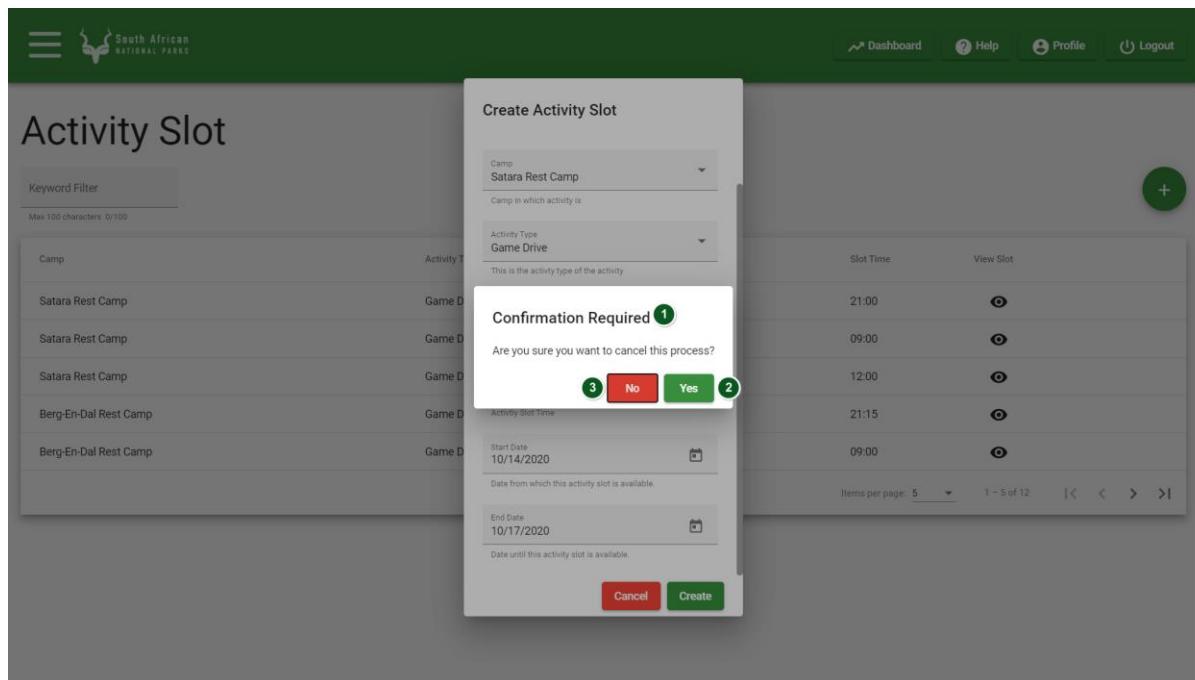
Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the creation of the Activity Slot .
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the Activity Slot. Click this button when you want to proceed to confirm the creation of the Activity Slot. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the Activity Slot. Click this button when you want to terminate the creation of the Activity Slot. Re-directs to the <b>Activity Slot Home Screen</b> .



The screenshot shows a table of activity slots. One slot for 'Berg-En-Dal Rest Camp' has been successfully created, indicated by a modal dialog box. The dialog box contains the text 'The activitiy slot has been successfully created.' and an 'OK' button. The table includes columns for Camp, Activity Type, Activity Description, Slot Time, and View Slot.

Camp	Activity Type	Activity Description	Slot Time	View Slot
Satara Rest Camp	Game Drive	Outcome 1	21:00	
Satara Rest Camp	Game Drive	The activitiy slot has been successfully created.	09:00	
Satara Rest Camp	Game Drive	Night Drive	12:00	
Berg-En-Dal Rest Camp	Game Drive	Morning Drive	21:15	
Berg-En-Dal Rest Camp	Game Drive		09:00	

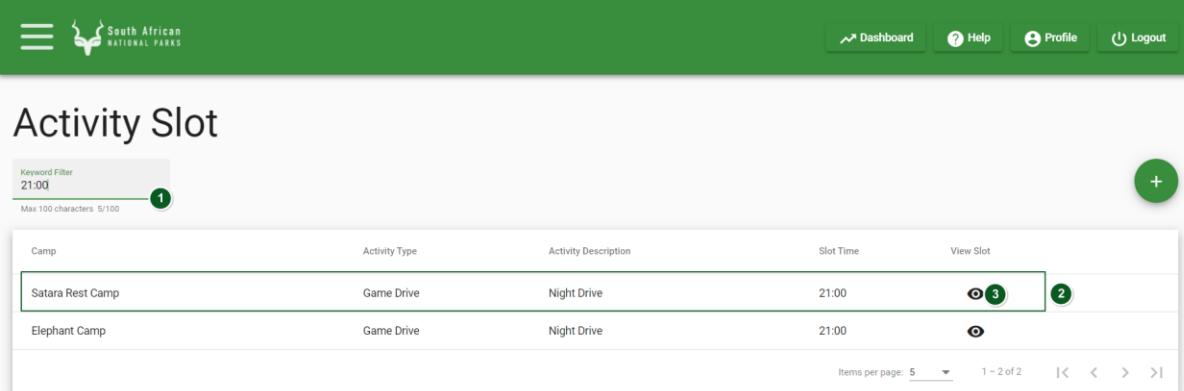
Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Activity Slot Home Screen</b> .



Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Activity Slot .
2	<b>Yes Button</b>	This is a button that is used to terminate the creation of the Activity Slot. Click this button when you want to terminate the creation of the Activity Slot. Re-directs back to the <b>Activity Slot Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of creating the Activity Slot Click this button when you want to continue the creation of the Activity Slot. Re-directs back to the <b>Create Activity Slot Model</b> .

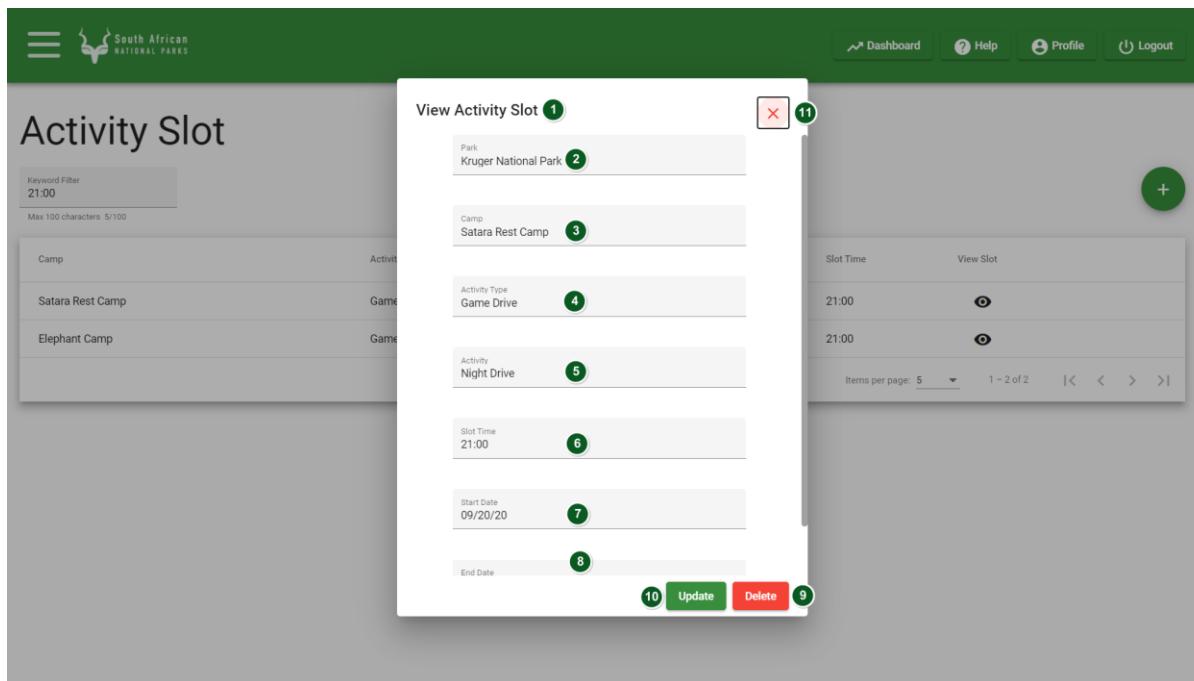
### 6.3.3.2 Search Activity Slot

The following screens indicate how a user can search for an Activity Slot.



Camp	Activity Type	Activity Description	Slot Time	View Slot
Satara Rest Camp	Game Drive	Night Drive	21:00	
Elephant Camp	Game Drive	Night Drive	21:00	

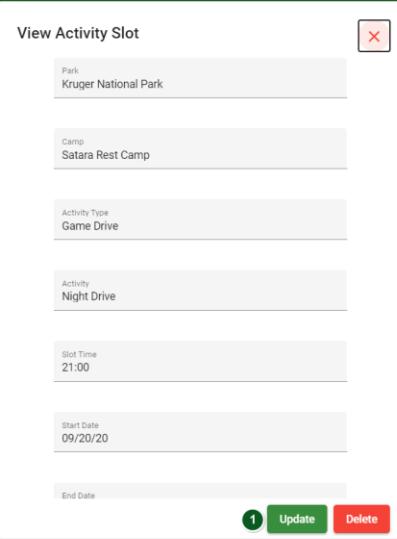
Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Activity Slot.
2	<b>Table Row</b>	This displays a row of the filtered Activity Slots in the table.
3	<b>View Activity Slot Button</b>	This is a button that is used to View the selected Activity Slot. Click here to display the View Activity Slot Model. Re-directs the user to the <b>View Activity Slot Model</b> .



Control Number	Control type	Control Description
1	<b>View Activity Slot Model</b>	The is the model where you can View the selected Activity Slot.
2	<b>Park Label</b>	This label is populated with the Park Name.
3	<b>Camp Label</b>	This label is populated with the Camp Name.
4	<b>Activity Type Label</b>	This label is populated with the Activity Type.
5	<b>Activity Label</b>	This label is populated with the Activity Name.
6	<b>Slot Time Label</b>	This label is populated with the Slot Time.
7	<b>Start Date Label</b>	This label is populated with the Start Date.
8	<b>End Date Label</b>	This label is populated with the End Date.
9	<b>Delete Button</b>	This is a button that is used to delete the Activity Slot. Click this button if you want to remove the selected Activity Slot. Re-directs the user to the delete <b>Confirmation Required Dialog</b> .
10	<b>Update Button</b>	This is a button that is used to update the Activity Slot. Click this button if you want to update the selected Activity Slot. Re-directs to the <b>Update Activity Slot Model</b> .
11	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the Activity Slot. Click this button when you want to terminate the viewing of the Activity Slot. Re-directs the User to the <b>Activity Slot Home Screen</b> .

### 6.3.3.3 Update Activity Slot

The following screens indicate how a user can update an Activity Slot.

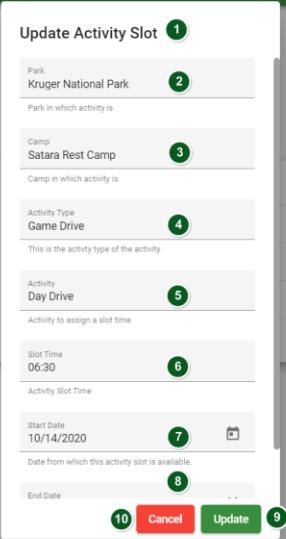


This screenshot shows the 'View Activity Slot' modal. It contains the following fields:

- Park: Kruger National Park
- Camp: Satara Rest Camp
- Activity Type: Game Drive
- Activity: Night Drive
- Slot Time: 21:00
- Start Date: 09/20/20
- End Date: (not visible)

At the bottom of the modal are two buttons: a green 'Update' button with a circled '1' and a red 'Delete' button.

Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Activity Slot. Click this button if you want to update the selected Activity Slot. Re-directs to the <b>Update Activity Slot Model</b>

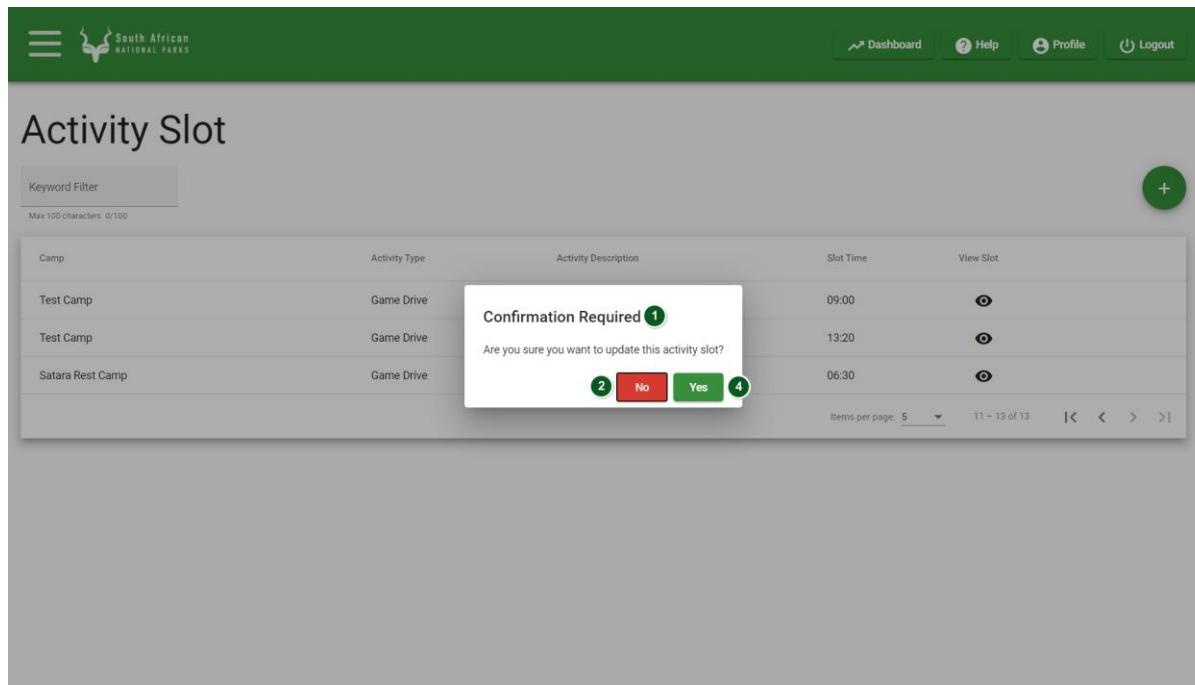


This screenshot shows the 'Update Activity Slot' modal with numbered callouts:

- Update Activity Slot (Modal title)
- Park: Kruger National Park
- Camp: Satara Rest Camp
- Activity Type: Game Drive
- Activity: Day Drive
- Slot Time: 06:30
- Start Date: 10/14/2020
- End Date: (not visible)
- Update button (green)
- Cancel button (red)

Control Number	Control type	Control Description

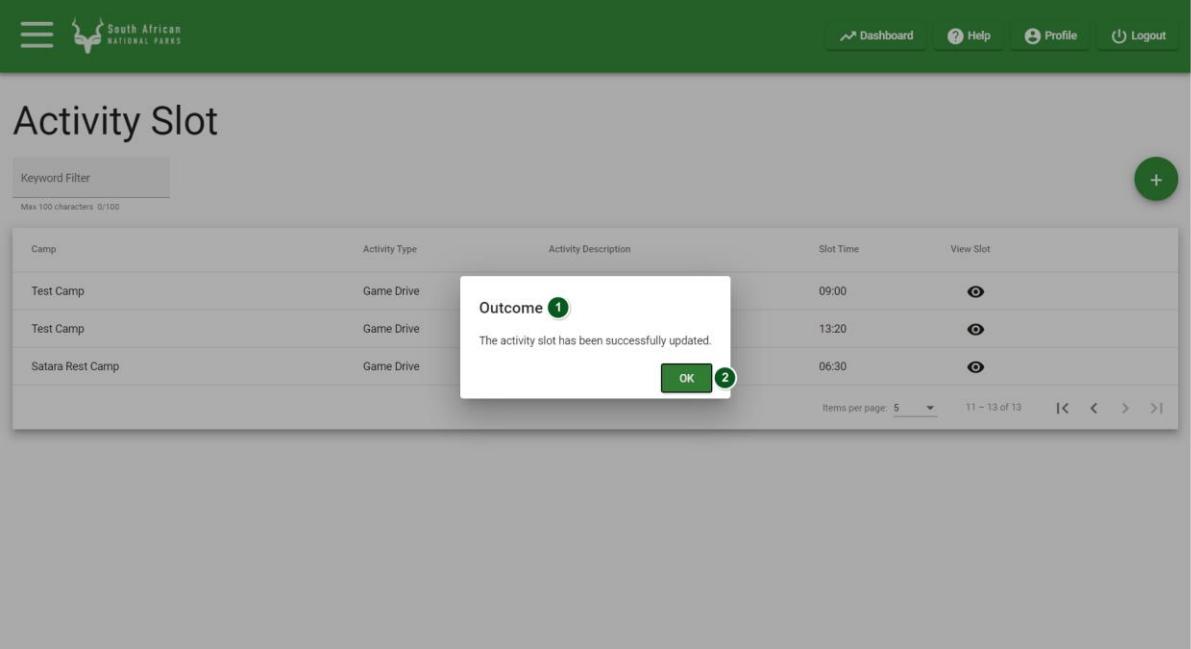
<b>1</b>	<b>Update Activity Slot Dialog</b>	This is the Model when the user can update the selected Activity Slot details.
<b>2</b>	<b>Park Dropdown</b>	This control cannot be updated.
<b>3</b>	<b>Camp Dropdown</b>	This control cannot be updated.
<b>4</b>	<b>Activity Type Dropdown</b>	This control cannot be updated.
<b>5</b>	<b>Activity Dropdown</b>	This control cannot be updated.
<b>6</b>	<b>Slot Time Time Picker</b>	Click here to update the Slot Time.
<b>7</b>	<b>Start Date Date Picker</b>	Click here to update the Start Date.
<b>8</b>	<b>End Date Date Picker</b>	Click here to update the End Date.
<b>9</b>	<b>Update Button</b>	<p>This is a button that is used to submit the request to update an Activity Slot.</p> <p>Click this button when all the required information is entered correctly in order to update the Activity Slot.</p> <p>Re-directs to update <b>Confirmation Required Dialog</b>.</p>
<b>10</b>	<b>Cancel Button</b>	<p>This is a button that is used to cancel the updating of Activity Slot process.</p> <p>Click this button when there is no longer a need to update the Activity Slot.</p> <p>Re-directs to termination <b>Confirmation Required Dialog</b>.</p>



The screenshot shows a list of activity slots for different camps. A confirmation dialog box is overlaid on the screen, asking if the user wants to update an activity slot. The dialog has a title 'Confirmation Required' with a count '(1)', a question 'Are you sure you want to update this activity slot?', and two buttons: 'No' (red) and 'Yes' (green). The number '2' is displayed next to the 'No' button, and the number '4' is displayed next to the 'Yes' button.

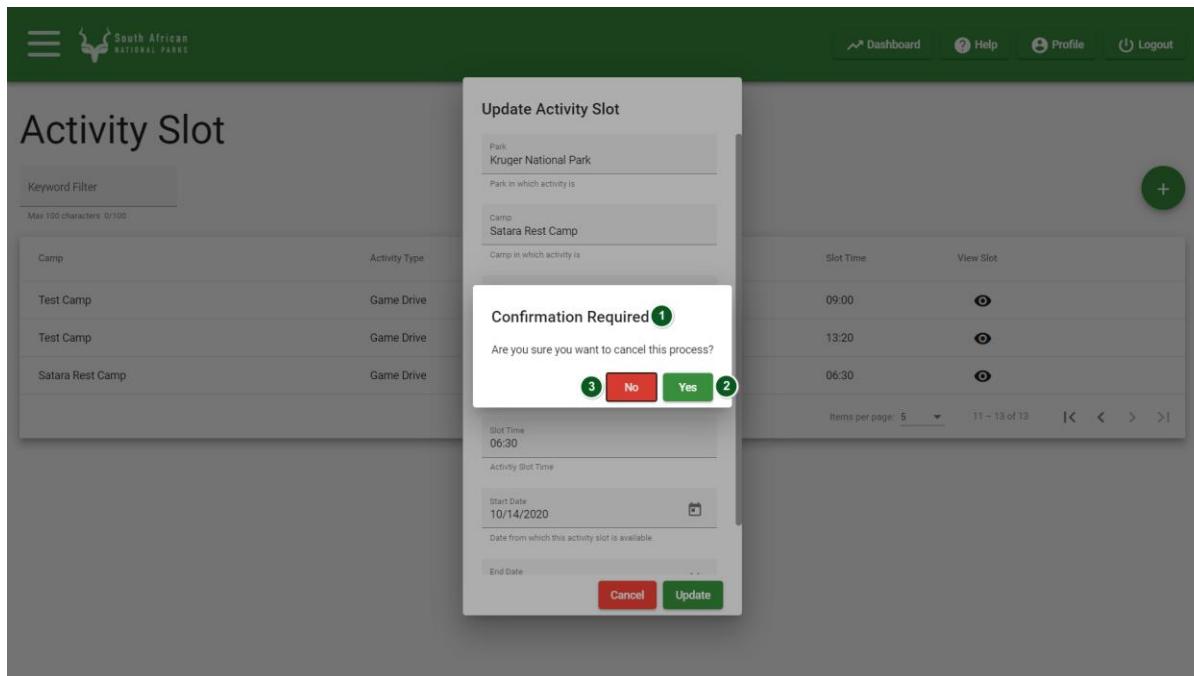
Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Activity Slot .
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Activity Slot.

		Click this button when you want to proceed to confirm the update of the Activity Slot. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Activity Slot. Click this button when you want to terminate the update of the Activity Slot. Re-directs to the <b>Activity Slot Home Screen</b> .



The screenshot shows the SANParks Activity Slot Home Screen. At the top, there is a navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout options. Below the navigation bar, the title "Activity Slot" is displayed. On the left, there is a "Keyword Filter" input field. The main area contains a table with columns: Camp, Activity Type, Activity Description, Slot Time, and View Slot. There are three rows of data: "Test Camp" (Game Drive), "Test Camp" (Game Drive), and "Satara Rest Camp" (Game Drive). A modal dialog box is overlaid on the screen, containing the text "Outcome 1" and "The activity slot has been successfully updated." with an "OK" button. The "OK" button is highlighted with a red circle containing the number "2".

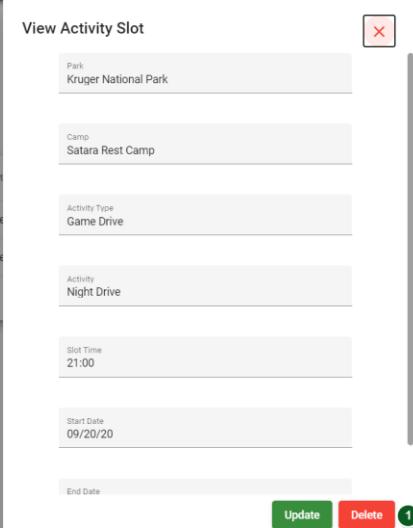
Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the Update was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Activity Slot Home Screen</b>



Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Activity Slot .
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Activity Slot. Click this button when you want to terminate the update of the Activity Slot. Re-directs back to the <b>Activity Slot Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Activity Slot. Click this button when you want to continue to update the Activity Slot. Re-directs back to the <b>Update Activity Slot Model</b> .

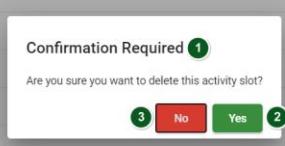
#### 6.3.3.4 Delete Activity Slot

The following screens indicate how a user can delete an Activity Slot.



This screenshot shows the 'View Activity Slot' dialog box. It contains fields for Park (Kruger National Park), Camp (Satara Rest Camp), Activity Type (Game Drive), Activity (Night Drive), Slot Time (21:00), Start Date (09/20/20), and End Date (empty). At the bottom are 'Update' and 'Delete' buttons, with 'Delete' highlighted and a red circle containing the number 1.

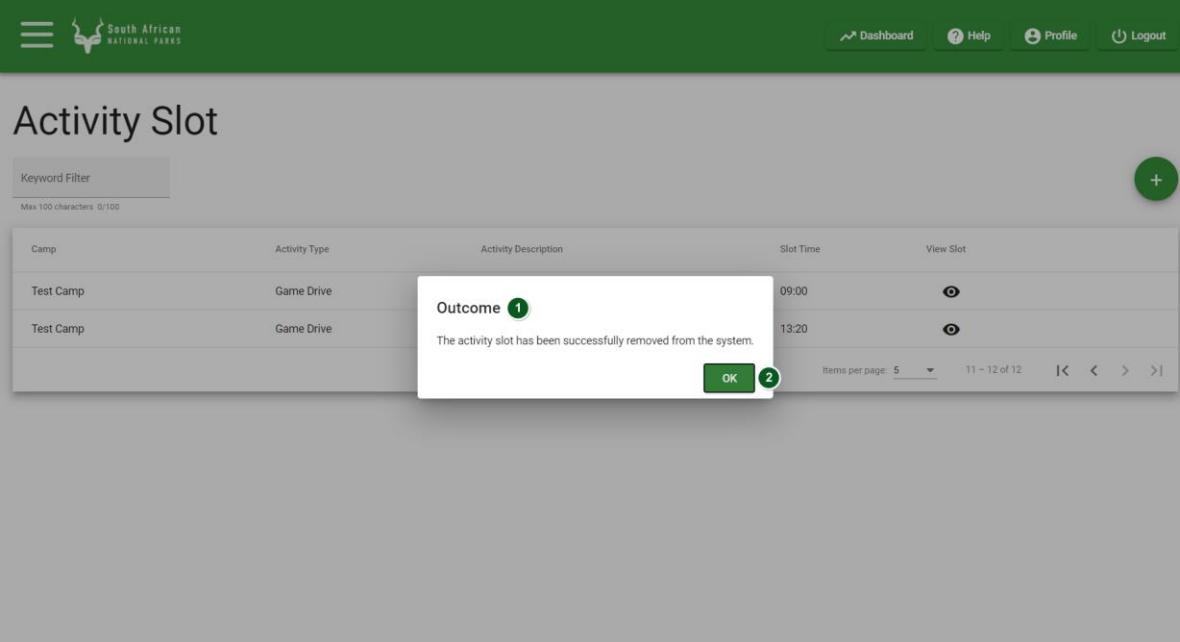
Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Activity Slot. Click this button if you want to delete the selected Activity Slot. Re-directs to a delete Confirmation Required Dialog.



This screenshot shows the 'Activity Slot' list page. A confirmation dialog box is displayed, asking 'Are you sure you want to delete this activity slot?'. The dialog box has 'Confirmation Required 1' at the top and 'No' and 'Yes' buttons at the bottom, with 'Yes' highlighted and a red circle containing the number 2. There are also '3' and '2' counts next to the buttons.

Control Number	Control type	Control Description
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<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to delete the selected Activity Slot .
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Activity Slot. Click this button when you are sure you want to delete the selected Activity Slot from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Activity Slot process. Click this button when you no longer want to delete the selected Activity Slot . Re-directs back to the <b>Wildcard Cluster Home Screen</b> .



The screenshot shows the SANParks System interface for managing activity slots. At the top, there's a green header bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the main title is "Activity Slot". On the left, there's a "Keyword Filter" input field. The main content area displays a table of activity slots with columns for Camp, Activity Type, Activity Description, Slot Time, and View Slot. Two rows are visible: one for "Test Camp" with "Game Drive" and another for "Test Camp" with "Game Drive". Overlaid on the table is a white "Outcome" dialog box with a green border. It contains the text "The activity slot has been successfully removed from the system." and two buttons: a green "OK" button with a white "2" and a smaller "OK" button with a black "2". At the bottom right of the dialog, there are pagination controls for items per page (5) and page numbers (11 - 12 of 12).

<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Activity Slot was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Activity Slot Home Screen</b>

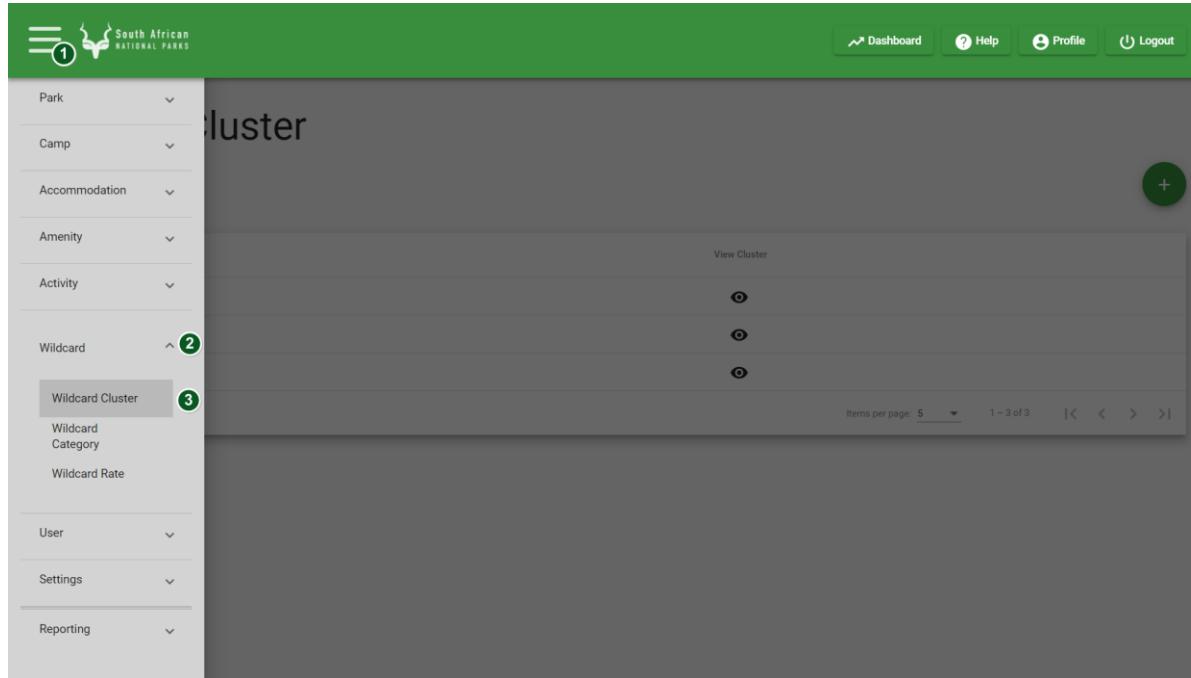
### 6.3.4 Wildcard Cluster Functionality

The Wildcard Cluster functionality gives the users of the system an instance where they can select a Wildcard Cluster when they are purchasing or renewing a Wildcard. A Wildcard Cluster includes different parks.

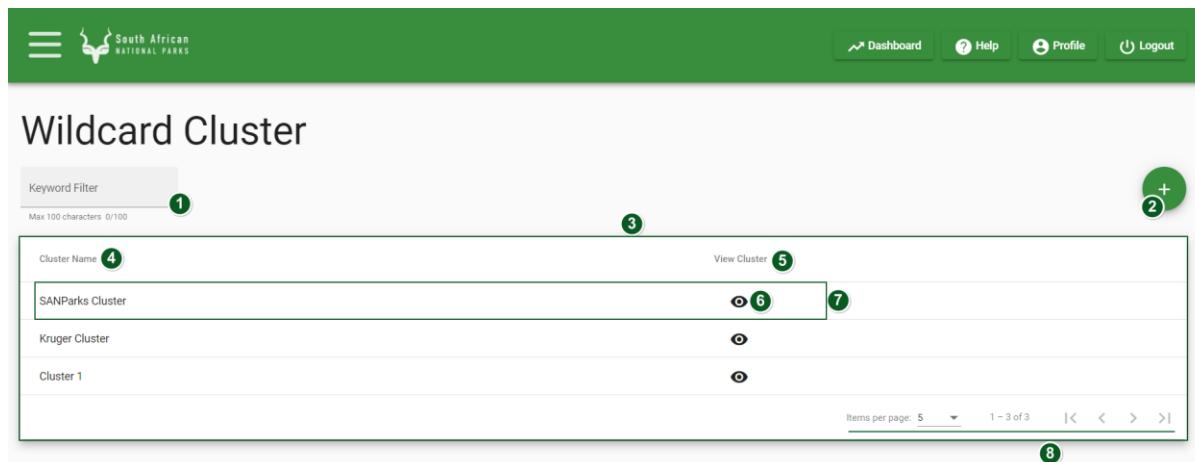
The Wildcard Cluster functionality will encompass the creating, searching, updating and deleting of the Wildcard Cluster.

#### 6.3.4.0 Wildcard Cluster Home Screen

The following screens indicate how a user can navigate to the Wildcard Cluster Home screen.



Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Wildcard Drop Down Button</b>	Click here to Open or Close the Wildcard Drop Down.
3	<b>Wildcard Cluster Button</b>	Re-directs the user to the <b>Wildcard Cluster Home Screen</b> . Click here to display the Wildcard Cluster Home Screen .



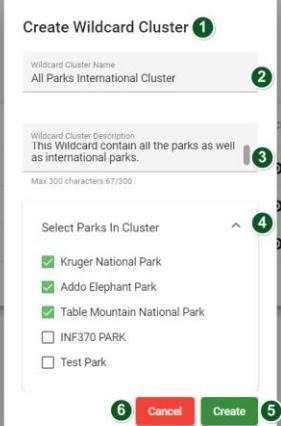
The screenshot shows a table titled "Wildcard Cluster" with the following columns: "Control Number", "Control type", and "Control Description". The table has 8 rows, each corresponding to one of the numbered callouts in the screenshot.

Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Wildcard Cluster.
2	<b>Create Wildcard Cluster Button</b>	Re-directs the user to the <b>Create Wildcard Cluster Model</b> . Click here to display the Create Wildcard Cluster Model.
3	<b>Wildcard Cluster Table</b>	This table displays the saved Wildcard Clusters.
4	<b>Cluster Name Table Column</b>	This displays the column of Wildcard Cluster Names.
5	<b>View Cluster Table Column</b>	This displays View Wildcard Cluster Button for each Wildcard Cluster on the table.
6	<b>View Wildcard Cluster Button</b>	Re-directs the user to the <b>View Wildcard Cluster Model</b> . Click here to display the View Wildcard Cluster Model.
7	<b>Table Row</b>	This displays a row of a Wildcard Cluster in the table.
8	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

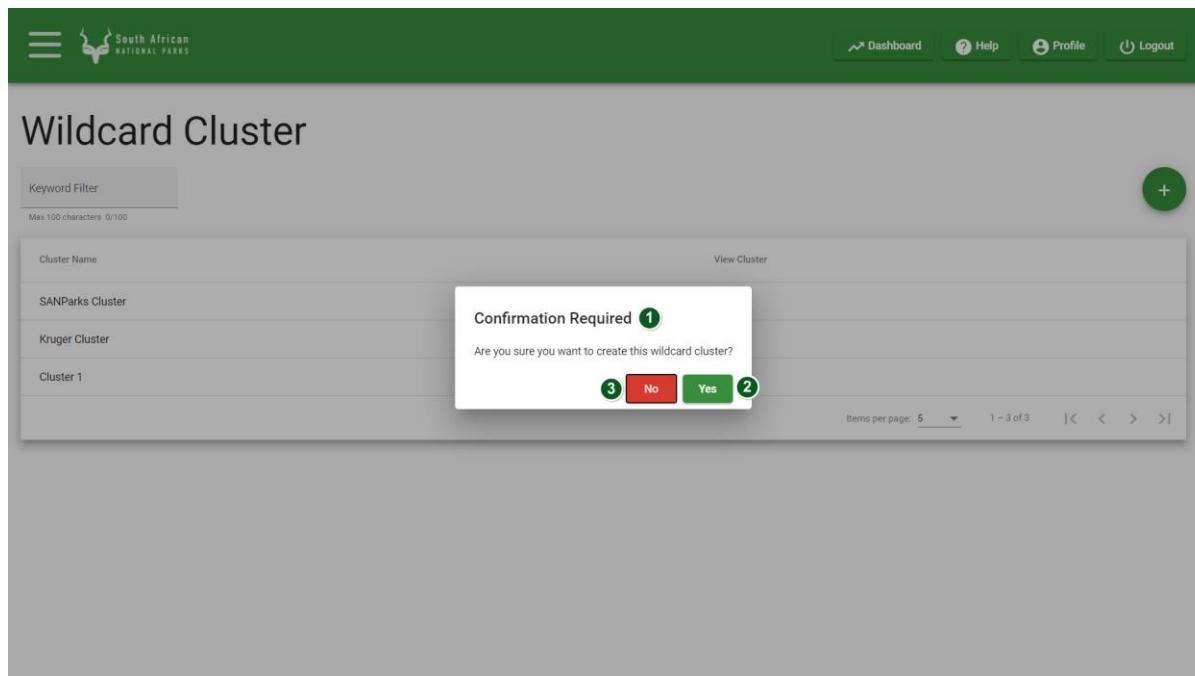
Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Wildcard Cluster.
2	<b>Create Wildcard Cluster Button</b>	Re-directs the user to the <b>Create Wildcard Cluster Model</b> . Click here to display the Create Wildcard Cluster Model.
3	<b>Wildcard Cluster Table</b>	This table displays the saved Wildcard Clusters.
4	<b>Cluster Name Table Column</b>	This displays the column of Wildcard Cluster Names.
5	<b>View Cluster Table Column</b>	This displays View Wildcard Cluster Button for each Wildcard Cluster on the table.
6	<b>View Wildcard Cluster Button</b>	Re-directs the user to the <b>View Wildcard Cluster Model</b> . Click here to display the View Wildcard Cluster Model.
7	<b>Table Row</b>	This displays a row of a Wildcard Cluster in the table.
8	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

#### 6.3.4.1 Create Wildcard Cluster

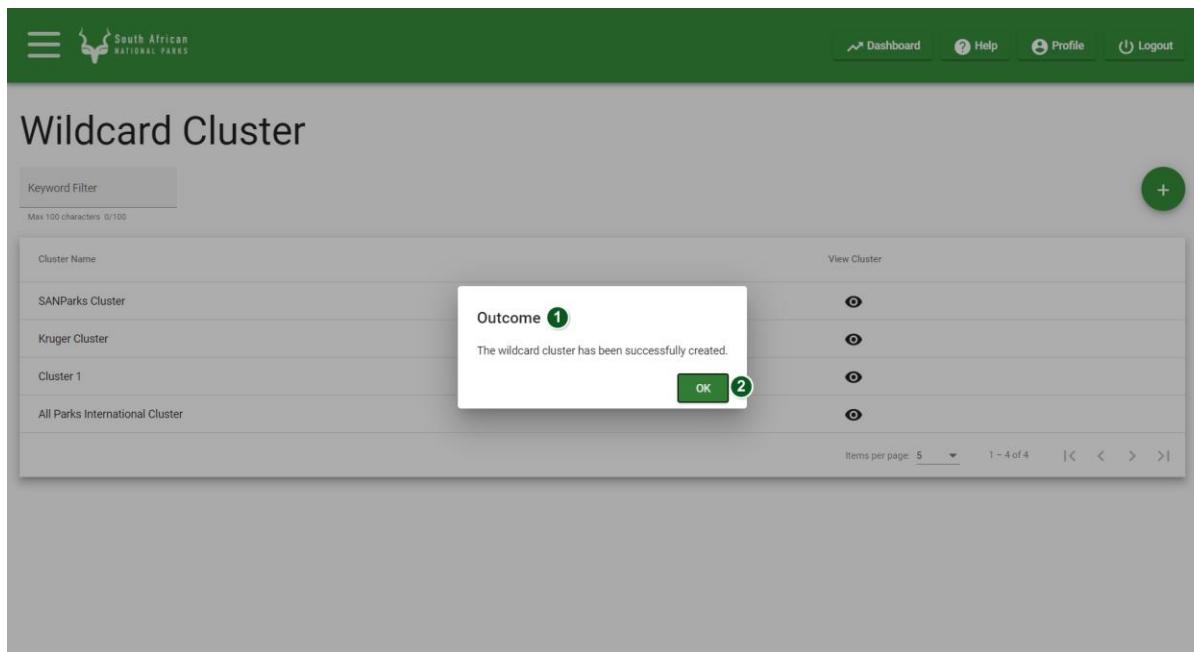
The following screens indicate how a user can create a new Wildcard Cluster.



Control Number	Control type	Control Description
1	<b>Create Wildcard Cluster Model</b>	This is the Model where you can create the Wildcard Cluster.
2	<b>Wildcard Cluster Name Textbox</b>	Click here to enter a new Wildcard Cluster Name.
3	<b>Wildcard Cluster Description Textbox</b>	Click here to enter a new Wildcard Cluster Description.
4	<b>Select Parks in Cluster Multi-select Dropdown</b>	Click here to selects new parks for the Wildcard Cluster.
5	<b>Create Button</b>	This is a button that is used to submit the request to create a new Wildcard Cluster. Click this button when all the required information is entered correctly in order to add the new Wildcard Cluster to the system . Re-directs to creation <b>Confirmation Required Dialog</b> .
6	<b>Cancel Button</b>	This is a button that is used to cancel the create Wildcard Cluster process. Click this button when there is no longer a need to create the Wildcard Cluster. Re-directs to termination <b>Confirmation Required Dialog</b> .

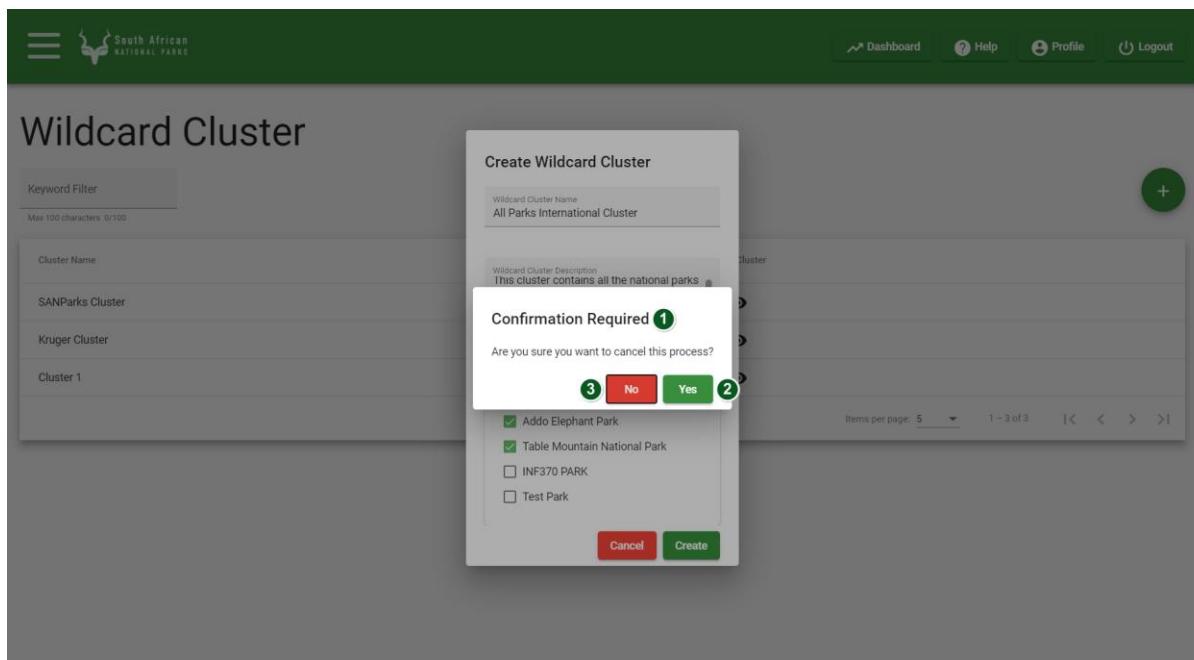


Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the creation of the Wildcard Cluster.
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the Wildcard Cluster. Click this button when you want to proceed to confirm the creation of the Wildcard Cluster. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the Wildcard Cluster. Click this button when you want to terminate the creation of the Wildcard Cluster. Re-directs to the <b>Wildcard Cluster Home Screen</b> .



The screenshot shows the Wildcard Cluster page. At the top, there is a navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout buttons. Below the navigation bar, the title "Wildcard Cluster" is displayed. On the left, there is a "Keyword Filter" input field. In the center, a table lists clusters: SANParks Cluster, Kruger Cluster, Cluster 1, and All Parks International Cluster. To the right of the table is a "View Cluster" button and a green circular "+" button. A modal dialog box is open in the center, titled "Outcome ①". It contains the message "The wildcard cluster has been successfully created." with an "OK" button labeled "②". At the bottom of the page, there are pagination controls: "Items per page: 5", "1 - 4 of 4", and navigation arrows.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Cluster Home Screen</b> .



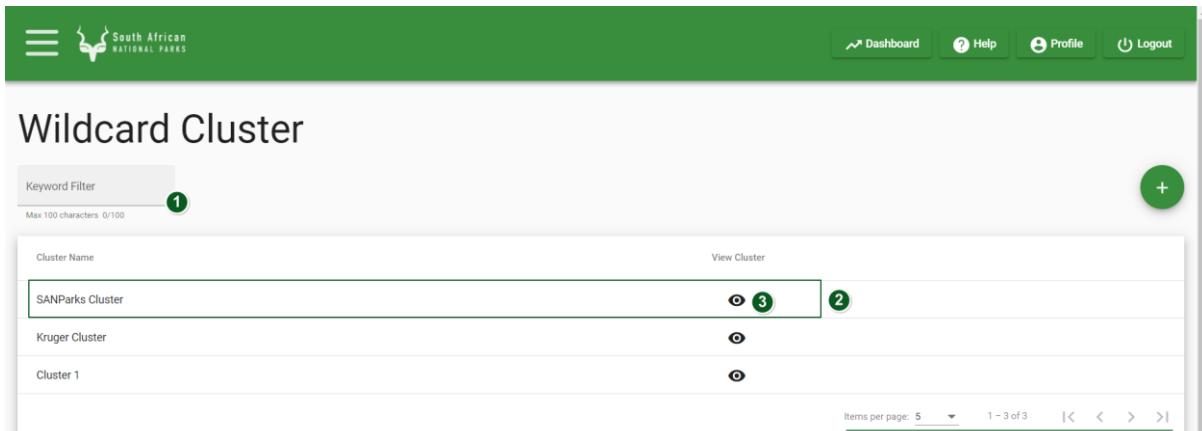
The screenshot shows the Wildcard Cluster page. At the top, there is a navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout buttons. Below the navigation bar, the title "Wildcard Cluster" is displayed. On the left, there is a "Keyword Filter" input field. In the center, a table lists clusters: SANParks Cluster, Kruger Cluster, Cluster 1, and All Parks International Cluster. To the right of the table is a "View Cluster" button and a green circular "+" button. A modal dialog box is open in the center, titled "Create Wildcard Cluster". It contains fields for "Wildcard Cluster Name" (set to "All Parks International Cluster") and "Wildcard Cluster Description" (set to "This cluster contains all the national parks"). Below these fields is a "Confirmation Required ①" message: "Are you sure you want to cancel this process?". It includes "No" and "Yes" buttons, with "Yes" labeled "②". Underneath the confirmation message is a list of checkboxes: "Addo Elephant Park" (checked), "Table Mountain National Park" (checked), "INF370 PARK" (unchecked), and "Test Park" (unchecked). At the bottom of the dialog are "Cancel" and "Create" buttons. At the bottom of the page, there are pagination controls: "Items per page: 5", "1 - 3 of 3", and navigation arrows.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the creation of the Wildcard Cluster.

<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the creation of the Wildcard Cluster. Click this button when you want to terminate the creation of the Wildcard Cluster. Re-directs back to the <b>Wildcard Cluster Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of creating the Wildcard Cluster. Click this button when you want to continue the creation of the Wildcard Cluster. Re-directs back to the <b>Create Wildcard Cluster Model</b> .

#### 6.3.4.2 Search Wildcard Cluster

The following screens indicate how a user can search for a Wildcard Cluster.



Wildcard Cluster

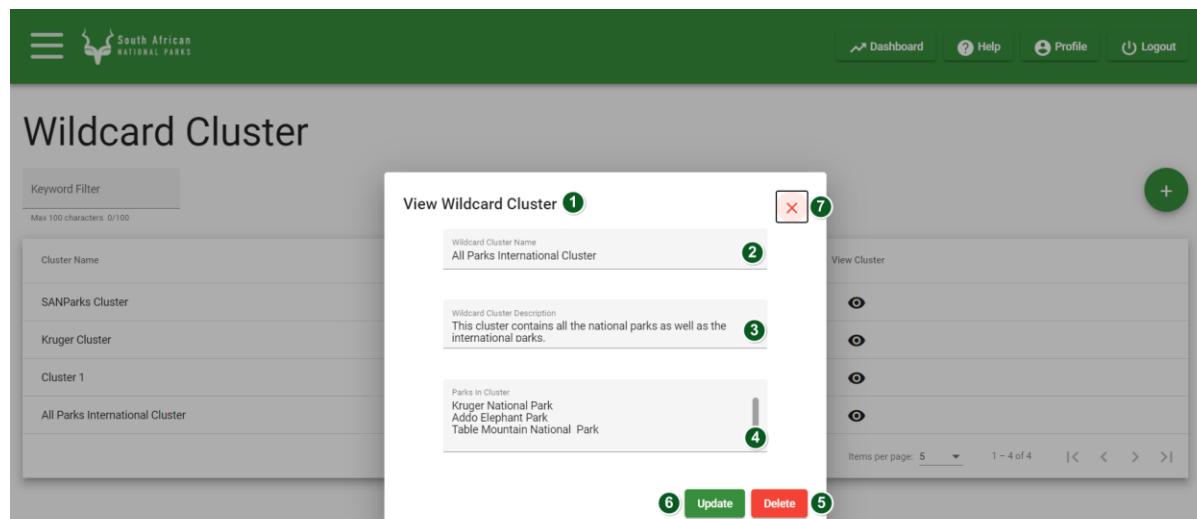
Keyword Filter ①

Cluster Name View Cluster

SANParks Cluster	③	②
Kruger Cluster		
Cluster 1		

Items per page: 5 | < < > > | 1 – 3 of 3

Control Number	Control type	Control Description
1	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Wildcard Cluster.
2	Table Row	This displays a row of the filtered Wildcard Clusters in the table.
3	View Wildcard Cluster Button	This is a button that is used to View the selected Wildcard Cluster. Click here to display the View Wildcard Cluster Model. Re-directs the user to the <b>View Wildcard Cluster Model</b> .



Wildcard Cluster

View Wildcard Cluster ①

Wildcard Cluster Name ②

Wildcard Cluster Description ③

Parks In Cluster ④

Update ⑥ Delete ⑤

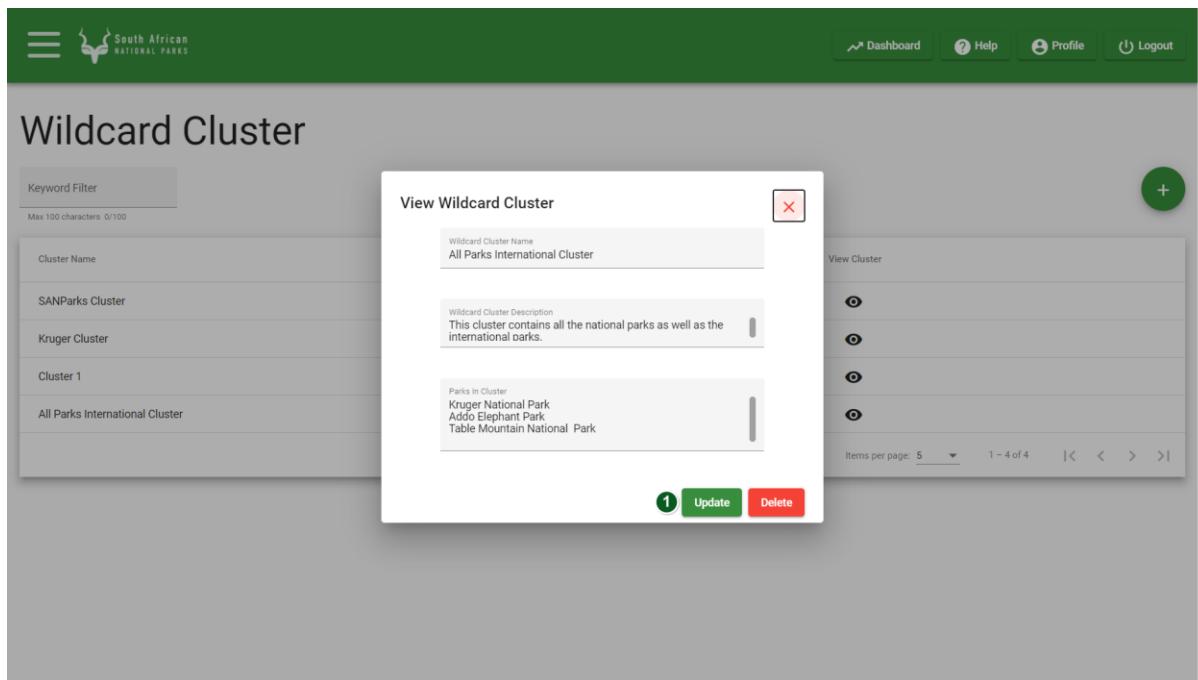
Close ⑦

Control Number	Control type	Control Description
1	View Wildcard Cluster Model	The is the Model where you can View the Wildcard Cluster.

<b>2</b>	<b>Wildcard Cluster Name Label</b>	This label is populated with the Wildcard Cluster Name.
<b>3</b>	<b>Wildcard Cluster Description Label</b>	This label is populated with the Wildcard Cluster Description.
<b>4</b>	<b>Park in Cluster Label</b>	This label is populated with the parks that are in the Wildcard Cluster.
<b>5</b>	<b>Delete Button</b>	This is a button that is used to delete the Wildcard Cluster. Click this button if you want to remove the selected Wildcard Cluster. Re-directs the user to the <b>Delete Confirmation Required Dialog</b> .
<b>6</b>	<b>Update Button</b>	This is a button that is used to update the Wildcard Cluster. Click this button if you want to update the selected Wildcard Cluster. Re-directs to the <b>Update Wildcard Cluster Model</b> .
<b>7</b>	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the Wildcard Cluster. Click this button when you want to terminate the viewing of the Wildcard Cluster. Re-directs the user to the <b>Wildcard Cluster Home Screen</b> .

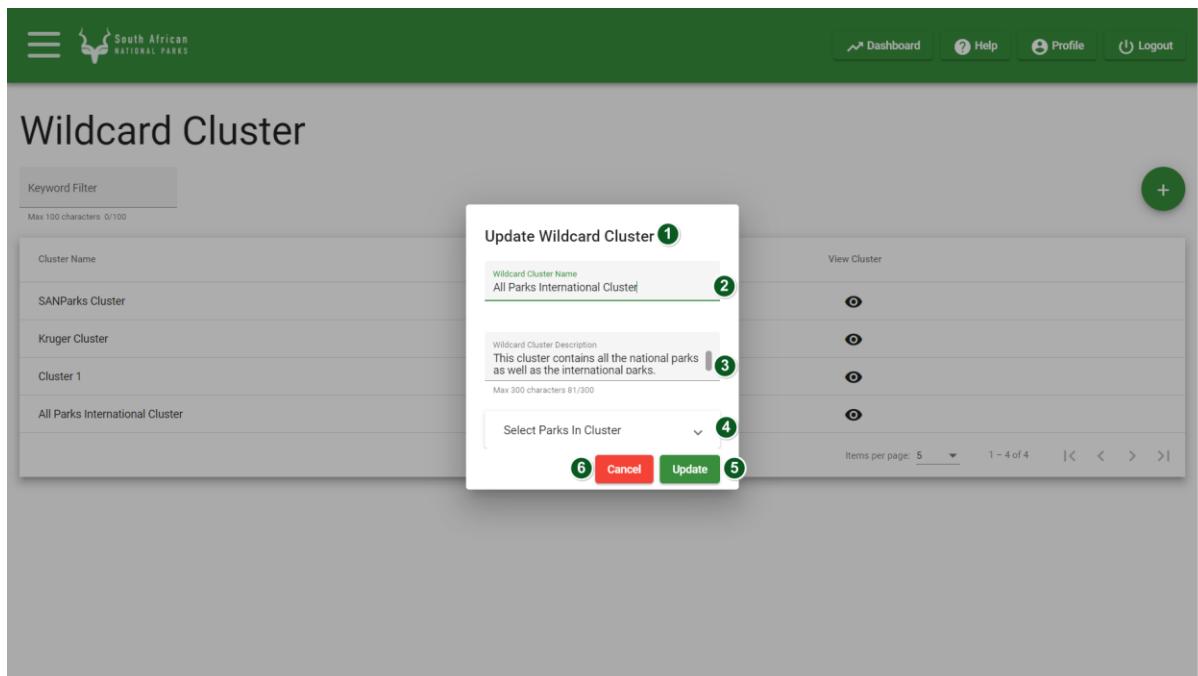
#### 6.3.4.3 Update Wildcard Cluster

The following screens indicate how a user can update a Wildcard Cluster.



This screenshot shows the 'Wildcard Cluster' view page. On the left, there's a sidebar with a 'Keyword Filter' input field. The main area lists clusters: SANParks Cluster, Kruger Cluster, Cluster 1, and All Parks International Cluster. A modal window titled 'View Wildcard Cluster' is open over the cluster list. The modal contains fields for 'Wildcard Cluster Name' (set to 'All Parks International Cluster'), 'Wildcard Cluster Description' (set to 'This cluster contains all the national parks as well as the international parks.'), and a list of 'Parks In Cluster' (Kruger National Park, Addo Elephant Park, Table Mountain National Park). At the bottom of the modal are 'Update' and 'Delete' buttons. The background shows a list of clusters on the right.

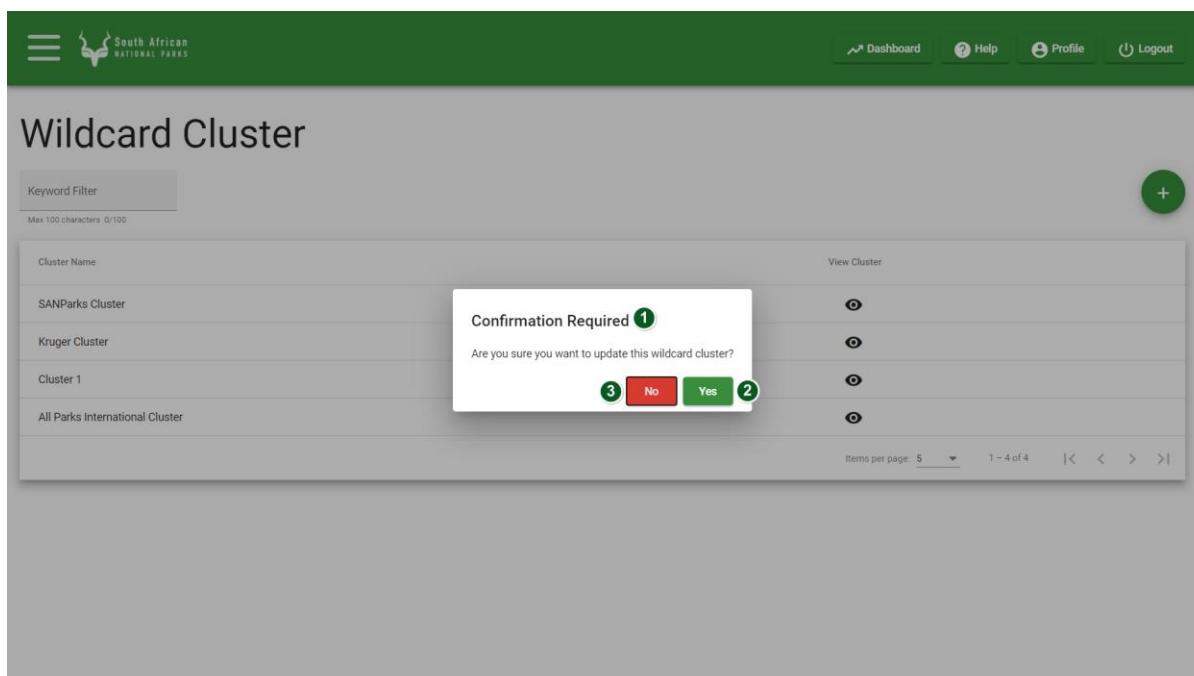
Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Wildcard Cluster. Click this button if you want to update the selected Wildcard Cluster. Re-directs to the <b>Update Wildcard Cluster Model</b>



This screenshot shows the 'Wildcard Cluster' update page. The modal window is titled 'Update Wildcard Cluster ①'. It contains fields for 'Wildcard Cluster Name' (set to 'All Parks International Cluster' ②), 'Wildcard Cluster Description' (set to 'This cluster contains all the national parks as well as the international parks.' ③), and a dropdown menu 'Select Parks In Cluster' (④). At the bottom of the modal are 'Cancel' and 'Update' buttons (⑤). The background shows the cluster list and a sidebar.

Control Number	Control type	Control Description
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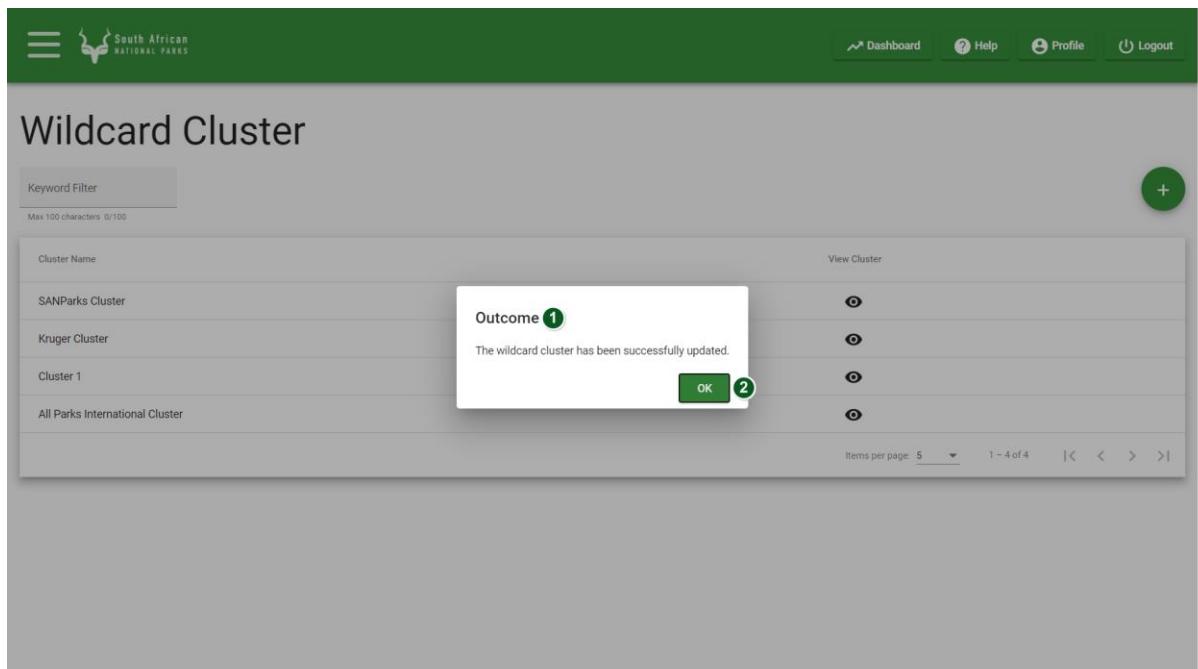
<b>1</b>	<b>Update Wildcard Cluster Model</b>	This is a Model where you can update the Wildcard Cluster information.
<b>2</b>	<b>Wildcard Cluster Name Textbox</b>	Click here to update the Wildcard Cluster Name.
<b>3</b>	<b>Wildcard Cluster Description Textbox</b>	Click here to update the Wildcard Cluster Description.
<b>4</b>	<b>Select Parks in Cluster Multiselect Dropdown</b>	Click here to update the parks in the Wildcard Cluster.
<b>5</b>	<b>Update Button</b>	<p>This is a button that is used to submit the request to update a Wildcard Cluster.          Click this button when all the required information is entered correctly in order to update the Wildcard Cluster.          Re-directs to update <b>Confirmation Required Dialog</b>.</p>
<b>6</b>	<b>Cancel Button</b>	<p>This is a button that is used to cancel the updating of the Wildcard Cluster process.          Click this button when there is no longer a need to update the Wildcard Cluster.          Re-directs to termination <b>Confirmation Required Dialog</b>.</p>



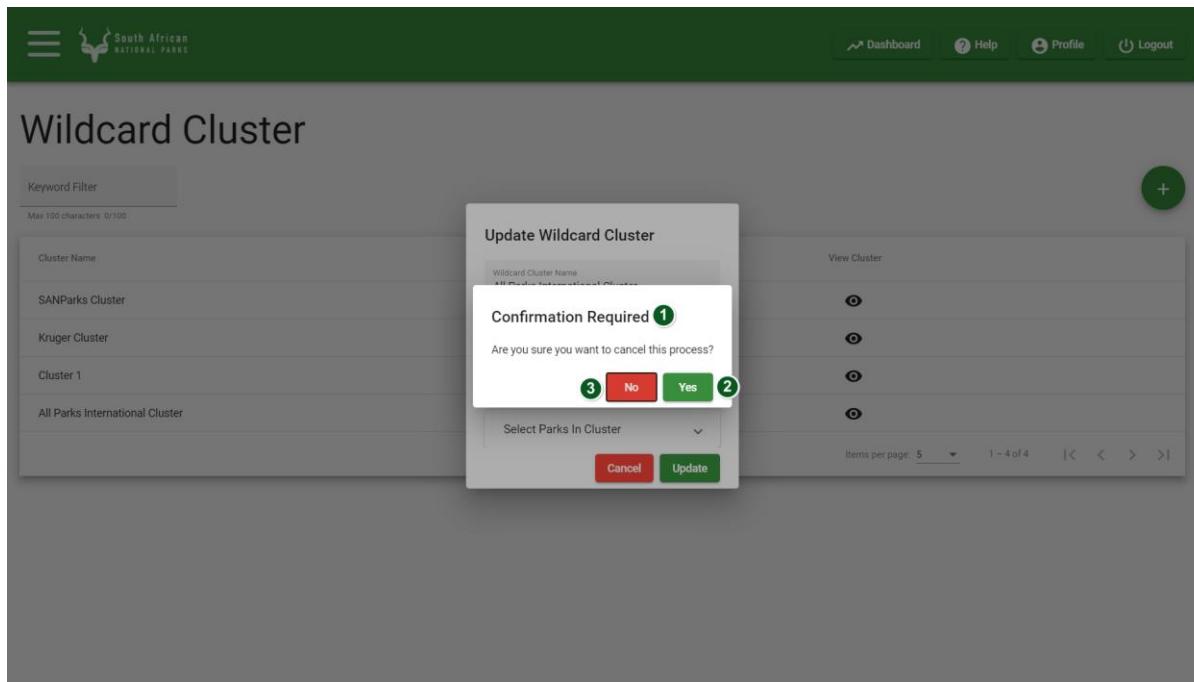
The screenshot shows the SANParks Wildcard Cluster management interface. At the top, there's a navigation bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the title "Wildcard Cluster" is displayed. On the left, there's a "Keyword Filter" input field and a "Cluster Name" dropdown menu containing items like SANParks Cluster, Kruger Cluster, Cluster 1, and All Parks International Cluster. To the right of the dropdown is a "View Cluster" link and a list of cluster entries. A prominent "Confirmation Required" dialog box is overlaid in the center. The dialog has the number "1" in a circle at the top right. It asks, "Are you sure you want to update this wildcard cluster?" with "No" and "Yes" buttons. The "Yes" button is highlighted with a green background and the number "2" in a circle. The "No" button is red and has the number "3" in a circle. At the bottom of the page, there are pagination controls and a message indicating "1 - 4 of 4".

<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Wildcard Cluster.
<b>2</b>	<b>Yes Button</b>	<p>This is a button that is used to confirm the update of the Wildcard Cluster.          Click this button when you want to proceed to confirm the update of the Wildcard Cluster.          Re-directs to an <b>Outcome Dialog</b>.</p>

<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Wildcard Cluster. Click this button when you want to terminate the update of the Wildcard Cluster. Re-directs to the <b>Wildcard Cluster Home Screen</b> .
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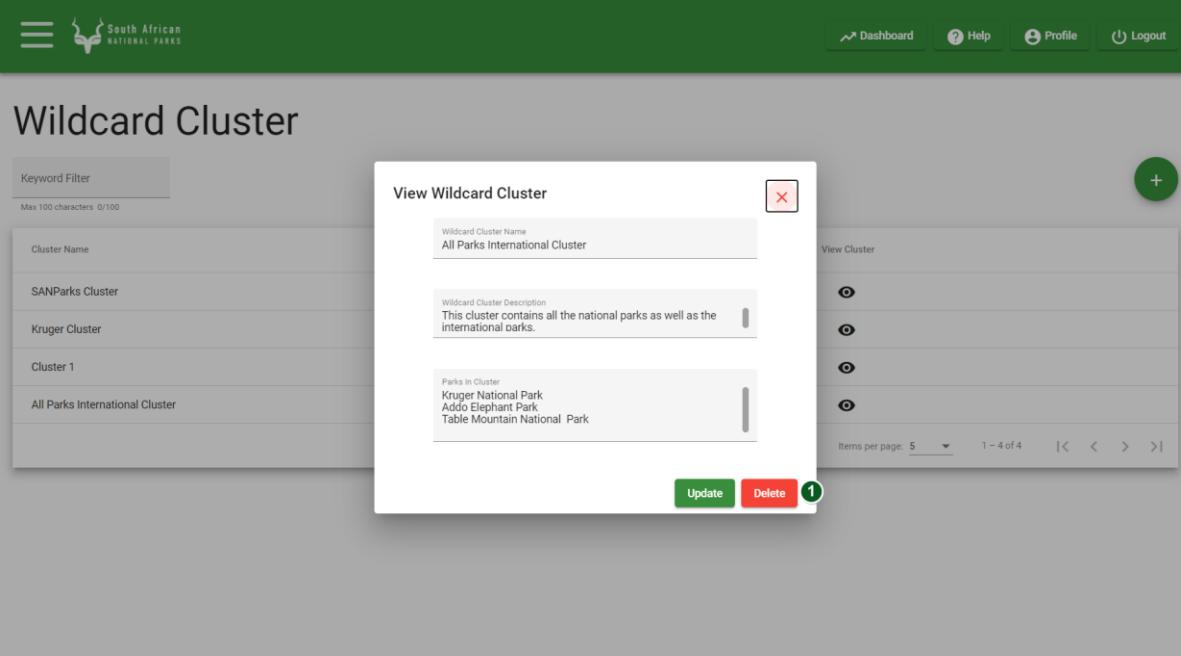
Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the Update was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Cluster Home Screen</b>



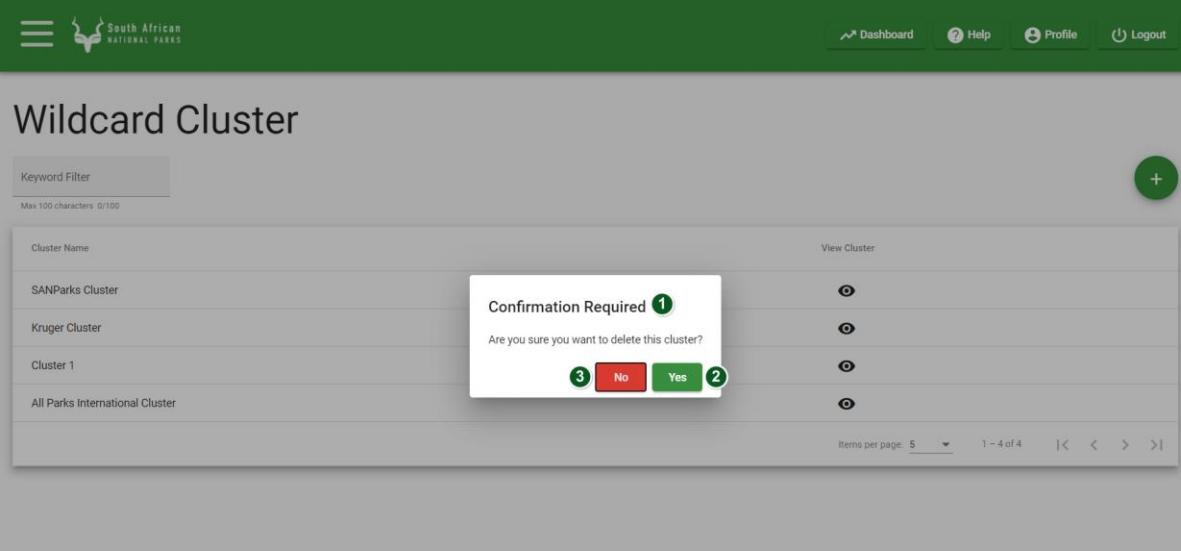
Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Wildcard Cluster.
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Wildcard Cluster. Click this button when you want to terminate the update of the Wildcard Cluster. Re-directs back to the <b>Wildcard Cluster Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Wildcard Cluster. Click this button when you want to continue updating the Wildcard Cluster. Re-directs back to the <b>Update Wildcard Cluster Model</b> .

#### 6.3.4.4 Delete Wildcard Cluster

The following screens indicate how a user can delete a Wildcard Cluster.

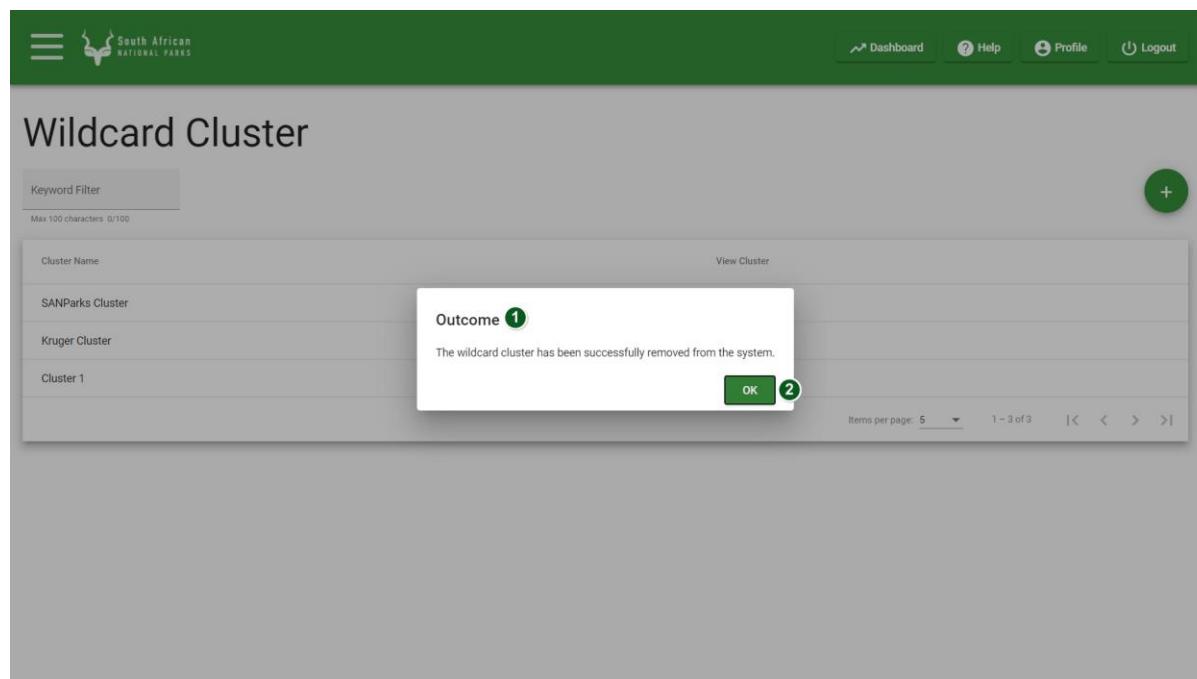


Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Wildcard Cluster. Click this button if you want to delete the selected Wildcard Cluster. Re-directs to a delete Confirmation Required Dialog.



Control Number	Control type	Control Description
----------------	--------------	---------------------

<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to delete the selected Wildcard Cluster.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Wildcard Cluster. Click this button when you are sure you want to delete the selected Wildcard Cluster from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Wildcard Cluster process. Click this button when you no longer want to delete the selected Wildcard Cluster. Re-directs back to the <b>Wildcard Cluster Home Screen</b> .



The screenshot shows the Wildcard Cluster page with a successful deletion message. The message is: "The wildcard cluster has been successfully removed from the system." It includes an "OK" button with a circled "2" indicating it re-directs to the home screen.

<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Wildcard Cluster was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Cluster Home Screen</b> .

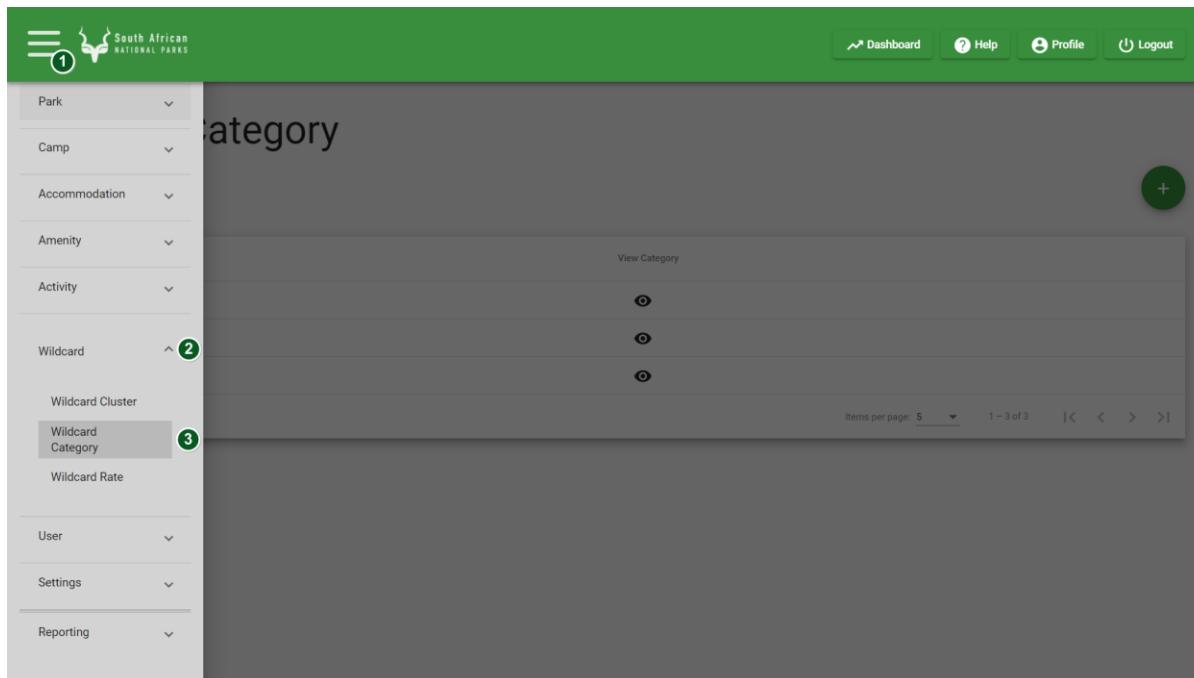
### 6.3.5 Wildcard Category Functionality

The Wildcard Category functionality gives the users of the system an instance where they can select a Wildcard Category when they are purchasing or renewing a Wildcard. A Wildcard Category includes the number of adults and children per Wildcard.

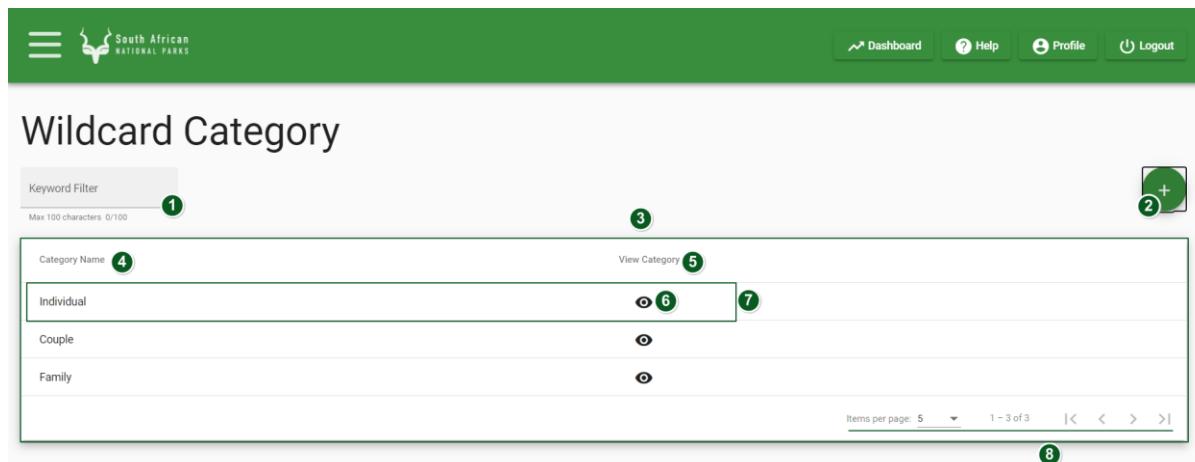
The Wildcard Category functionality will encompass the creating, searching, updating and deleting of the Wildcard Category.

#### 6.3.5.0 Wildcard Category Home Screen

The following screens indicate how a user can navigate to the Wildcard Category Home screen.



Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Wildcard Drop Down Button</b>	Click here to Open or Close the Wildcard Drop Down.
3	<b>Wildcard Category Button</b>	Re-directs the user to the <b>Wildcard Category Home Screen</b> . Click here to display the Wildcard Category Home Screen .



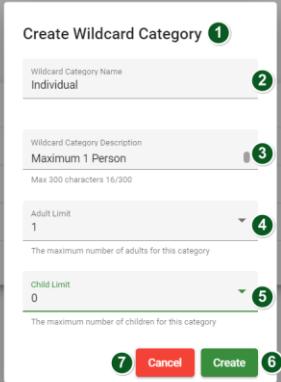
The screenshot shows a table with three rows: "Individual", "Couple", and "Family". Each row contains a "View Category" button. The table is annotated with numbers 1 through 8:

- 1: Keyword Filter input field.
- 2: Create Wildcard Category button.
- 3: Wildcard Category Table header.
- 4: Category Name Table Column header.
- 5: View Category Table Column header.
- 6: View Wildcard Category Button.
- 7: Table Row.
- 8: Page Navigation.

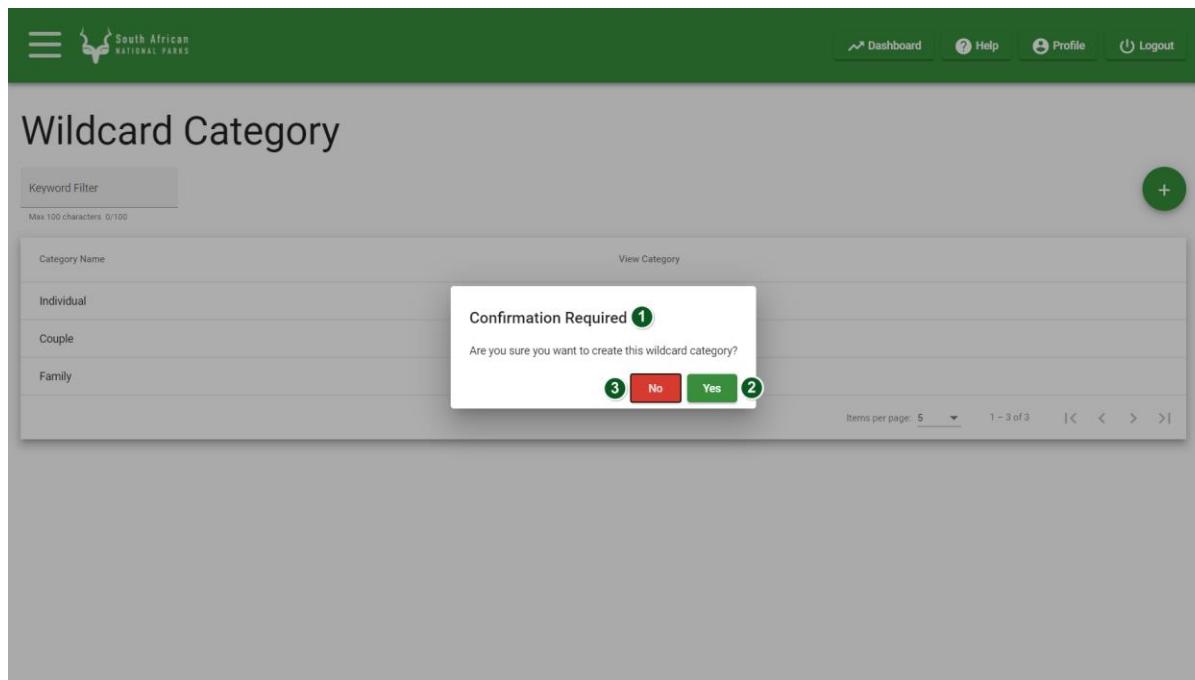
Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Wildcard Category.
2	<b>Create Wildcard Category Button</b>	Re-directs the user to the <b>Create Wildcard Category Model</b> . Click here to display the Create Wildcard Category Model.
3	<b>Wildcard Category Table</b>	This table displays the saved Wildcard Category's.
4	<b>Category Name Table Column</b>	This displays the column of Wildcard Category Name.
5	<b>View Category Table Column</b>	This displays View Wildcard Category Button for each Wildcard Category on the table.
6	<b>View Wildcard Category Button</b>	Re-directs the user to the <b>View Wildcard Category Model</b> . Click here to display the View Wildcard Category Model.
7	<b>Table Row</b>	This displays a row of a Wildcard Category in the table.
8	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.5.1 Create Wildcard Category

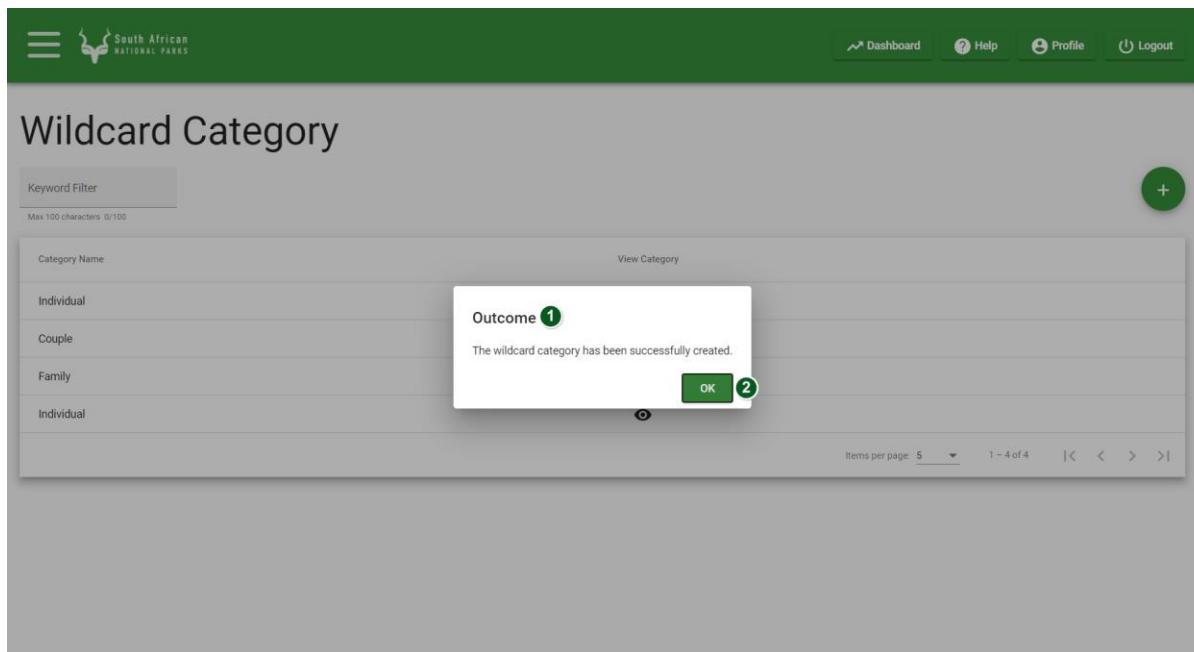
The following screens indicate how a user can create a new Wildcard Category.



Control Number	Control type	Control Description
1	Create Wildcard Category Model	This is the Model where you can create the Wildcard Category.
2	Wildcard Category Name Textbox	Click here to enter a new Wildcard Category Name.
3	Wildcard Category Description Textbox	Click here to enter a new Wildcard Category Description.
4	Adult Limit Dropdown	Click here to selects a new Adult Limit.
5	Child Limit Dropdown	Click here to selects a new Child Limit.
6	Create Button	This is a button that is used to submit the request to create a new Wildcard Category. Click this button when all the required information is entered correctly in order to add the new Wildcard Category to the system . Re-directs to creation <b>Confirmation Required Dialog</b> .
7	Cancel Button	This is a button that is used to cancel the create Wildcard Category process. Click this button when there is no longer a need to create the Wildcard Category. Re-directs to termination <b>Confirmation Required Dialog</b> .

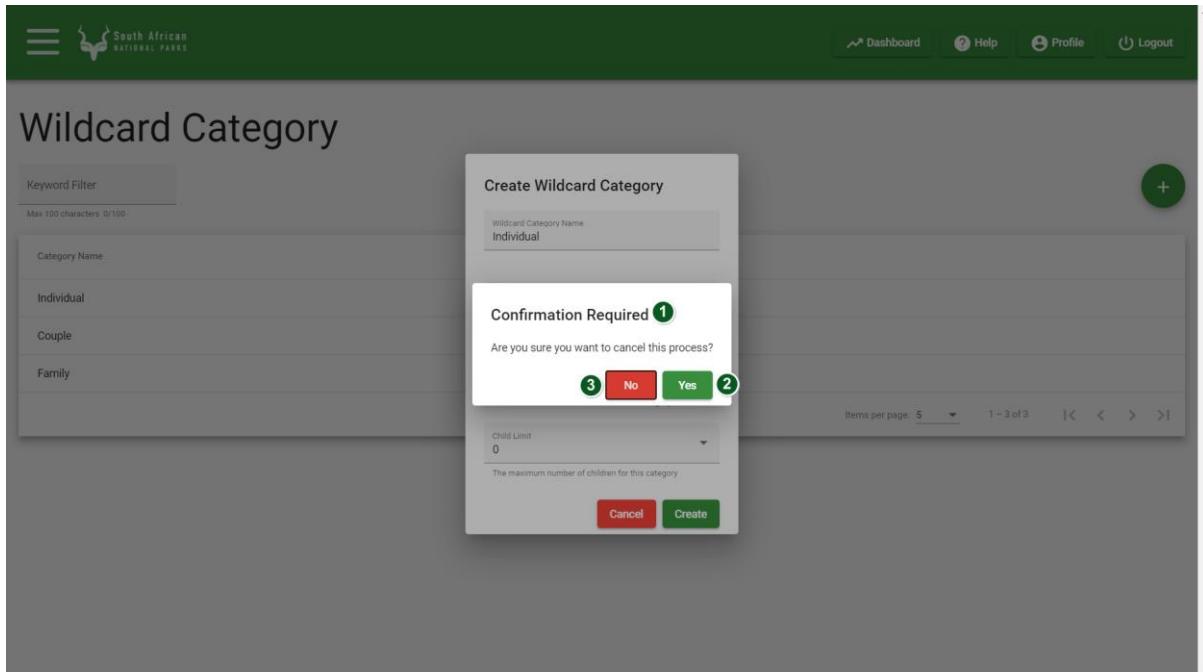


Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the creation of the Wildcard Category.
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the Wildcard Category. Click this button when you want to proceed to confirm the creation of the Wildcard Category. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the Wildcard Category. Click this button when you want to terminate the creation of the Wildcard Category. Re-directs to the <b>Wildcard Category Home Screen</b> .



The screenshot shows a list of categories on the left: Individual, Couple, Family, and Individual again. In the center, there is a modal dialog with the title "Outcome ①". The message inside says: "The wildcard category has been successfully created." At the bottom of the dialog are two buttons: "OK" (green) and "Cancel" (grey). The "OK" button is highlighted with a red circle containing the number 2. The background of the page shows a search bar at the top and a footer with pagination controls.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Category Home Screen</b> .



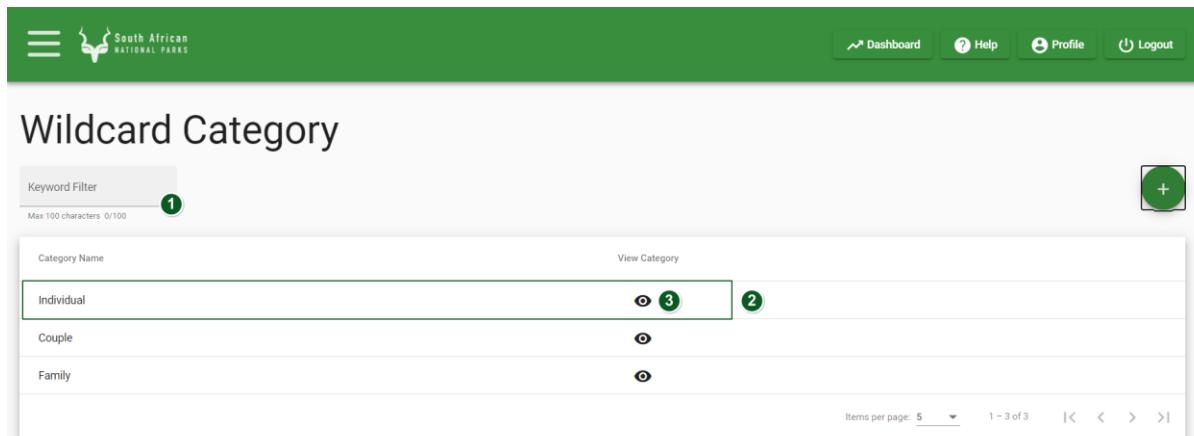
The screenshot shows a list of categories on the left: Individual, Couple, Family. In the center, there is a modal dialog titled "Create Wildcard Category". Inside, it says "Wildcard Category Name: Individual". Below that is a confirmation dialog with the title "Confirmation Required ①". The message asks: "Are you sure you want to cancel this process?". It contains three buttons: "Cancel" (red), "No" (grey), and "Yes" (green). The "Yes" button is highlighted with a red circle containing the number 2. At the bottom of the confirmation dialog are two buttons: "Cancel" (red) and "Create" (green). The background of the page shows a search bar at the top and a footer with pagination controls.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the creation of the Wildcard Category.
2	Yes Button	This is a button that is used to terminate the creation of the Wildcard Category.

		<p>Click this button when you want to terminate the creation of the Wildcard Category.</p> <p>Re-directs back to the <b>Wildcard Category Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of creating the Wildcard Category.</p> <p>Click this button when you want to continue the creation of the Wildcard Category.</p> <p>Re-directs back to the <b>Create Wildcard Category Model</b>.</p>

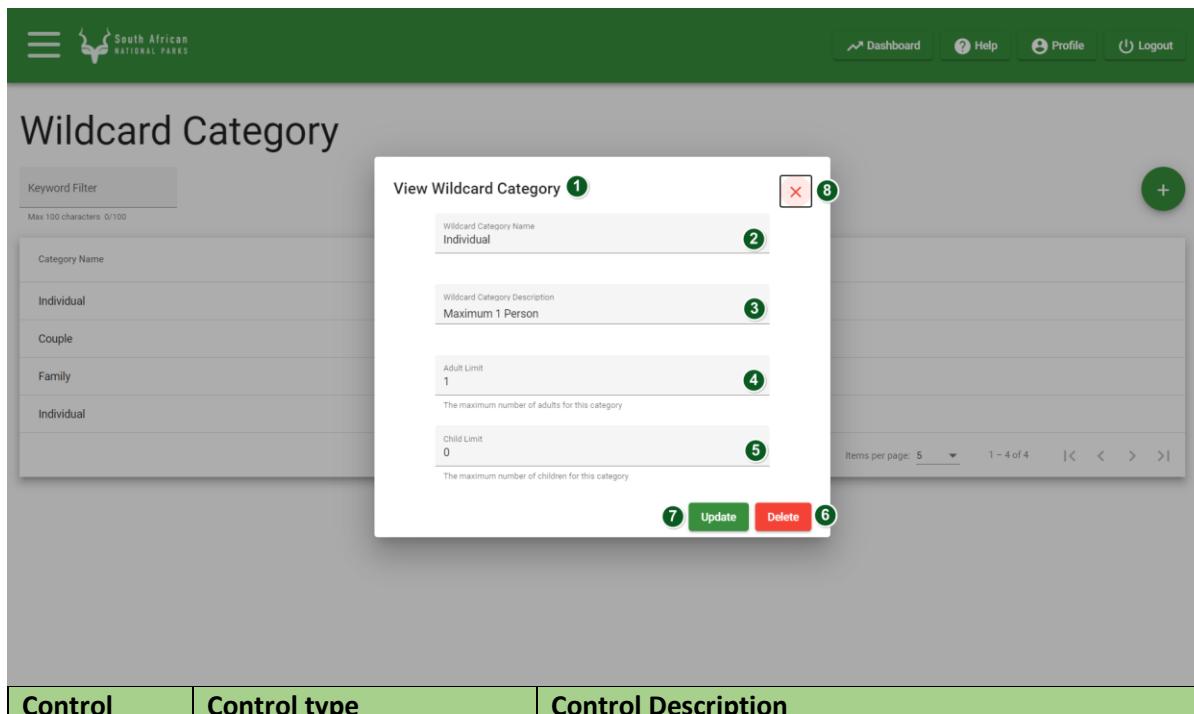
### 6.3.5.2 Search Wildcard Category

The following screens indicate how a user can search for a Wildcard Category.



Wildcard Category		
Category Name		View Category
Individual	<input type="radio"/>	<input checked="" type="radio"/> ③
Couple	<input type="radio"/>	
Family	<input type="radio"/>	

Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Wildcard Category.
2	<b>Table Row</b>	This displays a row of the filtered Wildcard Category's in the table.
3	<b>View Wildcard Category Button</b>	This is a button that is used to View the selected Wildcard Category. Click here to display the View Wildcard Category Model. Re-directs the user to the <b>View Wildcard Category Model</b> .

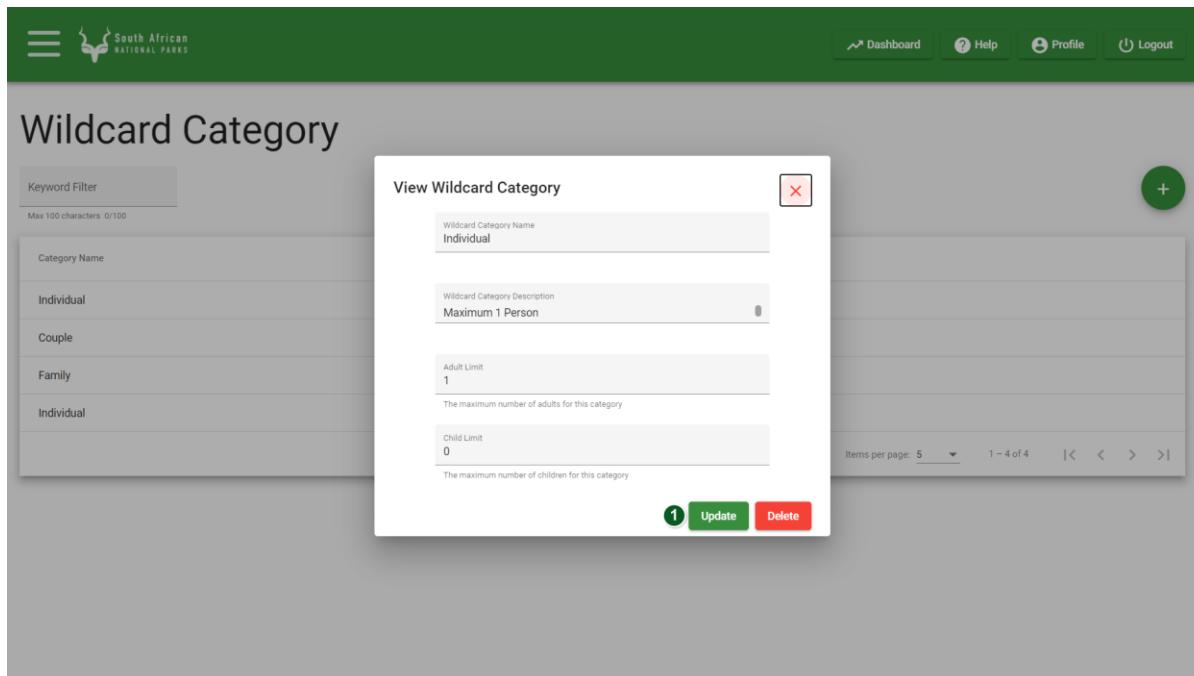


Control Number	Control type	Control Description
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<b>1</b>	<b>View Wildcard Category Model</b>	The is the Model for you to View the Wildcard Category.
<b>2</b>	<b>Wildcard Category Name Label</b>	This label is populated with the Wildcard Category Name.
<b>3</b>	<b>Wildcard Category Description Label</b>	This label is populated with the Wildcard Category Description.
<b>4</b>	<b>Adult Limit Label</b>	This label is populated with the Adult Limit.
<b>5</b>	<b>Child Limit Label</b>	This label is populated with the Child Limit.
<b>6</b>	<b>Delete Button</b>	<p>This is a button that is used to delete the Wildcard Category.</p> <p>Click this button if you want to remove the selected Wildcard Category.</p> <p>Re-directs the user to the <b>Delete Confirmation Required Dialog</b>.</p>
<b>7</b>	<b>Update Button</b>	<p>This is a button that is used to update the Wildcard Category.</p> <p>Click this button if you want to update the selected Wildcard Category.</p> <p>Re-directs to the <b>Update Wildcard Category Model</b>.</p>
<b>8</b>	<b>Cancel Button</b>	<p>This is a button that is used to terminate the viewing of the Wildcard Category.</p> <p>Click this button when you want to terminate the viewing of the Wildcard Category.</p> <p>Re-directs the User to the <b>Wildcard Category Home Screen</b>.</p>

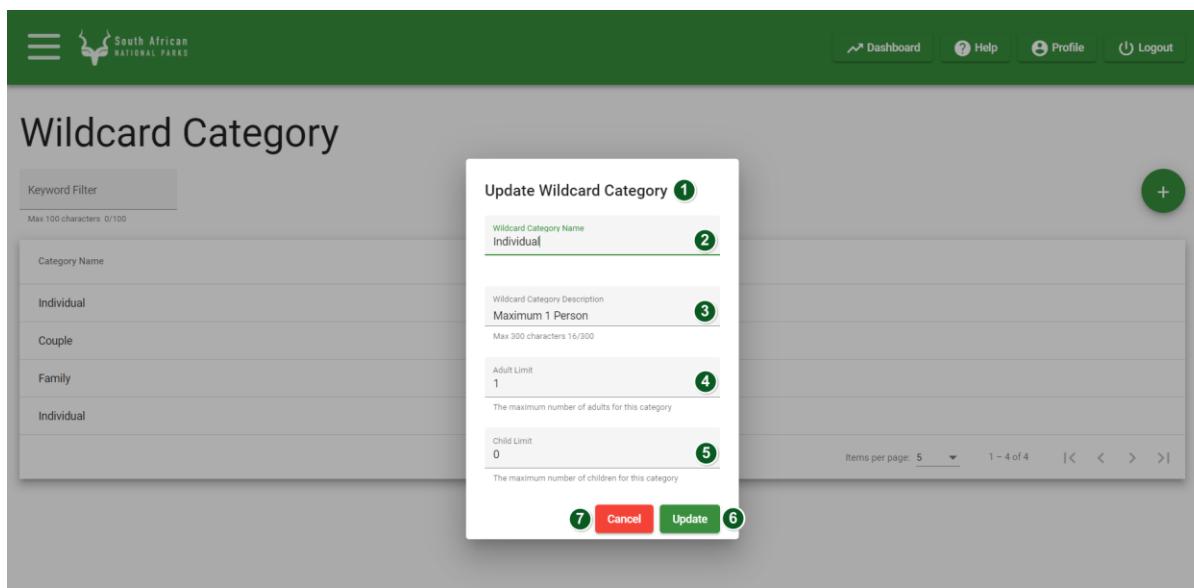
### 6.3.5.3 Update Wildcard Category

The following screens indicate how a user can update a Wildcard Category.



This screenshot shows the 'Wildcard Category' view screen. On the left, there is a list of categories: Individual, Couple, Family, and Individual. In the center, a modal window titled 'View Wildcard Category' displays the details for the 'Individual' category. The modal contains four fields: 'Wildcard Category Name' (set to 'Individual'), 'Wildcard Category Description' (set to 'Maximum 1 Person'), 'Adult Limit' (set to '1'), and 'Child Limit' (set to '0'). At the bottom of the modal are two buttons: a green 'Update' button with a circled '1' above it, and a red 'Delete' button. The background of the main screen shows a list of items with a 'Items per page' dropdown set to '5'.

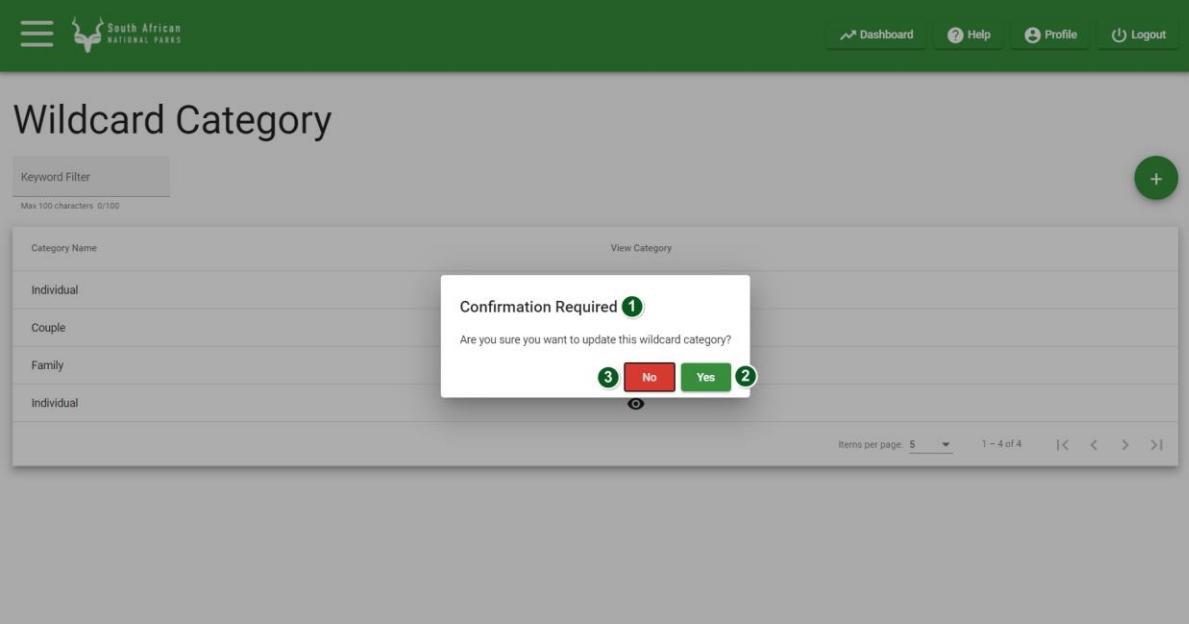
Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Wildcard Category. Click this button if you want to update the selected Wildcard Category. Re-directs to the <b>Update Wildcard Category Model</b>



This screenshot shows the 'Wildcard Category' update screen. On the left, there is a list of categories: Individual, Couple, Family, and Individual. In the center, a modal window titled 'Update Wildcard Category' displays the details for the 'Individual' category. The modal contains four fields: 'Wildcard Category Name' (set to 'Individual') with a circled '1' above it, 'Wildcard Category Description' (set to 'Maximum 1 Person') with a circled '2' above it, 'Adult Limit' (set to '1') with a circled '3' above it, and 'Child Limit' (set to '0') with a circled '4' above it. Below these fields is a note: 'The maximum number of adults for this category' and 'The maximum number of children for this category'. At the bottom of the modal are three buttons: a green 'Cancel' button with a circled '7' above it, a red 'Update' button with a circled '6' above it, and a green 'Update' button with a circled '6' above it. The background of the main screen shows a list of items with a 'Items per page' dropdown set to '5'.

Control Number	Control type	Control Description
1	Update Wildcard Category Model	This is a Model where you can update the Wildcard Category information.

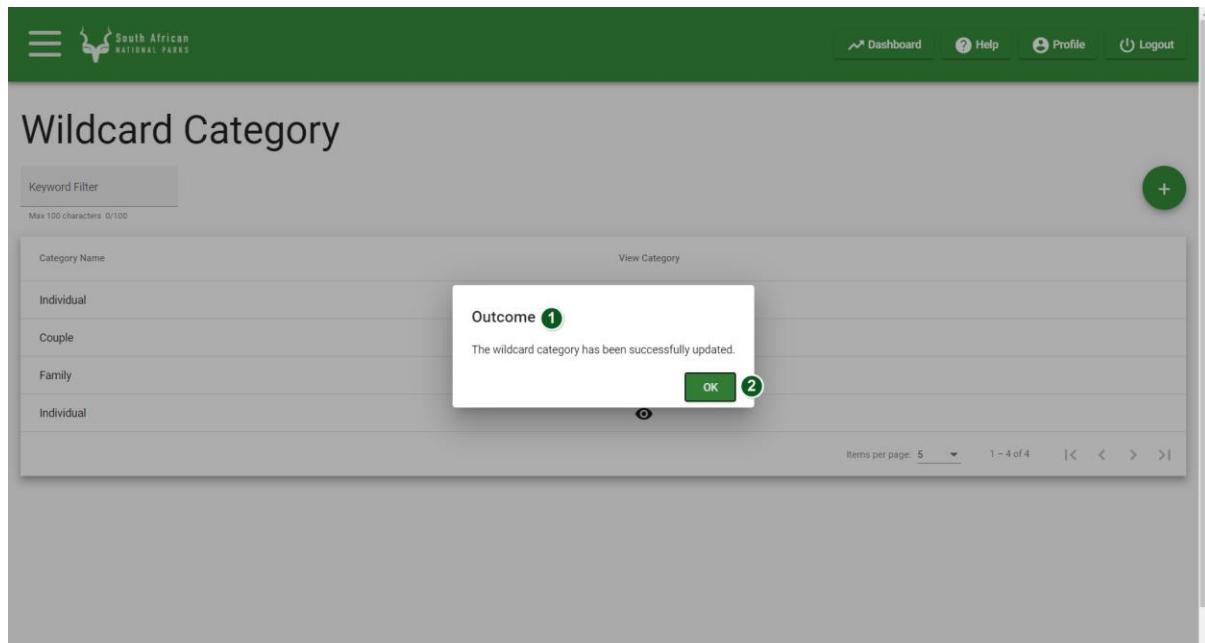
<b>2</b>	<b>Wildcard Category Name Textbox</b>	Click here to update the Wildcard Category Name.
<b>3</b>	<b>Wildcard Category Description Textbox</b>	Click here to update the Wildcard Category Description.
<b>4</b>	<b>Adult Limit Dropdown</b>	Click here to update the Adult Limit.
<b>5</b>	<b>Child Limit Dropdown</b>	Click here to update the Child Limit.
<b>6</b>	<b>Update Button</b>	<p>This is a button that is used to submit the request to update a Wildcard Category.</p> <p>Click this button when all the required information is entered correctly in order to update the Wildcard Category.</p> <p>Re-directs to update <b>Confirmation Required Dialog</b>.</p>
<b>7</b>	<b>Cancel Button</b>	<p>This is a button that is used to cancel the updating of Wildcard Category process.</p> <p>Click this button when there is no longer a need to update the Wildcard Category.</p> <p>Re-directs to termination <b>Confirmation Required Dialog</b>.</p>



The screenshot shows a web application interface for managing Wildcard Categories. At the top, there is a green header bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the main content area has a title "Wildcard Category". On the left, there is a sidebar with a "Keyword Filter" input field and a "Category Name" dropdown menu containing items like "Individual", "Couple", "Family", and "Individual". In the center, there is a table with several rows of data. A modal dialog box titled "Confirmation Required" is overlaid on the table. The dialog contains the message "Are you sure you want to update this wildcard category?", two buttons ("No" and "Yes"), and two small numbered circles (3 and 2) near the buttons. At the bottom of the screen, there are pagination controls and a status message indicating "Items per page: 5" and "1 - 4 of 4".

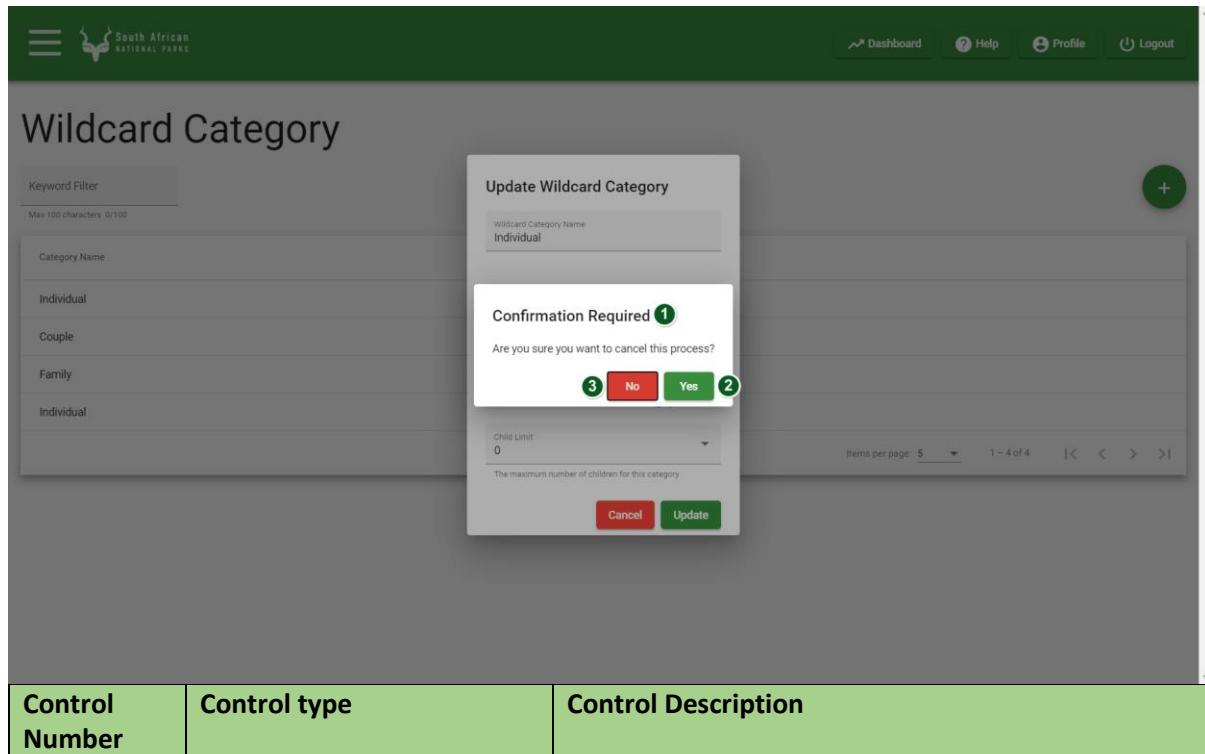
<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Wildcard Category.
<b>2</b>	<b>Yes Button</b>	<p>This is a button that is used to confirm the update of the Wildcard Category.</p> <p>Click this button when you want to proceed to confirm the update of the Wildcard Category.</p> <p>Re-directs to an <b>Outcome Dialog</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to terminate the update of the Wildcard Category.</p> <p>Click this button when you want to terminate the update of the Wildcard Category.</p>

	Re-directs to the <b>Wildcard Category Home Screen</b> .
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The screenshot shows the Wildcard Category Home Screen. At the top, there is a navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout links. Below the navigation bar, the title "Wildcard Category" is displayed. On the left, there is a "Keyword Filter" input field and a "Category Name" dropdown menu containing options like Individual, Couple, Family, and Individual again. In the center, a modal dialog box titled "Outcome ①" is open, stating "The wildcard category has been successfully updated." with an "OK" button. At the bottom right of the screen, there is a pagination control showing "Items per page: 5" and "1 - 4 of 4".

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Category Home Screen</b> .



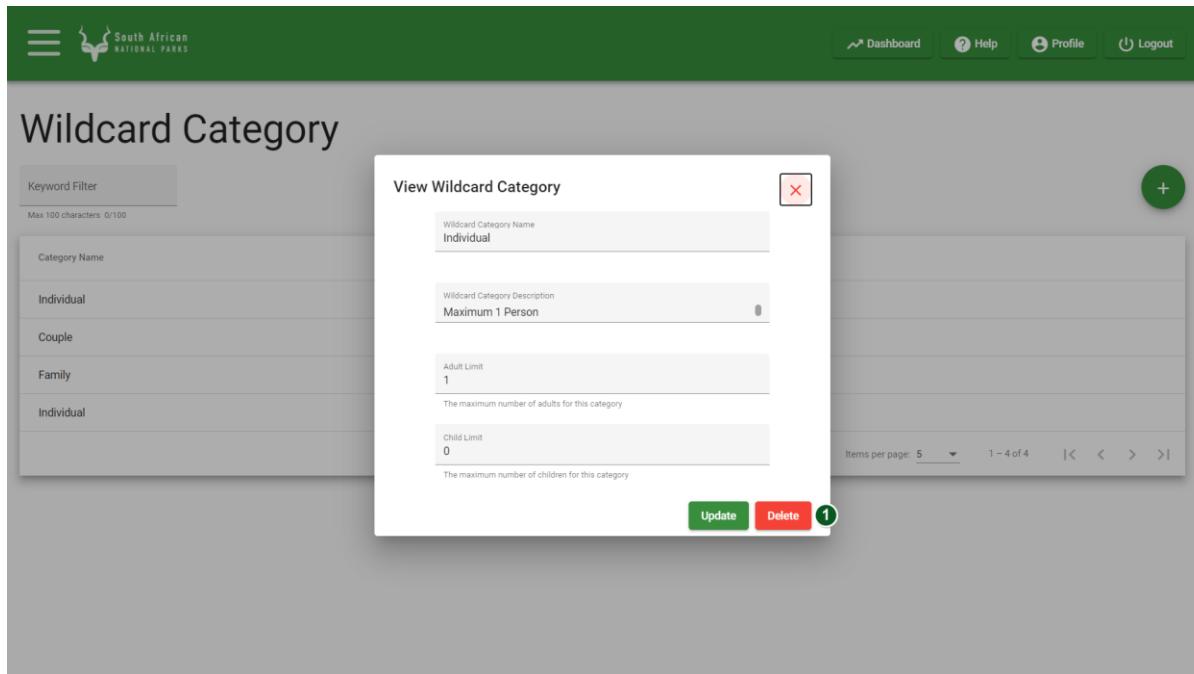
The screenshot shows the Wildcard Category Home Screen. At the top, there is a navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout links. Below the navigation bar, the title "Wildcard Category" is displayed. On the left, there is a "Keyword Filter" input field and a "Category Name" dropdown menu containing options like Individual, Couple, Family, and Individual again. In the center, a modal dialog box titled "Update Wildcard Category" is open, with a sub-dialog titled "Confirmation Required ①" asking "Are you sure you want to cancel this process?" with "No" and "Yes" buttons. At the bottom right of the screen, there is a pagination control showing "Items per page: 5" and "1 - 4 of 4".

Control Number	Control type	Control Description
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<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Wildcard Category.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Wildcard Category. Click this button when you want to terminate the update of the Wildcard Category. Re-directs back to the <b>Wildcard Category Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Wildcard Category. Click this button when you want to continue the updating of the Wildcard Category. Re-directs back to the <b>Update Wildcard Category Model</b> .

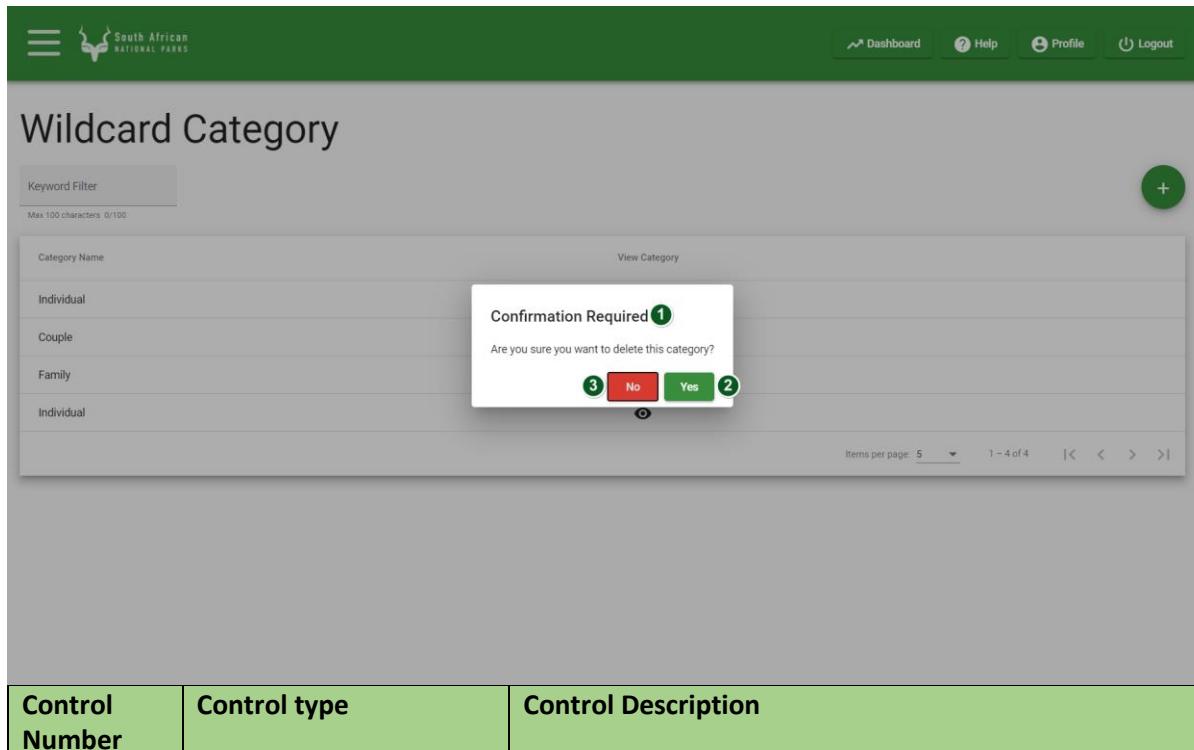
#### 6.3.5.4 Delete Wildcard Category

The following screens indicate how a user can delete a Wildcard Category.



This screenshot shows the 'Wildcard Category' view page. On the left, there is a list of categories: Individual, Couple, Family, and Individual. In the center, a modal dialog is open with the title 'View Wildcard Category'. It contains fields for 'Wildcard Category Name' (set to 'Individual'), 'Wildcard Category Description' (set to 'Maximum 1 Person'), 'Adult Limit' (set to '1'), and 'Child Limit' (set to '0'). At the bottom of the modal are 'Update' and 'Delete' buttons, with the number '1' indicating one item selected for deletion. The main page has a green header bar with the South African National Parks logo and navigation links for Dashboard, Help, Profile, and Logout.

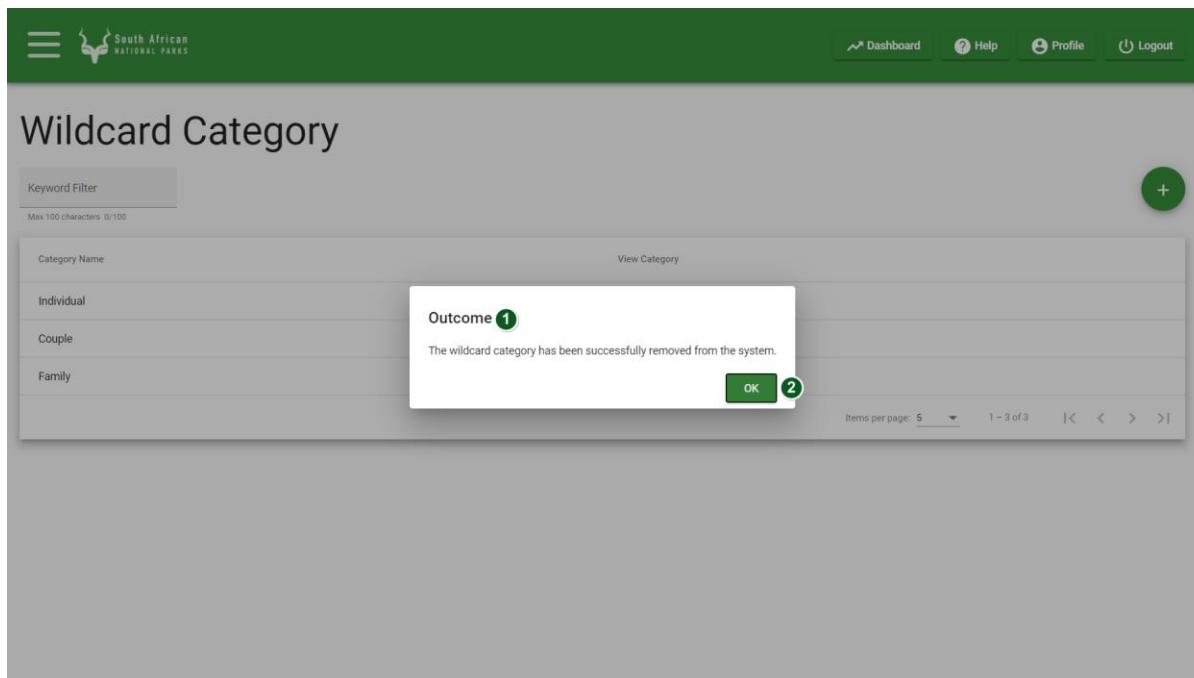
Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Wildcard Category. Click this button if you want to delete the selected Wildcard Category. Re-directs to a delete Confirmation Required Dialog.



This screenshot shows the 'Wildcard Category' view page. On the left, there is a list of categories: Individual, Couple, Family, and Individual. In the center, a modal dialog is open with the title 'Confirmation Required 1'. It asks 'Are you sure you want to delete this category?' and has 'No' and 'Yes' buttons. The number '1' is next to the 'Yes' button. The main page has a green header bar with the South African National Parks logo and navigation links for Dashboard, Help, Profile, and Logout.

Control Number	Control type	Control Description
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<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to delete the selected Wildcard Category.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Wildcard Category. Click this button when you are sure you want to delete the selected Wildcard Category from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Wildcard Category process. Click this button when you no longer want to delete the selected Wildcard Category. Re-directs back to the <b>Wildcard Category Home Screen</b> .



The screenshot shows the Wildcard Category page. At the top, there is a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the navigation bar, the title "Wildcard Category" is displayed. On the left, there is a "Keyword Filter" input field and a "Category Name" dropdown menu containing "Individual", "Couple", and "Family". In the center, there is a modal dialog box with the heading "Outcome ①" and the message "The wildcard category has been successfully removed from the system." At the bottom right of the dialog is an "OK" button with a circled "2" next to it. At the bottom of the page, there is a pagination control showing "Items per page: 5" and "1 - 3 of 3".

<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Wildcard Category was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Category Home Screen</b>

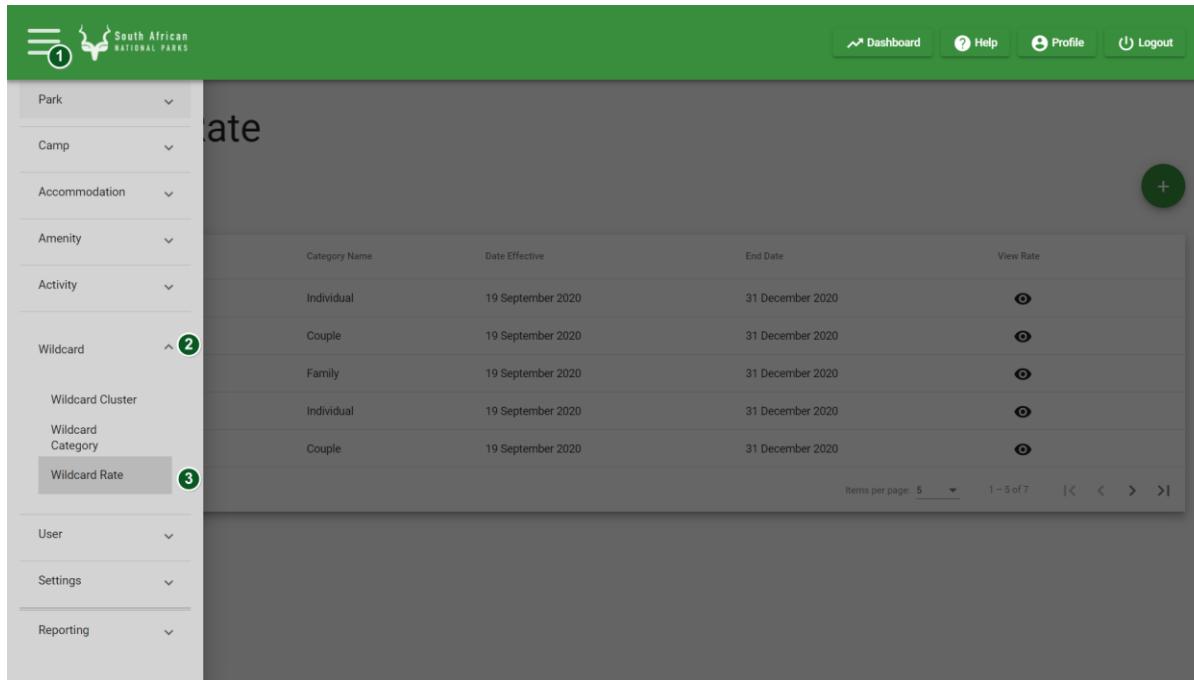
### 6.3.6 Wildcard Rate Functionality

The Wildcard Rate functionality provides a rate to the wildcard when a Wildcard Category and a Wildcard Cluster is selected.

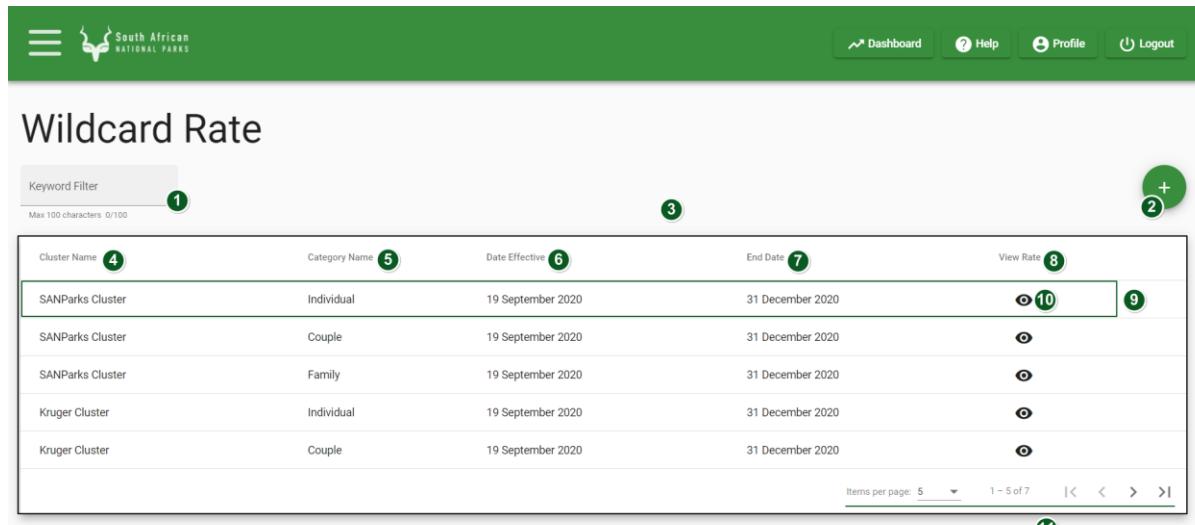
The Wildcard Rate functionality will encompass the creating, searching, updating and deleting of the Wildcard Rate.

#### 6.3.6.0 Wildcard Rate Home Screen

The following screens indicate how a user can navigate to the Wildcard Rate Home screen.



Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Wildcard Drop Down Button	Click here to Open or Close the Wildcard Drop Down.
3	Wildcard Rate Button	Re-directs the user to the <b>Wildcard Rate Home Screen</b> . Click here to display the Wildcard Rate Home Screen .



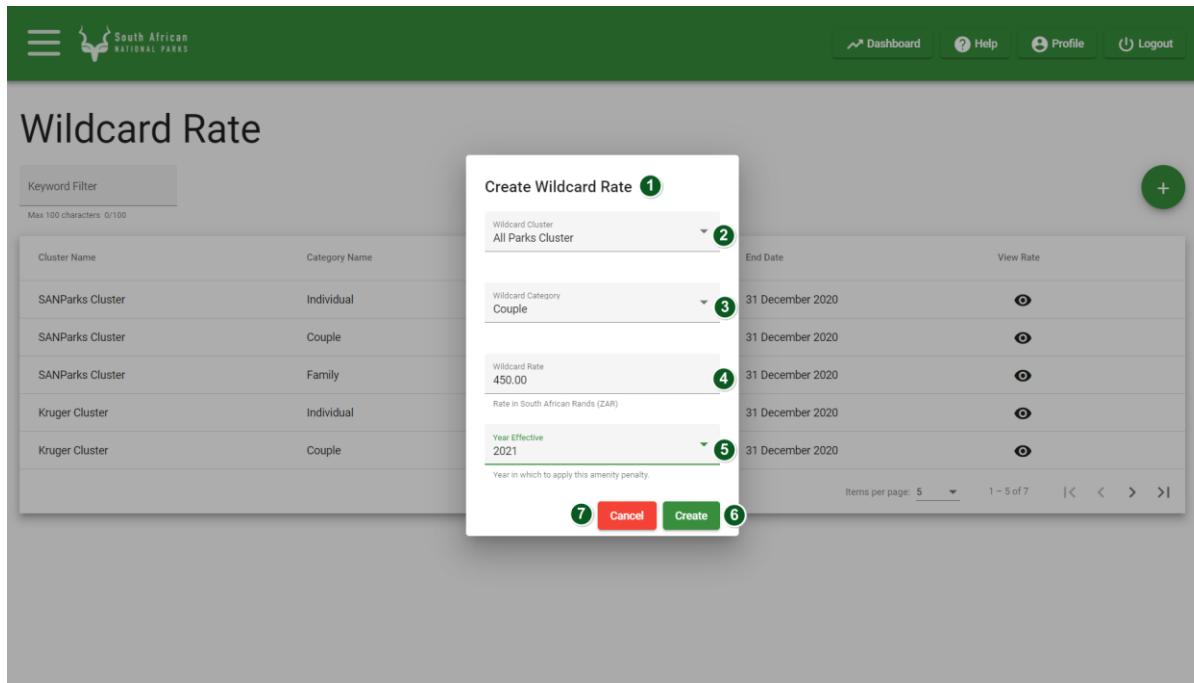
Cluster Name <span style="border: 1px solid green; border-radius: 50%; padding: 2px;">4</span>	Category Name <span style="border: 1px solid green; border-radius: 50%; padding: 2px;">5</span>	Date Effective <span style="border: 1px solid green; border-radius: 50%; padding: 2px;">6</span>	End Date <span style="border: 1px solid green; border-radius: 50%; padding: 2px;">7</span>	View Rate <span style="border: 1px solid green; border-radius: 50%; padding: 2px;">8</span>
SANParks Cluster	Individual	19 September 2020	31 December 2020	<span style="border: 1px solid green; border-radius: 50%; padding: 2px;">10</span> <span style="border: 1px solid green; border-radius: 50%; padding: 2px;">9</span>
SANParks Cluster	Couple	19 September 2020	31 December 2020	<span style="border: 1px solid green; border-radius: 50%; padding: 2px;">10</span>
SANParks Cluster	Family	19 September 2020	31 December 2020	<span style="border: 1px solid green; border-radius: 50%; padding: 2px;">10</span>
Kruger Cluster	Individual	19 September 2020	31 December 2020	<span style="border: 1px solid green; border-radius: 50%; padding: 2px;">10</span>
Kruger Cluster	Couple	19 September 2020	31 December 2020	<span style="border: 1px solid green; border-radius: 50%; padding: 2px;">10</span>

Items per page: 5 | 1 – 5 of 7 | < < > >|

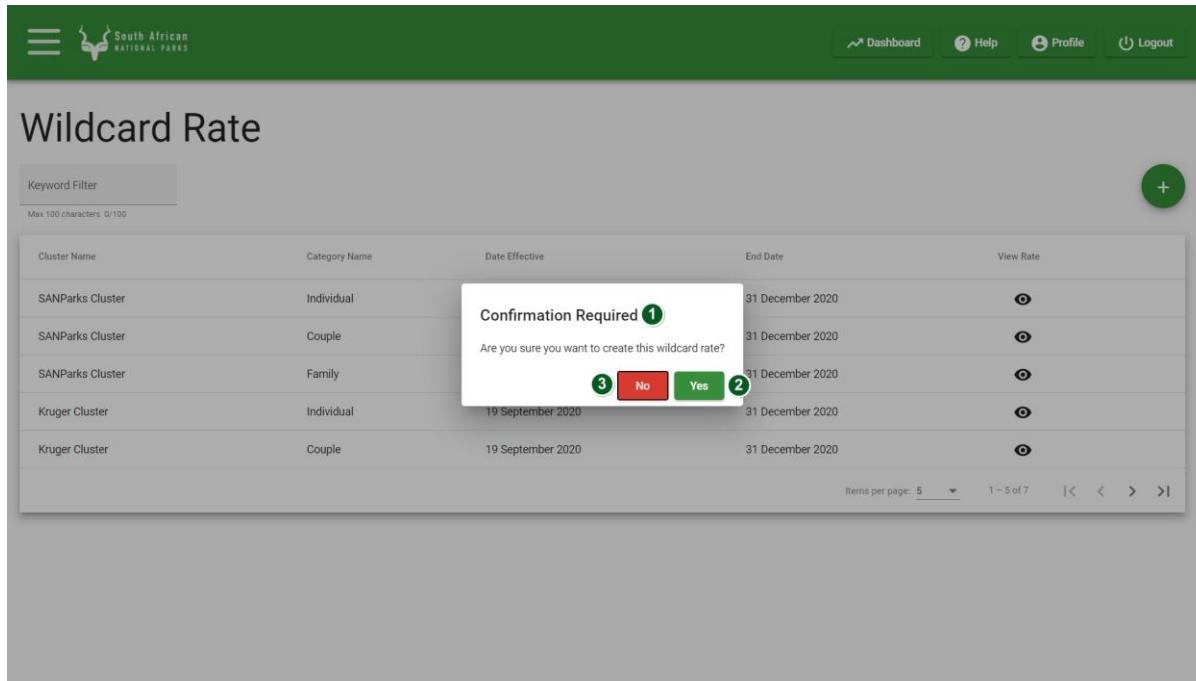
Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Wildcard Rate.
2	<b>Create Wildcard Rate Button</b>	Re-directs the user to the <b>Create Wildcard Rate Model</b> . Click here to display the Create Wildcard Rate Model.
3	<b>Wildcard Rate Table</b>	This table displays the saved Wildcard Rate's.
4	<b>Cluster Name Table Column</b>	This displays the column of Wildcard Cluster Names.
5	<b>Category Name Table Column</b>	This displays the column of Wildcard Category Names.
6	<b>Date Effective Table Column</b>	This displays the column of Date Effectives.
7	<b>End Date Table Column</b>	This displays the column of End Dates.
8	<b>View Rate Table Column</b>	This displays View Wildcard Rate Buttons for each Wildcard Rate on the table.
9	<b>Table Row</b>	This displays a row of a Wildcard Rate in the table.
10	<b>View Wildcard Rate Button</b>	Re-directs the user to the <b>View Wildcard Rate Model</b> . Click here to display the View Wildcard Rate Model.
11	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.6.1 Create Wildcard Rate

The following screens indicate how a user can create a new Wildcard Rate.



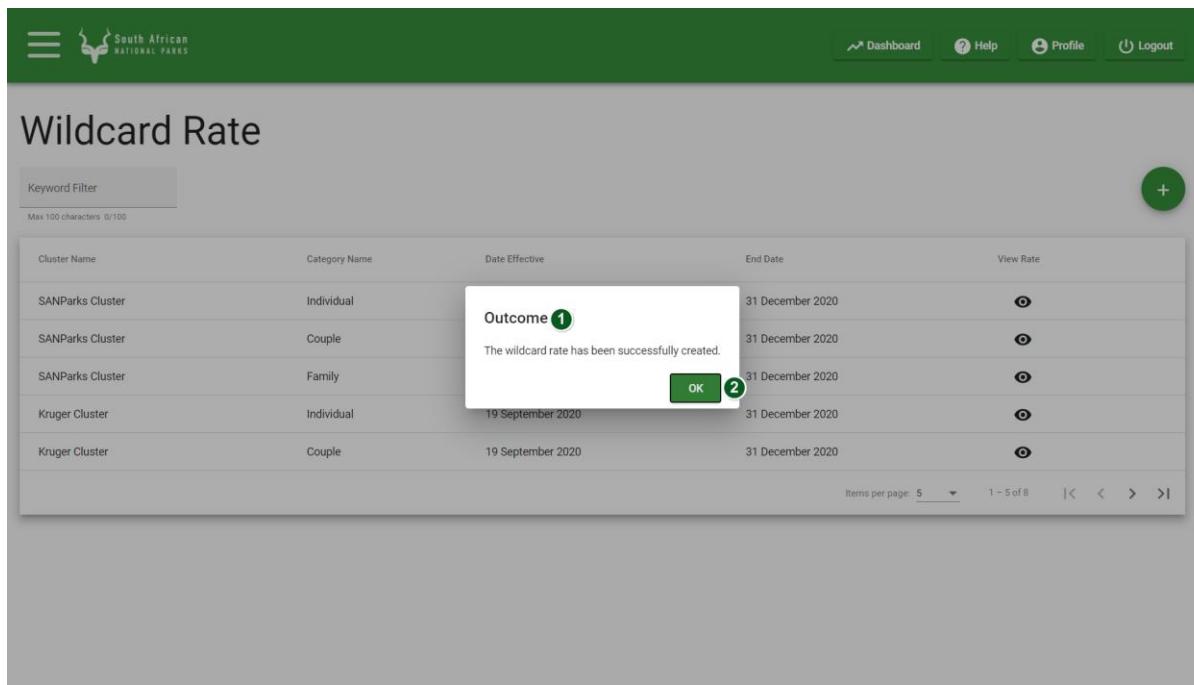
Control Number	Control type	Control Description
1	Create Wildcard Rate Model	This is the Model where you can create the Wildcard Rate.
2	Wildcard Cluster Dropdown	Click here to select a new Wildcard Cluster.
3	Wildcard Category Dropdown	Click here to select a new Wildcard Category.
4	Wildcard Rate Textbox	Click here to enter a new Wildcard Rate.
5	Year Effective Dropdown	Click here to select a new Year Effective.
6	Create Button	This is a button that is used to submit the request to create a new Wildcard Rate. Click this button when all the required information is entered correctly in order to add the new Wildcard Rate to the system. Re-directs to creation <b>Confirmation Required Dialog</b> .
7	Cancel Button	This is a button that is used to cancel the create Wildcard Rate process. Click this button when there is no longer a need to create the Wildcard Rate. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows a list of Wildcard Rates. A confirmation dialog box is overlaid on the screen, asking "Are you sure you want to create this wildcard rate?". The dialog has three buttons: "No" (red), "Yes" (green), and a cancel button labeled "3". The "Yes" button is highlighted with a green border.

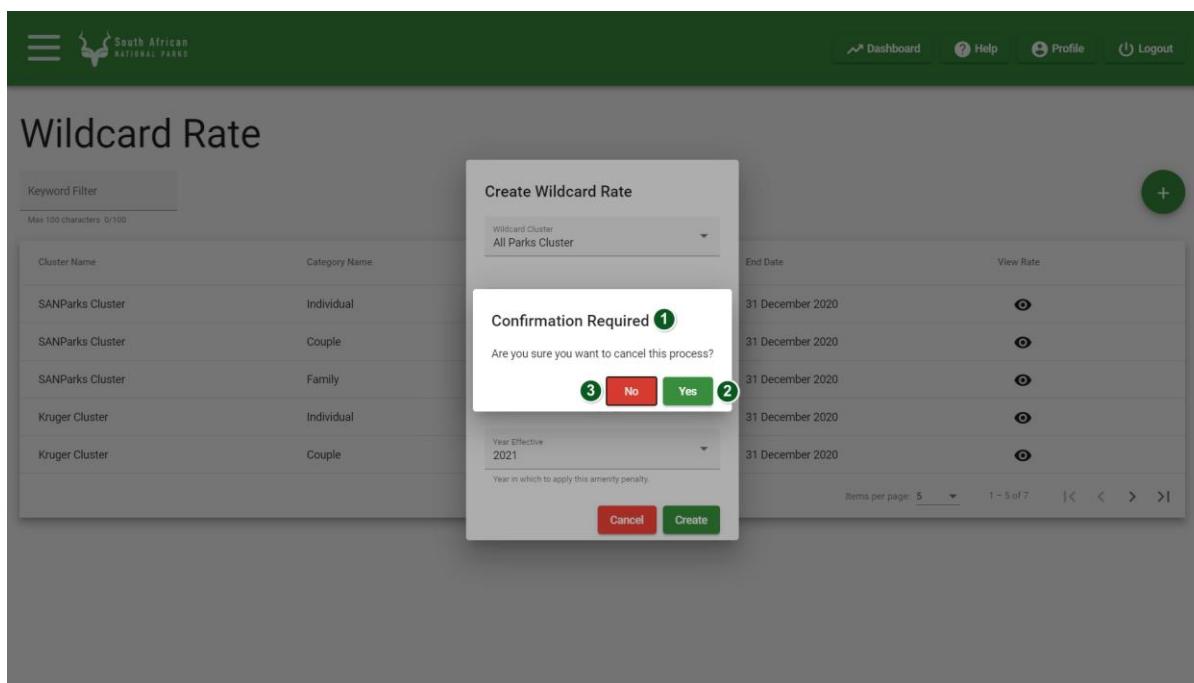
Cluster Name	Category Name	Date Effective	End Date	View Rate
SANParks Cluster	Individual		31 December 2020	
SANParks Cluster	Couple		31 December 2020	
SANParks Cluster	Family	19 September 2020	31 December 2020	
Kruger Cluster	Individual		31 December 2020	
Kruger Cluster	Couple	19 September 2020	31 December 2020	

Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the creation of the Wildcard Rate.
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the Wildcard Rate. Click this button when you want to proceed to confirm the creation of the Wildcard Rate. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the Wildcard Rate. Click this button when you want to terminate the creation of the Wildcard Rate. Re-directs to the <b>Wildcard Rate Home Screen</b> .



The screenshot shows the Wildcard Rate home screen. A modal dialog box is centered, displaying the message: "Outcome ① The wildcard rate has been successfully created." Below the message is an "OK" button. The background table lists various clusters and their categories. At the bottom right of the screen, there are pagination controls and a message: "Items per page: 5 | 1 - 5 of 8".

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Rate Home Screen</b> .



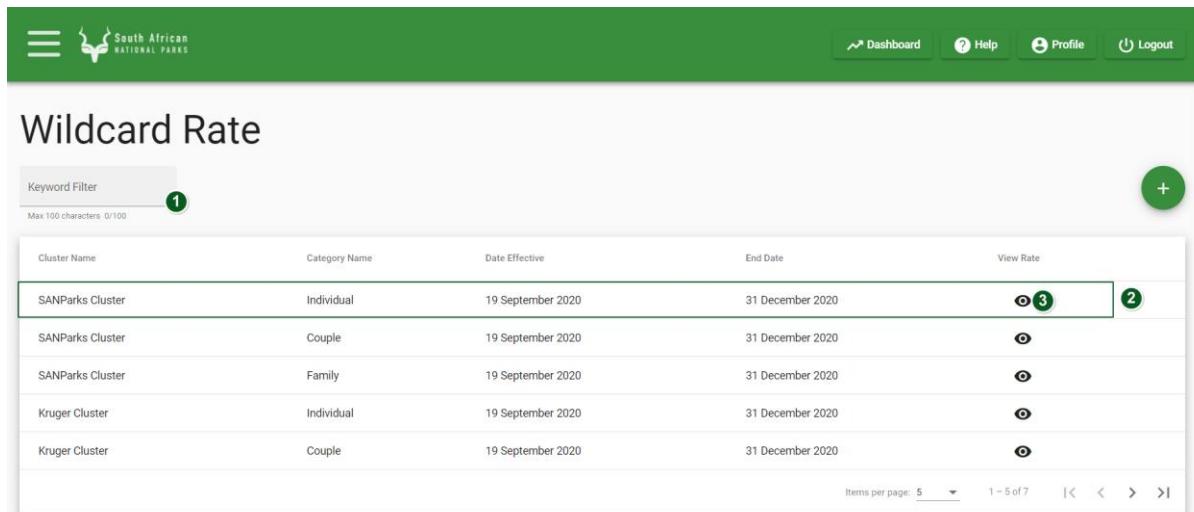
The screenshot shows the "Create Wildcard Rate" dialog box. A confirmation dialog is overlaid, asking: "Are you sure you want to cancel this process?". It features "No" and "Yes" buttons. The background shows the creation form with fields for Cluster Name (All Parks Cluster), Category Name (Individual), Date Effective (2021), and End Date (31 December 2020). At the bottom are "Cancel" and "Create" buttons.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the creation of the Wildcard Rate.
2	Yes Button	This is a button that is used to terminate the creation of the Wildcard Rate.

		<p>Click this button when you want to terminate the creation of the Wildcard Rate. Re-directs back to the <b>Wildcard Rate Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of creating the Wildcard Rate. Click this button when you want to continue the creation of the Wildcard Rate. Re-directs back to the <b>Create Wildcard Rate Model</b>.</p>

### 6.3.6.2 Search Wildcard Rate

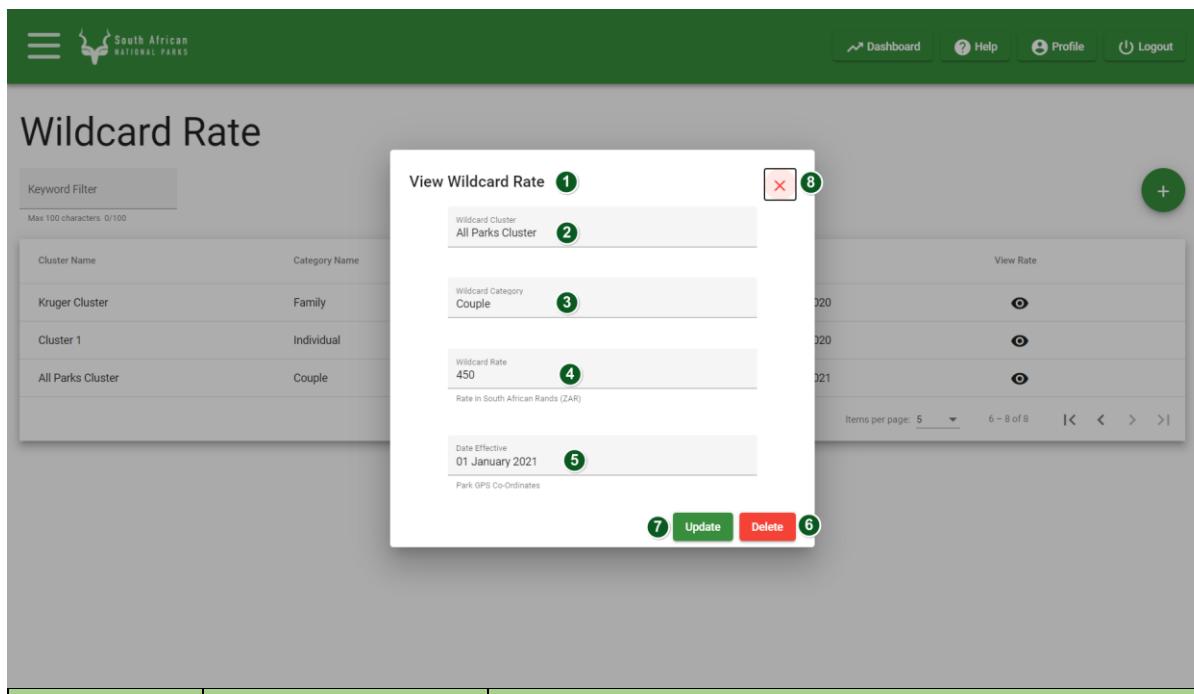
The following screens indicate how a user can search for a Wildcard Rate.



Cluster Name	Category Name	Date Effective	End Date	View Rate
SANParks Cluster	Individual	19 September 2020	31 December 2020	 <b>3</b>
SANParks Cluster	Couple	19 September 2020	31 December 2020	
SANParks Cluster	Family	19 September 2020	31 December 2020	
Kruger Cluster	Individual	19 September 2020	31 December 2020	
Kruger Cluster	Couple	19 September 2020	31 December 2020	

Items per page: 5 | 1 – 5 of 7 | < < > >|

Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Wildcard Rate.
2	<b>Table Row</b>	This displays a row of the filtered Wildcard Rates in the table.
3	<b>View Wildcard Rate Button</b>	This is a button that is used to View the selected Wildcard Rate. Click here to display the View Wildcard Rate Model. Re-directs the user to the <b>View Wildcard Rate Model</b> .

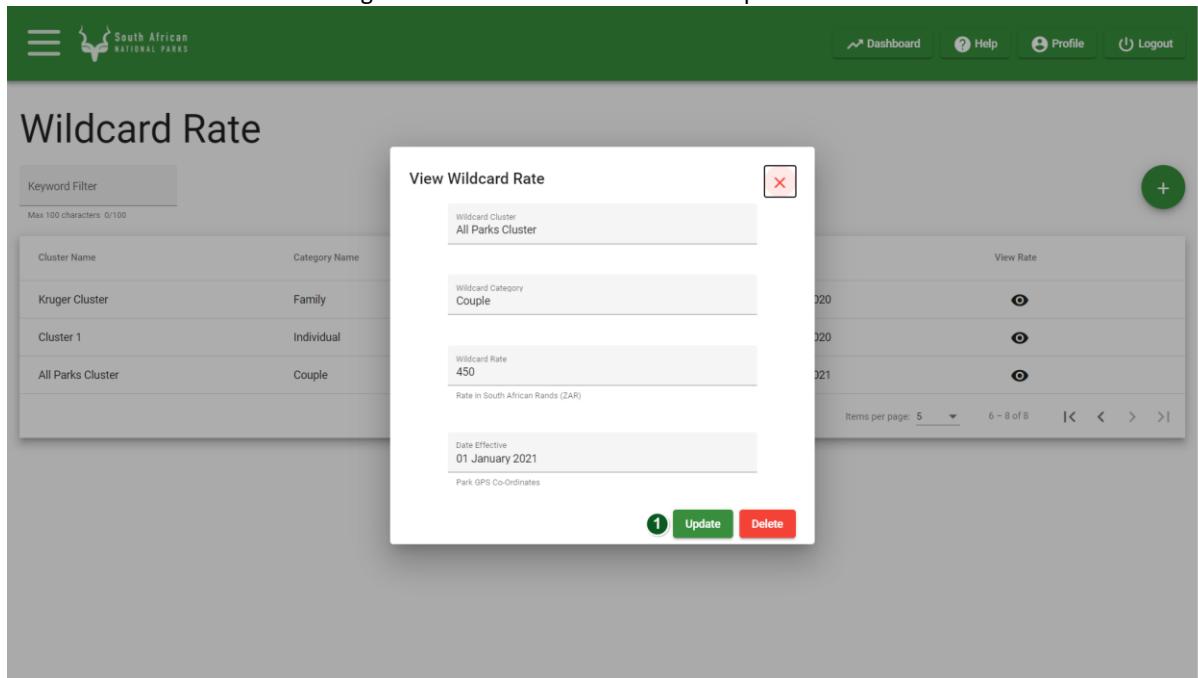


Control Number	Control type	Control Description
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<b>1</b>	<b>View Wildcard Rate Model</b>	The is the Model for you to View the Wildcard Rate.
<b>2</b>	<b>Wildcard Cluster Label</b>	This label is populated with the Wildcard Cluster Name.
<b>3</b>	<b>Wildcard Category Label</b>	This label is populated with the Wildcard Category Name.
<b>4</b>	<b>Wildcard Rate Label</b>	This label is populated with the Wildcard Rate.
<b>5</b>	<b>Date Effective Label</b>	This label is populated with the Date Effective.
<b>6</b>	<b>Delete Button</b>	This is a button that is used to delete the Wildcard Rate. Click this button if you want to remove the selected Wildcard Rate. Re-directs the user to the delete <b>Confirmation Required Dialog</b> .
<b>7</b>	<b>Update Button</b>	This is a button that is used to update the Wildcard Rate. Click this button if you want to update the selected Wildcard Rate. Re-directs to the <b>Update Wildcard Rate Model</b> .
<b>8</b>	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the Wildcard Rate. Click this button when you want to terminate the viewing of the Wildcard Rate. Re-directs the user to the <b>Wildcard Rate Home Screen</b> .

### 6.3.6.3 Update Wildcard Rate

The following screens indicate how a user can update a Wildcard Rate.

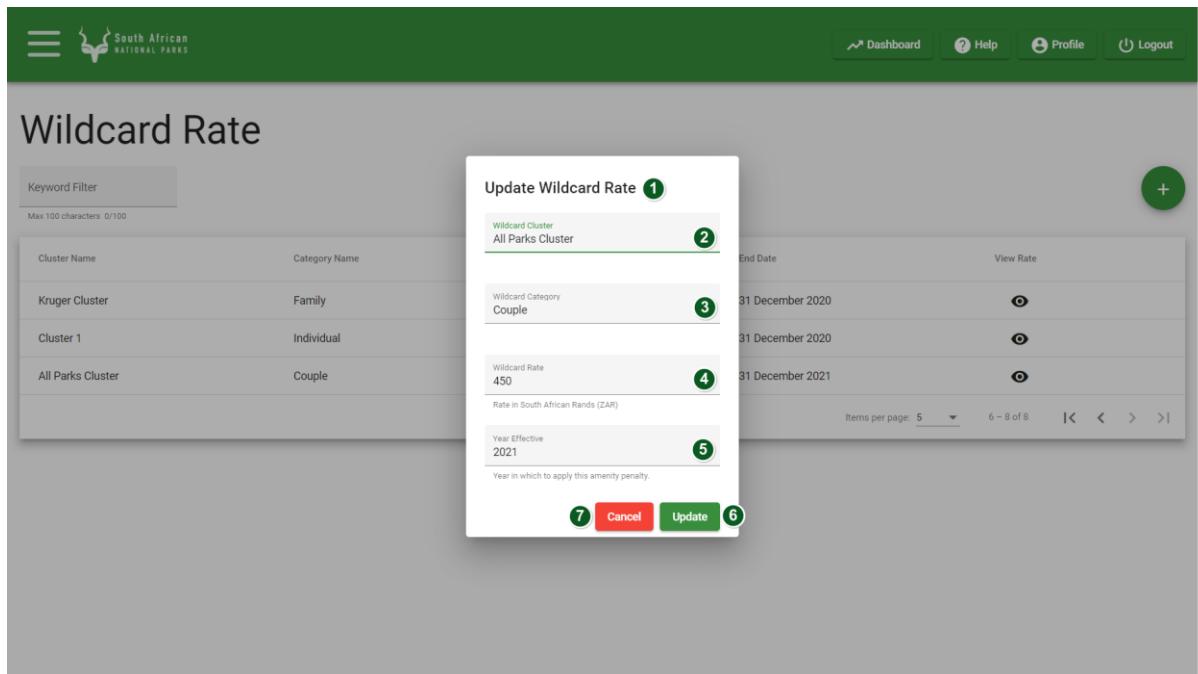


This screenshot shows the 'Wildcard Rate' page. On the left, there's a table with columns for Cluster Name and Category Name. In the center, a modal window titled 'View Wildcard Rate' displays the following details:

- Wildcard Cluster: All Parks Cluster
- Wildcard Category: Couple
- Wildcard Rate: 450
- Date Effective: 01 January 2021

At the bottom of the modal are two buttons: a green 'Update' button with a circled '1' and a red 'Delete' button.

Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Wildcard Rate. Click this button if you want to update the selected Wildcard Rate. Re-directs to the <b>Update Wildcard Rate Model</b>



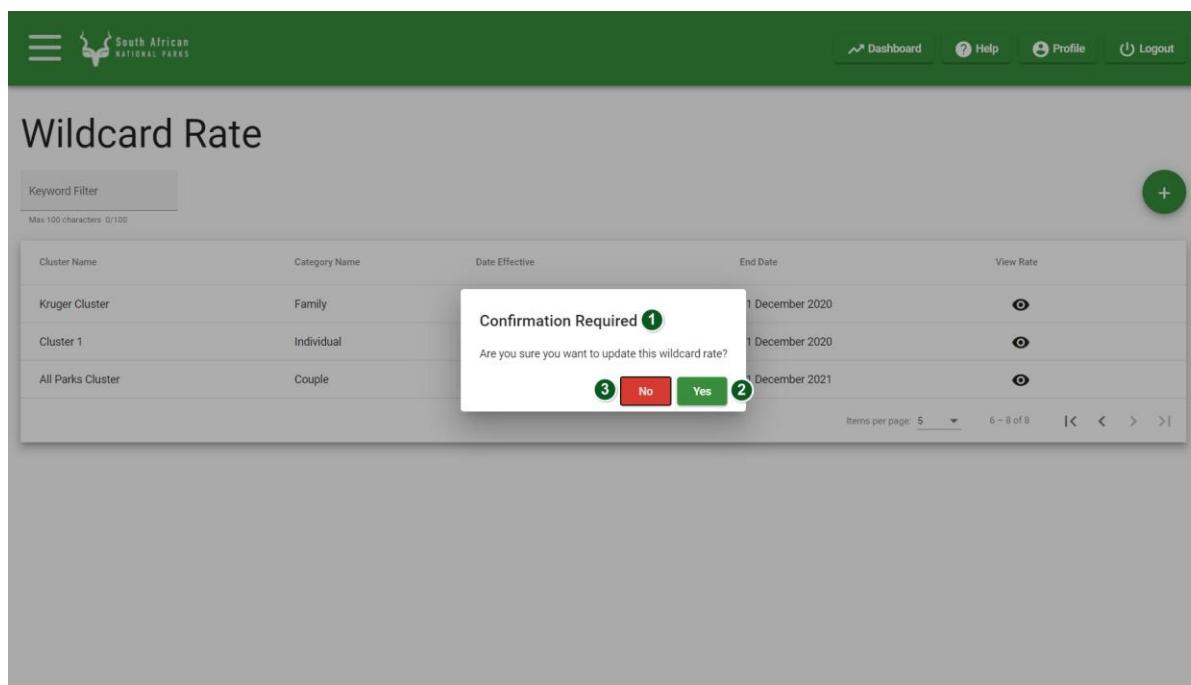
This screenshot shows the 'Wildcard Rate' page with a modal window titled 'Update Wildcard Rate' (with a circled '1'). The modal contains the following fields:

- Wildcard Cluster: All Parks Cluster (with a circled '2')
- Wildcard Category: Couple (with a circled '3')
- Wildcard Rate: 450 (with a circled '4')
- Year Effective: 2021 (with a circled '5')

Below these fields is a note: 'Year in which to apply this amenity penalty.' At the bottom of the modal are three buttons: a red 'Cancel' button with a circled '7', a red 'Update' button with a circled '6', and a green 'Update' button with a circled '1'.

Control Number	Control type	Control Description
1	Update Wildcard Rate Model	This is a Model where you can update the Wildcard Rate information.

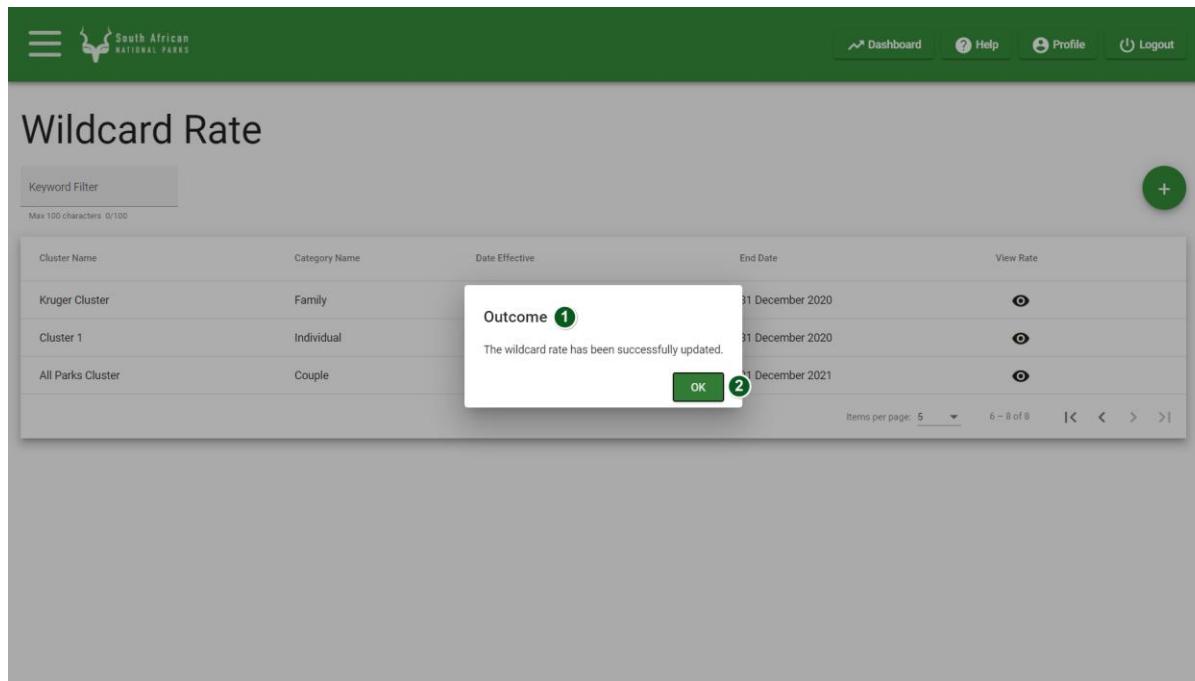
<b>2</b>	<b>Wildcard Cluster Dropdown</b>	Click here to update the Wildcard Cluster.
<b>3</b>	<b>Wildcard Category Dropdown</b>	Click here to update the Wildcard Category.
<b>4</b>	<b>Wildcard Rate Textbox</b>	Click here to update the Wildcard Rate.
<b>5</b>	<b>Year Effective Dropdown</b>	Click here to update the Year Effective.
<b>6</b>	<b>Update Button</b>	This is a button that is used to submit the request to update a Wildcard Rate. Click this button when all the required information is entered correctly in order to update the Wildcard Rate. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>7</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of Wildcard Rate process. Click this button when there is no longer a need to update the Wildcard Rate. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows a user interface for managing Wildcard Rates. At the top, there's a navigation bar with the South African National Parks logo, dashboard, help, profile, and logout links. Below the header, the title "Wildcard Rate" is displayed. On the left, there's a "Keyword Filter" input field. The main area contains a table with columns: Cluster Name, Category Name, Date Effective, End Date, and View Rate. The table lists three rows: Kruger Cluster (Family, 1 December 2020, 1 December 2020), Cluster 1 (Individual, 1 December 2020, 1 December 2020), and All Parks Cluster (Couple, 1 December 2021, 1 December 2021). A modal dialog box titled "Confirmation Required" with a question mark icon (1) is overlaid on the table. It asks, "Are you sure you want to update this wildcard rate?". At the bottom of the dialog are two buttons: "No" (3) and "Yes" (2).

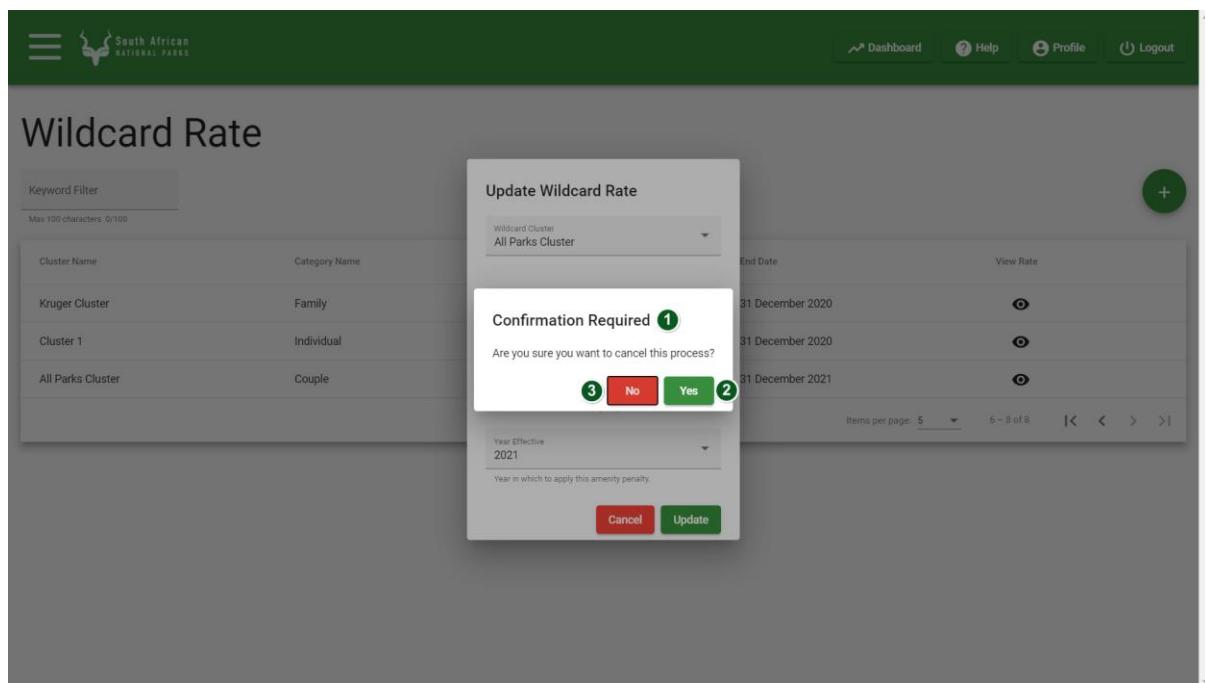
<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Wildcard Rate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Wildcard Rate. Click this button when you want to proceed to confirm the update of the Wildcard Rate. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Wildcard Rate.

		Click this button when you want to terminate the update of the Wildcard Rate. Re-directs to the <b>Wildcard Rate Home Screen</b> .
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The screenshot shows the Wildcard Rate home screen of the SANParks system. A modal dialog box is centered on the page, displaying the message "The wildcard rate has been successfully updated." with an "OK" button. The background table lists three clusters: Kruger Cluster, Cluster 1, and All Parks Cluster, each with its category name, date effective, end date, and a "View Rate" link.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Rate Home Screen</b> .

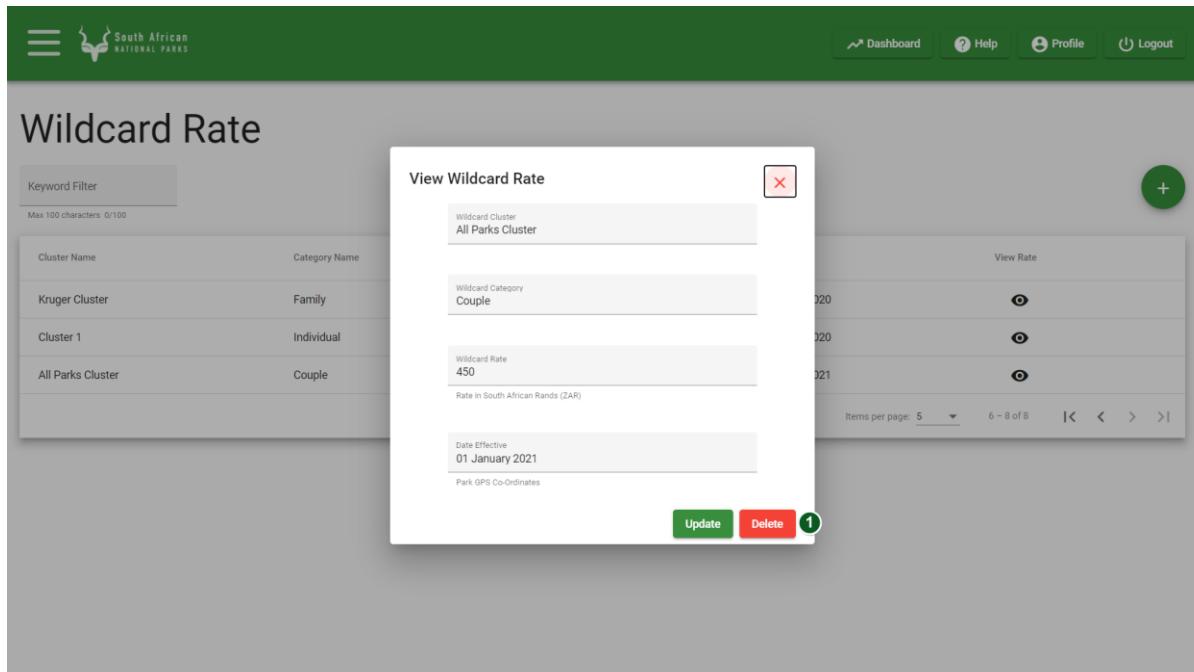


The screenshot shows the Wildcard Rate home screen with a confirmation dialog box in the foreground. The dialog asks "Are you sure you want to cancel this process?" with "Yes" and "No" buttons. The background table is identical to the one in the previous screenshot, listing the three clusters.

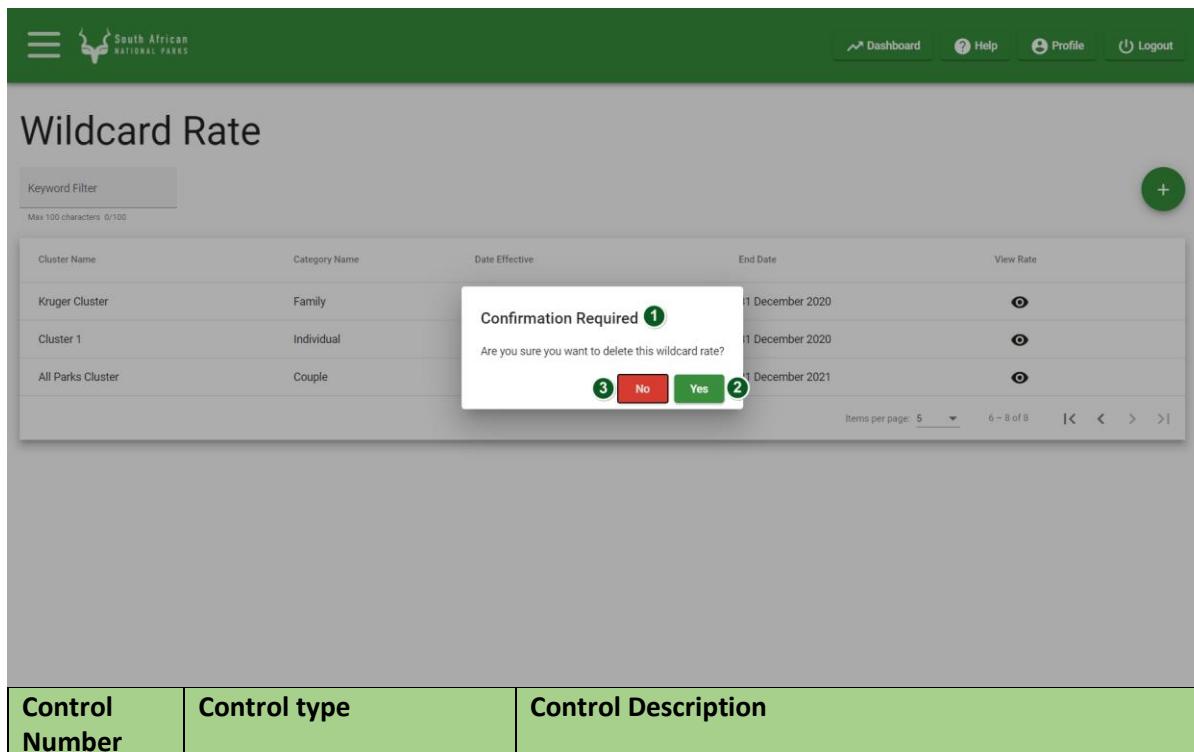
Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Wildcard Rate.
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Wildcard Rate. Click this button when you want to terminate the update of the Wildcard Rate. Re-directs back to the <b>Wildcard Rate Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Wildcard Rate. Click this button when you want to continue the updating of the Wildcard Rate. Re-directs back to the <b>Update Wildcard Rate Model</b> .

#### 6.3.6.4 Delete Wildcard Rate

The following screens indicate how a user can delete a Wildcard Rate.

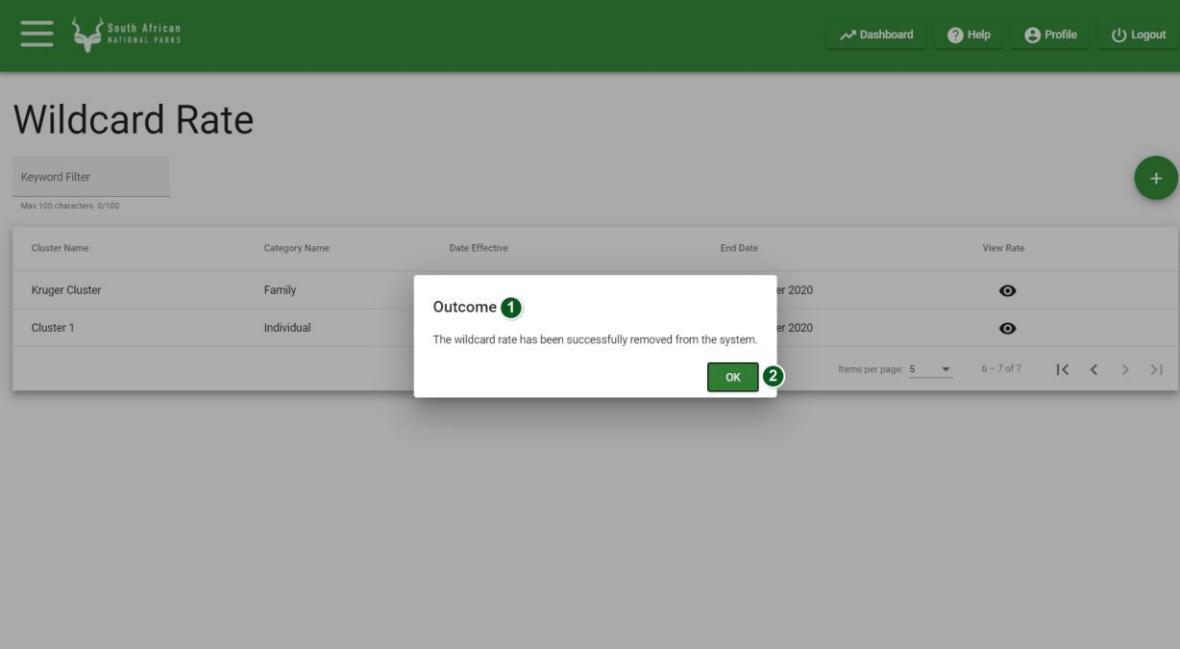


Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Wildcard Rate. Click this button if you want to delete the selected Wildcard Rate. Re-directs to a delete Confirmation Required Dialog.



Control Number	Control type	Control Description
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<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to delete the selected Wildcard Rate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Wildcard Rate. Click this button when you are sure you want to delete the selected Wildcard Rate from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Wildcard Rate process. Click this button when you no longer want to delete the selected Wildcard Rate. Re-directs back to the <b>Wildcard Rate Home Screen</b> .



The screenshot shows the SANParks Wild Cloud application interface. At the top, there is a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the navigation bar, the title "Wildcard Rate" is displayed. On the left, there is a "Keyword Filter" section with a placeholder "Max 100 characters 0/100". In the center, there is a table with columns: Cluster Name, Category Name, Date Effective, End Date, and View Rate. Two rows are visible: "Kruger Cluster" (Family, 01/01/2020, 31/12/2020) and "Cluster 1" (Individual, 01/01/2020, 31/12/2020). A modal dialog box titled "Outcome ①" is overlaid on the page, containing the message "The wildcard rate has been successfully removed from the system." At the bottom right of the dialog is an "OK" button with a circled "2" icon. The background table has some blurred text and icons.

<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Wildcard Rate was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Wildcard Rate Home Screen</b>

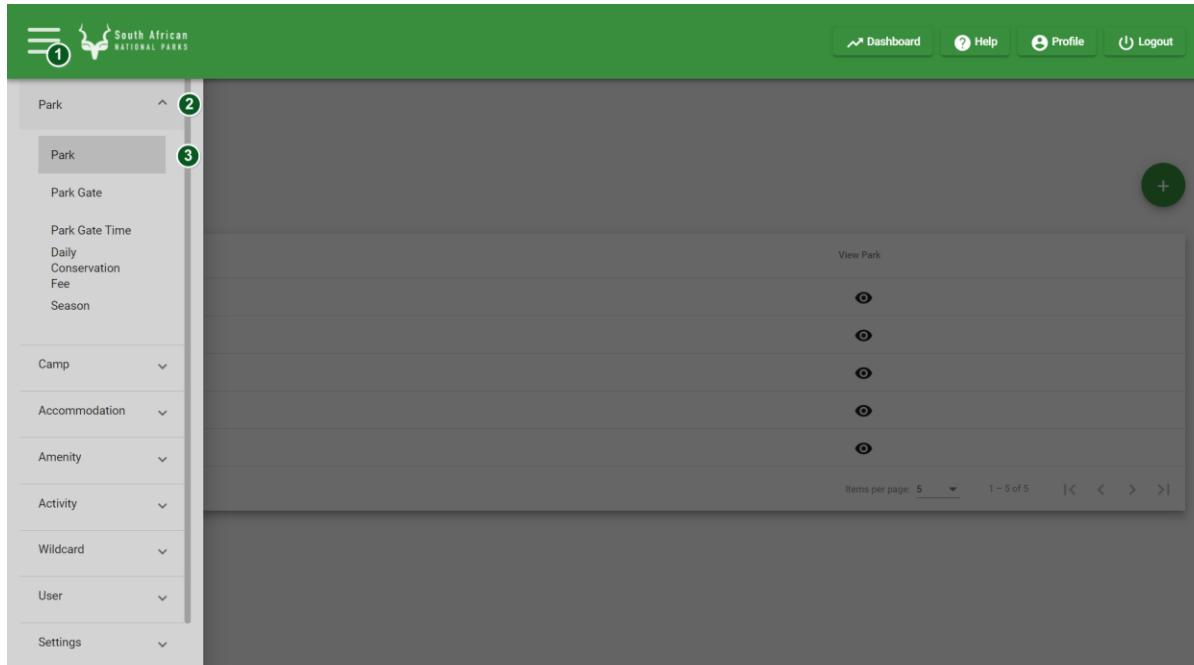
### 6.3.7 Park Functionality

The Park functionality provides an instance to the user, where they can choose to book for a park on the website.

The Park functionality will encompass the creating, searching, updating and deleting of the Park.

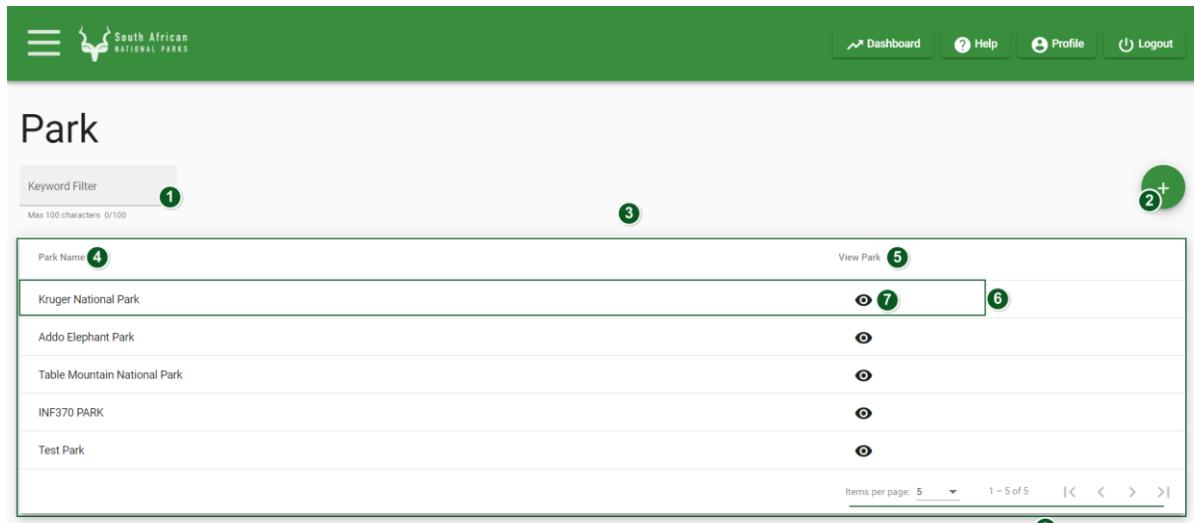
#### 6.3.7.0 Park Home Screen

The following screens indicate how a user can navigate to the Park Home screen.



This screenshot shows the Park Home Screen. The left sidebar contains a navigation menu with sections: Park (selected), Park Gate, Park Gate Time, Daily Conservation Fee, Season, Camp, Accommodation, Amenity, Activity, Wildcard, User, and Settings. The main content area displays a list of parks with a "View Park" button and a "+" button. The list includes Kruger National Park, Addo Elephant Park, Table Mountain National Park, INF370 PARK, and Test Park. At the bottom, there are pagination controls and a note about items per page.

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Park Drop Down Button	Click here to Open or Close the Park Drop Down.
3	Park Button	Re-directs the user to the <b>Park Home Screen</b> . Click here to display the Park Home Screen .



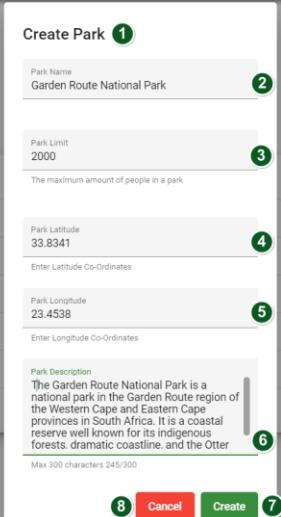
This screenshot shows the Park search results screen. It features a keyword filter at the top. Below it is a table with columns for Park Name, View Park, and a delete icon. The table lists several parks: Kruger National Park, Addo Elephant Park, Table Mountain National Park, INF370 PARK, and Test Park. At the bottom, there are pagination controls and a note about items per page.

Control Number	Control type	Control Description
4		

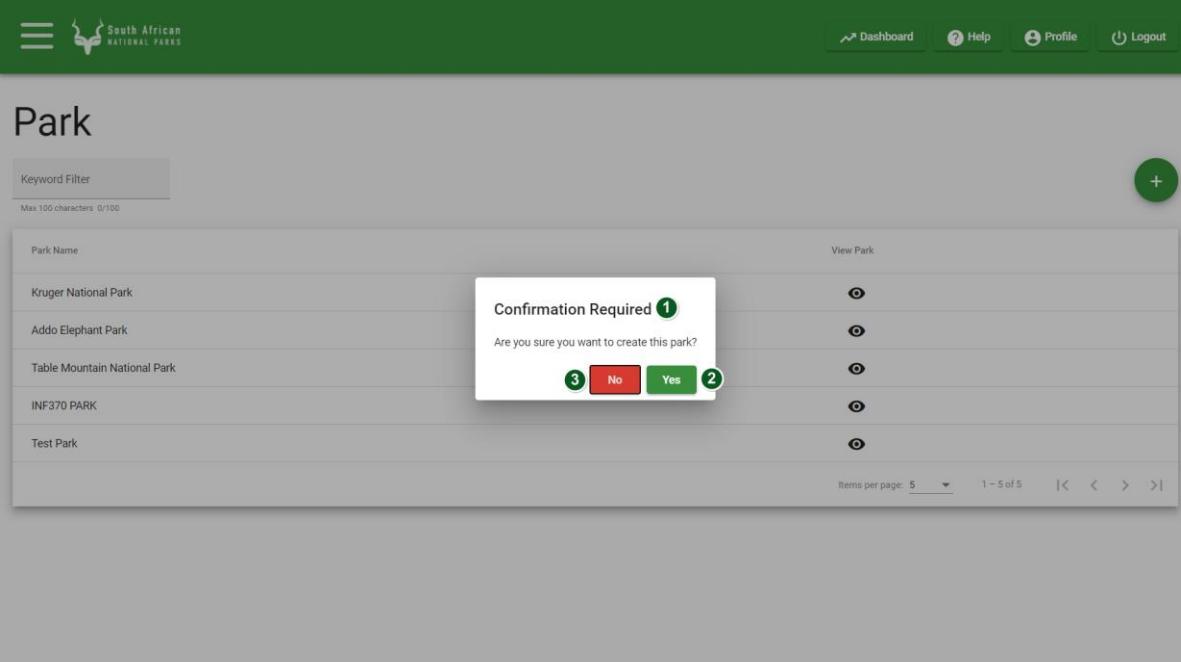
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Park.
2	<b>Create Park Button</b>	Re-directs the user to the <b>Create Park Model</b> . <a href="#">Click here to display the Create Park Model.</a>
3	<b>Park Table</b>	This table displays the saved Park's.
4	<b>Park Name Table Column</b>	This displays the column of Park Names.
5	<b>View Park Table Column</b>	This displays View Park Buttons for each Park on the table.
6	<b>Table Row</b>	This displays a row of Parks in the table.
7	<b>View Park Button</b>	Re-directs the user to the <b>View Park Model</b> . <a href="#">Click here to display the View Park Model.</a>
8	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.7.1 Create Park

The following screens indicate how a user can create a new Park.

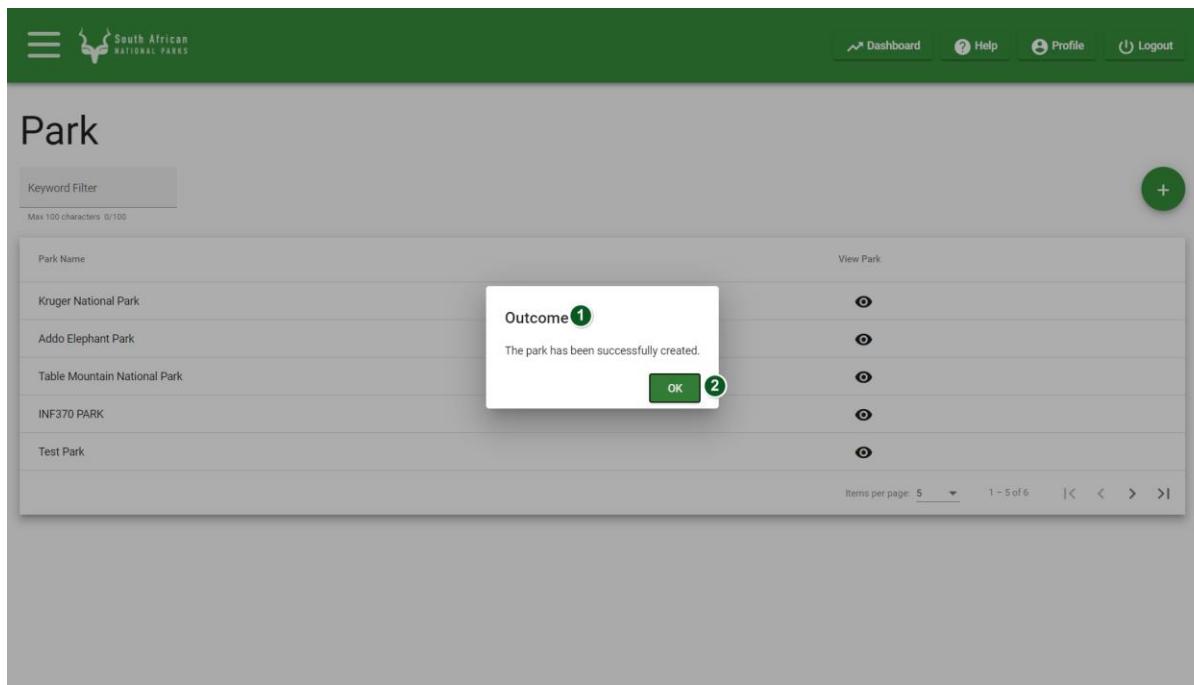


Control Number	Control type	Control Description
1	Create Park Model	This is the Model where you can create the Park.
2	Park Name Textbox	Click here to enter a new Park Name.
3	Park Limit Textbox	Click here to enter a new Park Limit.
4	Park Latitude Textbox	Click here to enter a new Park Latitude.
5	Park Longitude Textbox	Click here to enter a new Park Longitude.
6	Park Description Textbox	Click here to enter a new Park Description.
7	Create Button	This is a button that is used to submit the request to create a new Park. Click this button when all the required information is entered correctly in order to add the new Park to the system. Re-directs to creation <b>Confirmation Required Dialog</b> .
8	Cancel Button	This is a button that is used to cancel the create Park process. Click this button when there is no longer a need to create the Park. Re-directs to termination <b>Confirmation Required Dialog</b> .



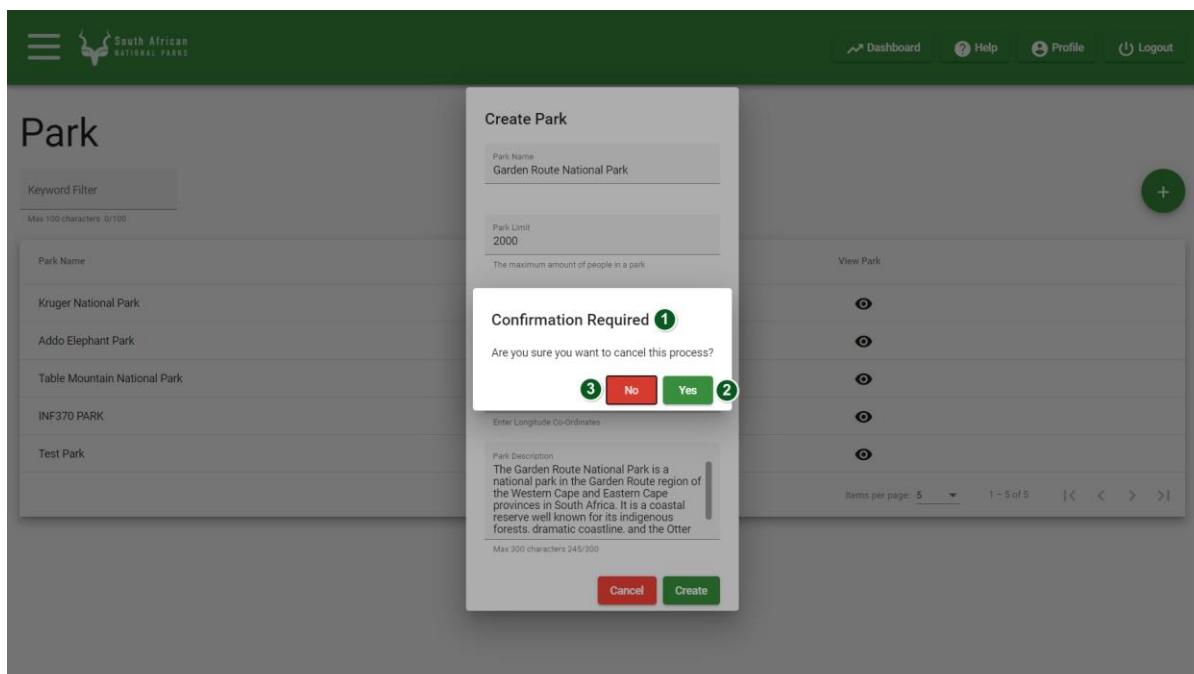
The screenshot shows a list of parks on the left and a confirmation dialog box in the center. The dialog box contains the text "Confirmation Required ①" and "Are you sure you want to create this park?". It has two buttons: "No" (red) and "Yes" (green) with the number "2" next to it. The "Yes" button is highlighted with a green border.

Control Number	Control type	Control Description
1	Create Confirmation Required Dialog	This is a dialog that requires confirmation, to proceed with the creation of the Park.
2	Yes Button	This is a button that is used to confirm the creation of the Park. Click this button when you want to proceed to confirm the creation of the Park. Re-directs to the <b>Outcome Dialog</b> .
3	No Button	This is a button that is used to terminate the creation of the Park. Click this button when you want to terminate the creation of the Park. Re-directs to the <b>Park Home Screen</b> .



The screenshot shows the 'Park' home screen of the SANParks System. At the top, there is a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the navigation bar, the title 'Park' is displayed. On the left, there is a 'Keyword Filter' input field. In the center, a list of parks is shown with their names: Kruger National Park, Addo Elephant Park, Table Mountain National Park, INF370 PARK, and Test Park. To the right of the list is a 'View Park' button. A modal dialog box is open in the center, titled 'Outcome 1'. It contains the message 'The park has been successfully created.' with an 'OK' button. A callout arrow labeled '2' points to the 'OK' button. At the bottom of the page, there are pagination controls for items per page (5) and page numbers (1 - 5 of 6).

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Home Screen</b> .



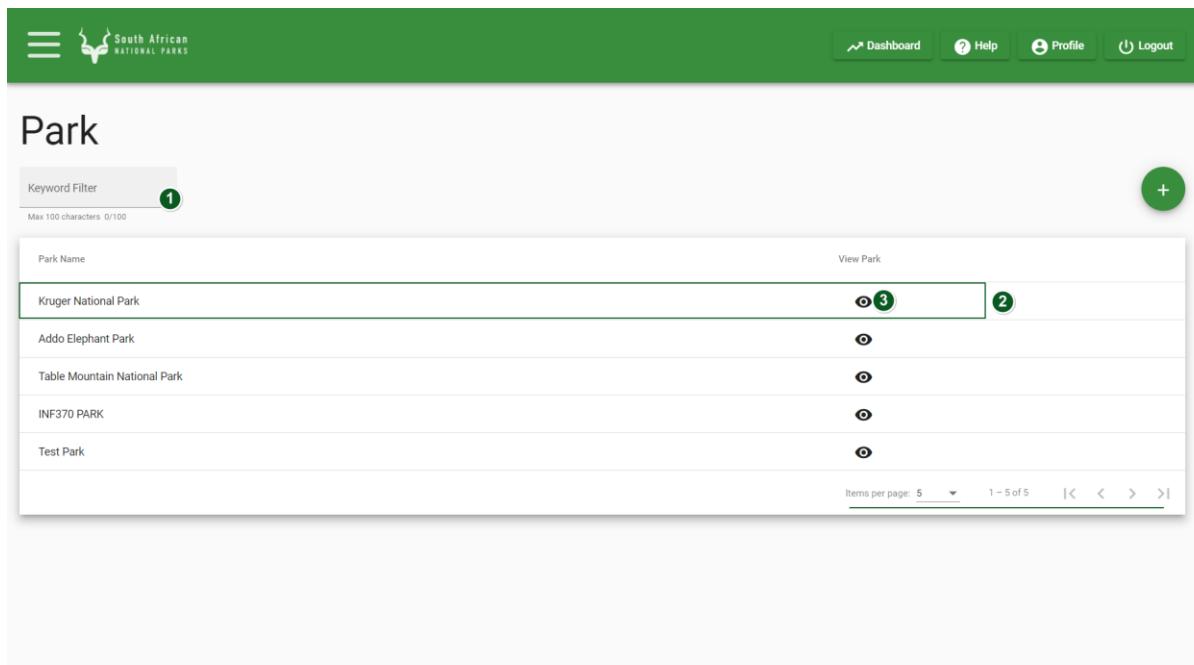
The screenshot shows the 'Park' home screen with a 'Create Park' modal dialog open. The modal has a title 'Create Park' and a 'Park Name' input field containing 'Garden Route National Park'. Below it is a 'Park Limit' input field with '2000' entered. A confirmation dialog box is overlaid on the modal, titled 'Confirmation Required 1'. It asks 'Are you sure you want to cancel this process?' with '3' (cancel), 'No' (red), and 'Yes' (green) buttons. A callout arrow labeled '2' points to the 'Yes' button. In the background, the list of parks and pagination controls are visible.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the creation of the Park.
2	Yes Button	This is a button that is used to terminate the creation of the Park.

		<p>Click this button when you want to terminate the creation of the Park. Re-directs back to the <b>Park Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of creating the Park. Click this button when you want to continue the creation of the Park. Re-directs back to the <b>Create Park Model</b>.</p>

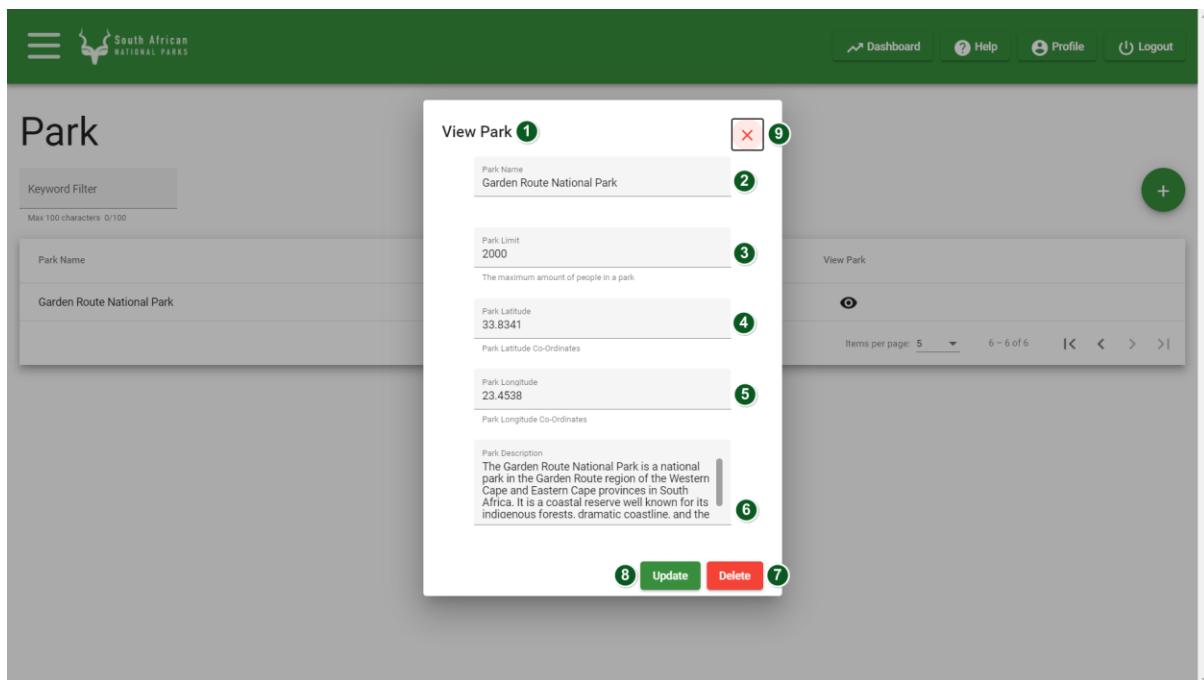
### 6.3.7.2 Search Park

The following screens indicate how a user can search for a Park.



This screenshot shows the 'Park' search interface. At the top, there is a green header bar with the 'South African NATIONAL PARKS' logo and navigation links for Dashboard, Help, Profile, and Logout. Below the header is a search form with a 'Keyword Filter' input field (labeled 1) and a 'View Park' button (labeled 2). The main area displays a table of park names, with 'Kruger National Park' highlighted (labeled 3). The table includes columns for Park Name and View Park. At the bottom, there are pagination controls and a message about items per page.

Control Number	Control type	Control Description
1	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Park.
2	Table Row	This displays a row of the filtered Parks in the table.
3	View Park Button	This is a button that is used to View the selected Park. Click here to display the View Park Model. Re-directs the user to the <b>View Park Model</b> .

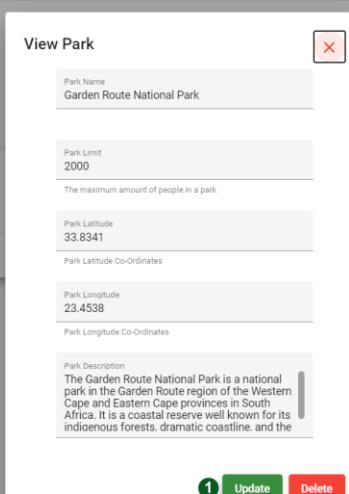


This screenshot shows the 'View Park' modal window. It displays detailed information about 'Garden Route National Park' (labeled 1). The modal includes fields for Park Name (labeled 2), Park Limit (labeled 3), Park Latitude (labeled 4), Park Longitude (labeled 5), and Park Description (labeled 6). At the bottom of the modal are 'Update' (labeled 8) and 'Delete' (labeled 7) buttons. The background shows a blurred view of the park search interface.

Control Number	Control type	Control Description
1	<b>View Park Model</b>	The is the Model for you to View the Park.
2	<b>Park Name Label</b>	This label is populated with the Park Name.
3	<b>Park Limit Label</b>	This label is populated with the Park Limit.
4	<b>Park Latitude Label</b>	This label is populated with the Park Latitude.
5	<b>Park Longitude Label</b>	This label is populated with the Park Longitude.
6	<b>Park Description Label</b>	This label is populated with the Park Description.
7	<b>Delete Button</b>	This is a button that is used to delete the Park. Click this button if you want to remove the selected Park. Re-directs the user to the delete <b>Confirmation Required Dialog</b> .
8	<b>Update Button</b>	This is a button that is used to update the Park. Click this button if you want to update the selected Park. Re-directs to the <b>Update Park Model</b> .
9	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the Park. Click this button when you want to terminate the viewing of the Park. Re-directs the user to the <b>Park Home Screen</b> .

### 6.3.7.3 Update Park

The following screens indicate how a user can update a Park.



**Park**

Keyword Filter

Park Name

Garden Route National Park

**View Park**

Park Name: Garden Route National Park

Park Limit: 2000

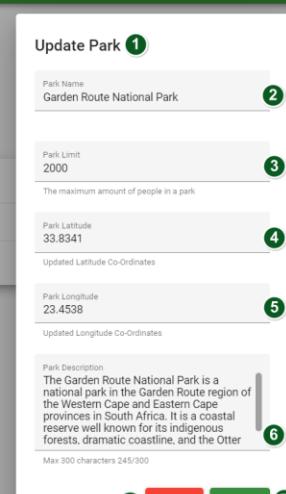
Park Latitude: 33.8341

Park Longitude: 23.4538

Park Description: The Garden Route National Park is a national park in the Garden Route region of the Western Cape and Eastern Cape provinces in South Africa. It is a coastal reserve well known for its indigenous forests, dramatic coastline, and the Otter.

1 Update    2 Delete

Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Park. Click this button if you want to update the selected Park. Re-directs to the <b>Update Park Model</b>



**Park**

Keyword Filter

Park Name

Garden Route National Park

**Update Park 1**

Park Name: Garden Route National Park

Park Limit: 2000

Park Latitude: 33.8341

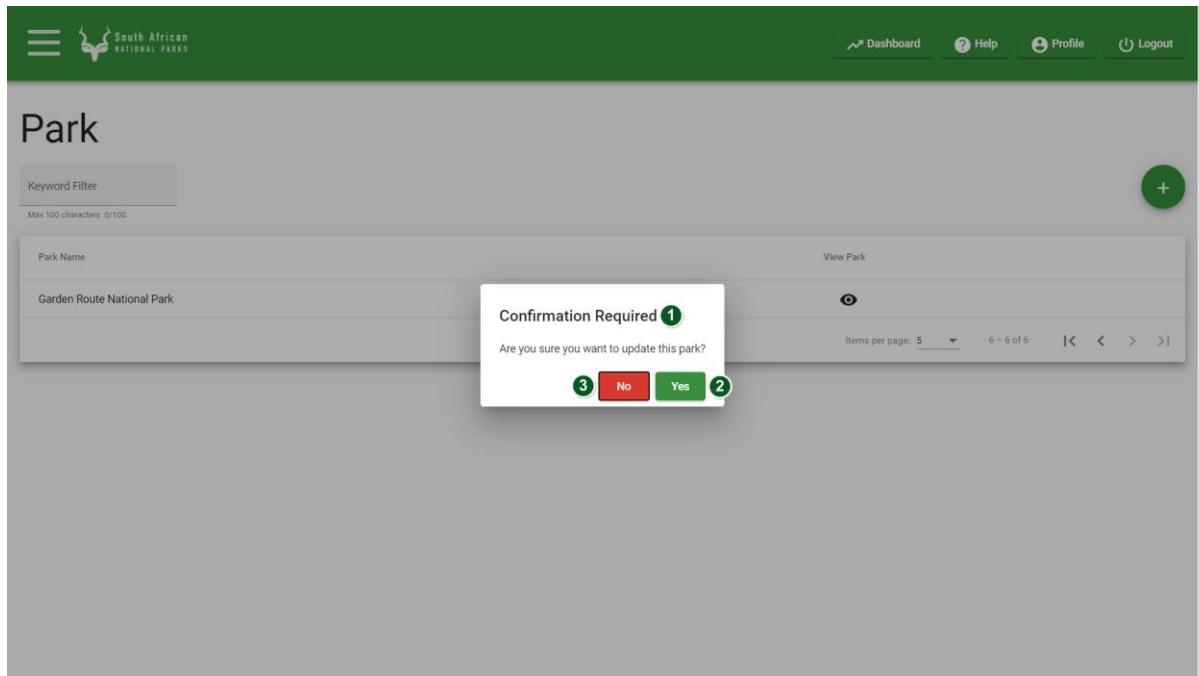
Park Longitude: 23.4538

Park Description: The Garden Route National Park is a national park in the Garden Route region of the Western Cape and Eastern Cape provinces in South Africa. It is a coastal reserve well known for its indigenous forests, dramatic coastline, and the Otter.

2 Cancel    3 Update 7

Control Number	Control type	Control Description
1	Update Park Model	This is a Model where you can update the Park information.
2	Park Name Textbox	Click here to update the Park Name.

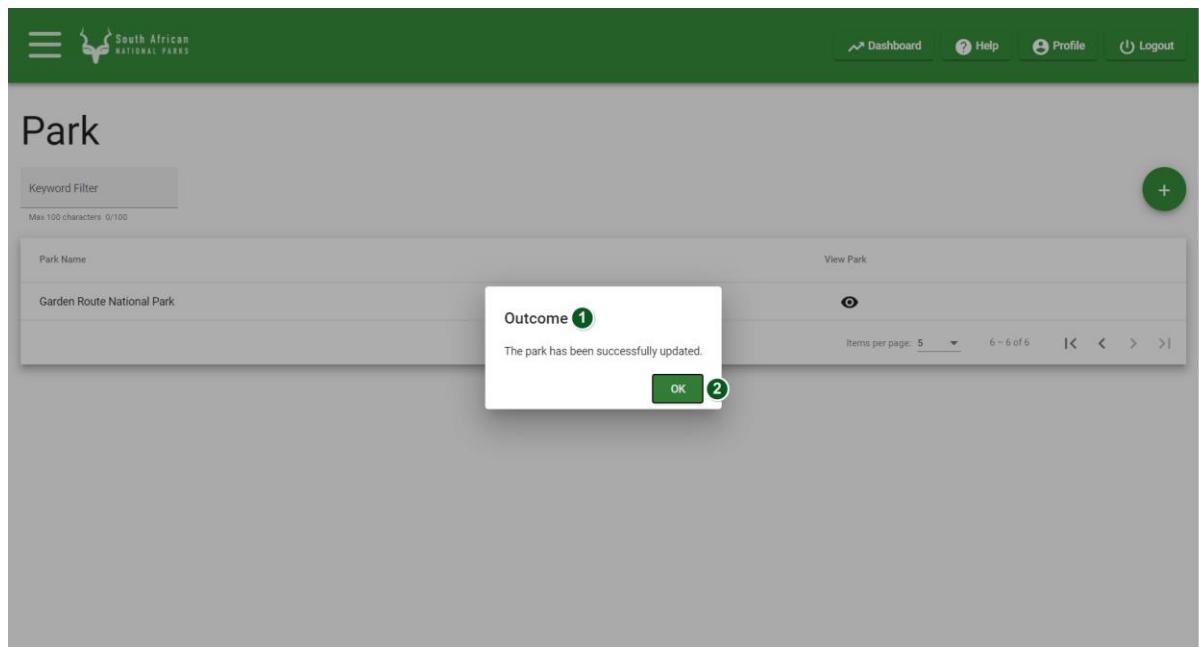
<b>3</b>	<b>Park Limit Textbox</b>	Click here to update the Park Limit.
<b>4</b>	<b>Park Latitude Textbox</b>	Click here to update the Park Latitude.
<b>5</b>	<b>Park Longitude Textbox</b>	Click here to update the Park Longitude.
<b>6</b>	<b>Park Description Textbox</b>	Click here to update the Park Description.
<b>7</b>	<b>Update Button</b>	This is a button that is used to submit the request to update a Park. Click this button when all the required information is entered correctly in order to update the Park. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>8</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of Park process. Click this button when there is no longer a need to update the Park. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows the SANParks dashboard with a green header bar. The header includes the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the word "Park" is displayed. On the left, there is a "Keyword Filter" input field with a character limit of 100 characters. In the center, there is a table with one row visible, showing "Garden Route National Park". Overlaid on the table is a "Confirmation Required" dialog box with the number "1" in a green circle. The dialog asks "Are you sure you want to update this park?". At the bottom of the dialog are two buttons: a red "No" button with the number "3" and a green "Yes" button with the number "2". The background of the dashboard shows other tabs like "View Park" and pagination controls.

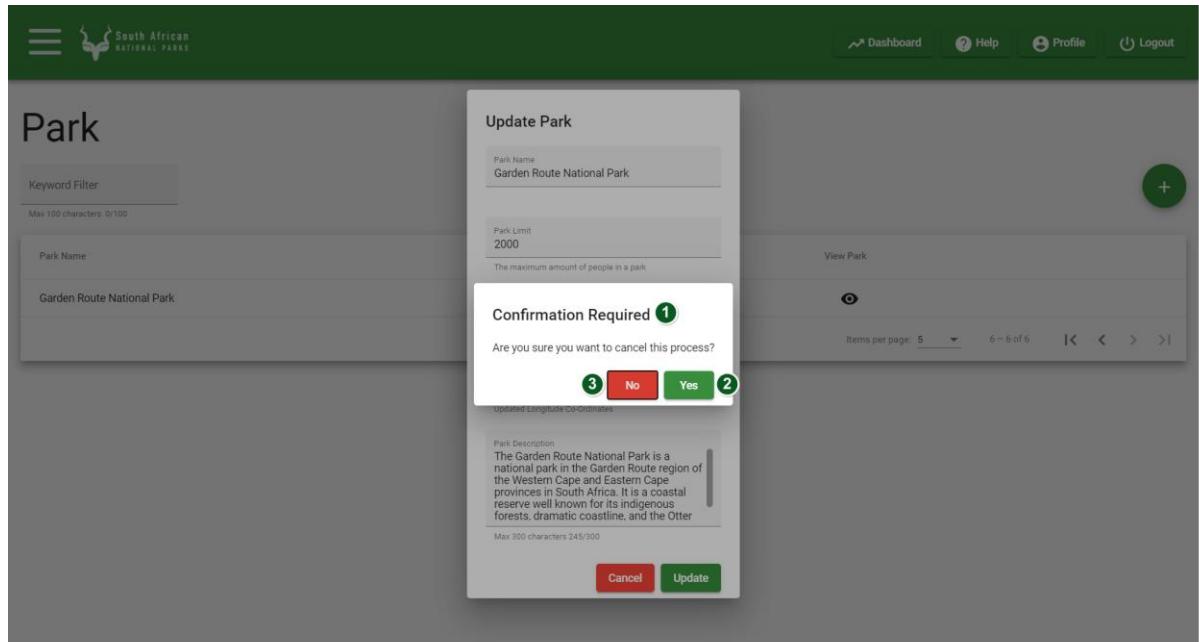
Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Park.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Park. Click this button when you want to proceed to confirm the update of the Park. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Park. Click this button when you want to terminate the update of the Park.

	Re-directs to the <b>Park Home Screen</b> .
--	---



The screenshot shows the Park Home Screen of the SANParks system. At the top, there is a navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout buttons. Below the navigation bar, the word "Park" is displayed. On the left, there is a "Keyword Filter" input field. In the center, there is a table with a single row containing the text "Garden Route National Park". Overlaid on this table is a white modal dialog box with a green header bar containing the text "Outcome 1" and a green "OK" button. Below the header, the message "The park has been successfully updated." is displayed. The background of the page shows a list of parks with a "View Park" button and a pagination control.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Home Screen</b> .



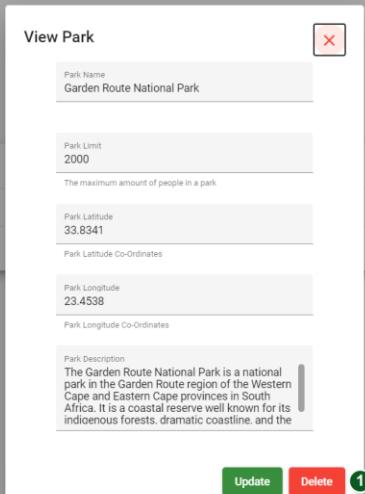
The screenshot shows the Park Home Screen of the SANParks system. At the top, there is a navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout buttons. Below the navigation bar, the word "Park" is displayed. On the left, there is a "Keyword Filter" input field. In the center, there is a table with a single row containing the text "Garden Route National Park". Overlaid on this table is a white modal dialog box with a green header bar containing the text "Confirmation Required 1" and two buttons: "No" (red) and "Yes" (green). Below the header, the message "Are you sure you want to cancel this process?" is displayed. The background of the page shows a list of parks with a "View Park" button and a pagination control.

Control Number	Control type	Control Description
----------------	--------------	---------------------

<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Park.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Park. Click this button when you want to terminate the update of the Park. Re-directs back to the <b>Park Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Park. Click this button when you want to continue updating the Park. Re-directs back to the <b>Update Park Model</b> .

#### 6.3.7.4 Delete Park

The following screens indicate how a user can delete a Park.



**Park**

Keyword Filter

Park Name: Garden Route National Park

Park Limit: 2000

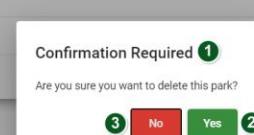
Park Latitude: 33.8341

Park Longitude: 23.4538

Park Description: The Garden Route National Park is a national park in the Garden Route region of the Western Cape and Eastern Cape provinces in South Africa. It is a coastal reserve well known for its indigenous forests, dramatic coastline, and the

Update **Delete** ①

Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Park. Click this button if you want to delete the selected Park. Re-directs to a delete Confirmation Required Dialog.



**Park**

Keyword Filter

Park Name: Garden Route National Park

View Park

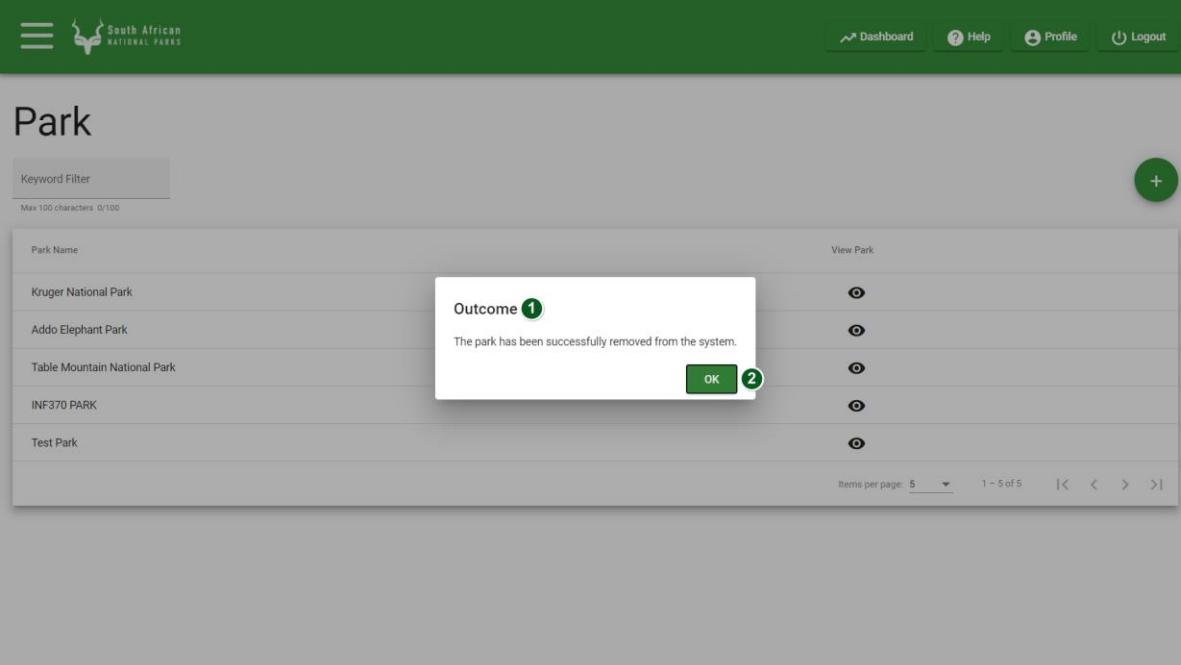
Confirmation Required ①

Are you sure you want to delete this park?

③ No ② Yes

Control Number	Control type	Control Description
1	Delete Confirmation Required Dialog	This is a Dialog that requires confirmation, to delete the selected Park.

<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Park. Click this button when you are sure you want to delete the selected Park from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Park process. Click this button when you no longer want to delete the selected Park. Re-directs back to the <b>Park Home Screen</b> .



The screenshot shows the SANParks System's Park management interface. At the top, there is a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the header, the word "Park" is displayed. On the left, there is a "Keyword Filter" input field with a placeholder "Max 100 characters 0/100". To the right of the filter is a green circular "+" button. The main content area lists several parks: Kruger National Park, Addo Elephant Park, Table Mountain National Park, INF370 PARK, and Test Park. To the right of the park names is a "View Park" column with five small circular icons. A modal dialog box is centered over the list, titled "Outcome ①". It contains the message "The park has been successfully removed from the system." and a green "OK" button labeled "②". At the bottom of the page, there are pagination controls: "Items per page: 5", "1 ~ 5 of 5", and navigation arrows.

Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Park was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Home Screen</b>

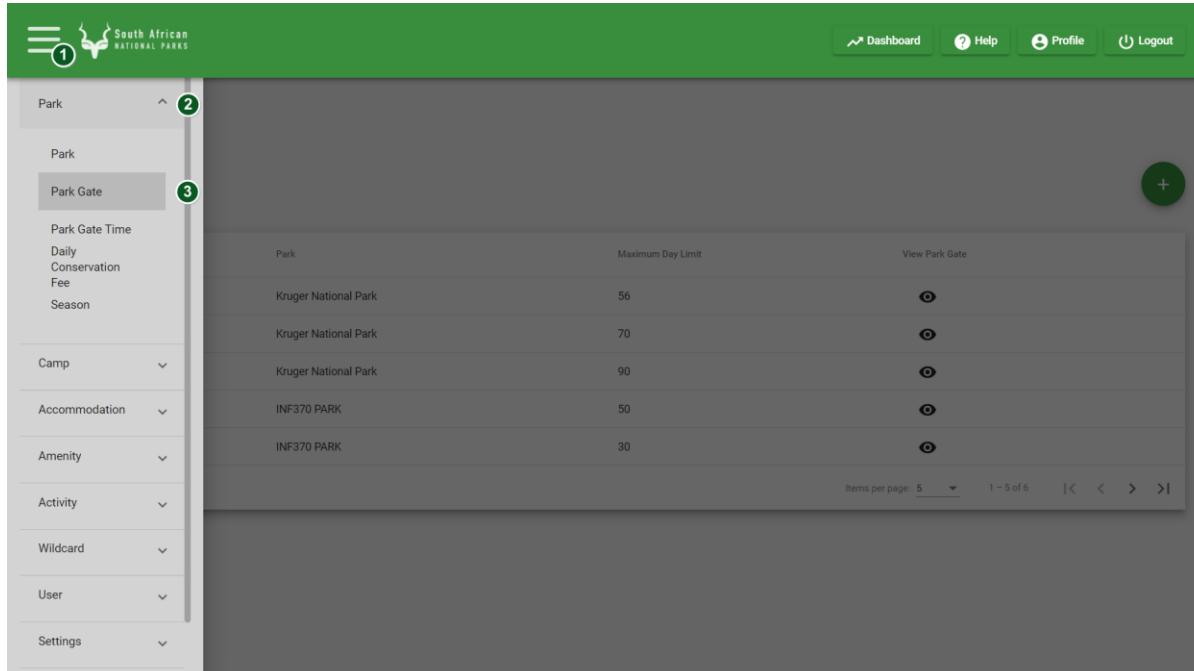
### 6.3.8 Park Gate Functionality

The Park Gate functionality provides an instance to the user, where they can search on the website what Gate they can use that is closest to them to access the park.

The Park Gate functionality will encompass the creating, searching, updating and deleting of the Park Gate.

#### 6.3.8.0 Park Gate Home Screen

The following screens indicate how a user can navigate to the Park Gate Home screen.

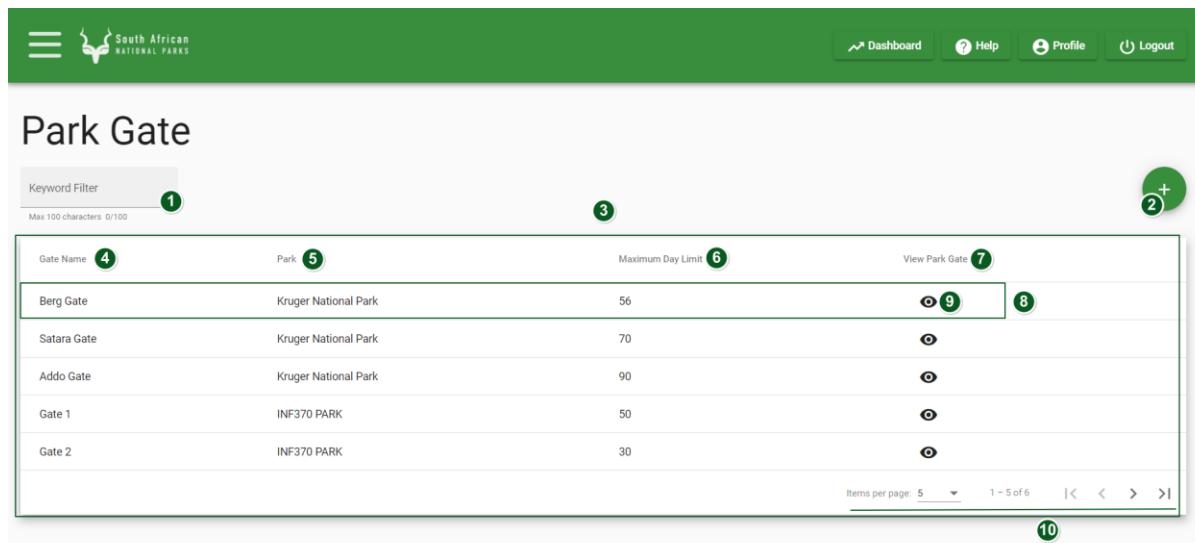


The screenshot shows a web application interface for managing park gates. At the top, there is a navigation bar with icons for Dashboard, Help, Profile, and Logout. On the left, a sidebar menu is open, showing categories like Park, Park Gate (which is selected and highlighted in green), and other options like Camp, Accommodation, Amenity, Activity, Wildcard, User, and Settings. The main content area displays a table of park gate data:

Park	Maximum Day Limit	View Park Gate
Kruger National Park	56	(eye icon)
Kruger National Park	70	(eye icon)
Kruger National Park	90	(eye icon)
INF370 PARK	50	(eye icon)
INF370 PARK	30	(eye icon)

At the bottom of the table, there are pagination controls: 'Items per page: 5', '1 - 5 of 6', and navigation arrows. A large green circle with a '+' sign is located in the top right corner of the main content area.

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Park Drop Down Button	Click here to Open or Close the Park Drop Down.
3	Park Gate Button	Re-directs the user to the <b>Park Gate Home Screen</b> . Click here to display the Park Gate Home Screen .



The screenshot shows a table of Park Gates. The columns are labeled: Gate Name (4), Park (5), Maximum Day Limit (6), and View Park Gate (7). The table contains five rows of data:

Gate Name	Park	Maximum Day Limit	View Park Gate
Berg Gate	Kruger National Park	56	<span>(8)</span> <span>(9)</span>
Satara Gate	Kruger National Park	70	<span>(10)</span>
Addo Gate	Kruger National Park	90	<span>(10)</span>
Gate 1	INF370 PARK	50	<span>(10)</span>
Gate 2	INF370 PARK	30	<span>(10)</span>

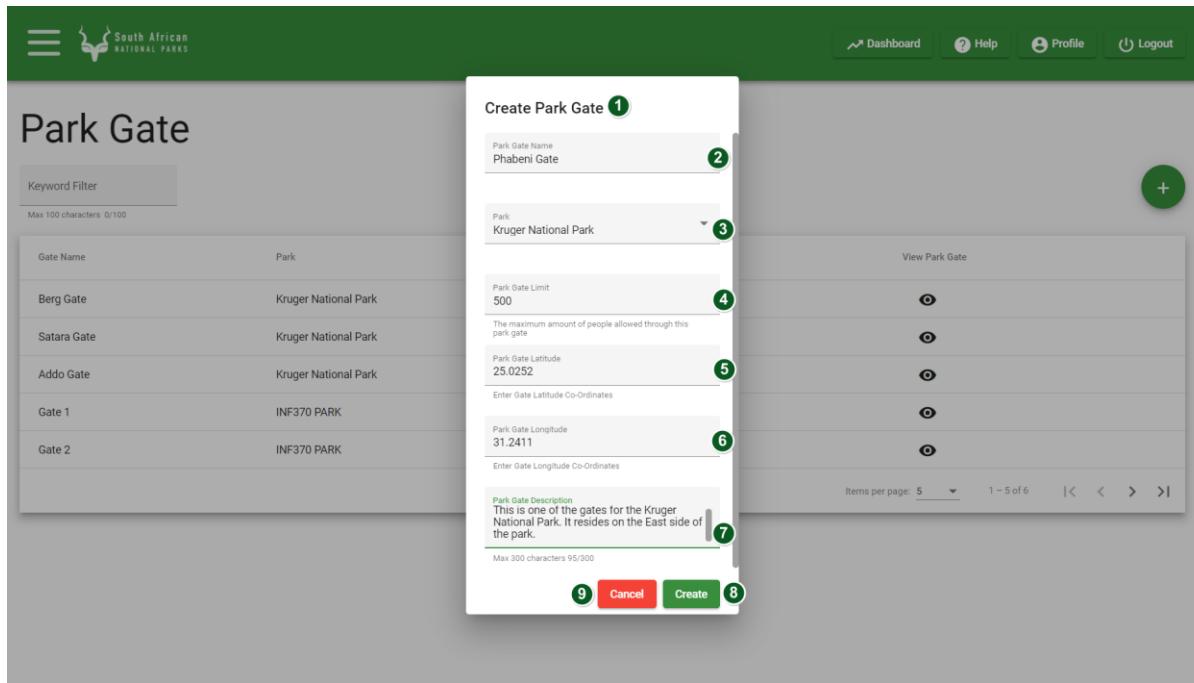
At the bottom of the table, there are controls for items per page (5) and page navigation (1-5 of 6).

Callouts numbered 1 through 10 point to specific elements: 1 points to the Keyword Filter input; 2 points to the Create Park Gate button; 3 points to the table header; 4 points to the Gate Name column; 5 points to the Park column; 6 points to the Maximum Day Limit column; 7 points to the View Park Gate button; 8 points to the row for Berg Gate; 9 points to the View Park Gate button for Berg Gate; 10 points to the page navigation controls.

Control Number	Control type	Control Description
1	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Park Gate.
2	Create Park Gate Button	Re-directs the user to the <b>Create Park Gate Model</b> . Click here to display the Create Park Gate Model.
3	Park Gate Table	This table displays the saved Park Gate's.
4	Gate Name Table Column	This displays the column of Gate Names.
5	Park Table Column	This displays the column of Parks.
6	Maximum Day Limit	This displays the column of Maximum Day Limit.
7	View Park Gate Table Column	This displays View Park Gate Buttons for each Park Gate on the table.
8	Table Row	This displays a row of Park Gates in the table.
9	View Park Gate Button	Re-directs the user to the <b>View Park Gate Model</b> . Click here to display the View Park Gate Model.
10	Page Navigation	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.8.1 Create Park Gate

The following screens indicate how a user can create a new Park Gate.



**Create Park Gate ①**

Park Gate Name ② Phabeni Gate

Park ③ Kruger National Park

Park Gate Limit ④ 500

Park Gate Latitude ⑤ 25.0252

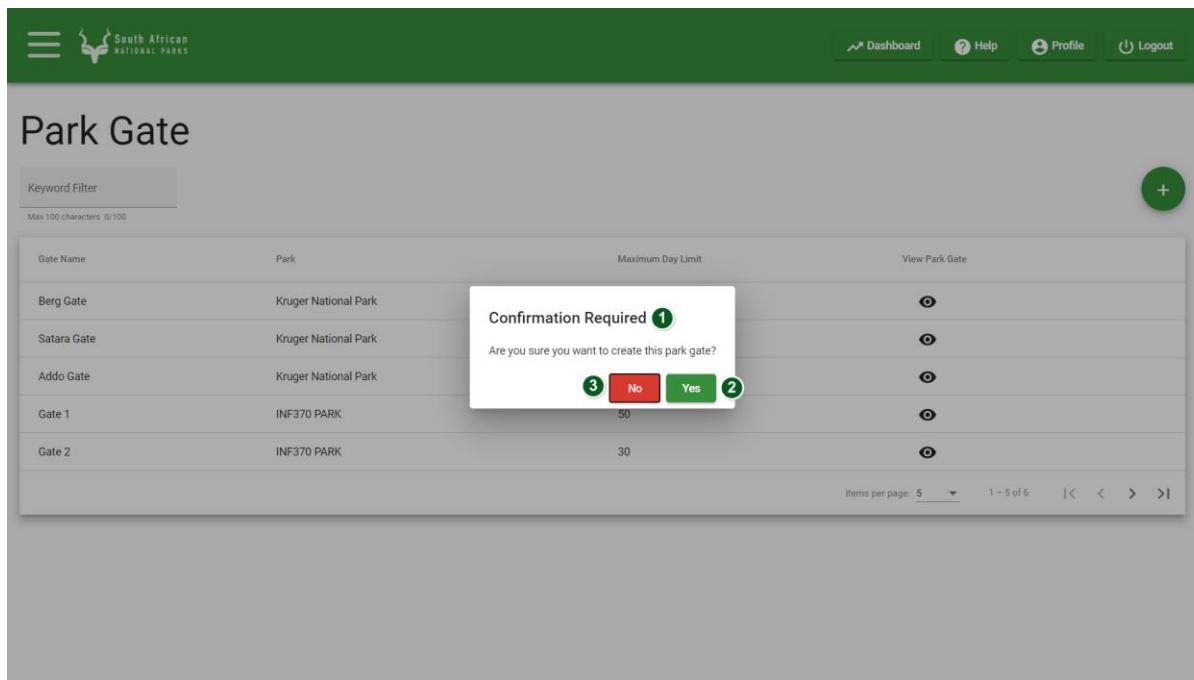
Park Gate Longitude ⑥ 31.2411

Park Gate Description ⑦ This is one of the gates for the Kruger National Park. It resides on the East side of the park.

Items per page: 5 | 1 – 5 of 6

⑨ Cancel ⑧ Create

Control Number	Control type	Control Description
1	Create Park Gate Model	This is the Model where you can create the Park Gate.
2	Park Gate Name Textbox	Click here to enter a new Park Gate Name.
3	Park Dropdown	Click here to select a new Park.
4	Park Gate Limit Textbox	Click here to enter a new Park Gate Limit.
5	Park Gate Latitude Textbox	Click here to enter a new Park Gate Latitude.
6	Park Gate Longitude Textbox	Click here to enter a new Park Gate Longitude.
7	Park Gate Description Textbox	Click here to enter a new Park Gate Description.
8	Create Button	<p>This is a button that is used to submit the request to create a new Park Gate.</p> <p>Click this button when all the required information is entered correctly in order to add the new Park Gate to the system.</p> <p>Re-directs to creation <b>Confirmation Required Dialog</b>.</p>
9	Cancel Button	<p>This is a button that is used to cancel the create Park Gate process.</p> <p>Click this button when there is no longer a need to create the Park Gate.</p> <p>Re-directs to termination <b>Confirmation Required Dialog</b>.</p>

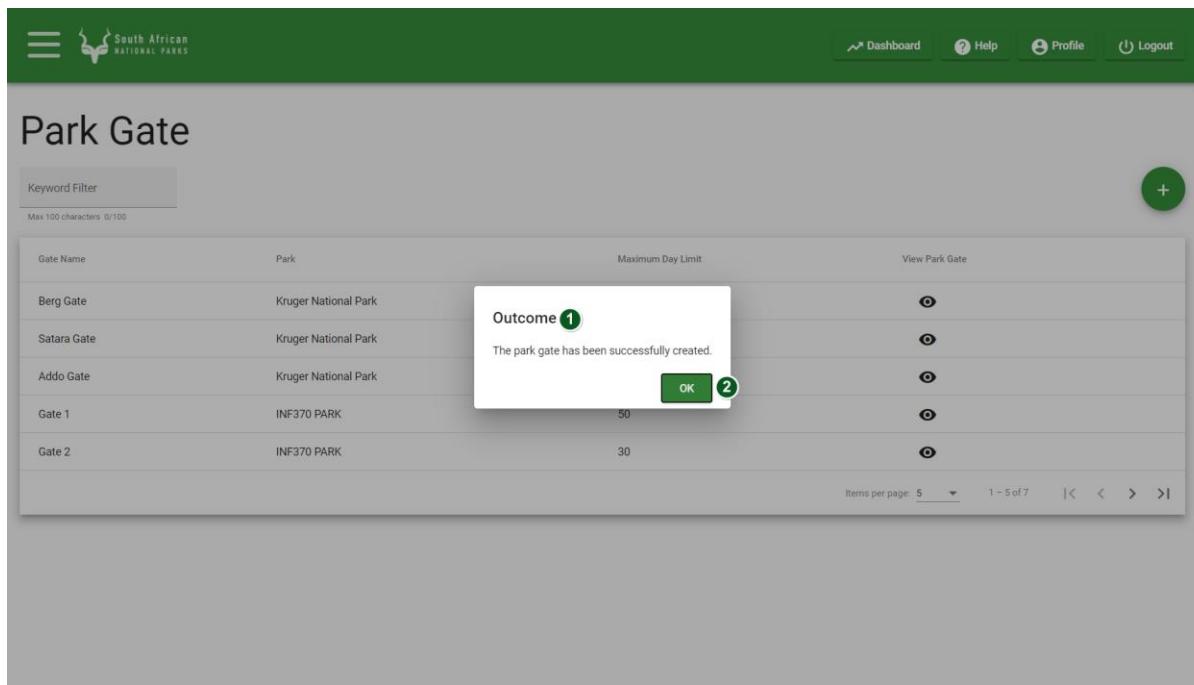


The screenshot shows a list of park gates in the SANParks System. A confirmation dialog box is overlaid on the screen, asking 'Are you sure you want to create this park gate?'. The dialog has two buttons: 'No' (red) and 'Yes' (green). The 'Yes' button is highlighted with a green border and has the number '2' next to it. The 'No' button has the number '3' next to it. The dialog box is labeled 'Confirmation Required 1'.

Gate Name	Park	Maximum Day Limit	View Park Gate
Berg Gate	Kruger National Park		
Satara Gate	Kruger National Park		
Addo Gate	Kruger National Park		
Gate 1	INF370 PARK	50	
Gate 2	INF370 PARK	30	

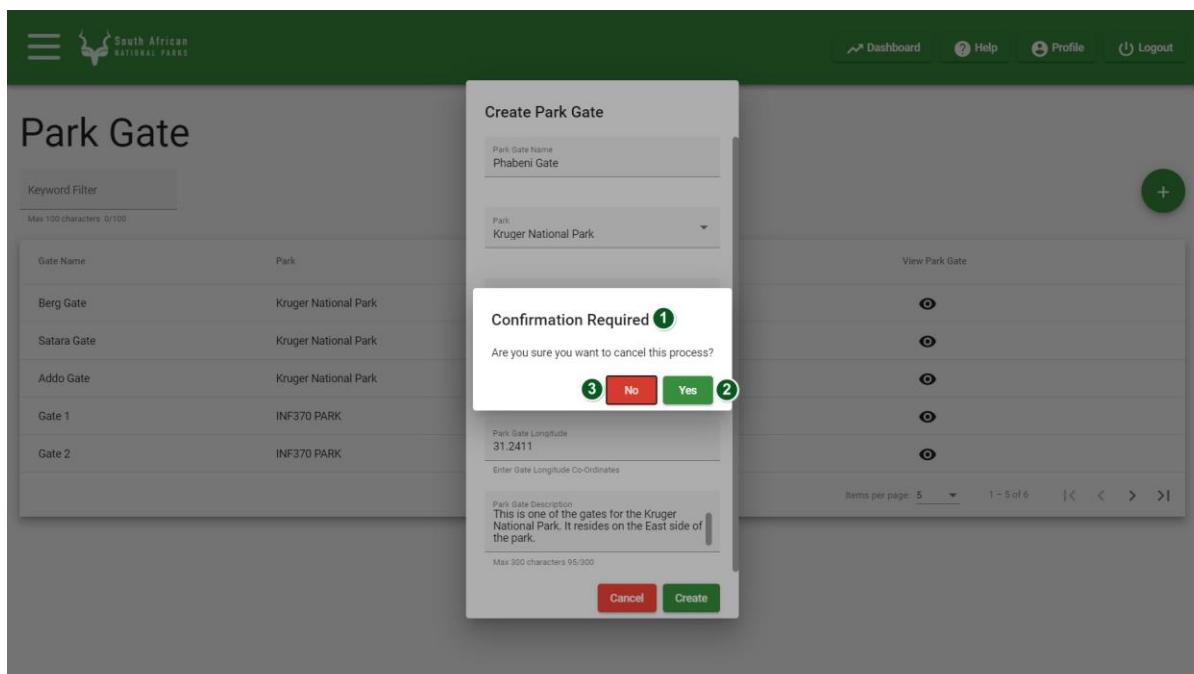
Items per page: 5 | 1 – 5 of 6 | < < > >|

Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the creation of the Park Gate.
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the Park Gate. Click this button when you want to proceed to confirm the creation of the Park Gate. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the Park Gate. Click this button when you want to terminate the creation of the Park Gate. Re-directs to the <b>Park Gate Home Screen</b> .



The screenshot shows the 'Park Gate' home screen. A modal dialog box is centered, displaying the message: 'The park gate has been successfully created.' with an 'OK' button. The background table lists park gates with columns for 'Gate Name', 'Park', 'Maximum Day Limit', and 'View Park Gate'. The 'View Park Gate' column contains icons for each row.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Gate Home Screen</b> .



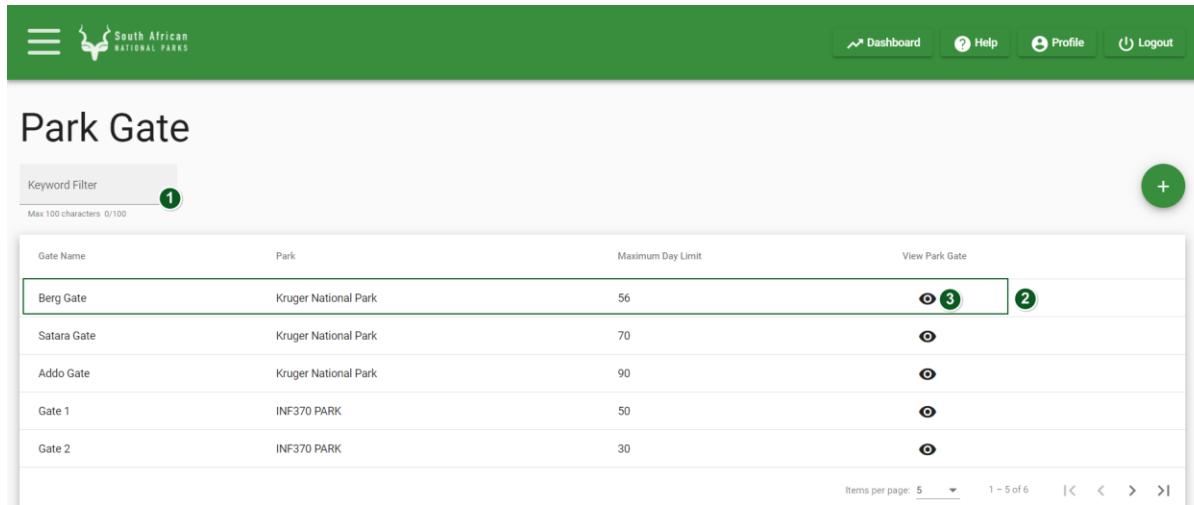
The screenshot shows the 'Create Park Gate' dialog box. It contains fields for 'Park Gate Name' (Phabeni Gate) and 'Park' (Kruger National Park). A confirmation dialog box is overlaid, asking 'Are you sure you want to cancel this process?' with 'No' and 'Yes' buttons. The background shows the 'Park Gate' home screen with a table of park gates and a modal for creating a new one.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the creation of the Park Gate.
2	Yes Button	This is a button that is used to terminate the creation of the Park Gate.

		<p>Click this button when you want to terminate the creation of the Park Gate. Re-directs back to the <b>Park Gate Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of creating the Park Gate. Click this button when you want to continue the creation of the Park Gate. Re-directs back to the <b>Create Park Gate Model</b>.</p>

### 6.3.8.2 Search Park Gate

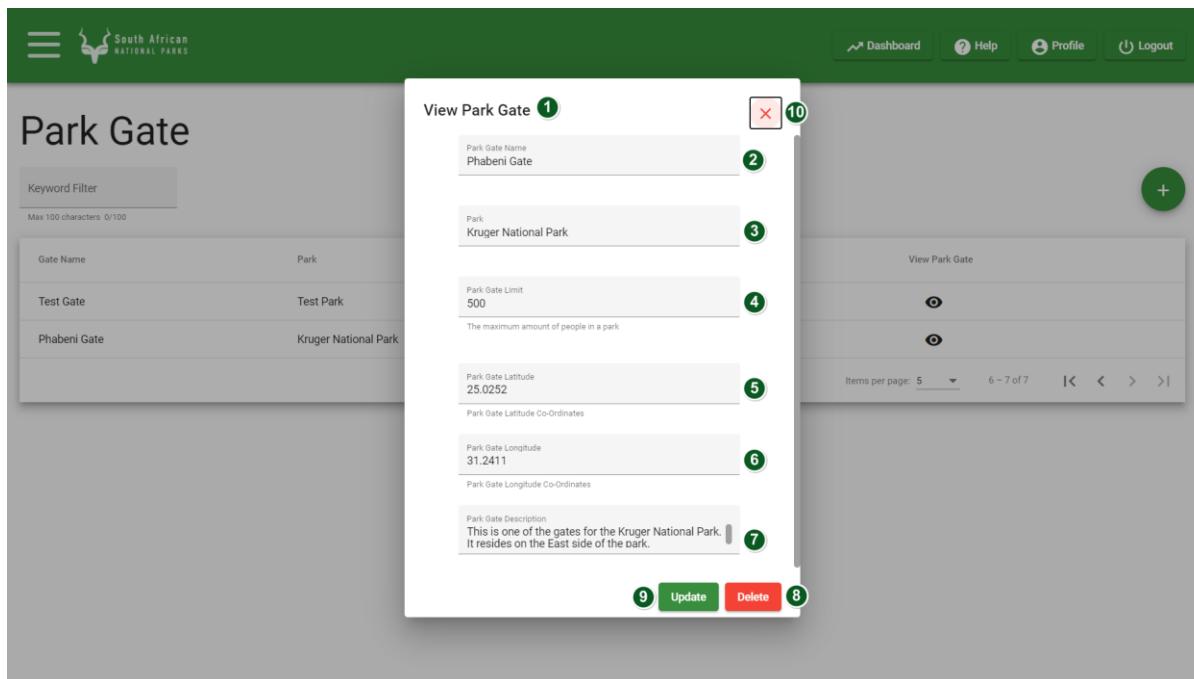
The following screens indicate how a user can search for a Park Gate.



Gate Name	Park	Maximum Day Limit	View Park Gate
Berg Gate	Kruger National Park	56	 ③
Satara Gate	Kruger National Park	70	
Addo Gate	Kruger National Park	90	
Gate 1	INF370 PARK	50	
Gate 2	INF370 PARK	30	

Items per page: 5 | 1 - 5 of 6 | < < > >|

Control Number	Control type	Control Description
1	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Park Gate.
2	Table Row	This displays a row of the filtered Park Gates in the table.
3	View Park Gate Button	This is a button that is used to View the selected Park Gate. Click here to display the View Park Gate Model. Re-directs the user to the <b>View Park Gate Model</b> .



View Park Gate ①

Park Gate Name: Phabeni Gate ②

Park: Kruger National Park ③

Park Gate Limit: 500 ④

Park Gate Latitude: 25.0252 ⑤

Park Gate Longitude: 31.2411 ⑥

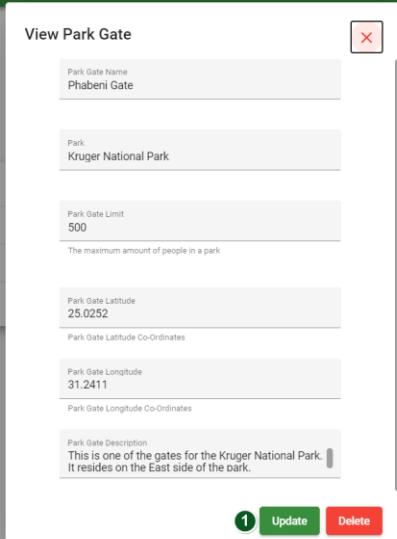
Park Gate Description: This is one of the gates for the Kruger National Park. It resides on the East side of the park. ⑦

Update ⑨ | Delete ⑧

Control Number	Control type	Control Description
1	<b>View Park Gate Model</b>	The is the Model for you to View the Park Gate.
2	<b>Park Gate Name Label</b>	This label is populated with the Park Gate Name.
3	<b>Park Label</b>	This label is populated with the Park.
4	<b>Park Gate Limit Label</b>	This label is populated with the Park Gate Limit.
5	<b>Park Gate Latitude Label</b>	This label is populated with the Park Gate Latitude.
6	<b>Park Gate Longitude Label</b>	This label is populated with the Park Gate Longitude.
7	<b>Park Gate Description Label</b>	This label is populated with the Park Gate Description.
8	<b>Delete Button</b>	This is a button that is used to delete the Park Gate. Click this button if you want to remove the selected Park Gate. Re-directs the user to the delete <b>Confirmation Required Dialog</b> .
9	<b>Update Button</b>	This is a button that is used to update the Park Gate. Click this button if you want to update the selected Park Gate. Re-directs to the <b>Update Park Gate Model</b> .
10	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the Park Gate. Click this button when you want to terminate the viewing of the Park Gate. Re-directs the user to the <b>Park Gate Home Screen</b> .

### 6.3.8.3 Update Park Gate

The following screens indicate how a user can update a Park Gate.

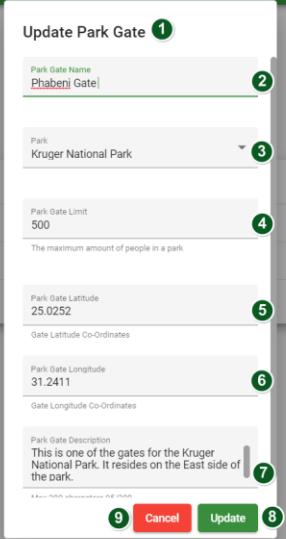


This screenshot shows a modal window titled "View Park Gate" containing the following information:

- Park Gate Name: Phabeni Gate
- Park: Kruger National Park
- Park Gate Limit: 500 (The maximum amount of people in a park)
- Park Gate Latitude: 25.0252
- Park Gate Longitude: 31.2411
- Park Gate Description: This is one of the gates for the Kruger National Park. It resides on the East side of the park.

At the bottom of the modal are two buttons: a green "Update" button and a red "Delete" button.

Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Park Gate. Click this button if you want to update the selected Park Gate. Re-directs to the <b>Update Park Gate Model</b>



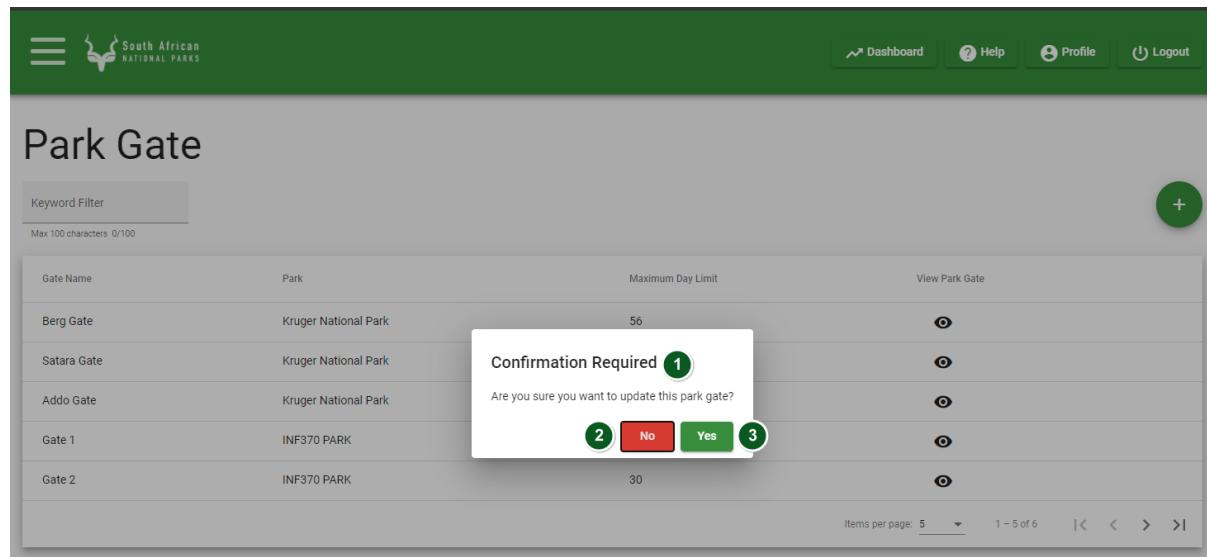
This screenshot shows a modal window titled "Update Park Gate ①" containing the following fields, each labeled with a number:

- Park Gate Name: Phabeni Gate ②
- Park: Kruger National Park ③
- Park Gate Limit: 500 ④
- Park Gate Latitude: 25.0252 ⑤
- Park Gate Longitude: 31.2411 ⑥
- Park Gate Description: This is one of the gates for the Kruger National Park. It resides on the East side of the park. ⑦

At the bottom of the modal are three buttons: a red "Cancel" button, a green "Update" button ⑧, and a small "X" button.

Control Number	Control type	Control Description
1	Update Park Gate Model	This is a Model where you can update the Park Gate information.

<b>2</b>	<b>Park Gate Name Textbox</b>	Click here to update the Park Gate Name.
<b>3</b>	<b>Park Dropdown</b>	Click here to update the Park.
<b>4</b>	<b>Park Gate Limit Textbox</b>	Click here to update the Park Gate Limit.
<b>5</b>	<b>Park Gate Latitude Textbox</b>	Click here to update the Park Gate Latitude.
<b>6</b>	<b>Park Gate Longitude Textbox</b>	Click here to update the Park Gate Longitude.
<b>7</b>	<b>Park Gate Description Textbox</b>	Click here to update the Park Gate Description.
<b>8</b>	<b>Update Button</b>	This is a button that is used to submit the request to update a Park Gate. Click this button when all the required information is entered correctly in order to update the Park Gate. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>9</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of Park Gate process. Click this button when there is no longer a need to update the Park Gate. Re-directs to termination <b>Confirmation Required Dialog</b> .

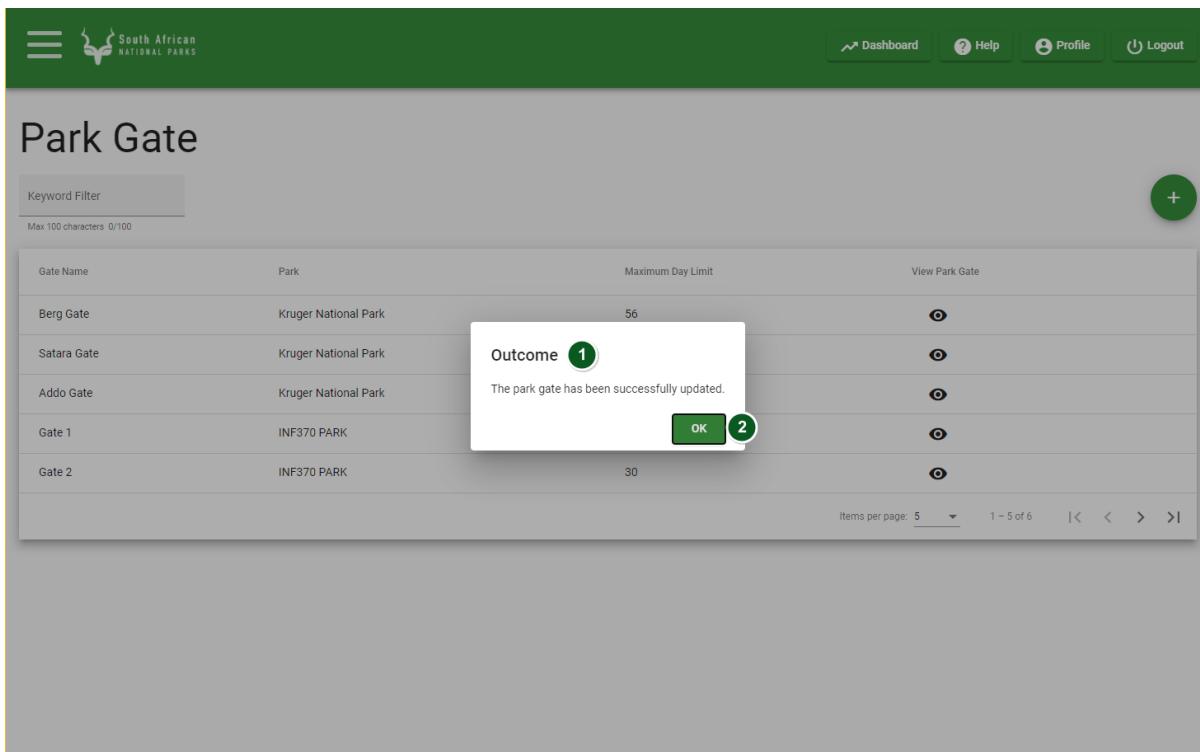


The screenshot shows a list of park gates in the SANParks system. A confirmation dialog box is overlaid on the page, containing the text "Are you sure you want to update this park gate?". The dialog has three buttons: "No" (red), "Yes" (green), and a third button labeled with a circled "3".

Gate Name	Park	Maximum Day Limit	Action
Berg Gate	Kruger National Park	56	View Park Gate
Satara Gate	Kruger National Park	56	View Park Gate
Addo Gate	Kruger National Park	56	View Park Gate
Gate 1	INF370 PARK	30	View Park Gate
Gate 2	INF370 PARK	30	View Park Gate

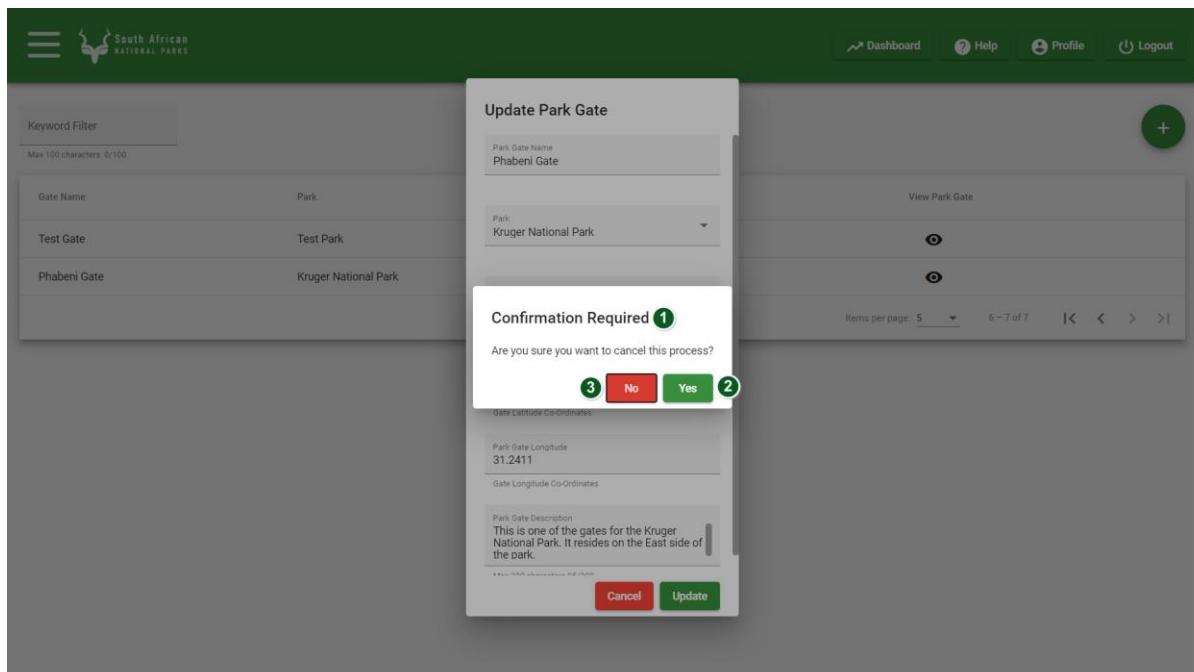
Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Park Gate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Park Gate.

		Click this button when you want to proceed to confirm the update of the Park Gate. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Park Gate. Click this button when you want to terminate the update of the Park Gate. Re-directs to the <b>Park Gate Home Screen</b> .



The screenshot shows a list of park gates. An outcome dialog box is overlaid on the screen, containing the text "Outcome ①" and "The park gate has been successfully updated." with an "OK" button. The table below details the controls corresponding to the numbered elements in the dialog.

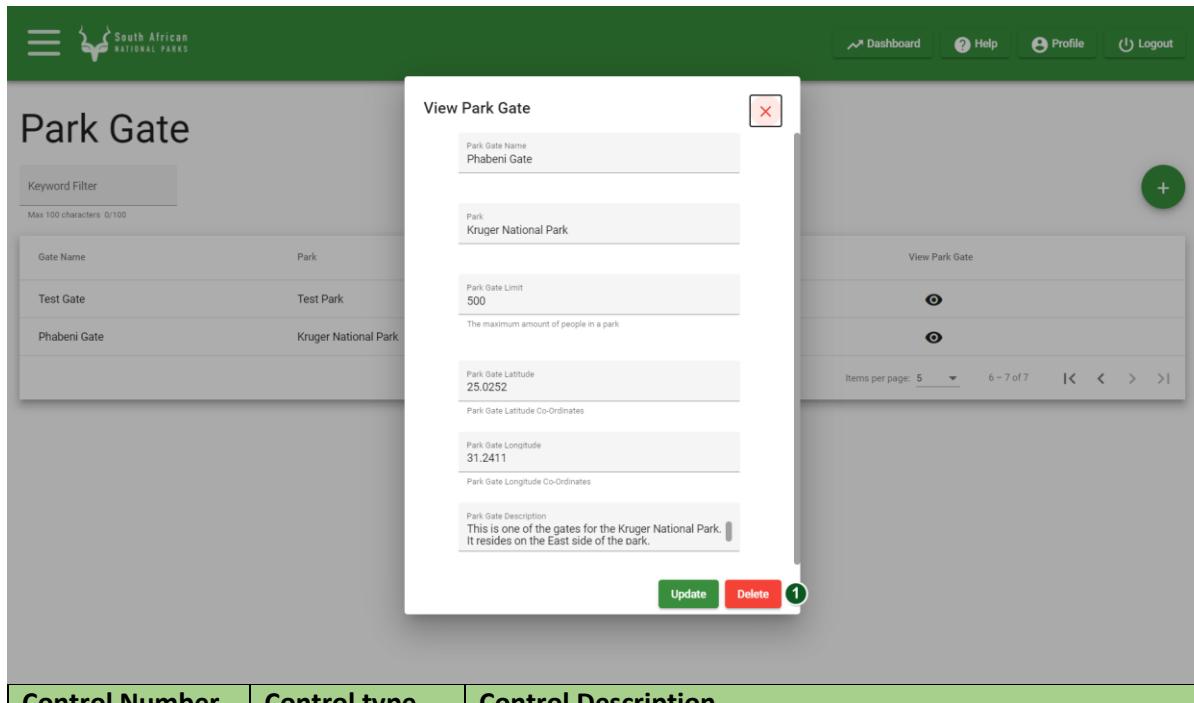
Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Gate Home Screen</b> .



Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the update of the Park Gate.
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Park Gate. Click this button when you want to terminate the update of the Park Gate. Re-directs back to the <b>Park Gate Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Park Gate. Click this button when you want to continue the updating of the Park Gate. Re-directs back to the <b>Update Park Gate Model</b> .

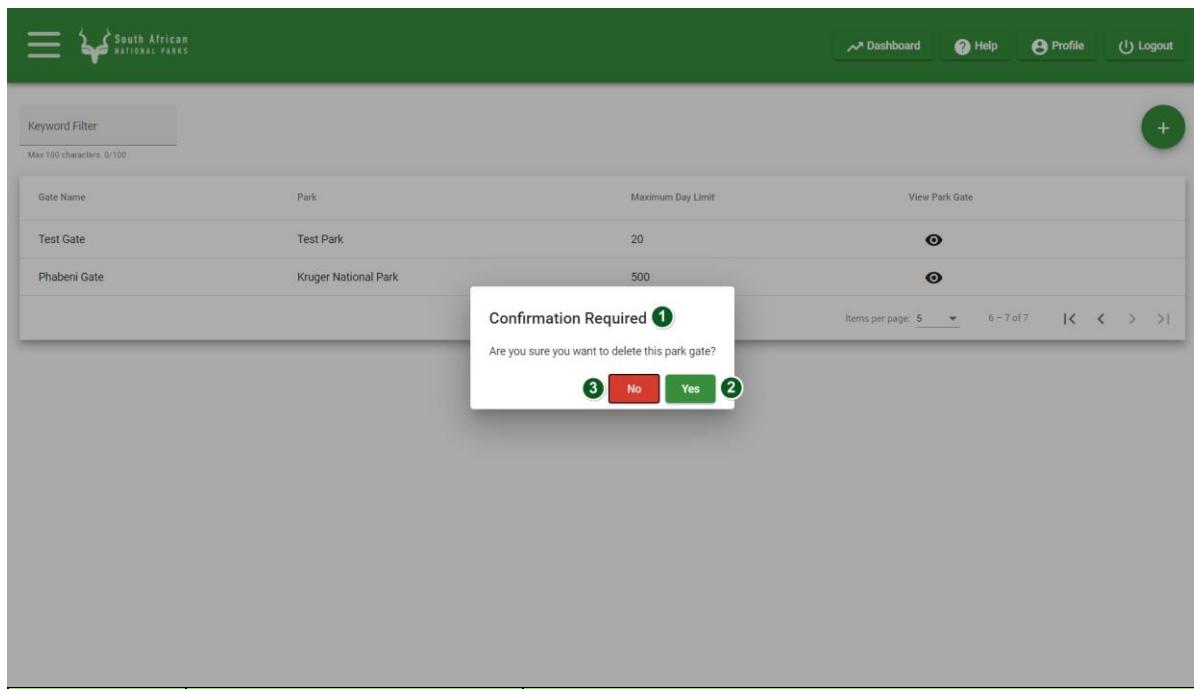
#### 6.3.8.4 Delete Park Gate

The following screens indicate how a user can delete a Park Gate.



A screenshot of the SANParks system interface. The main page shows a table of park gates. A modal dialog box is open over the table, titled "View Park Gate". Inside the dialog, the "Park Gate Name" is listed as "Phabeni Gate". Below it, the "Park" is listed as "Kruger National Park". Under "Park Gate Limit", the value "500" is shown with the note "The maximum amount of people in a park". In the "Park Gate Latitude" section, the value "25.0252" is listed with the note "Park Gate Latitude Co-ordinates". In the "Park Gate Longitude" section, the value "31.2411" is listed with the note "Park Gate Longitude Co-ordinates". The "Park Gate Description" section contains the text: "This is one of the gates for the Kruger National Park. It resides on the East side of the park." At the bottom of the dialog are two buttons: "Update" (green) and "Delete" (red). A small red circle with the number "1" is positioned next to the "Delete" button.

Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Park Gate. Click this button if you want to delete the selected Park Gate. Re-directs to a delete Confirmation Required Dialog.



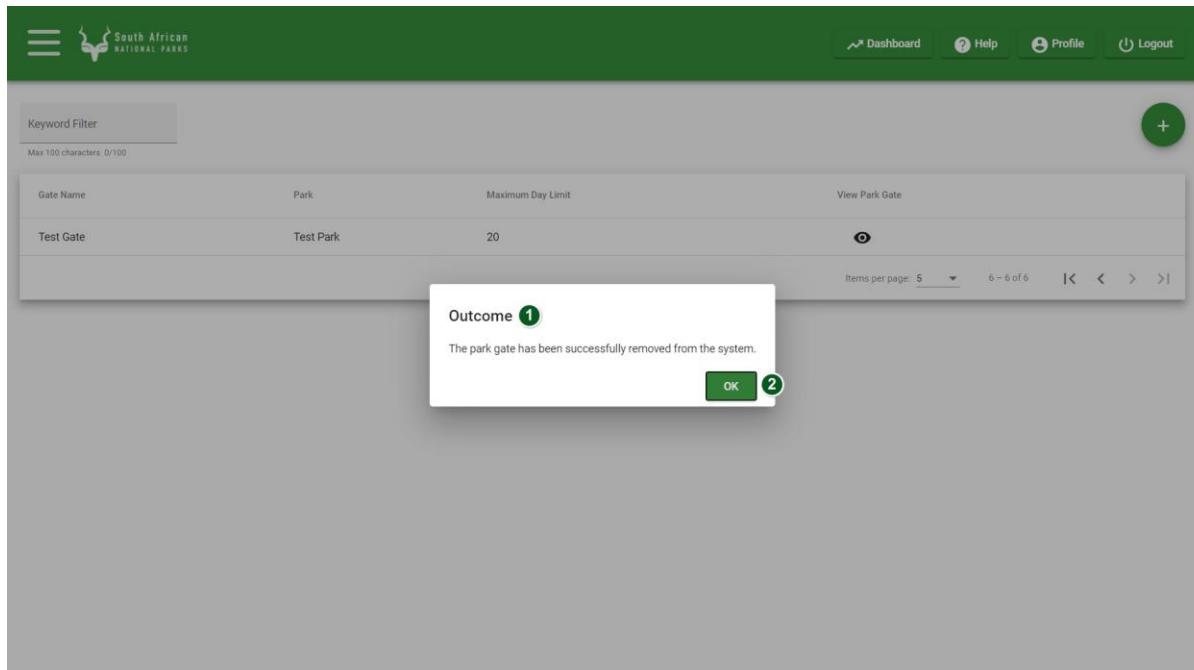
A screenshot of the SANParks system interface. The main page shows a table of park gates. A modal dialog box is open over the table, titled "Confirmation Required ①". Inside the dialog, the question "Are you sure you want to delete this park gate?" is displayed. At the bottom of the dialog are three buttons: "③ No" (red), "④ Yes" (green), and "⑤" (grey). The background table shows the following data:

Gate Name	Park	Maximum Day Limit	View Park Gate
Test Gate	Test Park	20	⑥
Phabeni Gate	Kruger National Park	500	⑦

Items per page: 5 | 6 – 7 of 7 | < >

Control Number	Control type	Control Description
1	Delete Confirmation Required Dialog	This is a Dialog that requires confirmation, to delete the selected Park Gate.

<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Park Gate. Click this button when you are sure you want to delete the selected Park Gate from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Park Gate process. Click this button when you no longer want to delete the selected Park Gate. Re-directs back to the <b>Park Gate Home Screen</b> .



Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Park Gate was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Gate Home Screen</b>

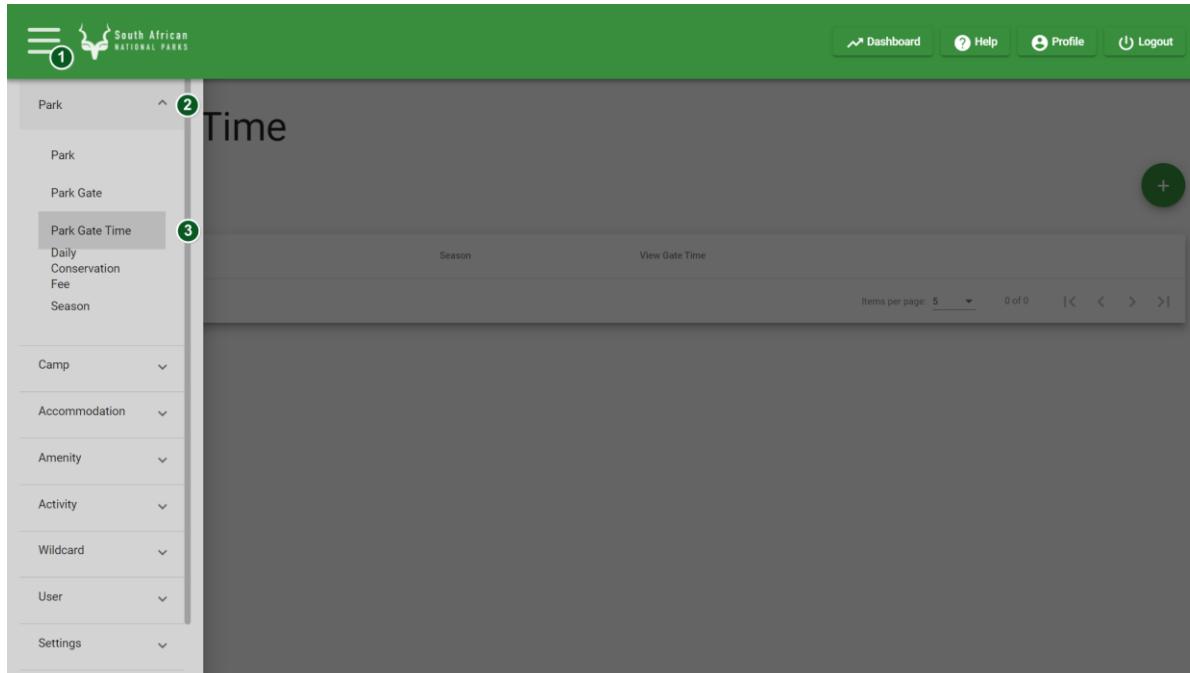
### 6.3.9 Park Gate Time Functionality

The Park Gate Time functionality provides an instance where the user can assign a Park Gate a time depending on the seasons.

The Park Gate Time functionality will encompass the creating, searching, updating and deleting of the Park Gate Time.

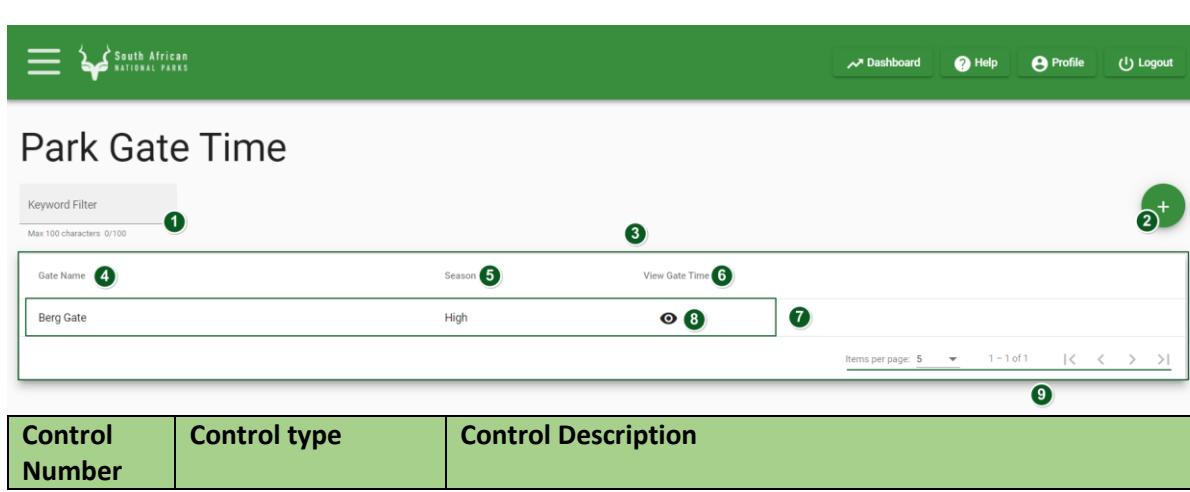
### 6.3.9.0 Park Gate Time Home Screen

The following screens indicate how a user can navigate to the Park Gate Time Home screen.



This screenshot shows the Park Gate Time Home Screen. The top navigation bar includes links for Dashboard, Help, Profile, and Logout. The left sidebar has a menu with items: Park (selected), Park, Park Gate, Park Gate Time (selected), Daily Conservation Fee, Season, Camp, Accommodation, Amenity, Activity, Wildcard, User, and Settings. The main content area displays a search interface with fields for Season and View Gate Time, and a plus sign icon. Below the search is a table with columns for Items per page and Page number. The central part of the screen is a large, dark gray area labeled "Time".

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Park Drop Down Button</b>	Click here to Open or Close the Park Drop Down.
3	<b>Park Gate Time Button</b>	Re-directs the user to the <b>Park Gate Time Home Screen</b> . Click here to display the Park Gate Time Home Screen .



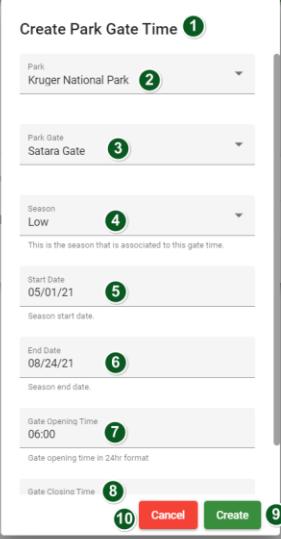
This screenshot shows a specific entry in the Park Gate Time list. The top navigation bar and sidebar are identical to the previous screenshot. The main content area shows a table with a single row. The row contains fields for Gate Name (Berg Gate), Season (High), and View Gate Time. There are also buttons for Edit (marked with a green circle and number 4) and Delete (marked with a green circle and number 5). The bottom of the screen shows the same search and pagination controls as the previous screenshot.

Control Number	Control type	Control Description
4		Click here to edit the Gate Name.
5		Click here to edit the Season.
6		Click here to view the Gate Time.
7		Click here to delete the entry.

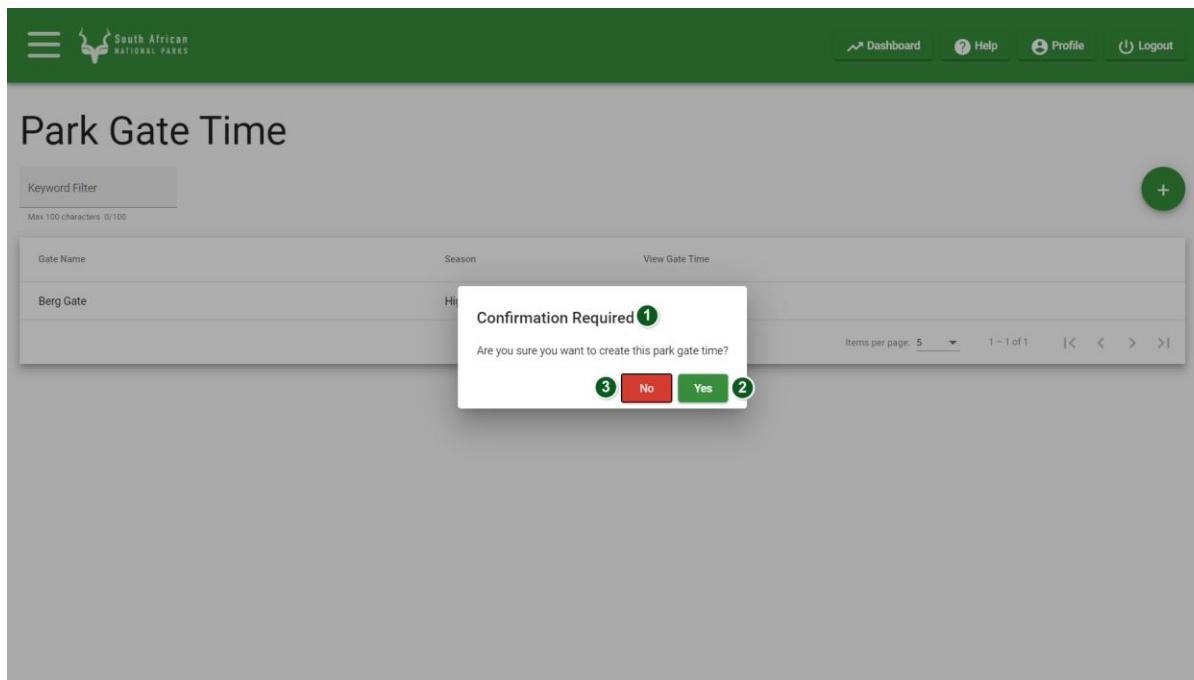
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Park Gate Time.
2	<b>Create Park Gate Time Button</b>	Re-directs the user to the <b>Create Park Gate Time Model</b> . <a href="#">Click here</a> to display the Create Park Gate Time Model.
3	<b>Park Gate Time Table</b>	This table displays the saved Park Gate Time's.
4	<b>Gate Name Table Column</b>	This displays the column of Gate Names.
5	<b>Seasons Table Column</b>	This displays the column of Seasons.
6	<b>View Gate Time Table Column</b>	This displays View Park Gate Time Buttons for each Park Gate Time on the table.
7	<b>Table Row</b>	This displays a row of Park Gate Times in the table.
8	<b>View Park Gate Time Button</b>	Re-directs the user to the <b>View Park Gate Time Model</b> . <a href="#">Click here</a> to display the View Park Gate Time Model.
9	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.9.1 Create Park Gate Time

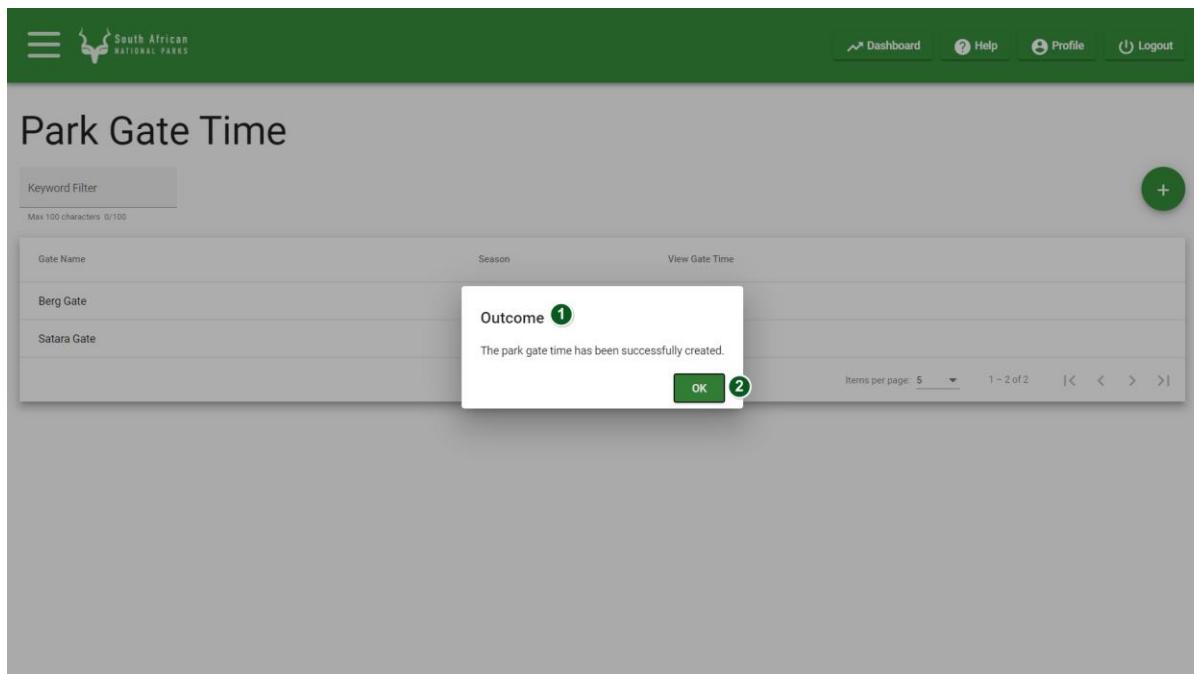
The following screens indicate how a user can create a new Park Gate Time.



Control Number	Control type	Control Description
1	Create Park Gate Time Model	This is the Model where you can create the Park Gate Time.
2	Park Dropdown	Click here to select a new Park.
3	Park Gate Dropdown	Click here to select a new Park Gate.
4	Season Drop Down	Click here to select a new Season.
5	Start Date Label	The label is automatically generated once you select a season.
6	End Date Label	The label is automatically generated once you select a season.
7	Gate Opening Time Time Picker	Click here to select a new Gate Opening Time.
8	Gate Closing Time Time Picker	Click here to select a new Gate Closing Time.
9	Create Button	This is a button that is used to submit the request to create a new Park Gate Time. Click this button when all the required information is entered correctly in order to add the new Park Gate Time to the system. Re-directs to creation Confirmation Required Dialog.
10	Cancel Button	This is a button that is used to cancel the create Park Gate Time process. Click this button when there is no longer a need to create the Park Gate Time. Re-directs to termination Confirmation Required Dialog.

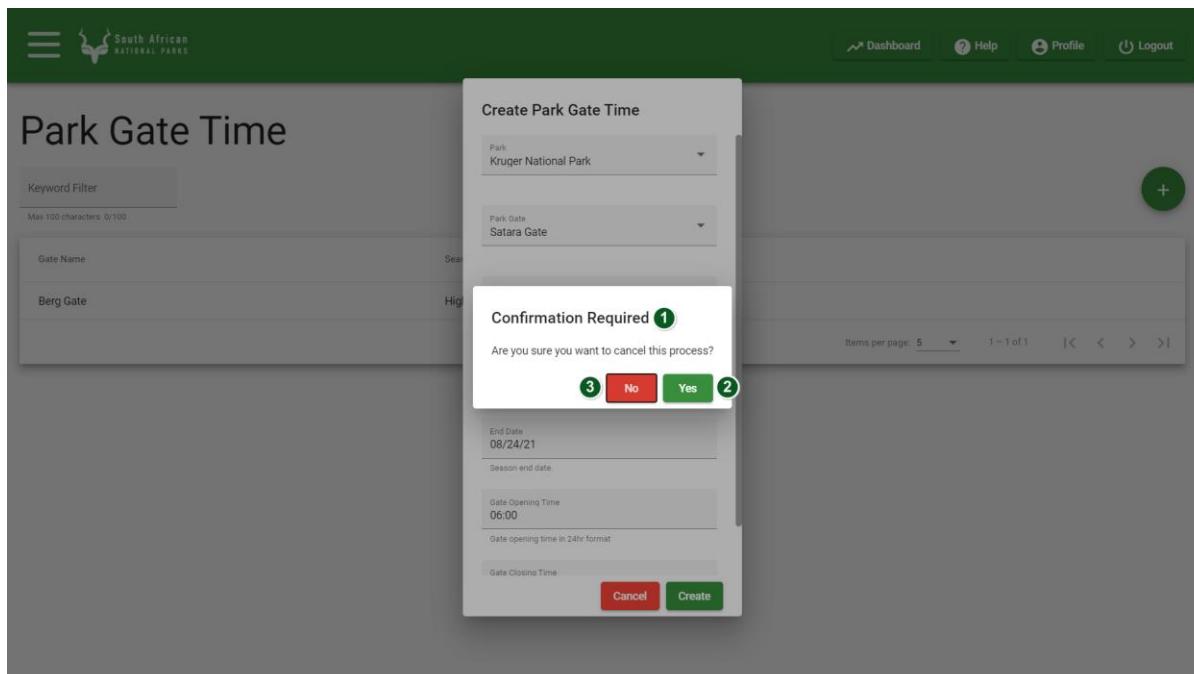


Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the creation of the Park Gate Time.
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the Park Gate Time. Click this button when you want to proceed to confirm the creation of the Park Gate Time. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the Park Gate Time. Click this button when you want to terminate the creation of the Park Gate Time. Re-directs to the <b>Park Gate Time Home Screen</b> .



The screenshot shows the 'Park Gate Time' section of the SANParks system. A modal dialog box is centered, displaying the message 'Outcome ①' and 'The park gate time has been successfully created.' with an 'OK' button. The background shows a list of gates: 'Berg Gate' and 'Satara Gate'. Navigation links at the top include 'Dashboard', 'Help', 'Profile', and 'Logout'.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Gate Time Home Screen</b> .



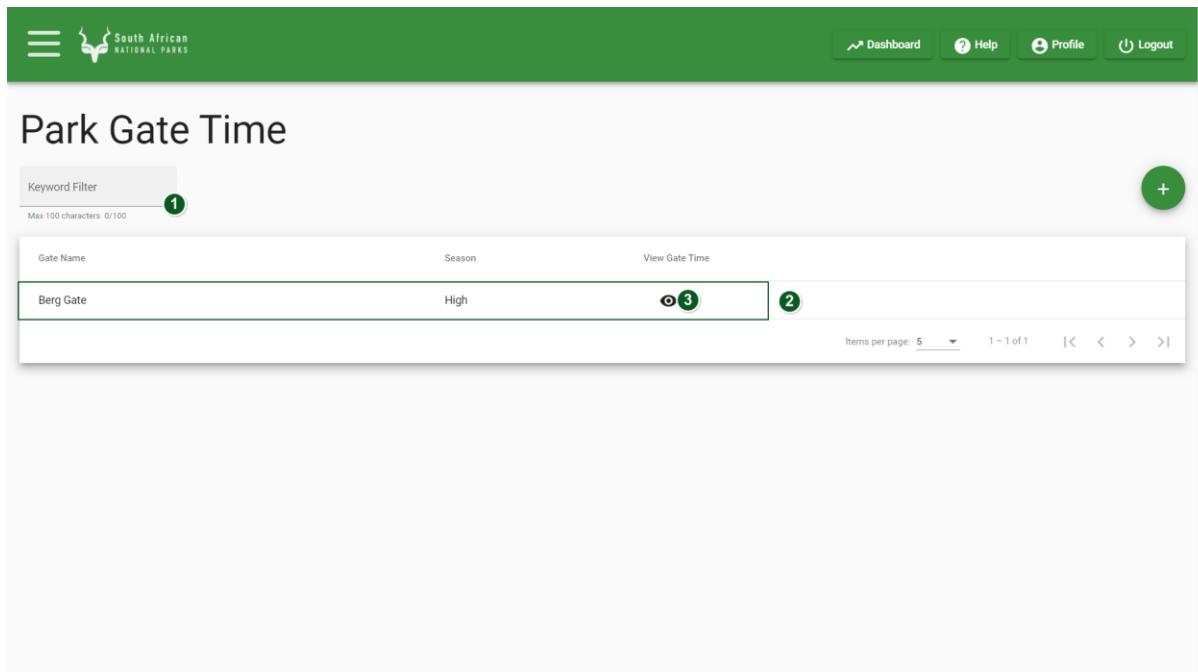
The screenshot shows the 'Create Park Gate Time' dialog. It includes fields for 'Park' (Kruger National Park) and 'Park Gate' (Satara Gate). A modal dialog box is centered, displaying 'Confirmation Required ①' and the question 'Are you sure you want to cancel this process?' with 'No' and 'Yes' buttons. The background shows the same list of gates and navigation links as the previous screenshot.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the creation of the Park Gate Time.
2	Yes Button	This is a button that is used to terminate the creation of the Park Gate Time.

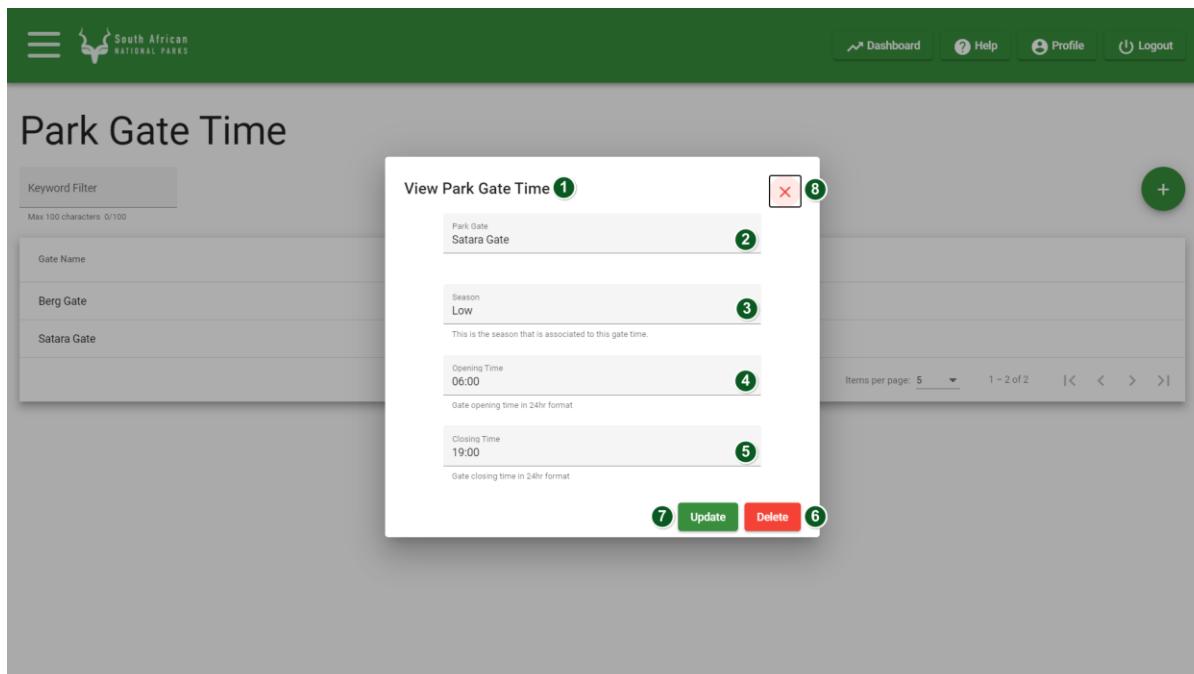
		<p>Click this button when you want to terminate the creation of the Park Gate Time. Re-directs back to the <b>Park Gate Time Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of creating the Park Gate Time. Click this button when you want to continue the creation of the Park Gate Time. Re-directs back to the <b>Create Park Gate Time Model</b>.</p>

### 6.3.9.2 Search Park Gate Time

The following screens indicate how a user can search for a Park Gate Time.



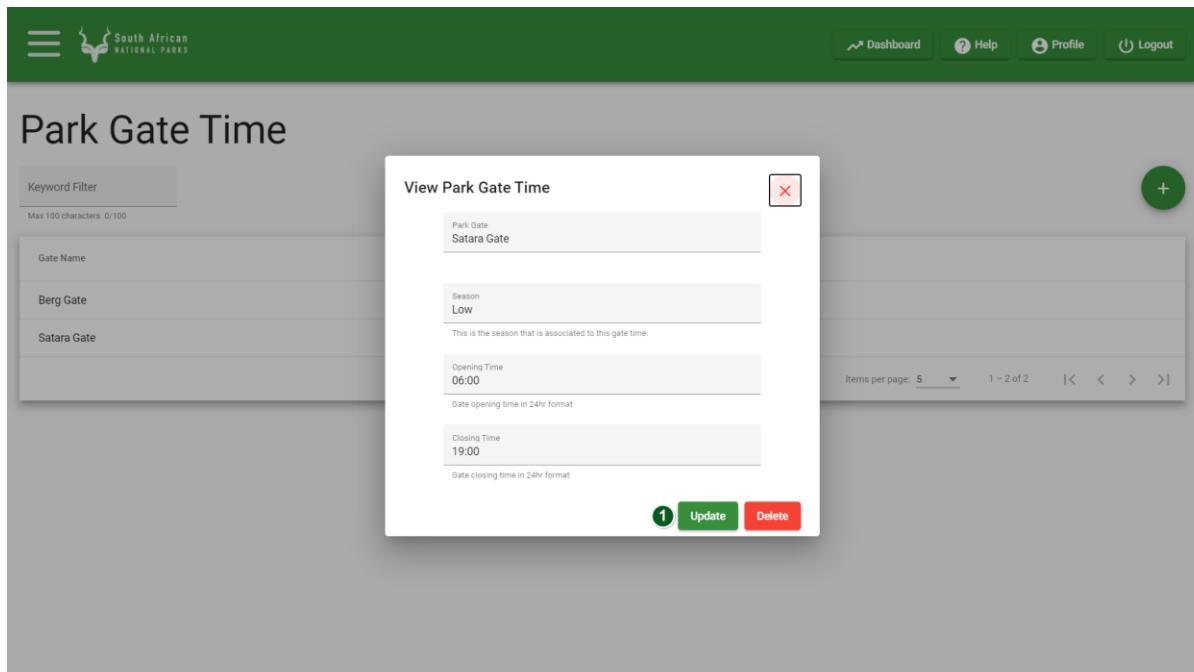
Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Park Gate Time.
2	<b>Table Row</b>	This displays a row of the filtered Park Gate Times in the table.
3	<b>View Park Gate Time Button</b>	This is a button that is used to View the selected Park Gate Time. Click here to display the View Park Gate Time Model. Re-directs the user to the <b>View Park Gate Time Model</b> .



Control Number	Control type	Control Description
1	<b>View Park Gate Time Model</b>	The is the Model for you to View the Park Gate Time.
2	<b>Park Gate Label</b>	This label is populated with the Park Gate.
3	<b>Season Label</b>	This label is populated with the Season.
4	<b>Opening Time Label</b>	This label is populated with the Park Gate Opening Time.
5	<b>Closing Time Label</b>	This label is populated with the Park Gate Closing Time.
6	<b>Delete Button</b>	This is a button that is used to delete the Park Gate Time. Click this button if you want to remove the selected Park Gate Time. Re-directs the user to the delete <b>Confirmation Required Dialog</b> .
7	<b>Update Button</b>	This is a button that is used to update the Park Gate Time. Click this button if you want to update the selected Park Gate Time. Re-directs to the <b>Update Park Gate Time Model</b> .
8	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the Park Gate Time. Click this button when you want to terminate the viewing of the Park Gate Time. Re-directs the user to the <b>Park Gate Time Home Screen</b> .

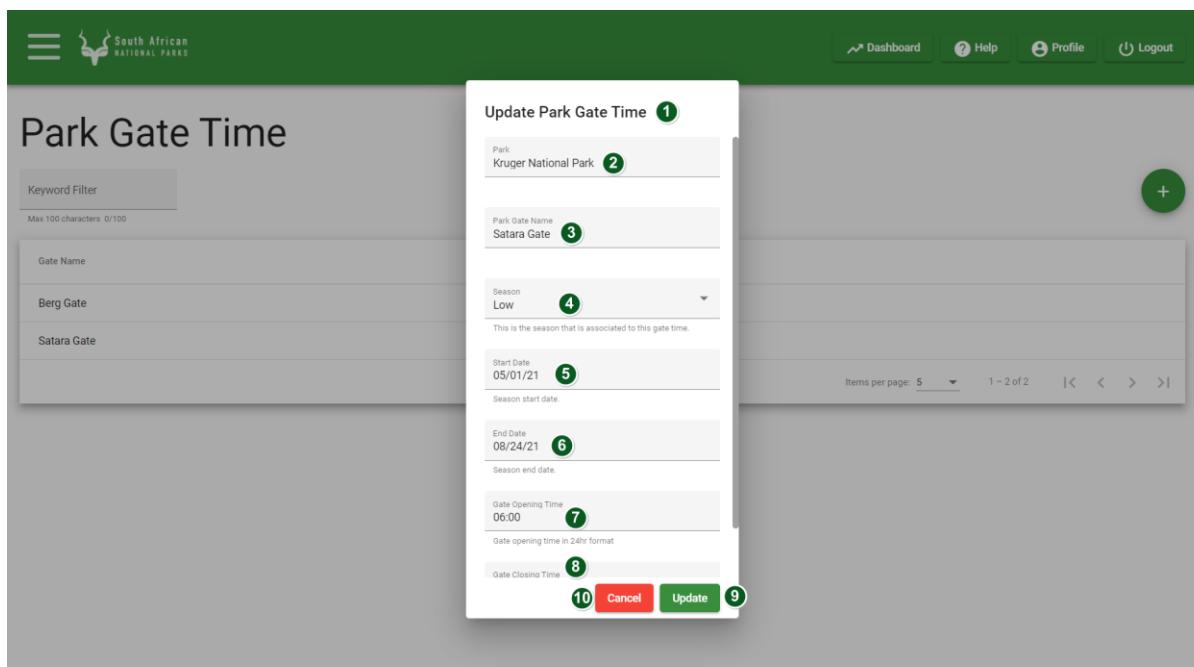
### 6.3.9.3 Update Park Gate Time

The following screens indicate how a user can update a Park Gate Time.



This screenshot shows the 'Park Gate Time' view page. On the left, there's a sidebar with a keyword filter and a list of gates: Berg Gate and Satara Gate. The main area displays a single record for 'Satara Gate'. The record includes fields for 'Season' (Low), 'Opening Time' (06:00), and 'Closing Time' (19:00). At the bottom of the card are 'Update' and 'Delete' buttons. The page has a green header bar with the South African National Parks logo and navigation links for Dashboard, Help, Profile, and Logout.

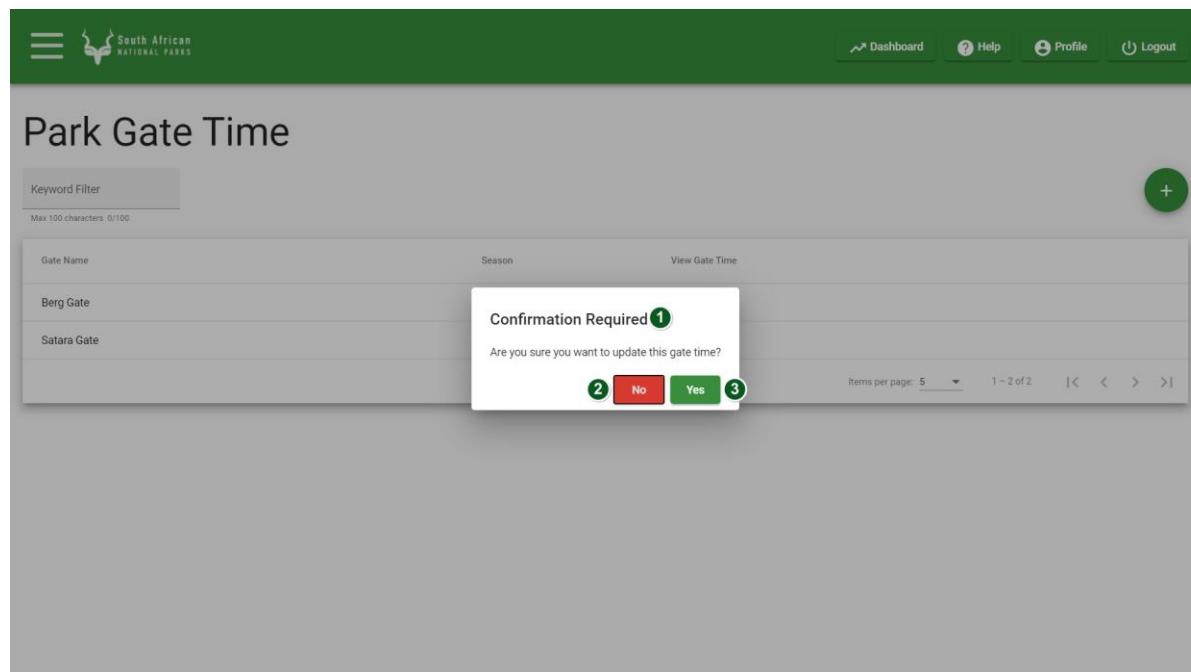
Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Park Gate Time. Click this button if you want to update the selected Park Gate Time. Re-directs to the <a href="#">Update Park Gate Time Model</a>



This screenshot shows the 'Update Park Gate Time' model dialog box. It contains fields for 'Park' (Kruger National Park), 'Park Gate Name' (Satara Gate), 'Season' (Low), 'Start Date' (05/01/21), 'End Date' (08/24/21), 'Gate Opening Time' (06:00), and 'Gate Closing Time' (19:00). The dialog box has numbered callouts: 1 for the title, 2 for the park dropdown, 3 for the gate name input, 4 for the season dropdown, 5 for the start date, 6 for the end date, 7 for the opening time, 8 for the closing time, 9 for the 'Update' button, and 10 for the 'Cancel' button. The background shows the same 'Park Gate Time' view page as the previous screenshot.

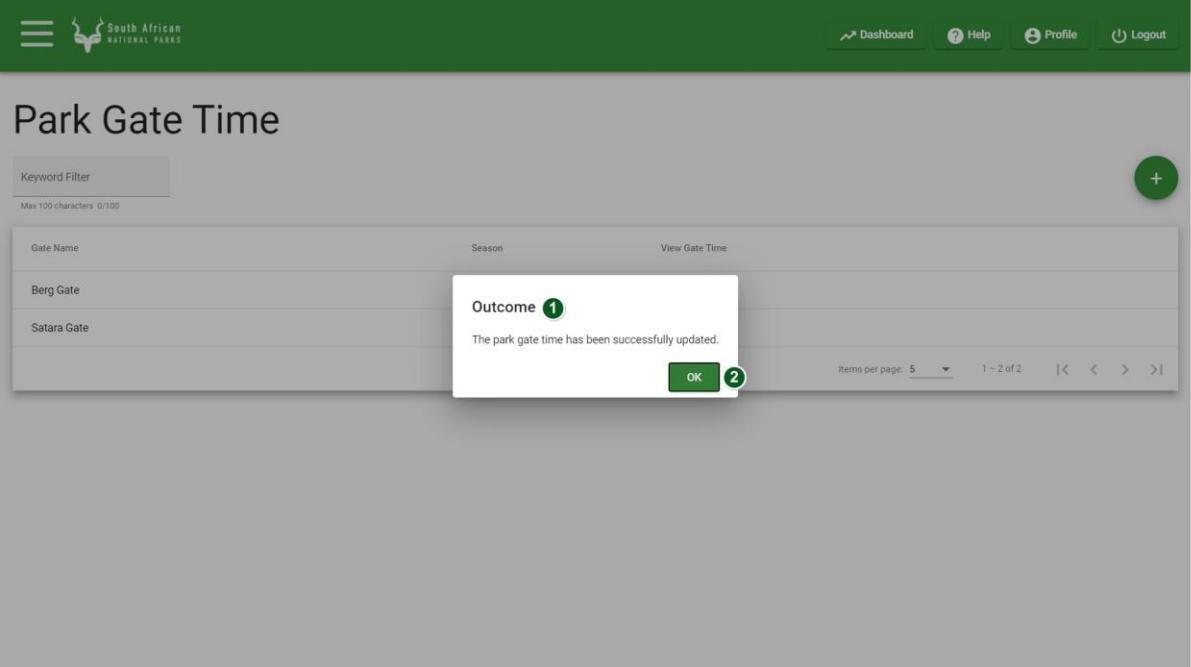
Control Number	Control type	Control Description
1	Update Park Gate Time Model	This is a Model where you can update the Park Gate Time information.
2	Park Dropdown	You cannot update this control.

<b>3</b>	<b>Park Gate Name Dropdown</b>	You cannot update this control.
<b>4</b>	<b>Season Dropdown</b>	Click here to update the Season.
<b>5</b>	<b>Start Date Label</b>	This Start Date is automatically generated when you select a season.
<b>6</b>	<b>End Date Label</b>	This End Date is automatically generated when you select a season.
<b>7</b>	<b>Gate Opening Time Time Picker</b>	Click here to update the Park Gate Opening Time.
<b>8</b>	<b>Gate Closing Time Time Picker</b>	Click here to update the Park Gate Closing Time.
<b>9</b>	<b>Update Button</b>	<p>This is a button that is used to submit the request to update a Park Gate Time.</p> <p>Click this button when all the required information is entered correctly in order to update the Park Gate Time.</p> <p>Re-directs to update <b>Confirmation Required Dialog</b>.</p>
<b>10</b>	<b>Cancel Button</b>	<p>This is a button that is used to cancel the updating of Park Gate Time process.</p> <p>Click this button when there is no longer a need to update the Park Gate Time.</p> <p>Re-directs to termination <b>Confirmation Required Dialog</b>.</p>



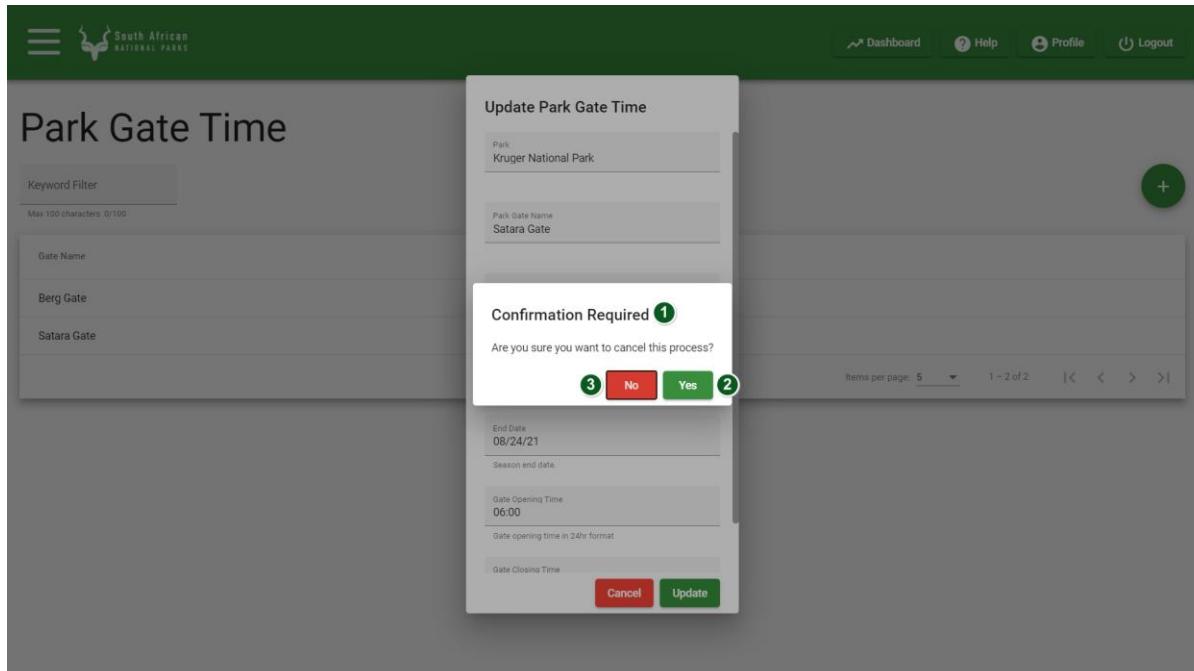
Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the update of the Park Gate Time.
<b>2</b>	<b>Yes Button</b>	<p>This is a button that is used to confirm the update of the Park Gate Time.</p> <p>Click this button when you want to proceed to confirm the update of the Park Gate Time.</p> <p>Re-directs to an <b>Outcome Dialog</b>.</p>

<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Park Gate Time. Click this button when you want to terminate the update of the Park Gate Time. Re-directs to the <b>Park Gate Time Home Screen</b> .
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The screenshot shows the Park Gate Time interface. At the top, there's a green header bar with the South African National Parks logo and navigation links for Dashboard, Help, Profile, and Logout. Below the header, the main title "Park Gate Time" is displayed. Underneath the title, there's a "Keyword Filter" input field. The main content area shows a table with two rows: "Berg Gate" and "Satara Gate". A modal dialog box is overlaid on the page, containing the text "Outcome ①" and "The park gate time has been successfully updated." with an "OK" button. In the bottom right corner of the dialog, there's a small number "2" enclosed in a circle, likely indicating it's the second item in a series.

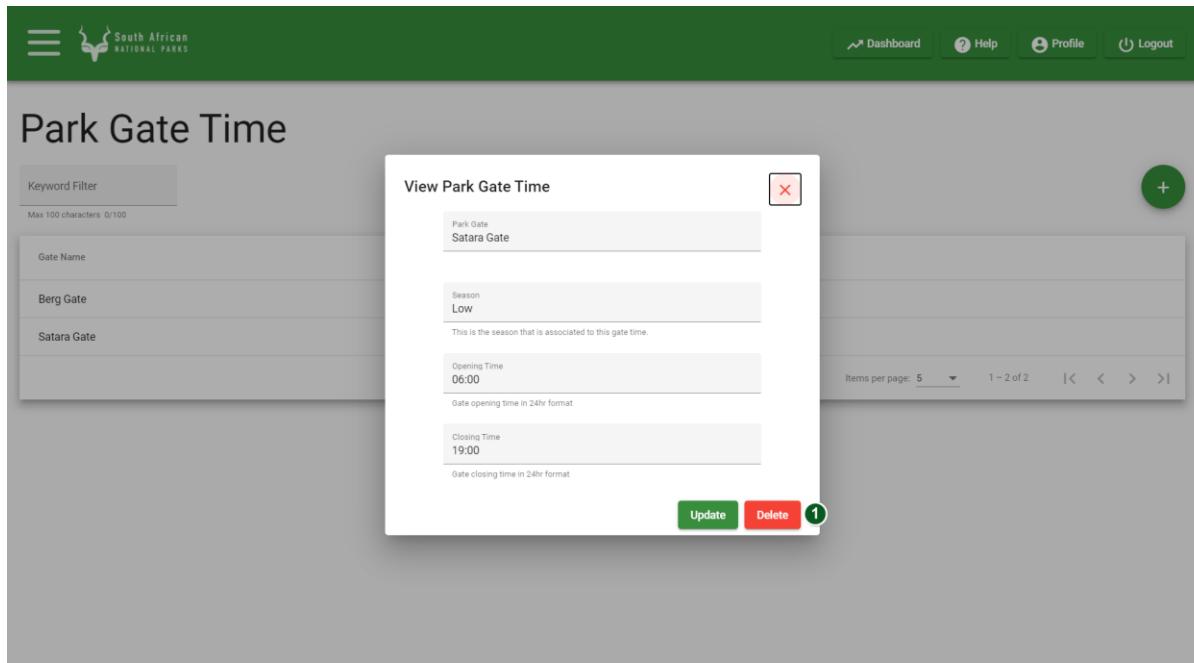
Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the update was successful.
<b>2</b>	<b>Yes Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Gate Time Home Screen</b> .



Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the update of the Park Gate Time.
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Park Gate Time. Click this button when you want to terminate the update of the Park Gate Time. Re-directs back to the <b>Park Gate Time Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Park Gate Time. Click this button when you want to continue the updating of the Park Gate Time. Re-directs back to the <b>Update Park Gate Time Model</b> .

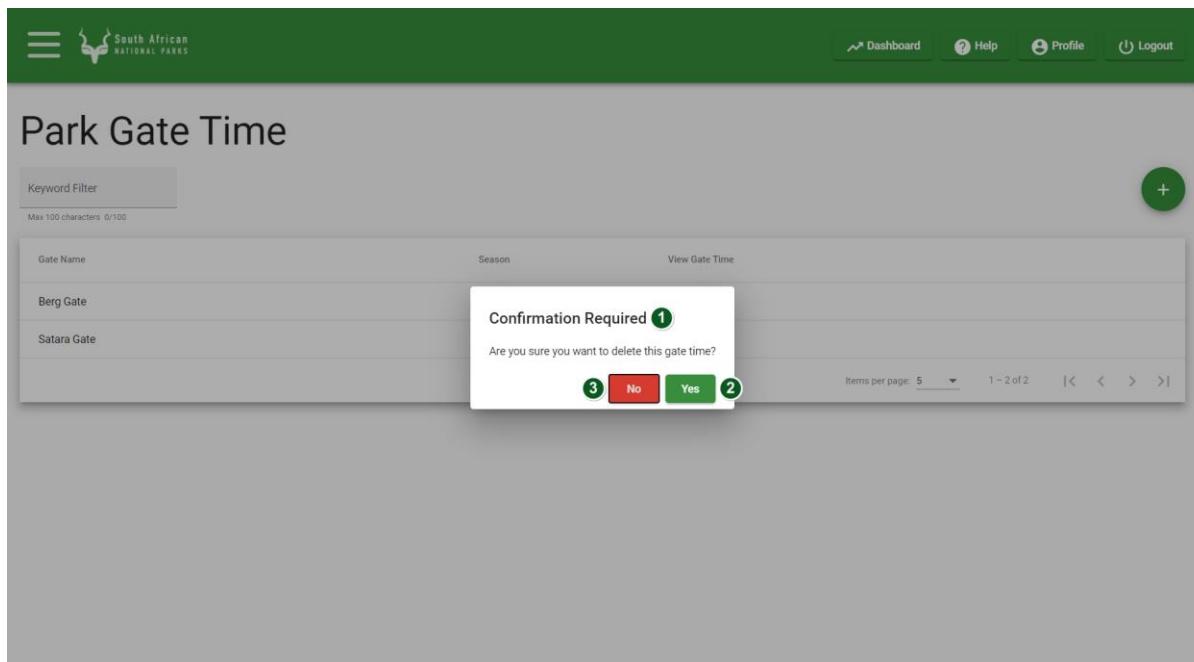
#### 6.3.9.4 Delete Park Gate Time

The following screens indicate how a user can delete a Park Gate Time.



This screenshot shows the 'Park Gate Time' view screen. A modal dialog box titled 'View Park Gate Time' is open, displaying details for a park gate named 'Satara Gate'. The dialog includes fields for 'Season' (set to 'Low'), 'Opening Time' (set to '06:00'), and 'Closing Time' (set to '19:00'). At the bottom of the dialog are 'Update' and 'Delete' buttons, with the 'Delete' button highlighted and a small red circle containing the number '1' indicating it is selected or active.

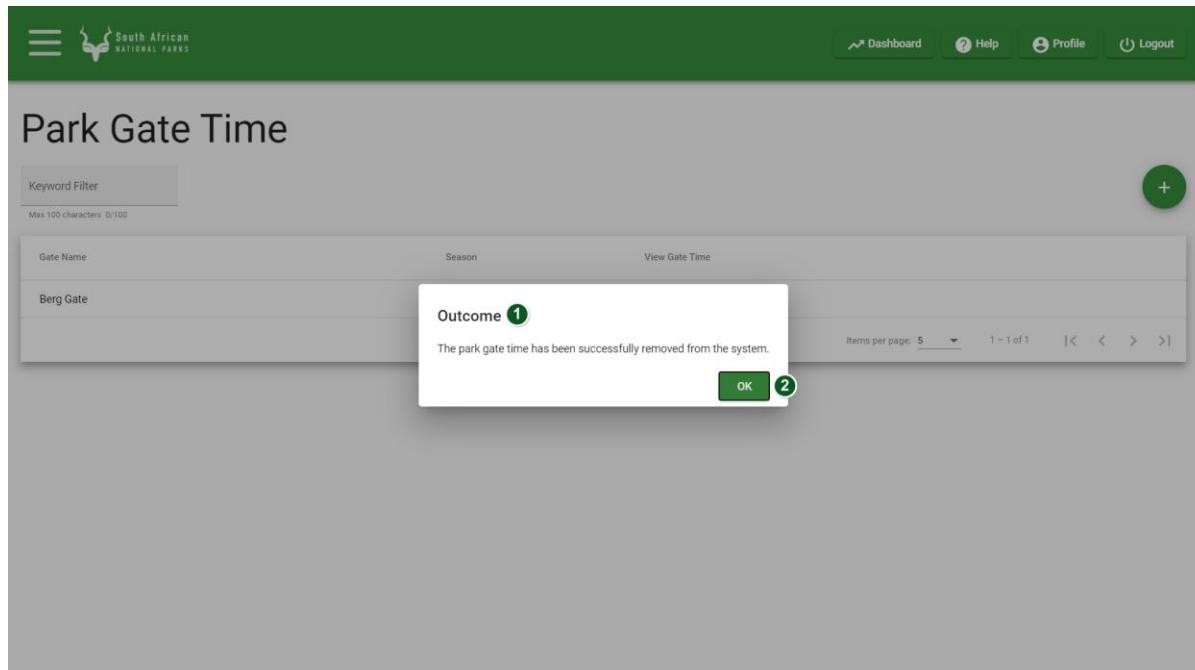
Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Park Gate Time. Click this button if you want to delete the selected Park Gate Time. Re-directs to a delete Confirmation Required Dialog.



This screenshot shows the 'Park Gate Time' view screen again, but now a confirmation dialog box is overlaid. The dialog is titled 'Confirmation Required' with a red circle containing the number '1'. It asks the question 'Are you sure you want to delete this gate time?'. Below the question are three buttons: a green 'Yes' button with a red circle containing the number '2', a red 'No' button with a white circle containing the number '3', and a grey 'Cancel' button. The background of the main screen shows the list of park gates, with 'Satara Gate' selected.

Control Number	Control type	Control Description
1	Delete Confirmation Required Dialog	This is a Dialog that requires confirmation, to delete the selected Park Gate Time.

<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Park Gate Time. Click this button when you are sure you want to delete the selected Park Gate Time from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Park Gate Time process. Click this button when you no longer want to delete the selected Park Gate Time. Re-directs back to the <b>Park Gate Time Home Screen</b> .



Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Park Gate Time was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Park Gate Time Home Screen</b>

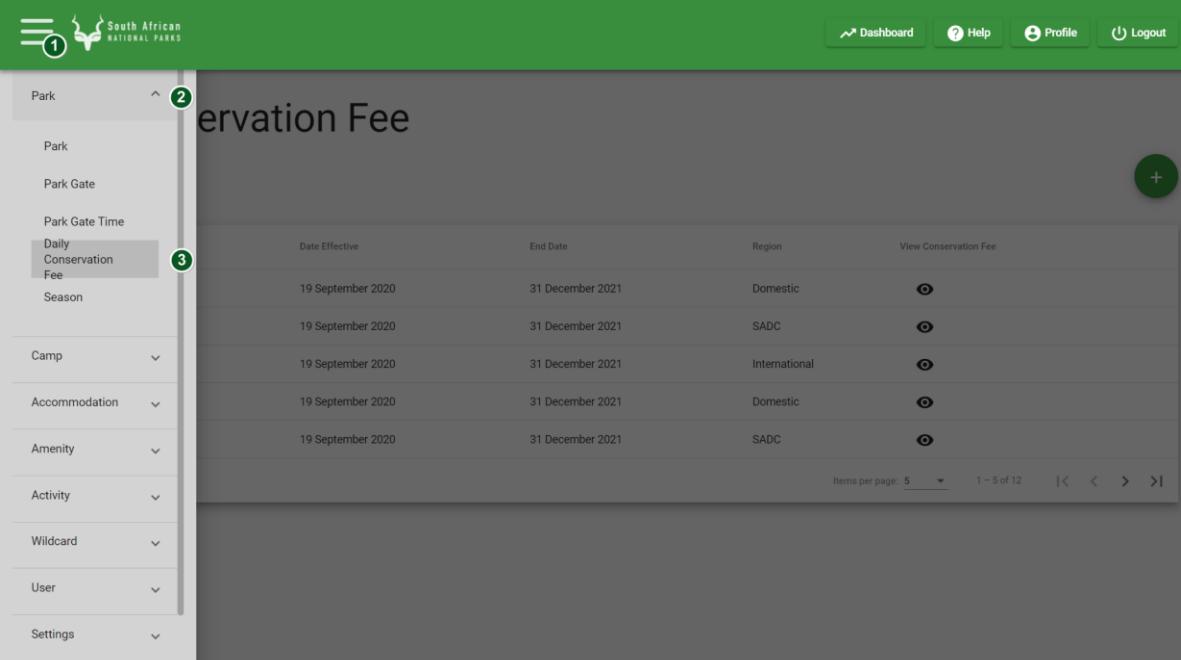
### 6.3.10 Daily Conservation Fee Functionality

The Daily Conservation Fee functionality provides an instance to the user, where they must pay this fee in order to be let into the park.

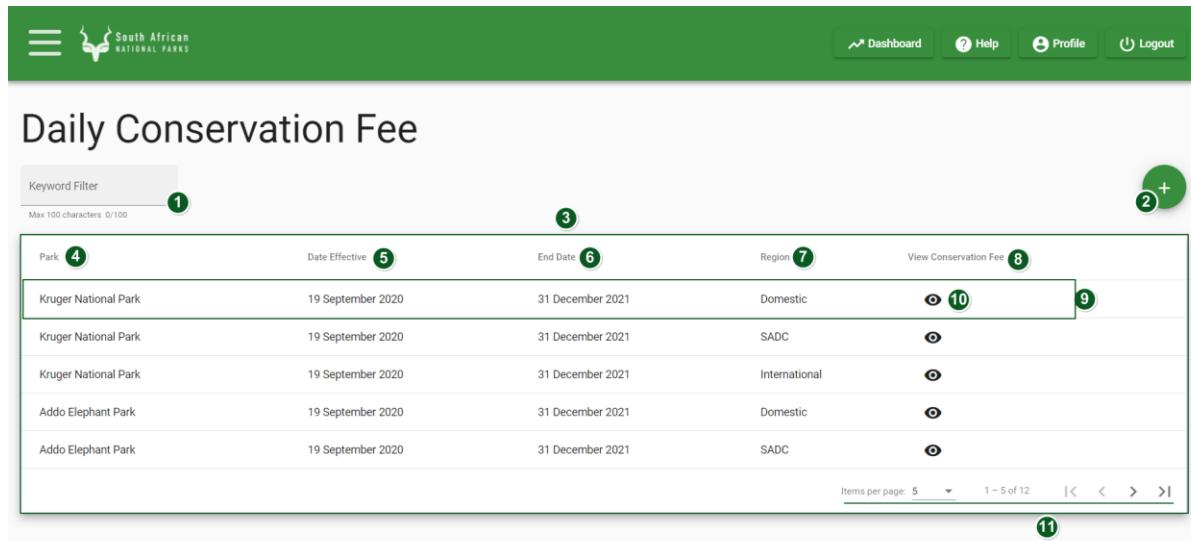
The Daily Conservation Fee functionality will encompass the creating, searching, updating and deleting of the Daily Conservation Fee.

#### 6.3.10.0 Daily Conservation Fee Home Screen

The following screens indicate how a user can navigate to the Daily Conservation Fee Home screen.



Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Park Drop Down Button</b>	Click here to Open or Close the Park Drop Down.
3	<b>Daily Conservation Fee Button</b>	Re-directs the user to the <b>Daily Conservation Fee Home Screen</b> . Click here to display the Daily Conservation Fee Home Screen .

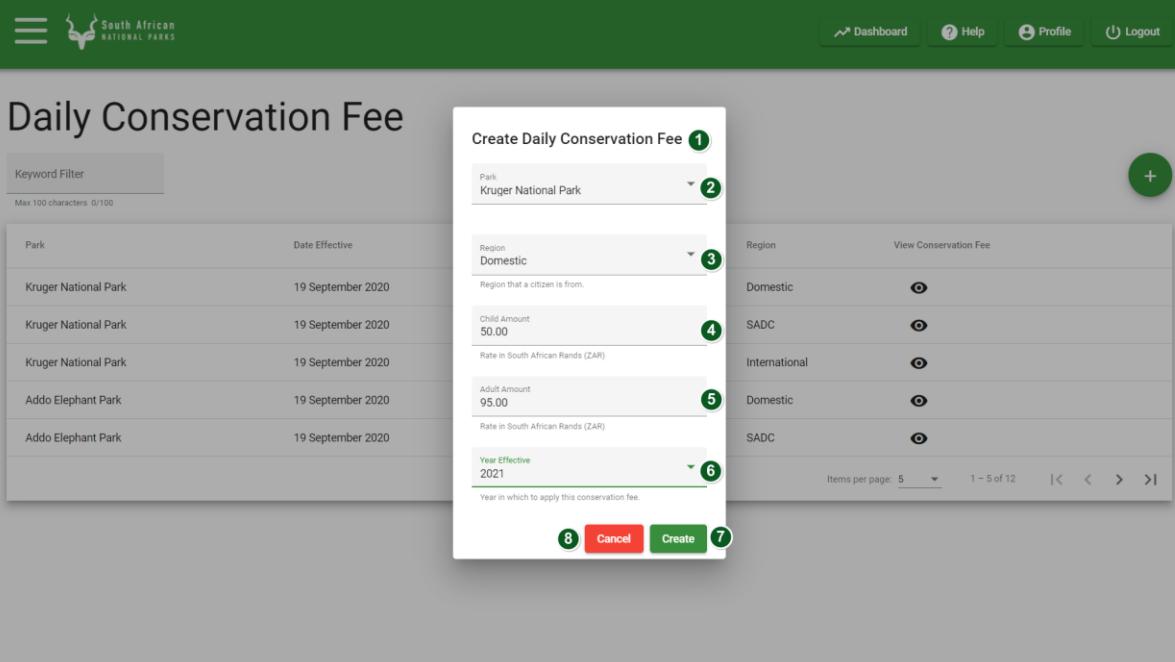


The screenshot shows a table of saved Daily Conservation Fees. The columns are labeled: Park (4), Date Effective (5), End Date (6), Region (7), and View Conservation Fee (8). The table contains five rows of data. Row 1 (Kruger National Park) has a 'View' button (9) and a 'Delete' button (10). Row 2 (Kruger National Park) has a 'View' button (9). Row 3 (Kruger National Park) has a 'View' button (9). Row 4 (Addo Elephant Park) has a 'View' button (9). Row 5 (Addo Elephant Park) has a 'View' button (9). At the bottom of the table, there is a 'Items per page' dropdown set to 5, and a navigation bar with icons for back, forward, and search.

Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Daily Conservation Fee.
2	<b>Create Daily Conservation Fee Button</b>	Re-directs the user to the <b>Create Daily Conservation Fee Model</b> . Click here to display the Create Daily Conservation Fee Model.
3	<b>Daily Conservation Fee Table</b>	This table displays the saved Daily Conservation Fee's.
4	<b>Park Table Column</b>	This displays the column of Park.
5	<b>Date Effective Table Column</b>	This displays the column of Date Effectives.
6	<b>End Date Table Column</b>	This displays the column of End Date.
7	<b>Region Table Column</b>	This displays the column of Regions.
8	<b>View Conservation Fee Table Column</b>	This displays View Daily Conservation Fee Buttons for each Daily Conservation Fee on the table.
9	<b>Table Row</b>	This displays a row of Daily Conservation Fees in the table.
10	<b>View Daily Conservation Fee Button</b>	Re-directs the user to the <b>View Daily Conservation Fee Model</b> . Click here to display the View Daily Conservation Fee Model.
11	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

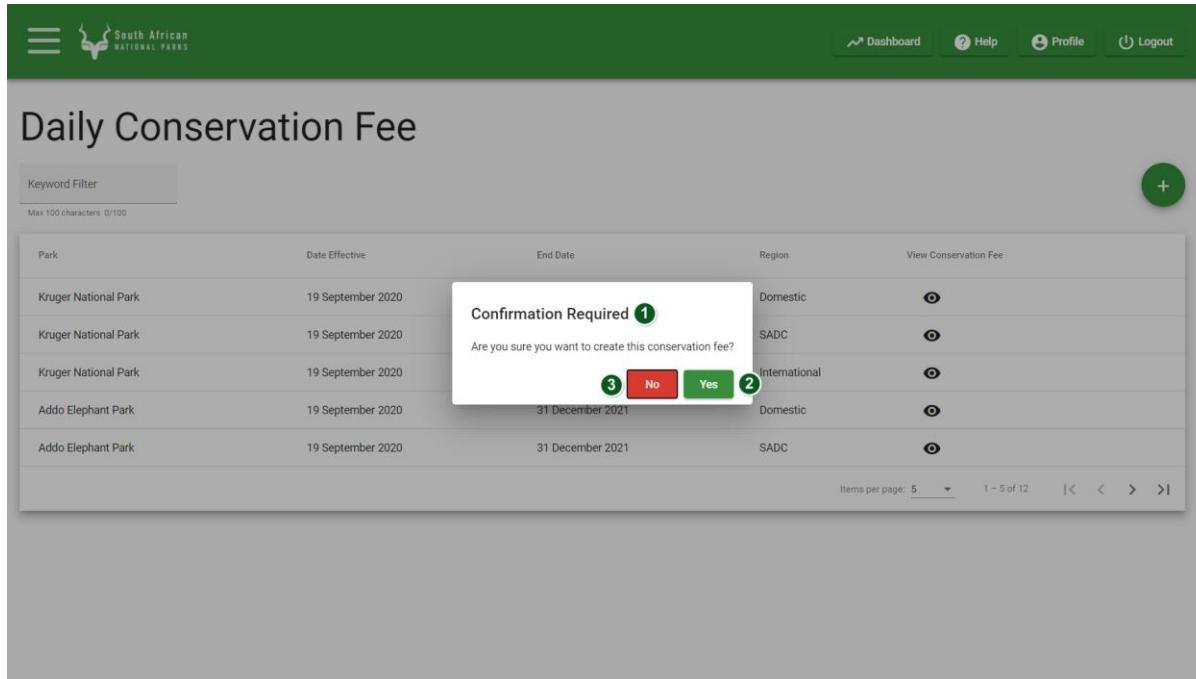
### 6.3.10.1 Create Daily Conservation Fee

The following screens indicate how a user can create a new Daily Conservation Fee.



The screenshot shows a modal dialog box titled "Create Daily Conservation Fee". Inside the dialog, there are several input fields and dropdown menus. The "Park" dropdown is set to "Kruger National Park" (marked with a circled 2). The "Region" dropdown is set to "Domestic" (marked with a circled 3). The "Child Amount" field contains "50.00" (marked with a circled 4). The "Adult Amount" field contains "95.00" (marked with a circled 5). The "Year Effective" dropdown is set to "2021" (marked with a circled 6). At the bottom of the dialog are two buttons: a red "Cancel" button (marked with a circled 8) and a green "Create" button (marked with a circled 7).

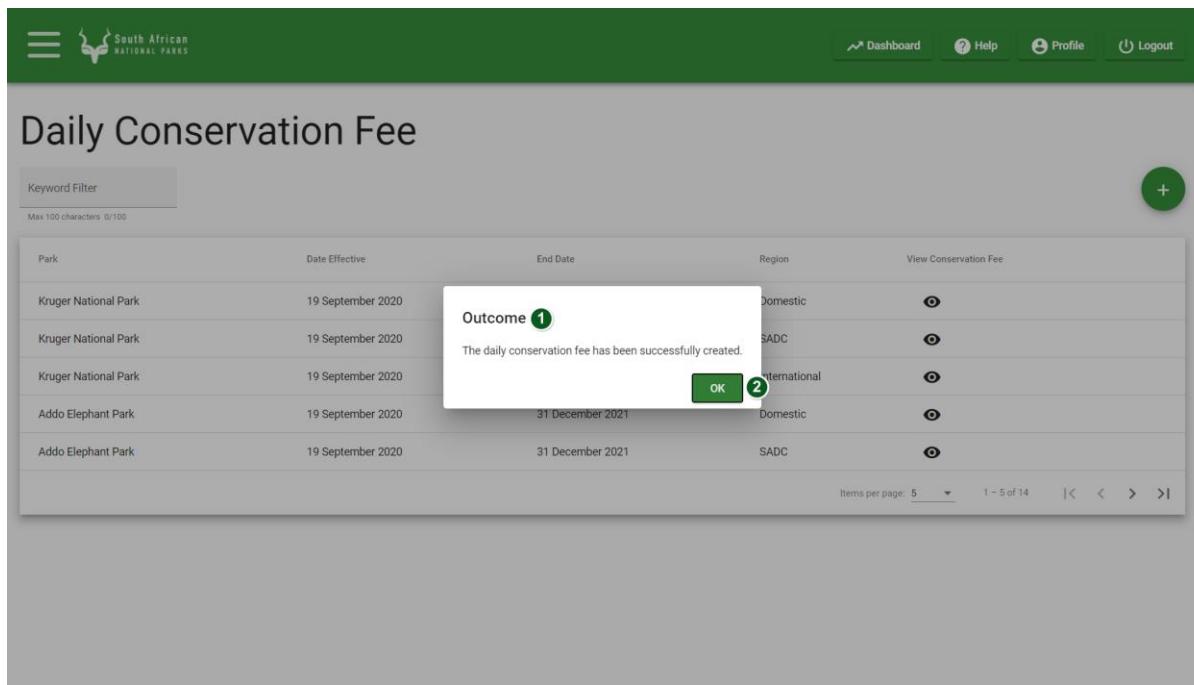
Control Number	Control type	Control Description
1	Create Daily Conservation Fee Model	This is the Model where you can create the Daily Conservation Fee.
2	Park Dropdown	Click here to select a new Park.
3	Region Dropdown	Click here to select a new Region.
4	Child Amount Textbox	Click here to enter a new Child Amount.
5	Adult Amount Textbox	Click here to enter a new Adult Amount.
6	Year Effective Dropdown	Click here to select a new Year Effective.
7	Create Button	This is a button that is used to submit the request to create a new Daily Conservation Fee. Click this button when all the required information is entered correctly in order to add the new Daily Conservation Fee to the system. Re-directs to creation <b>Confirmation Required Dialog</b> .
8	Cancel Button	This is a button that is used to cancel the create Daily Conservation Fee process. Click this button when there is no longer a need to create the Daily Conservation Fee. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows a list of parks and their conservation fees. A modal dialog box is overlaid on the page, titled "Confirmation Required ①". It asks, "Are you sure you want to create this conservation fee?". Below the question are two buttons: "No" (red) and "Yes" (green). The "Yes" button is highlighted with a green border and has the number "2" next to it. The "No" button has the number "3" next to it. The background table lists the following data:

Park	Date Effective	End Date	Region	View Conservation Fee
Kruger National Park	19 September 2020		Domestic	
Kruger National Park	19 September 2020		SADC	
Kruger National Park	19 September 2020		International	
Addo Elephant Park	19 September 2020	31 December 2021	Domestic	
Addo Elephant Park	19 September 2020	31 December 2021	SADC	

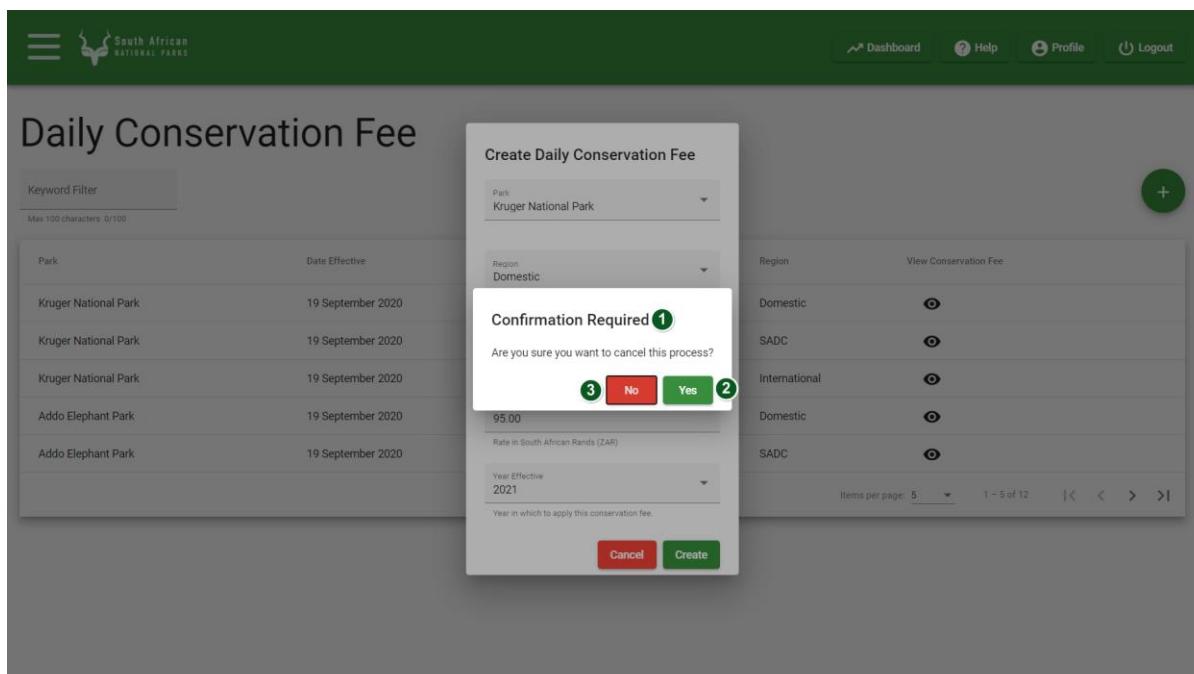
Control Number	Control type	Control Description
1	Create Confirmation Required Dialog	This is a Dialog that requires confirmation, to proceed with the creation of the Daily Conservation Fee.
2	Yes Button	This is a button that is used to confirm the creation of the Daily Conservation Fee. Click this button when you want to proceed to confirm the creation of the Daily Conservation Fee. Re-directs to the <b>Outcome Dialog</b> .
3	No Button	This is a button that is used to terminate the creation of the Daily Conservation Fee. Click this button when you want to terminate the creation of the Daily Conservation Fee. Re-directs to the <b>Daily Conservation Fee Home Screen</b> .



The screenshot shows the 'Daily Conservation Fee' home screen. A modal dialog box is centered, displaying the message: 'The daily conservation fee has been successfully created.' with an 'OK' button. The background table lists various parks and their details.

Park	Date Effective	End Date	Region	View Conservation Fee
Kruger National Park	19 September 2020		Domestic	
Kruger National Park	19 September 2020		SADC	
Kruger National Park	19 September 2020		International	
Addo Elephant Park	19 September 2020	31 December 2021	Domestic	
Addo Elephant Park	19 September 2020	31 December 2021	SADC	

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the creation was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Daily Conservation Fee Home Screen</b> .



The screenshot shows the 'Daily Conservation Fee' home screen. A modal dialog box is centered, displaying the message: 'Are you sure you want to cancel this process?' with 'Yes' and 'No' buttons. The background table lists various parks and their details.

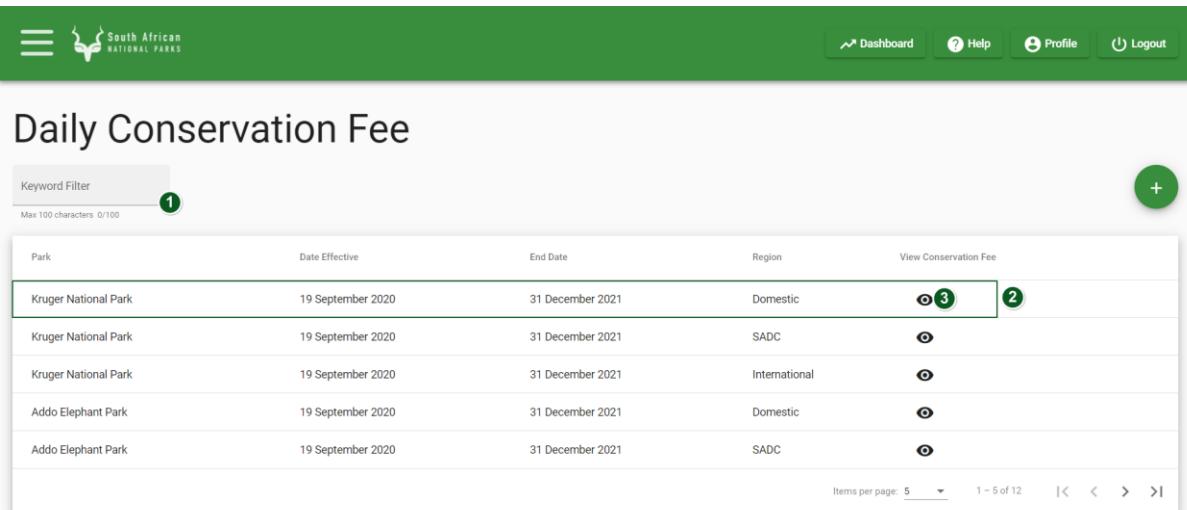
Park	Date Effective	Region	View Conservation Fee
Kruger National Park	19 September 2020	Domestic	
Kruger National Park	19 September 2020	SADC	
Kruger National Park	19 September 2020	International	
Addo Elephant Park	19 September 2020	Domestic	
Addo Elephant Park	19 September 2020	SADC	

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the creation of the Daily Conservation Fee.
2	Yes Button	This is a button that is used to terminate the creation of the Daily Conservation Fee.

		<p>Click this button when you want to terminate the creation of the Daily Conservation Fee. Re-directs back to the <b>Daily Conservation Fee Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of creating the Daily Conservation Fee. Click this button when you want to continue the creation of the Daily Conservation Fee. Re-directs back to the <b>Create Daily Conservation Fee Model</b>.</p>

### 6.3.10.2 Search Daily Conservation Fee

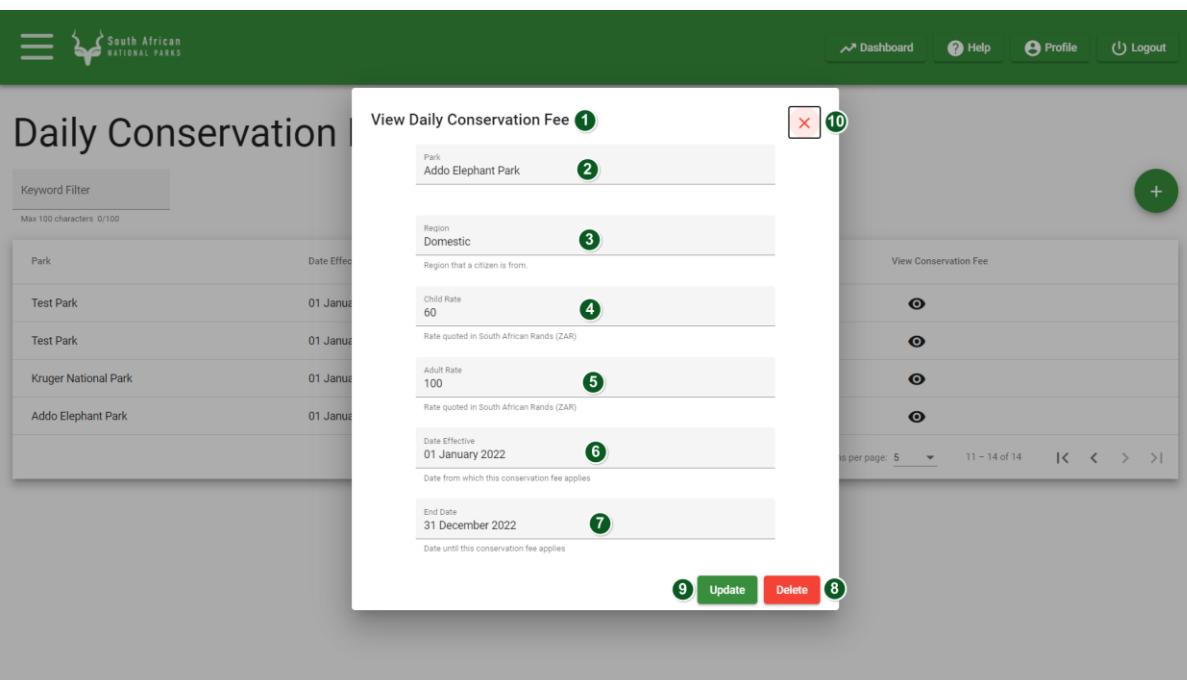
The following screens indicate how a user can search for a Daily Conservation Fee.



Park	Date Effective	End Date	Region	View Conservation Fee
Kruger National Park	19 September 2020	31 December 2021	Domestic	
Kruger National Park	19 September 2020	31 December 2021	SADC	
Kruger National Park	19 September 2020	31 December 2021	International	
Addo Elephant Park	19 September 2020	31 December 2021	Domestic	
Addo Elephant Park	19 September 2020	31 December 2021	SADC	

Items per page: 5 | 1 - 5 of 12 | < < > >|

Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Daily Conservation Fee.
2	<b>Table Row</b>	This displays a row of the filtered Daily Conservation Fees in the table.
3	<b>View Daily Conservation Fee Button</b>	This is a button that is used to View the selected Daily Conservation Fee. Click here to display the View Daily Conservation Fee Model. Re-directs the user to the <b>View Daily Conservation Fee Model</b> .



**View Daily Conservation Fee**

Park: **②** Addo Elephant Park

Region: **③** Domestic

Child Rate: **④** 60

Adult Rate: **⑤** 100

Date Effective: **⑥** 01 January 2022

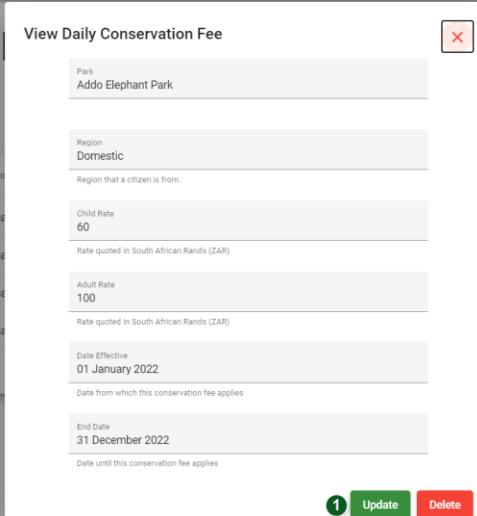
End Date: **⑦** 31 December 2022

**⑨** Update **⑧** Delete

Control Number	Control type	Control Description
1	<b>View Daily Conservation Fee Model</b>	The is the Model for you to View the Daily Conservation Fee.
2	<b>Park Label</b>	This label is populated with the Park.
3	<b>Region Label</b>	This label is populated with the Region.
4	<b>Child Rate Label</b>	This label is populated with the Child Rate.
5	<b>Adult Rate Label</b>	This label is populated with the Adult Rate.
6	<b>Date Effective Label</b>	This label is populated with the Date Effective.
7	<b>End Date Label</b>	This label is populated with the End Date.
8	<b>Delete Button</b>	<p>This is a button that is used to delete the Daily Conservation Fee.</p> <p>Click this button if you want to remove the selected Daily Conservation Fee.</p> <p>Re-directs the user to the <b>Delete Confirmation Required Dialog</b>.</p>
9	<b>Update Button</b>	<p>This is a button that is used to update the Daily Conservation Fee.</p> <p>Click this button if you want to update the selected Daily Conservation Fee.</p> <p>Re-directs to the <b>Update Daily Conservation Fee Model</b>.</p>
10	<b>Cancel Button</b>	<p>This is a button that is used to terminate the viewing of the Daily Conservation Fee.</p> <p>Click this button when you want to terminate the viewing of the Daily Conservation Fee.</p> <p>Re-directs the user to the <b>Daily Conservation Fee Home Screen</b>.</p>

### 6.3.10.3 Update Daily Conservation Fee

The following screens indicate how a user can update a Daily Conservation Fee.



**View Daily Conservation Fee**

Park: Addo Elephant Park

Region: Domestic

Child Rate: 60

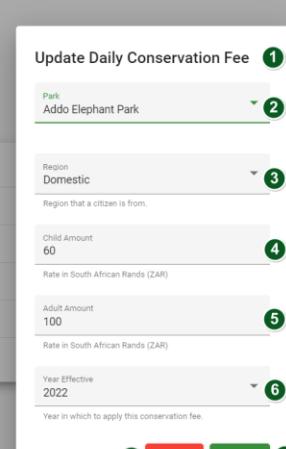
Adult Rate: 100

Date Effective: 01 January 2022

End Date: 31 December 2022

Buttons: **Update** (green), **Delete** (red)

Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Daily Conservation Fee. Click this button if you want to update the selected Daily Conservation Fee. Re-directs to the <b>Update Daily Conservation Fee Model</b>



**Update Daily Conservation Fee**

Park: Addo Elephant Park

Region: Domestic

Child Amount: 60

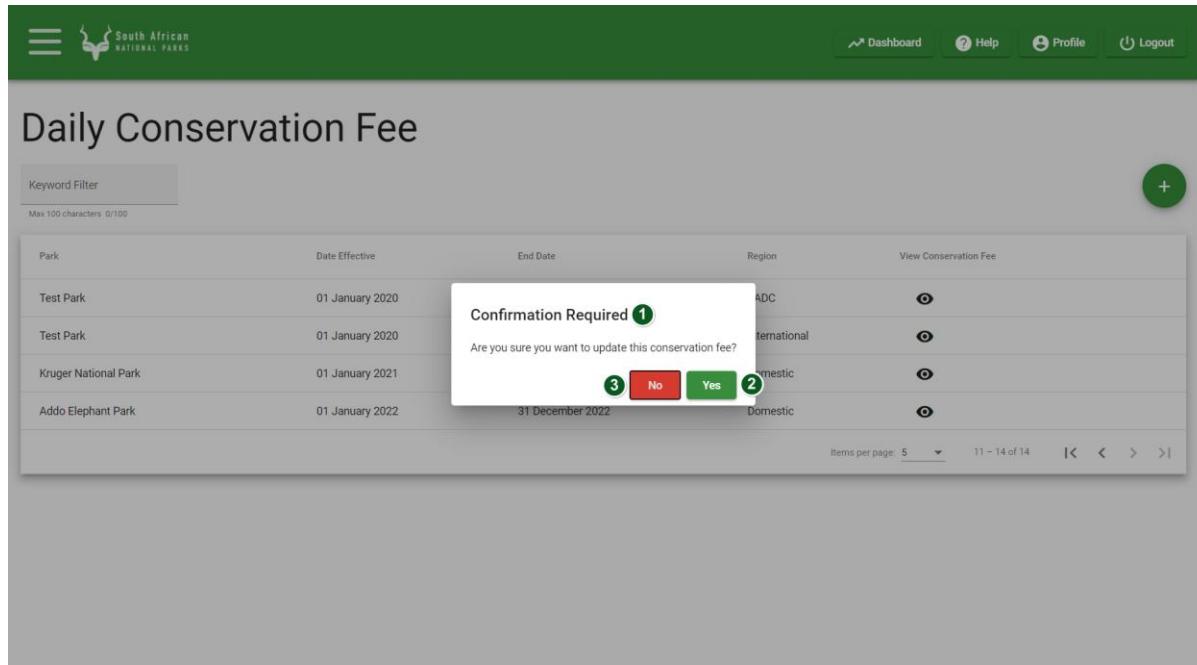
Adult Amount: 100

Year Effective: 2022

Buttons: **Cancel** (green), **Update** (red), **Delete** (green)

Control Number	Control type	Control Description

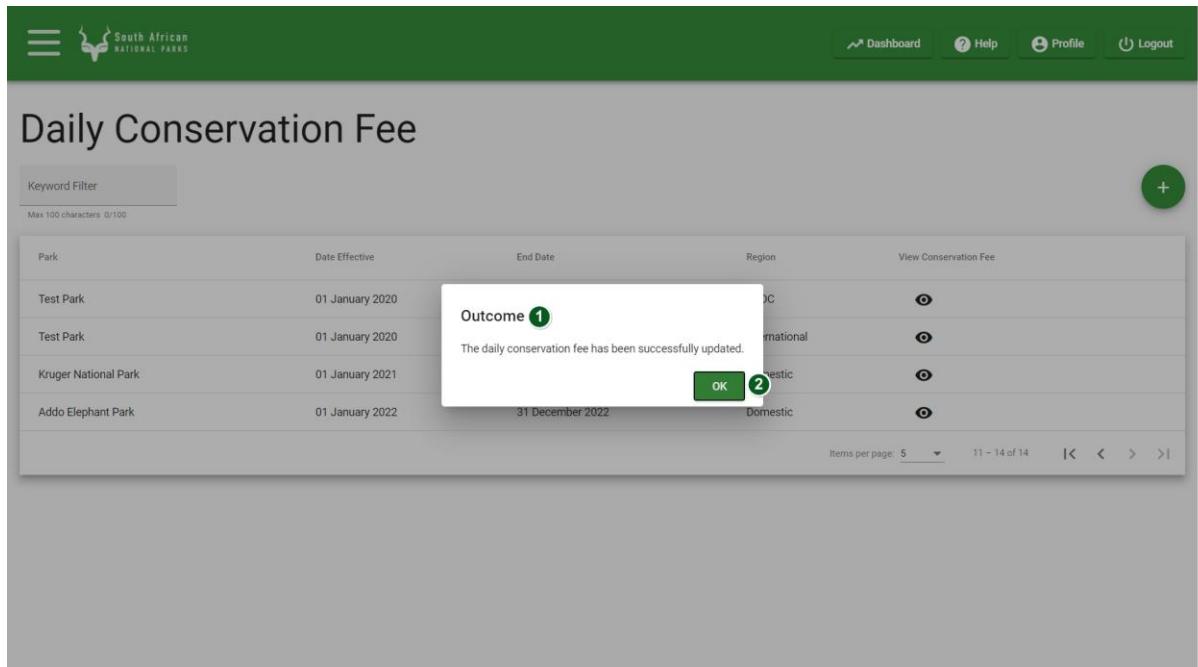
<b>1</b>	<b>Update Daily Conservation Fee Model</b>	This is a Model where you can update the Daily Conservation Fee information.
<b>2</b>	<b>Park Dropdown</b>	Click here to update the Park.
<b>3</b>	<b>Region Dropdown</b>	Click here to update the Region.
<b>4</b>	<b>Child Amount Textbox</b>	Click here to update the Child Amount.
<b>5</b>	<b>Adult Amount Textbox</b>	Click here to update the Adult Amount.
<b>6</b>	<b>Year Effective Dropdown</b>	Click here to update the Year Effective.
<b>7</b>	<b>Update Button</b>	This is a button that is used to submit the request to update a Daily Conservation Fee. Click this button when all the required information is entered correctly in order to update the Daily Conservation Fee. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>8</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of Daily Conservation Fee process. Click this button when there is no longer a need to update the Daily Conservation Fee. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows the SANParks system interface for managing daily conservation fees. At the top, there's a green header bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the main title is "Daily Conservation Fee". Underneath, there's a table listing parks with their effective dates and regions. A modal dialog box titled "Confirmation Required" is overlaid on the table. The dialog contains the message "Are you sure you want to update this conservation fee?", a "No" button (labeled 3), and a "Yes" button (labeled 2). The "Yes" button is highlighted with a green background and white text. In the bottom right corner of the dialog, there's a small number "2". The table below the dialog has columns for Park, Date Effective, End Date, Region, and View Conservation Fee.

Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the update of the Daily Conservation Fee.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Daily Conservation Fee. Click this button when you want to proceed to confirm the update of the Daily Conservation Fee. Re-directs to an <b>Outcome Dialog</b> .

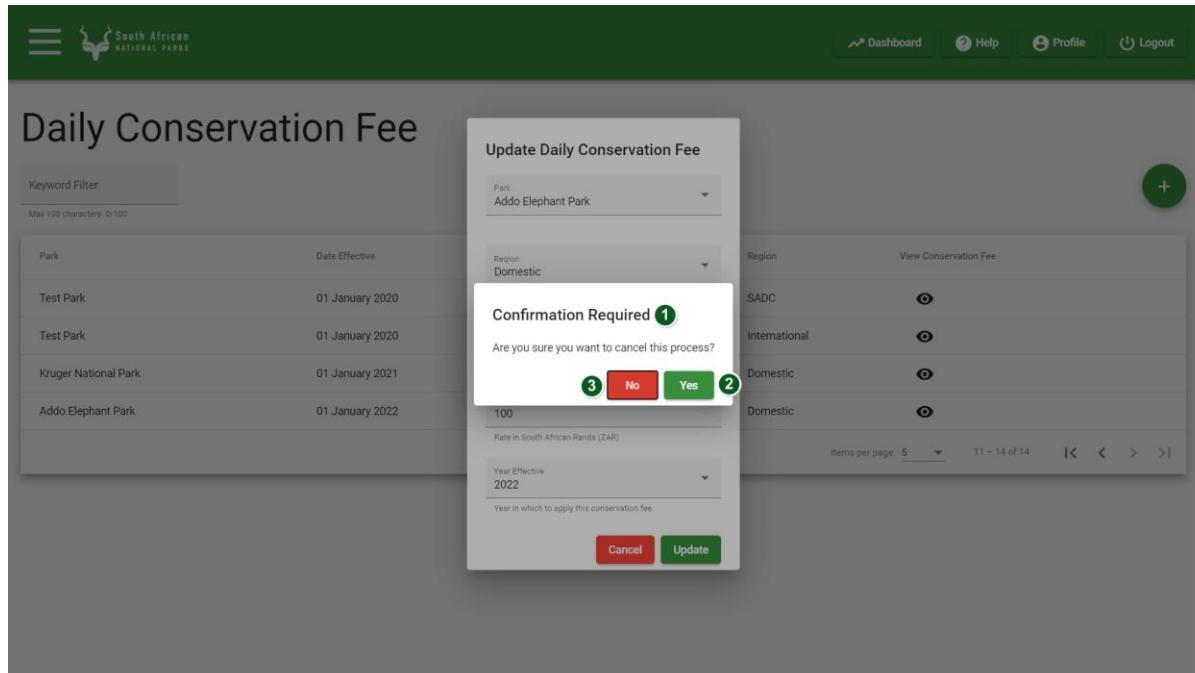
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Daily Conservation Fee. Click this button when you want to terminate the update of the Daily Conservation Fee. Re-directs to the <b>Daily Conservation Fee Home Screen</b> .
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The screenshot shows a list of parks and their daily conservation fees. A modal dialog box is centered over the list, containing the text "Outcome ①" and "The daily conservation fee has been successfully updated." with an "OK" button. The "OK" button is highlighted with a red circle and labeled "2".

Park	Date Effective	End Date	Region	View Conservation Fee
Test Park	01 January 2020		International	<input type="radio"/>
Test Park	01 January 2020		International	<input type="radio"/>
Kruger National Park	01 January 2021		Domestic	<input type="radio"/>
Addo Elephant Park	01 January 2022	31 December 2022	Domestic	<input type="radio"/>

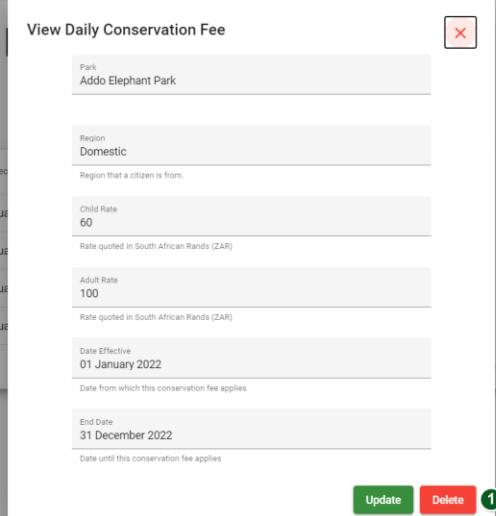
Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the update was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Daily Conservation Fee Home Screen</b> .



Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the update of the Daily Conservation Fee.
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Daily Conservation Fee. Click this button when you want to terminate the update of the Daily Conservation Fee. Re-directs back to the <b>Daily Conservation Fee Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Daily Conservation Fee. Click this button when you want to continue the updating of the Daily Conservation Fee. Re-directs back to the <b>Update Daily Conservation Fee Model</b> .

#### 6.3.10.4 Delete Daily Conservation Fee

The following screens indicate how a user can delete a Daily Conservation Fee.



**View Daily Conservation Fee**

Park: Addo Elephant Park

Region: Domestic

Child Rate: 60

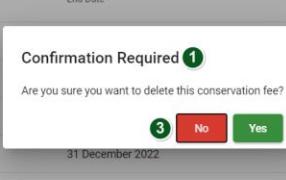
Adult Rate: 100

Date Effective: 01 January 2022

End Date: 31 December 2022

Update Delete ①

Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Daily Conservation Fee. Click this button if you want to delete the selected Daily Conservation Fee. Re-directs to a delete Confirmation Required Dialog.



**Daily Conservation Fee**

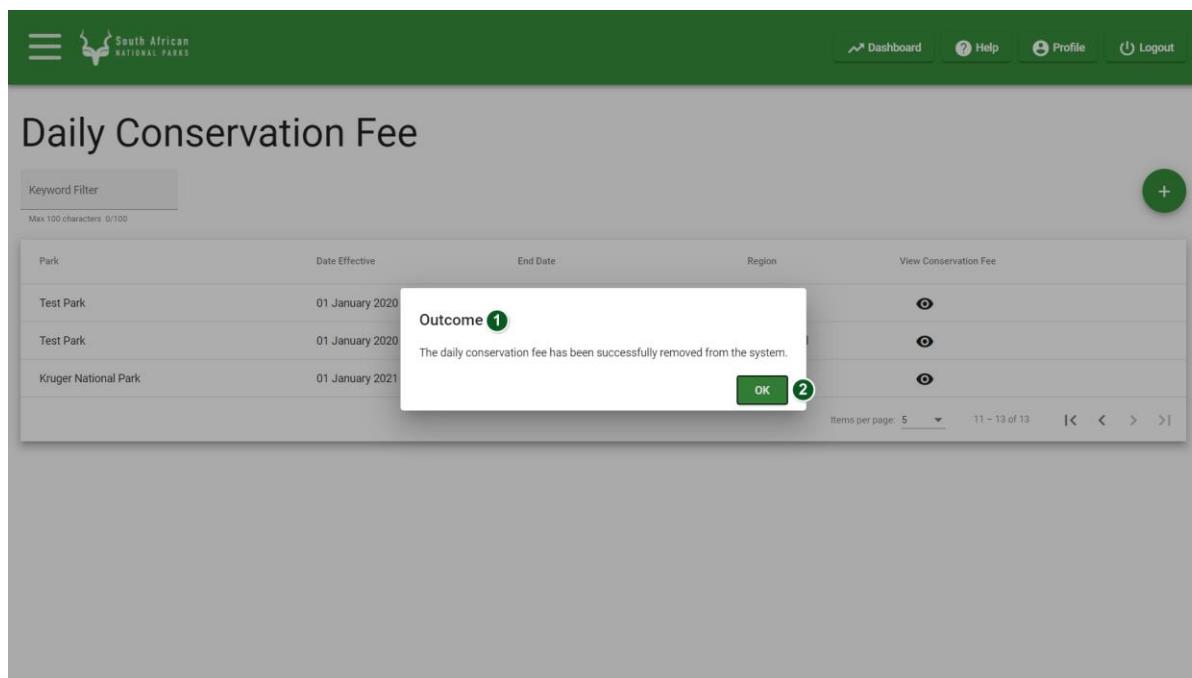
Confirmation Required ①

Are you sure you want to delete this conservation fee?

③ No ② Yes

Control Number	Control type	Control Description
----------------	--------------	---------------------

<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Daily Conservation Fee.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Daily Conservation Fee. Click this button when you are sure you want to delete the selected Daily Conservation Fee from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Daily Conservation Fee process. Click this button when you no longer want to delete the selected Daily Conservation Fee. Re-directs back to the <b>Daily Conservation Fee Home Screen</b> .



The screenshot shows the SANParks Daily Conservation Fee interface. At the top, there's a navigation bar with the South African National Parks logo, Dashboard, Help, Profile, and Logout options. Below the header, the title "Daily Conservation Fee" is displayed. On the left, there's a "Keyword Filter" input field. The main content area shows a table with columns: Park, Date Effective, End Date, Region, and View Conservation Fee. Three rows are listed: Test Park (Date Effective: 01 January 2020), Test Park (Date Effective: 01 January 2020), and Kruger National Park (Date Effective: 01 January 2021). A modal dialog box titled "Outcome ①" is centered over the table, containing the message "The daily conservation fee has been successfully removed from the system." with an "OK" button. In the bottom right corner of the dialog, there's a small number "2". At the bottom of the page, there are pagination controls showing "Items per page: 5" and "11 - 13 of 13".

Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Daily Conservation Fee was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Daily Conservation Fee Home Screen</b>

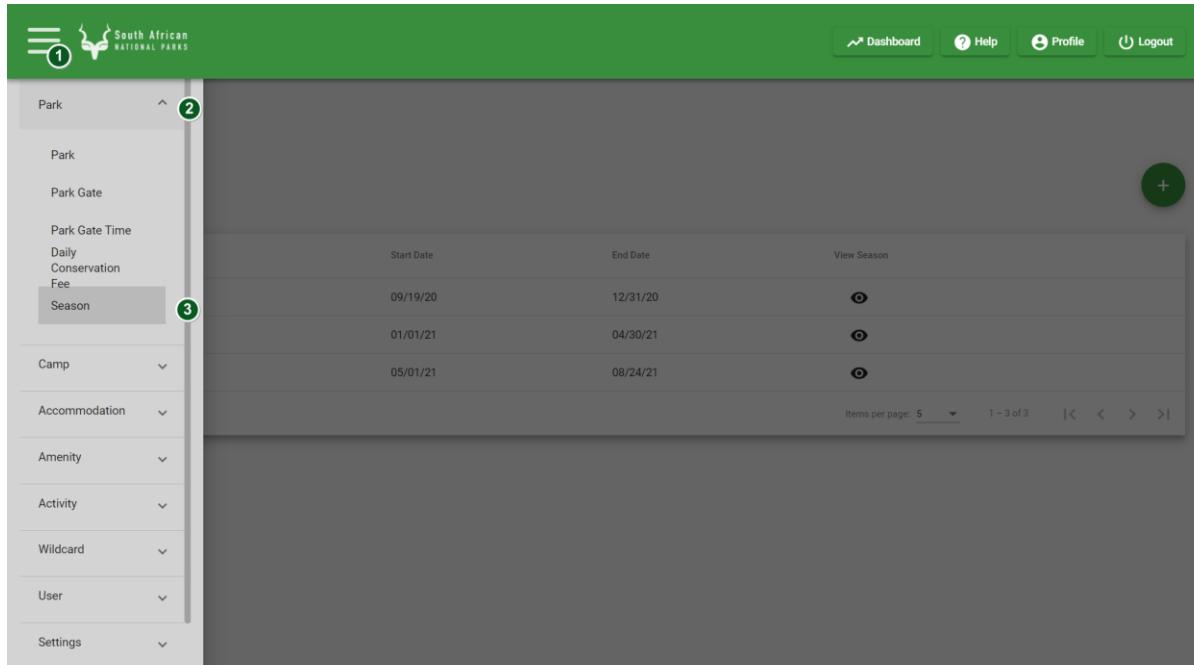
### 6.3.11 Season Functionality

The Season functionality provides an instance where, park gates, daily conservation fees are associated to the seasons, because the time and prates depend on the season.

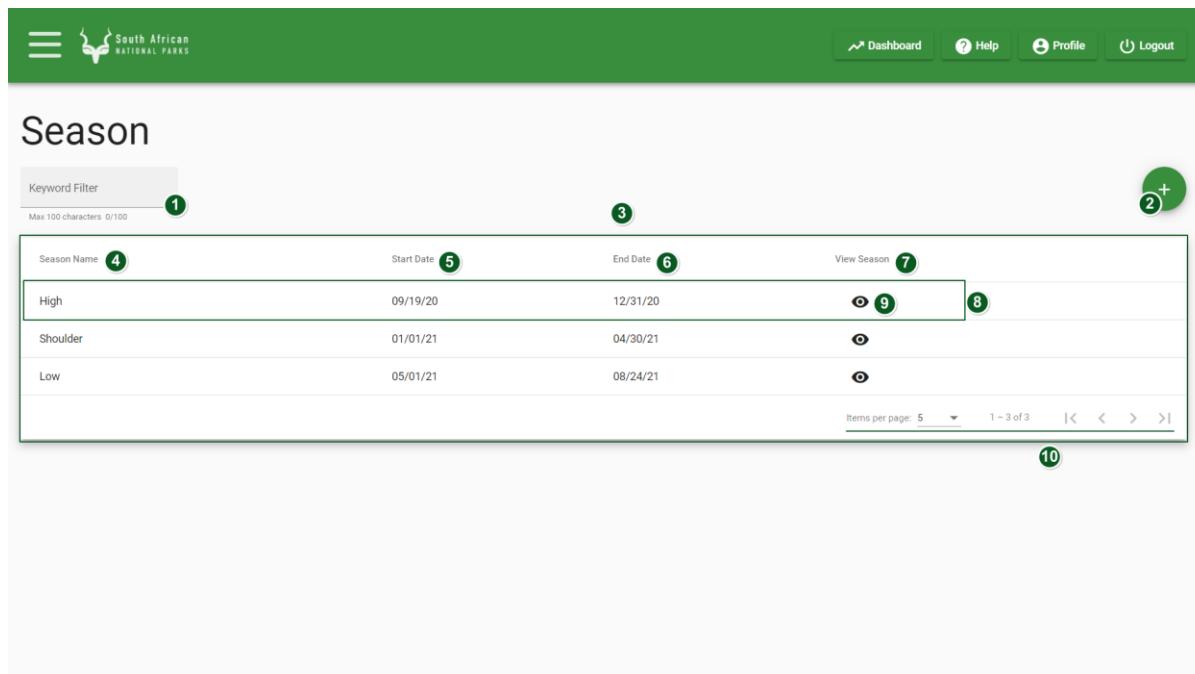
The Season functionality will encompass the creating, searching and updating of the Season.

#### 6.3.11.0 Season Home Screen

The following screens indicate how a user can navigate to the Season Home screen.



Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Park Drop Down Button	Click here to Open or Close the Park Drop Down.
3	Season Button	Re-directs the user to the <b>Season Home Screen</b> . Click here to display the Season Home Screen .



The screenshot shows the 'Season' page of the SANParks System. At the top, there is a navigation bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the navigation bar, the page title 'Season' is displayed. A keyword filter input field is present, with a character count of 0/100. A green callout box covers the main content area, which includes a table of saved seasons and various control elements.

Season Name	Start Date	End Date	View Season
High	09/19/20	12/31/20	 9
Shoulder	01/01/21	04/30/21	
Low	05/01/21	08/24/21	

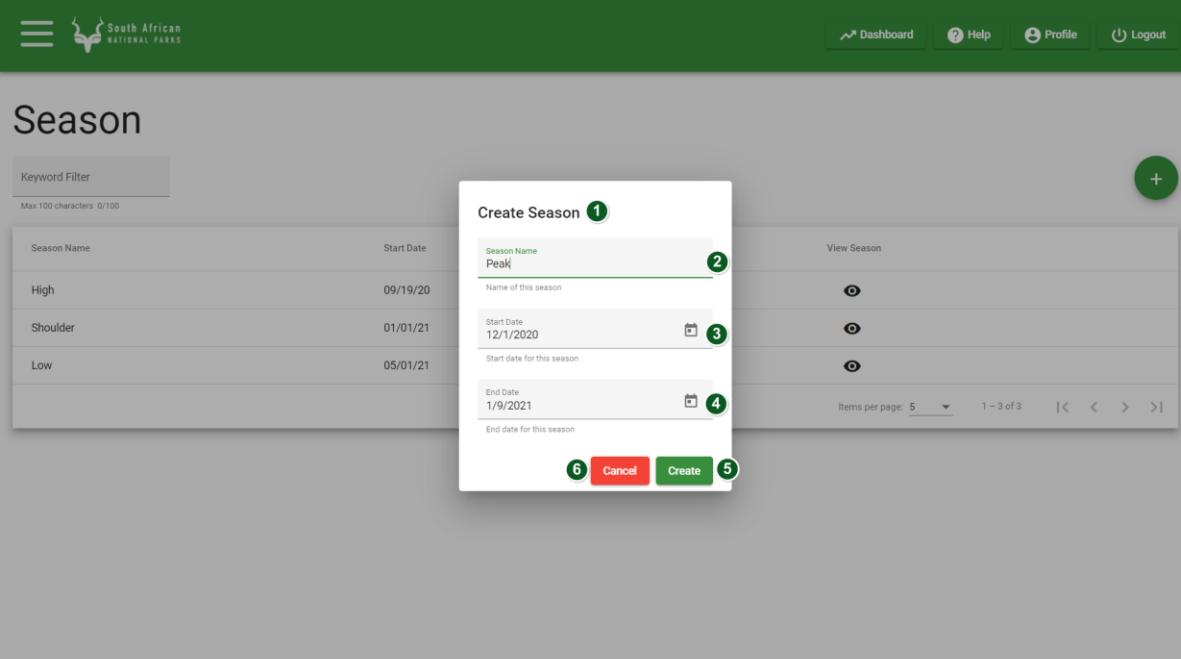
Annotations:

- Keyword Filter input field.
- Create Season Button.
- Season Table.
- Season Name Table Column.
- Start Date Table Column.
- End Date Table Column.
- View Season Table Column.
- Table Row.
- View Season Button.
- Page Navigation.

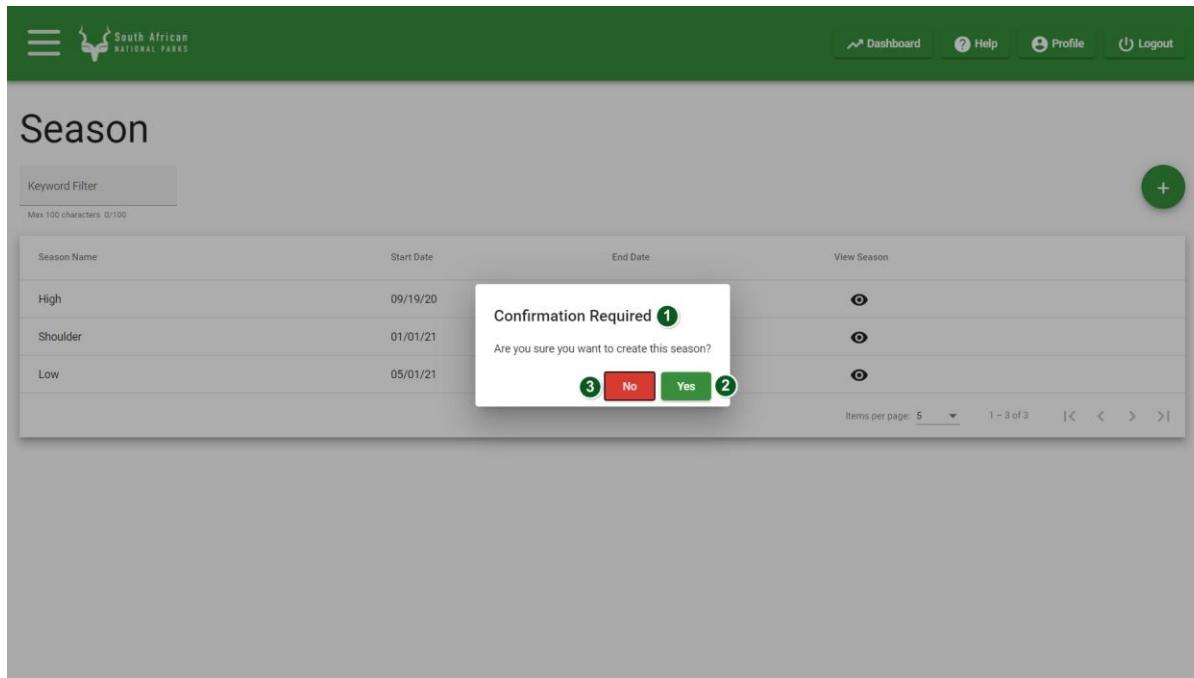
Control Number	Control type	Control Description
1	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Season.
2	Create Season Button	Re-directs the user to the <b>Create Season Model</b> . Click here to display the Create Season Model.
3	Season Table	This table displays the saved Season's.
4	Season Name Table Column	This displays the column of Season Names.
5	Start Date Table Column	This displays the column of Start Dates.
6	End Date Table Column	This displays the column of End Dates.
7	View Season Table Column	This displays View Season Buttons for each Season on the table.
8	Table Row	This displays a row of Seasons in the table.
9	View Season Button	Re-directs the user to the <b>View Season Model</b> . Click here to display the View Season Model.
10	Page Navigation	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.11.1 Create Season

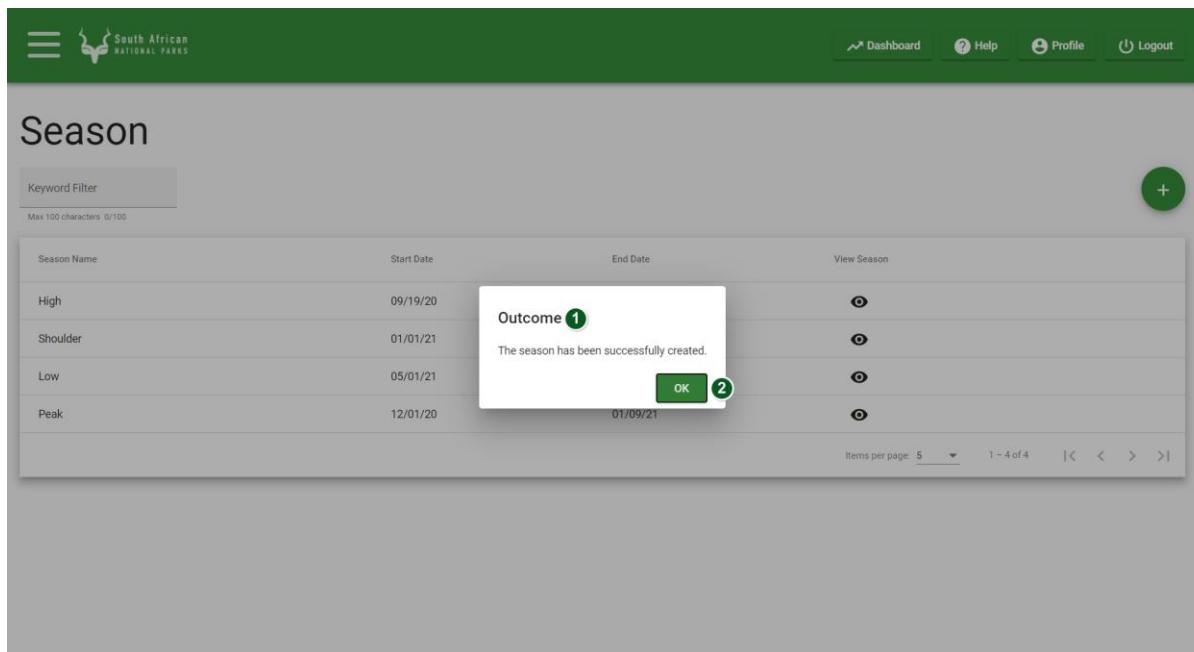
The following screens indicate how a user can create a new Season.



Control Number	Control type	Control Description
1	Create Season Model	This is the Model where you can create the Season.
2	Season Name Textbox	Click here to enter a new Season Name.
3	Start Date Date Picker	Click here to select a new Start Date.
4	End Date Date Picker	Click here to select a new End Date.
5	Create Button	This is a button that is used to submit the request to create a new Season. Click this button when all the required information is entered correctly in order to add the new Season to the system. Re-directs to creation <b>Confirmation Required Dialog</b> .
6	Cancel Button	This is a button that is used to cancel the create Season process. Click this button when there is no longer a need to create the Season. Re-directs to termination <b>Confirmation Required Dialog</b> .

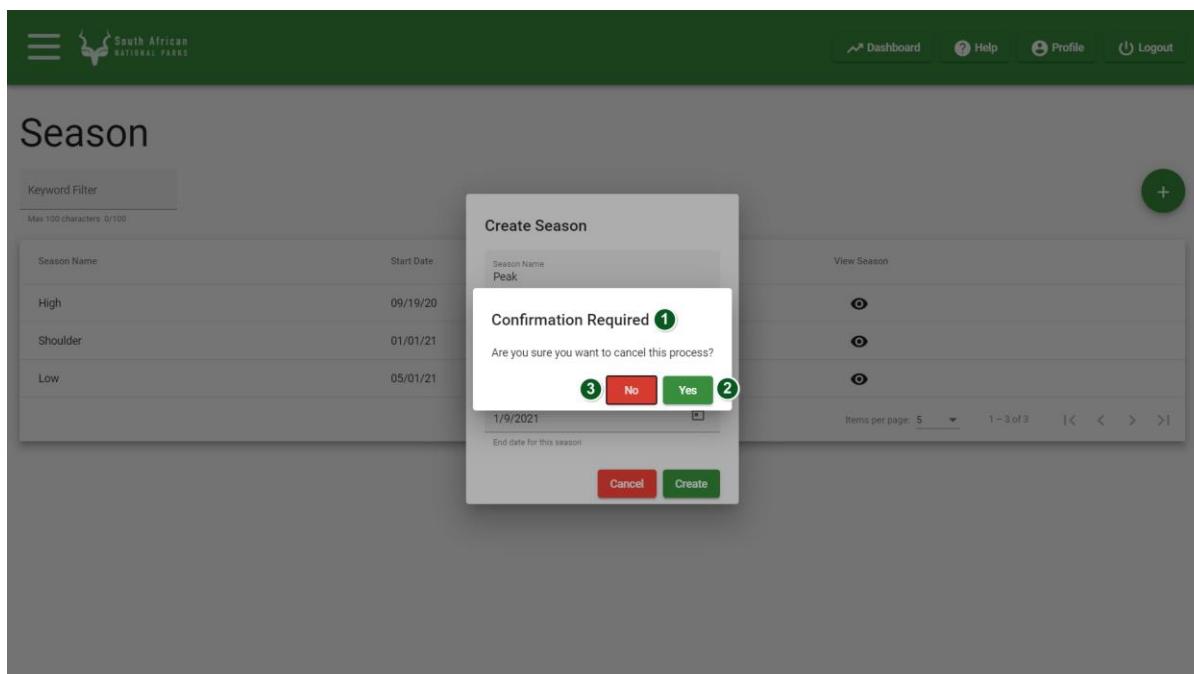


Control Number	Control type	Control Description
1	Create Confirmation Required Dialog	This is a Dialog that requires confirmation, to proceed with the creation of the Season.
2	Yes Button	This is a button that is used to confirm the creation of the Season. Click this button when you want to proceed to confirm the creation of the Season. Re-directs to the <b>Outcome Dialog</b> .
3	No Button	This is a button that is used to terminate the creation of the Season. Click this button when you want to terminate the creation of the Season. Re-directs to the <b>Season Home Screen</b> .



The screenshot shows the 'Season' list page. At the top right, there are navigation links: Dashboard, Help, Profile, and Logout. Below the header, there's a 'Keyword Filter' input field and a green '+' button. The main table lists four seasons: High, Shoulder, Low, and Peak, with their respective start and end dates. An 'Outcome' dialog box is centered over the table, displaying the message: 'The season has been successfully created.' It contains an 'OK' button with a circled '2'. The background table row for 'Peak' is partially visible.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Season Home Screen</b> .



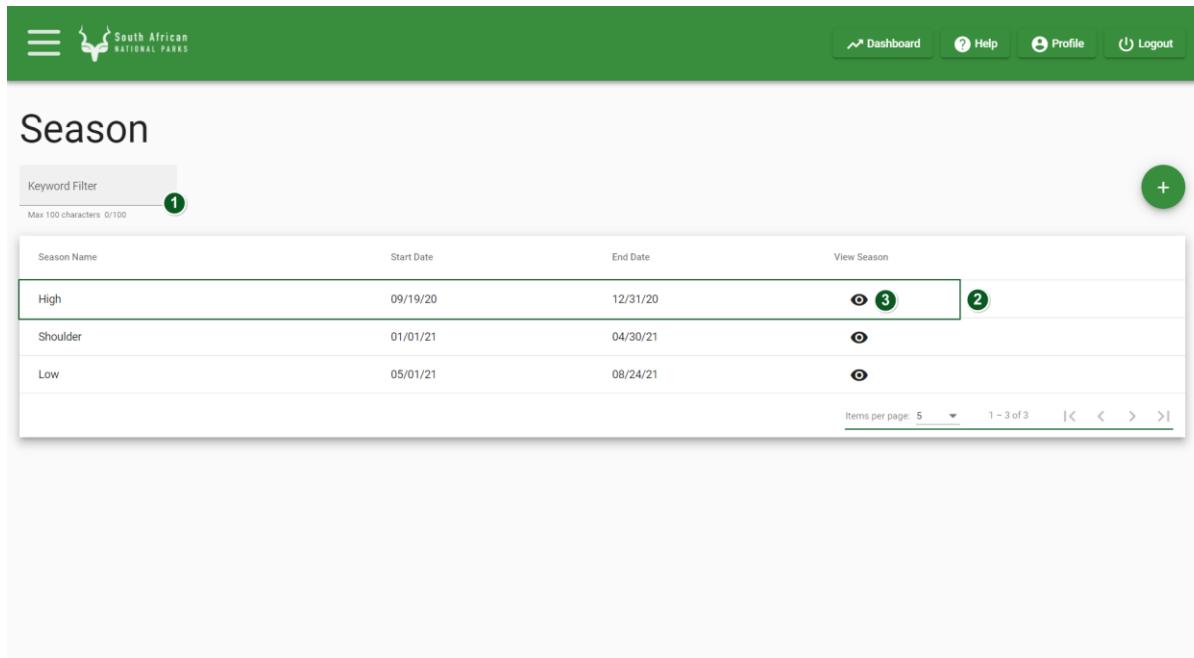
The screenshot shows the 'Create Season' dialog box. It has a title 'Create Season' and a sub-section 'Season Name' with a dropdown menu showing 'Peak'. Below it is a 'Confirmation Required' dialog box with the message: 'Are you sure you want to cancel this process?'. It contains three buttons: a red '3' button labeled 'No', a green '2' button labeled 'Yes', and a blue '1' button labeled 'Cancel'. The background table for seasons is partially visible.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the creation of the Season.
2	Yes Button	This is a button that is used to terminate the creation of the Season.

		<p>Click this button when you want to terminate the creation of the Season. Re-directs back to the <b>Season Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of creating the Season. Click this button when you want to continue the creation of the Season. Re-directs back to the <b>Create Season Model</b>.</p>

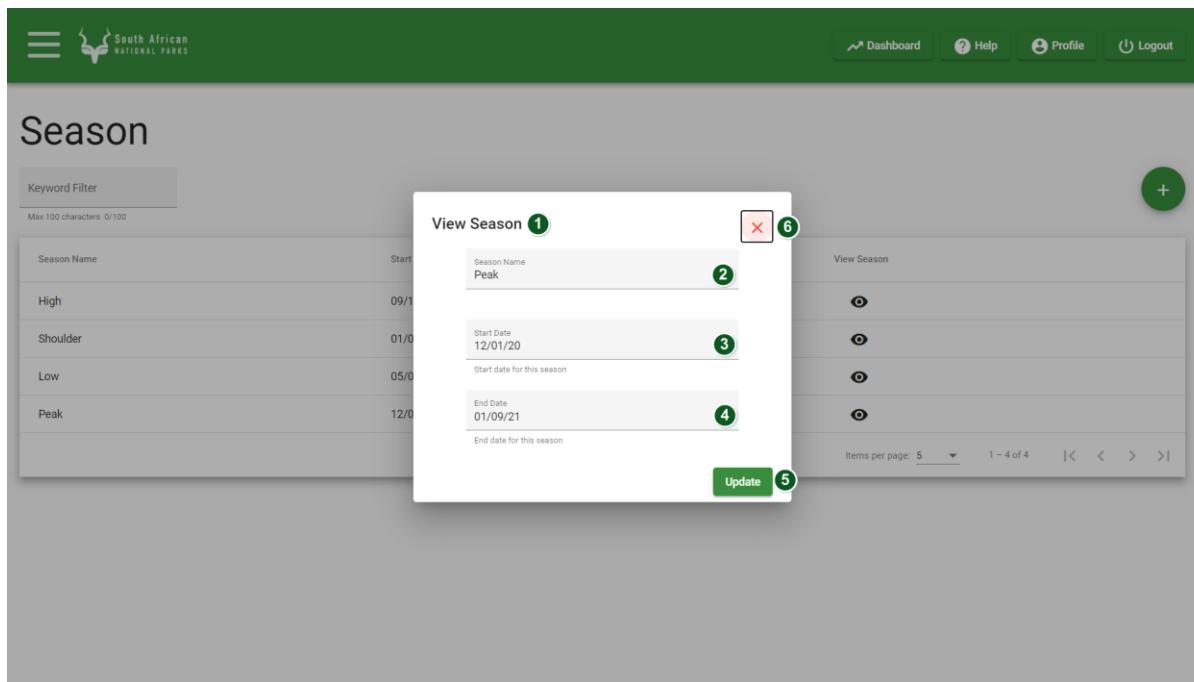
### 6.3.11.2 Search Season

The following screens indicate how a user can search for a Season.



Season Name	Start Date	End Date	View Season
High	09/19/20	12/31/20	<span>③</span>
Shoulder	01/01/21	04/30/21	<span>②</span>
Low	05/01/21	08/24/21	<span>①</span>

Control Number	Control type	Control Description
1	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Season.
2	Table Row	This displays a row of the filtered Seasons in the table.
3	View Season Button	This is a button that is used to View the selected Season. Click here to display the View Season Model. Re-directs the user to the <b>View Season Model</b> .



View Season ①

Season Name Peak ②

Start Date 12/01/20 ③

Start date for this season

End Date 01/09/21 ④

End date for this season

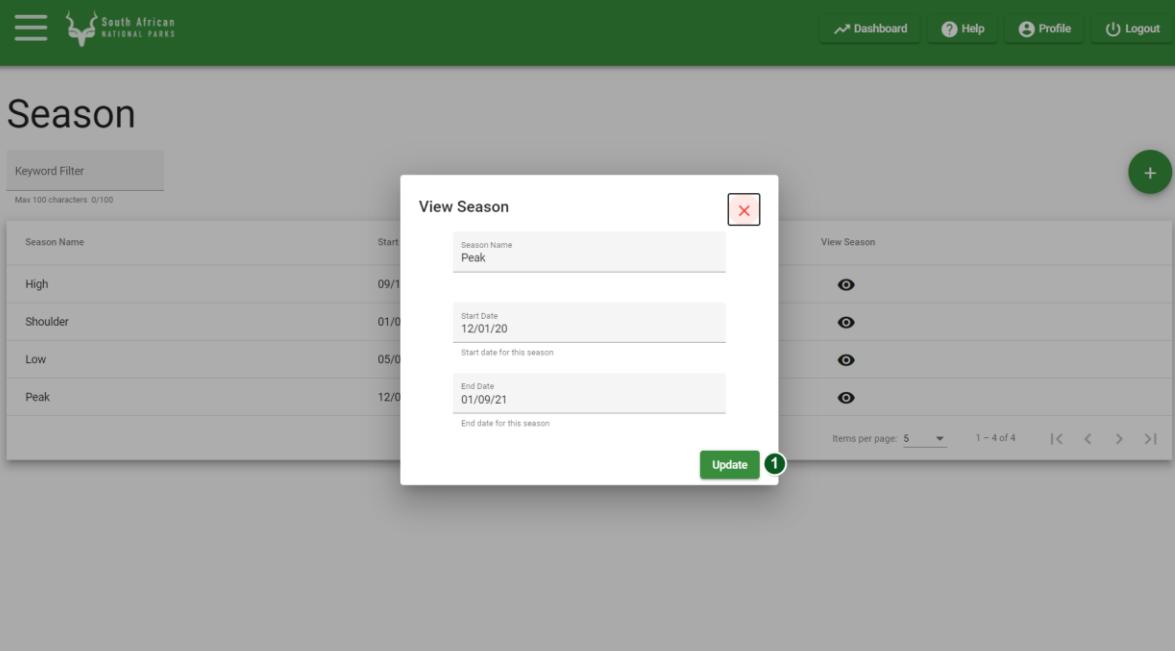
Update ⑤

Cancel ⑥

Control Number	Control type	Control Description
1	<b>View Season Model</b>	The is the Model for you to View the Season.
2	<b>Season Name Label</b>	This label is populated with the Season Name.
3	<b>Start Date Label</b>	This label is populated with the Start Date.
4	<b>End Date Label</b>	This label is populated with the End Date.
5	<b>Update Button</b>	This is a button that is used to update the Season. Click this button if you want to update the selected Season. Re-directs to the <b>Update Season Model</b> .
6	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the Season. Click this button when you want to terminate the viewing of the Season. Re-directs the user to the <b>Season Home Screen</b> .

### 6.3.11.3 Update Season

The following screens indicate how a user can update a Season.



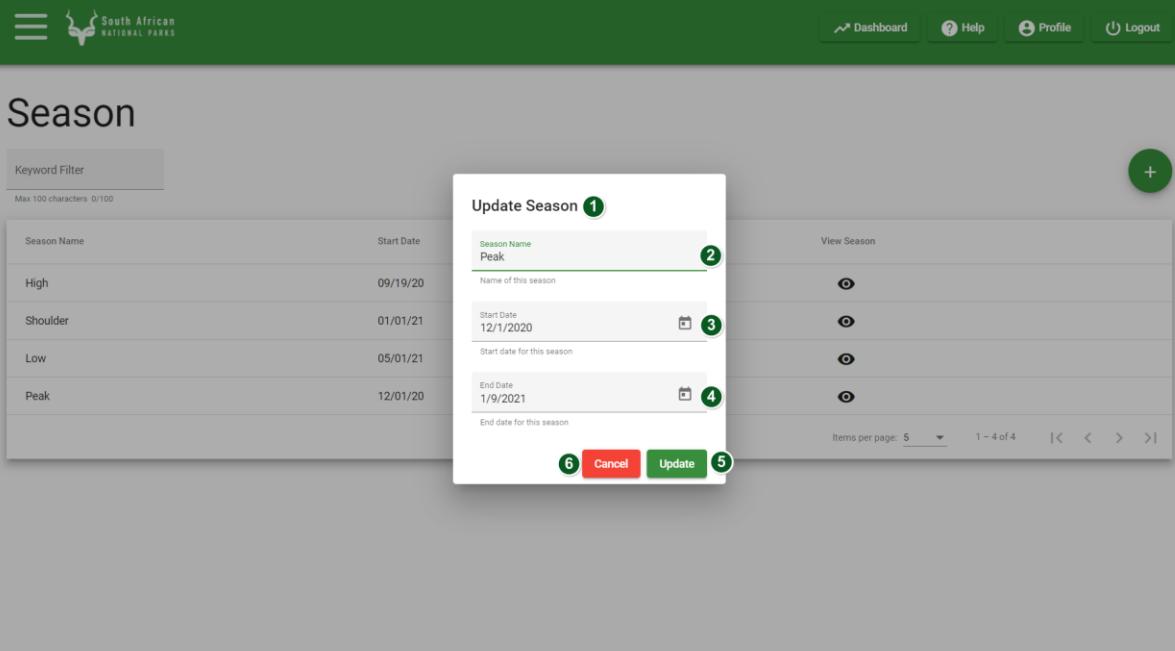
**View Season**

Season Name	Start Date
High	09/19/20
Shoulder	01/01/21
Low	05/01/21
Peak	12/01/20

Start date for this season  
End date for this season

**Update** ①

Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Season. Click this button if you want to update the selected Season. Re-directs to the <b>Update Season Model</b>



**Update Season ①**

Season Name	Start Date
High	09/19/20
Shoulder	01/01/21
Low	05/01/21
Peak	12/01/20

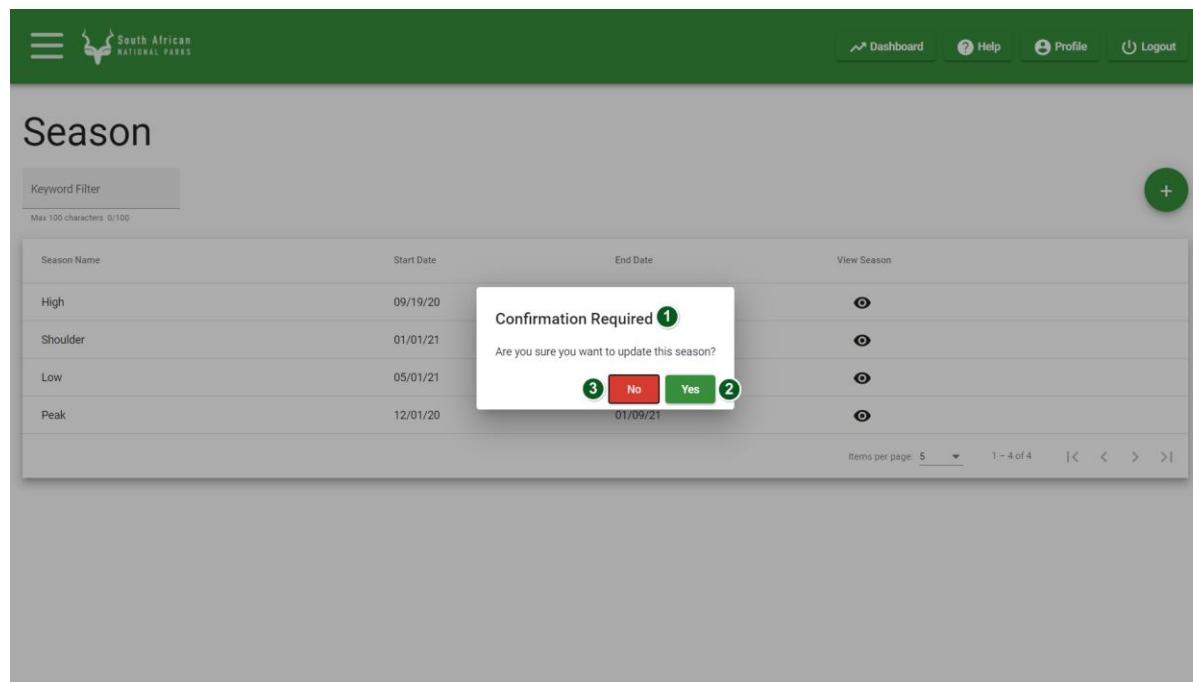
Name of this season  
Start Date  
End Date

Start date for this season  
End date for this season

**Cancel** ⑥ **Update** ⑤

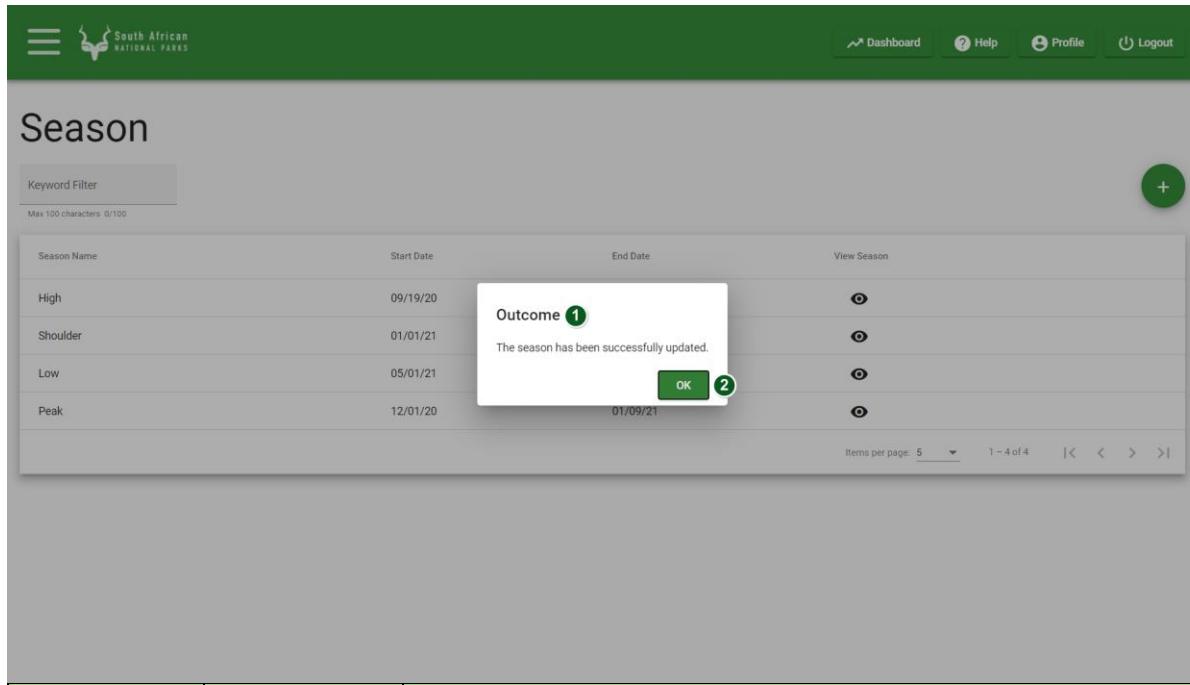
Control Number	Control type	Control Description
1	Update Season Model	This is a Model where you can update the Season information.

<b>2</b>	<b>Season Name Textbox</b>	Click here to update the Season Name.
<b>3</b>	<b>Start Date Date Picker</b>	Click here to update the Start Date.
<b>4</b>	<b>End Date Date Picker</b>	Click here to update the End Date.
<b>5</b>	<b>Update Button</b>	This is a button that is used to submit the request to update a Season. Click this button when all the required information is entered correctly in order to update the Season. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>6</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of Season process. Click this button when there is no longer a need to update the Season. Re-directs to termination <b>Confirmation Required Dialog</b> .



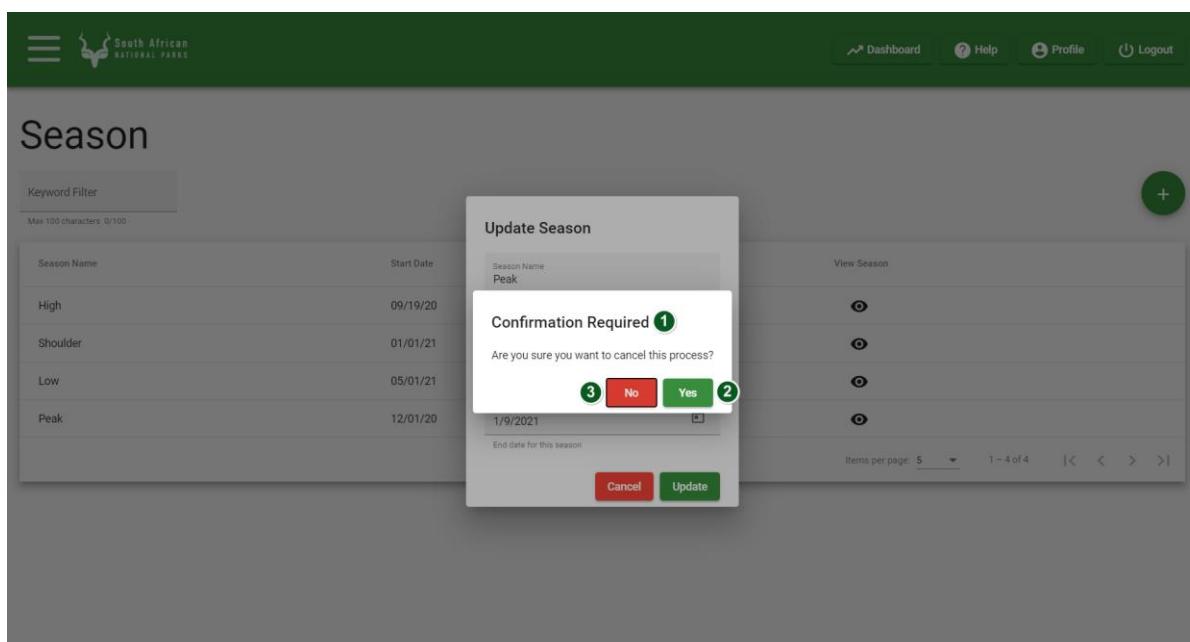
The screenshot shows a web application interface for managing seasons. At the top, there is a navigation bar with the South African National Parks logo, a Keyword Filter input field, and links for Dashboard, Help, Profile, and Logout. Below the navigation bar, the page title is "Season". The main content area displays a table of seasons with columns for Season Name, Start Date, End Date, and View Season. A modal dialog box titled "Confirmation Required ①" is overlaid on the table. The dialog contains the message "Are you sure you want to update this season?", a "No" button (labeled ③), and a "Yes" button (labeled ②). The bottom right corner of the dialog has a timestamp "01/09/21". At the bottom of the page, there are pagination controls and a status message "1 - 4 of 4".

Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the update of the Season.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Season. Click this button when you want to proceed to confirm the update of the Season. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Season. Click this button when you want to terminate the update of the Season. Re-directs to the <b>Season Home Screen</b> .



The screenshot shows the 'Season' page of the SANParks Wild Cloud system. At the top, there's a navigation bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header is a search bar labeled 'Keyword Filter' with a character limit of 100. The main content area displays a table of seasons with columns for 'Season Name', 'Start Date', 'End Date', and 'View Season'. The rows show 'High' (Start: 09/19/20, End: 01/09/21), 'Shoulder' (Start: 01/01/21, End: 05/01/21), 'Low' (Start: 05/01/21, End: 12/01/20), and 'Peak' (Start: 12/01/20, End: 01/09/21). A modal dialog box titled 'Outcome 1' is centered over the table, displaying the message 'The season has been successfully updated.' with an 'OK' button. In the bottom right corner of the dialog, there's a small circled number '2'. At the bottom of the page, there are pagination controls for 'Items per page' (set to 5) and '1 - 4 of 4'.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Season Home Screen</b> .



The screenshot shows the 'Season' page with a modal dialog titled 'Update Season'. The dialog is asking for confirmation to cancel a process, with the message 'Are you sure you want to cancel this process?'. It contains two buttons: 'No' (red) and 'Yes' (green, circled with a number '2'). Below the buttons is a date input field showing '1/9/2021' with a calendar icon. At the bottom of the dialog are 'Cancel' and 'Update' buttons. The background of the page shows the same season table as the previous screenshot, with the 'Peak' row selected.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the update of the Season.

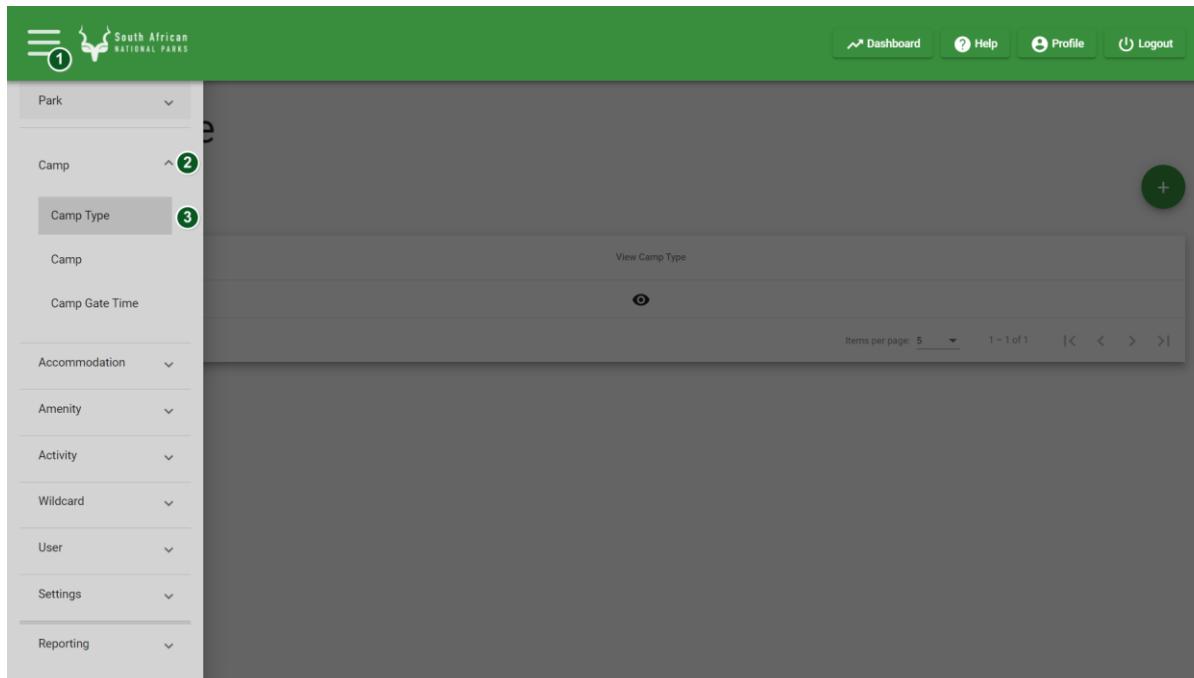
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Season. Click this button when you want to terminate the update of the Season. Re-directs back to the <b>Season Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Season. Click this button when you want to continue the updating of the Season. Re-directs back to the <b>Update Season Model</b> .

### 6.3.12 Camp Type Functionality

The Camp Type functionality provides an association to Camp. It assigns a Type to a Camp.  
E.g. Rest Camp, which could become Satara(Camp) Rest(Type) Camp.  
The Camp Type functionality will encompass the creating, searching, updating and deleting of the Camp Type.

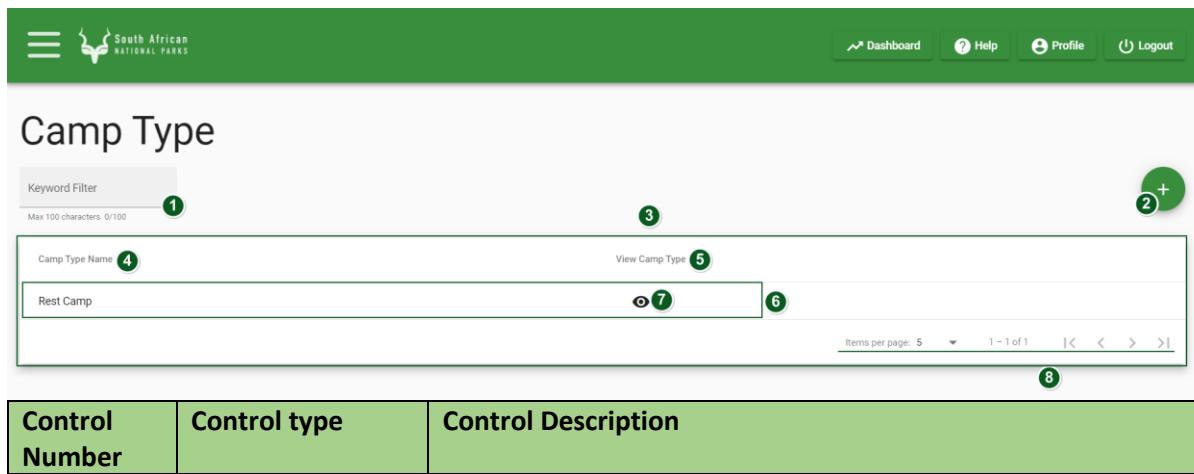
#### 6.3.12.0 Camp Type Home Screen

The following screens indicate how a user can navigate to the Camp Type Home screen.



The screenshot shows the SANParks system's navigation menu on the left side of the screen. The 'Camp Type' option is highlighted with a red circle. Other menu items include Park, Camp, Accommodation, Amenity, Activity, Wildcard, User, Settings, and Reporting. The main content area displays a 'View Camp Type' page with a single item listed. The top right corner features standard user navigation links: Dashboard, Help, Profile, and Logout.

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Camp Drop Down Button	Click here to Open or Close the Camp Drop Down.
3	Camp Type Button	Re-directs the user to the <b>Camp Type Home Screen</b> . Click here to display the Camp Type Home Screen.



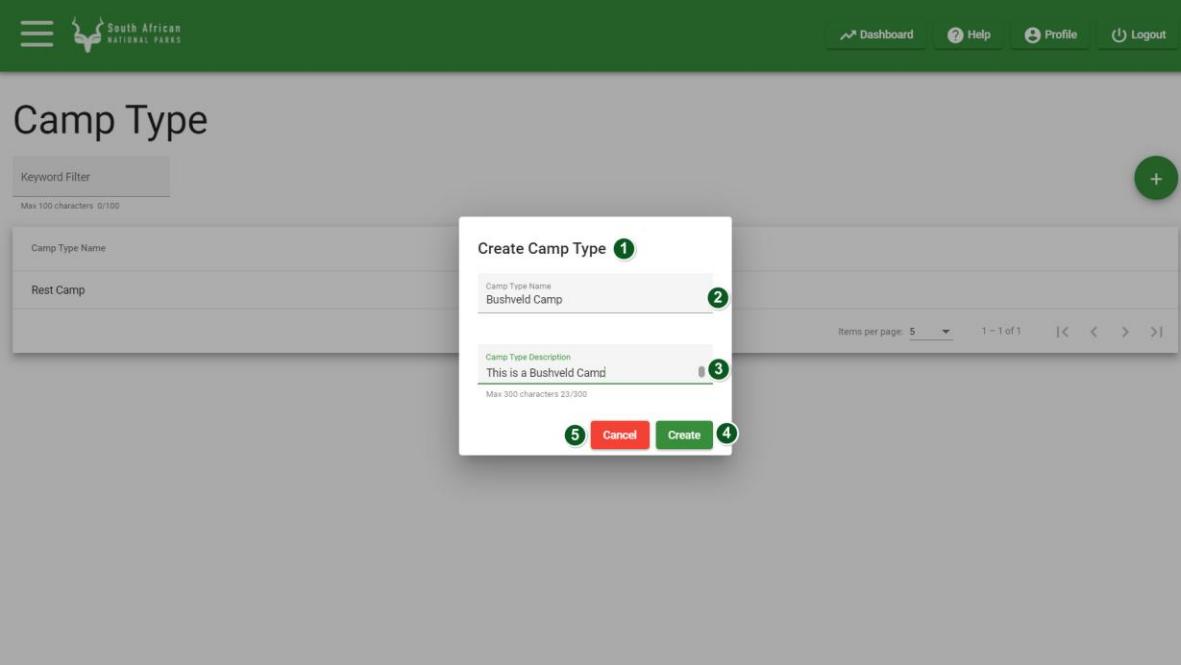
The screenshot shows the 'Camp Type' home screen. A new entry, 'Rest Camp', has been added and is highlighted with a red circle. The screen includes a keyword filter, a list of camp types, and standard pagination controls at the bottom.

Control Number	Control type	Control Description
4	Camp Type Name	Text input field for the Camp Type Name.
5	View Camp Type	Link to view the selected camp type.
6	Items per page	Pagination control for items per page.
7	Rest Camp	The selected camp type entry.
8		A red circle highlighting the selected camp type entry.

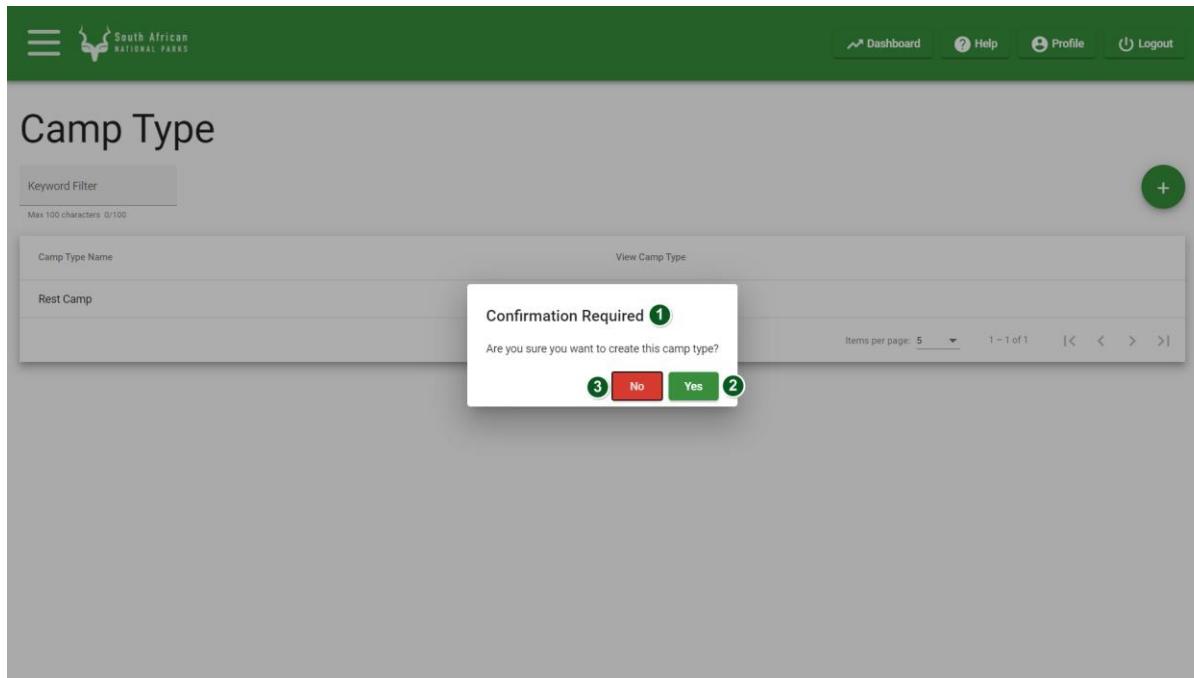
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Camp Type.
2	<b>Create Camp Type Button</b>	Re-directs the user to the <b>Create Camp Type Model</b> . <a href="#">Click here</a> to display the Create Camp Type Model.
3	<b>Camp Type Table</b>	This table displays the saved Camp Type's.
4	<b>Camp Type Name Table Column</b>	This displays the column of Camp Type Names.
5	<b>View Camp Type Table Column</b>	This displays View Camp Type Buttons for each Camp Type on the table.
6	<b>Table Row</b>	This displays a row of Camp Types in the table.
7	<b>View Camp Type Button</b>	Re-directs the user to the <b>View Camp Type Model</b> . <a href="#">Click here</a> to display the View Camp Type Model.
8	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.12.1 Create Camp Type

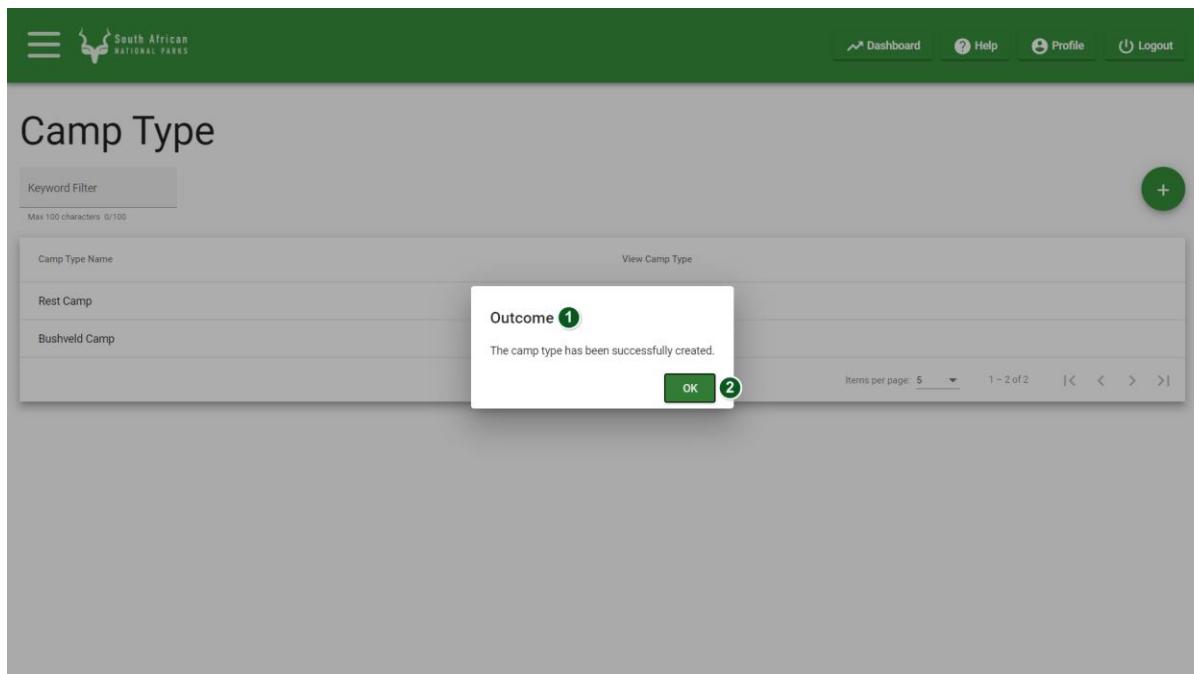
The following screens indicate how a user can create a new Camp Type.



Control Number	Control type	Control Description
1	Create Camp Type Model	This is the Model where you can create the Camp Type.
2	Camp Type Name Textbox	Click here to enter a new Camp Type Name.
3	Camp Type Description	Click here to enter a new Camp Type Description.
4	Create Button	This is a button that is used to submit the request to create a new Camp Type. Click this button when all the required information is entered correctly in order to add the new Camp Type to the system. Re-directs to creation <b>Confirmation Required Dialog</b> .
5	Cancel Button	This is a button that is used to cancel the create Camp Type process. Click this button when there is no longer a need to create the Camp Type. Re-directs to termination <b>Confirmation Required Dialog</b> .

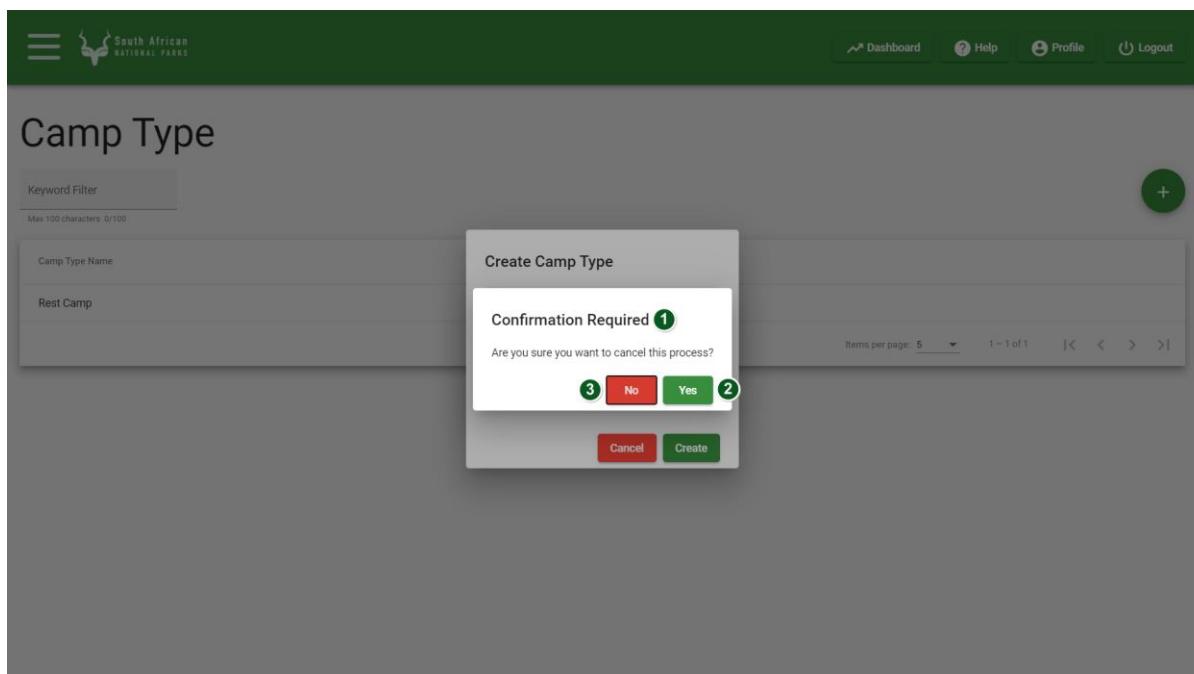


Control Number	Control type	Control Description
1	<b>Creation Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the creation of the Camp Type.
2	<b>Yes Button</b>	This is a button that is used to confirm the creation of the Camp Type. Click this button when you want to proceed to confirm the creation of the Camp Type. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the creation of the Camp Type. Click this button when you want to terminate the creation of the Camp Type. Re-directs to the <b>Camp Type Home Screen</b> .



The screenshot shows the 'Camp Type' page from the SANParks system. At the top, there's a navigation bar with the South African National Parks logo, a 'Dashboard' link, a 'Help' link, a 'Profile' link, and a 'Logout' link. Below the navigation, the main content area has a title 'Camp Type'. There's a 'Keyword Filter' input field and a green '+' button. The main list contains two items: 'Rest Camp' and 'Bushveld Camp'. A modal dialog box is centered over the list, displaying the message 'The camp type has been successfully created.' with an 'OK' button. At the bottom right of the page, there are pagination controls for 'Items per page: 5' and '1 - 2 of 2'.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Camp Type Home Screen</b> .



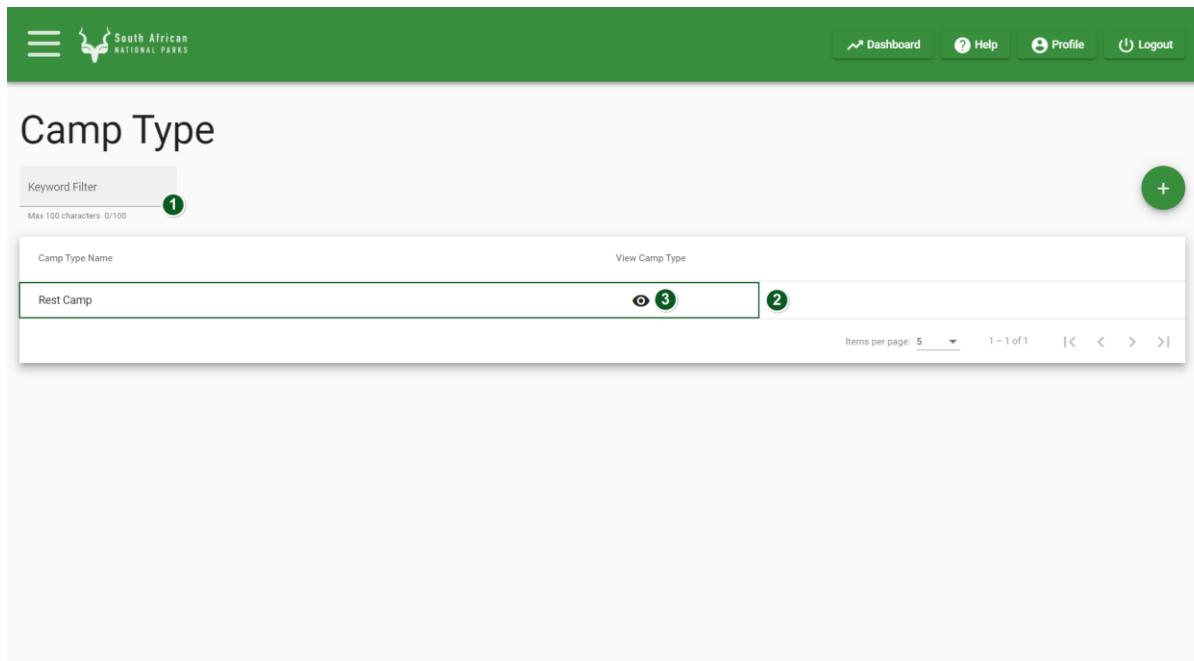
The screenshot shows the 'Camp Type' page with a modal dialog titled 'Create Camp Type' overlaid. The dialog is a 'Confirmation Required' dialog with the question 'Are you sure you want to cancel this process?'. It features three buttons: a red 'No' button, a green 'Yes' button, and a white 'Cancel' button. The 'Yes' button is highlighted with a green border and a white background. The background of the main page shows a list of camp types: 'Rest Camp' and 'Bushveld Camp'. At the bottom right of the page, there are pagination controls for 'Items per page: 5' and '1 - 1 of 1'.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the creation of the Camp Type.
2	Yes Button	This is a button that is used to terminate the creation of the Camp Type.

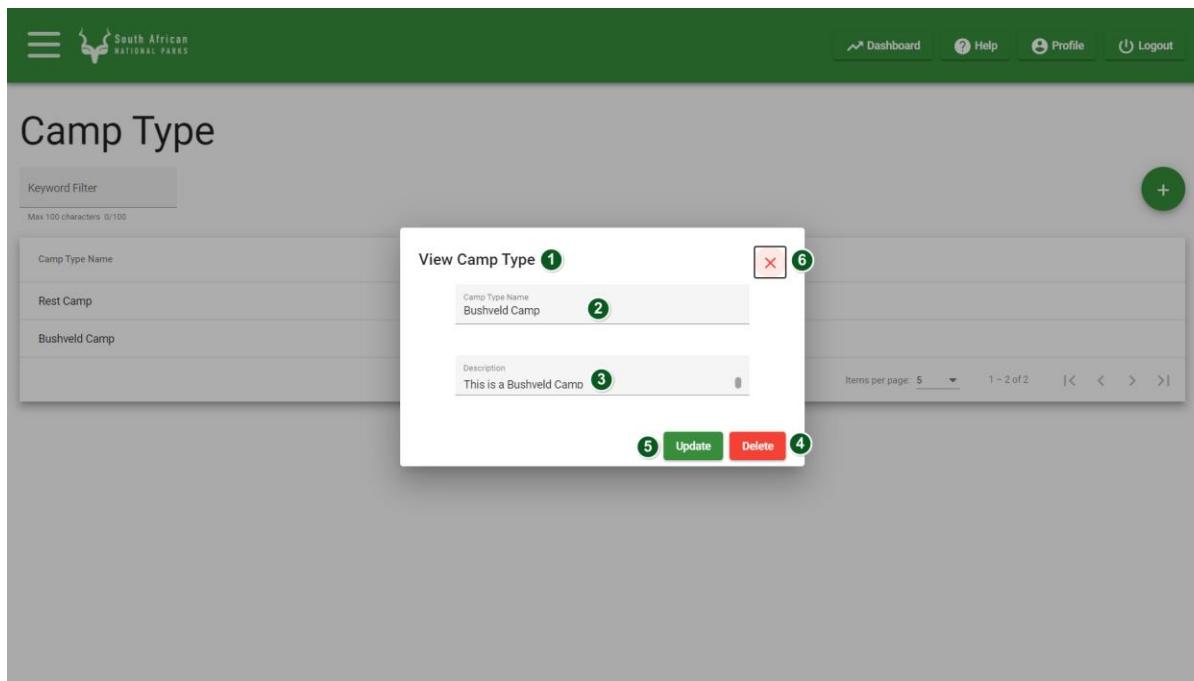
		<p>Click this button when you want to terminate the creation of the Camp Type. Re-directs back to the <b>Camp Type Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of creating the Camp Type. Click this button when you want to continue the creation of the Camp Type. Re-directs back to the <b>Create Camp Type Model</b>.</p>

### 6.3.12.2 Search Camp Type

The following screens indicate how a user can search for a Camp Type.



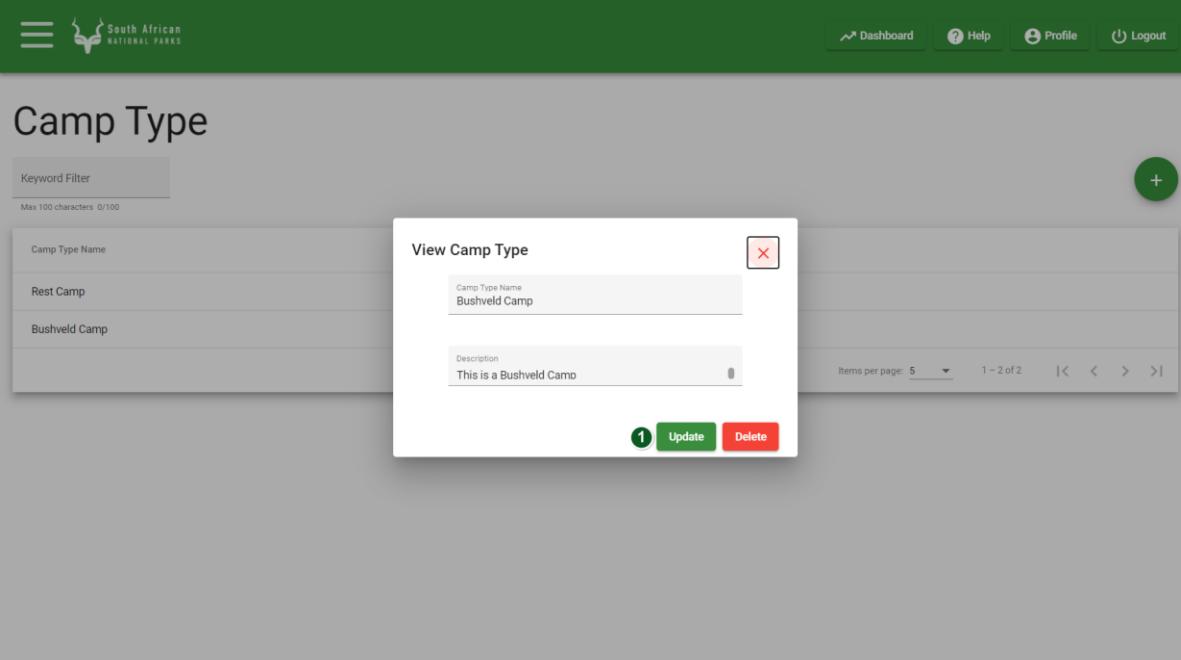
Control Number	Control type	Control Description
1	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Camp Type.
2	<b>Table Row</b>	This displays a row of the filtered Camp Types in the table.
3	<b>View Camp Type Button</b>	This is a button that is used to View the selected Camp Type. Click here to display the View Camp Type Model. Re-directs the user to the <b>View Camp Type Model</b> .



Control Number	Control type	Control Description
1	<b>View Camp Type Model</b>	The is the Model for you to View the Camp Type.
2	<b>Camp Type Name Label</b>	This label is populated with the Camp Type Name.
3	<b>Camp Type Description Label</b>	This label is populated with the Camp Type Description.
4	<b>Delete Button</b>	This is a button that is used to delete the Camp Type. Click this button if you want to remove the selected Camp Type. Re-directs the user to the delete <b>Confirmation Required Dialog</b> .
5	<b>Update Button</b>	This is a button that is used to update the Camp Type. Click this button if you want to update the selected Camp Type. Re-directs to the <b>Update Camp Type Model</b> .
6	<b>Cancel Button</b>	This is a button that is used to terminate the viewing of the Camp Type. Click this button when you want to terminate the viewing of the Camp Type. Re-directs the user to the <b>Camp Type Home Screen</b> .

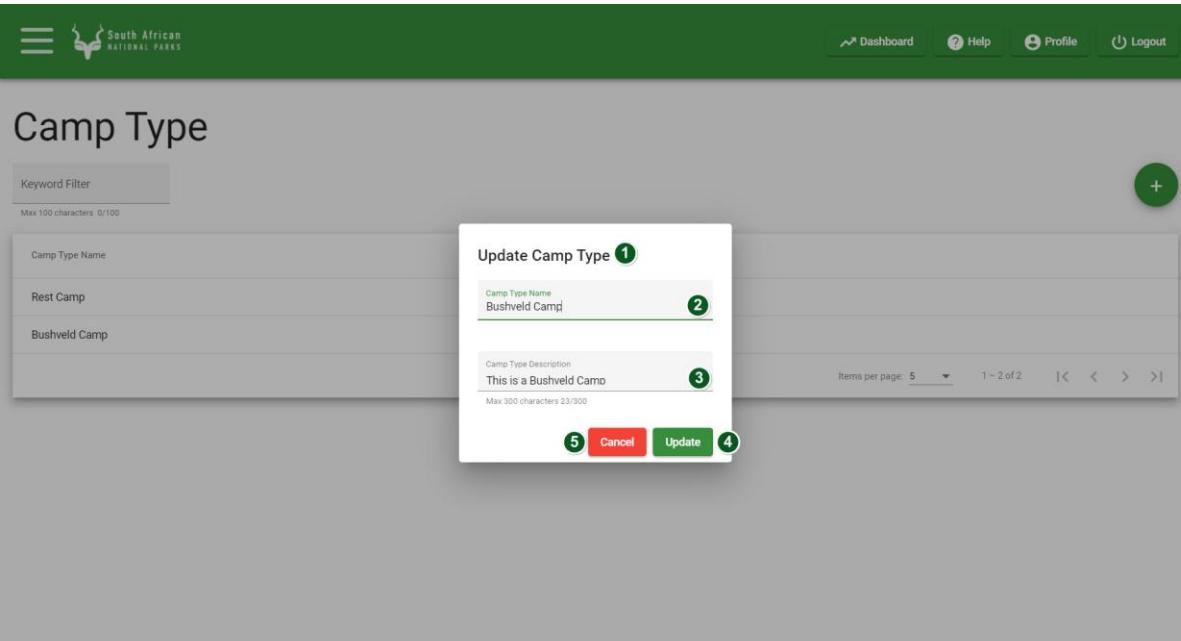
### 6.3.12.3 Update Camp Type

The following screens indicate how a user can update a Camp Type.



This screenshot shows a 'View Camp Type' modal window. Inside the window, there is a table with two rows. The first row contains the heading 'Camp Type Name' and the value 'Bushveld Camp'. The second row contains the heading 'Description' and the value 'This is a Bushveld Camp'. At the bottom of the modal, there are two buttons: a green 'Update' button with a circled '1' and a red 'Delete' button.

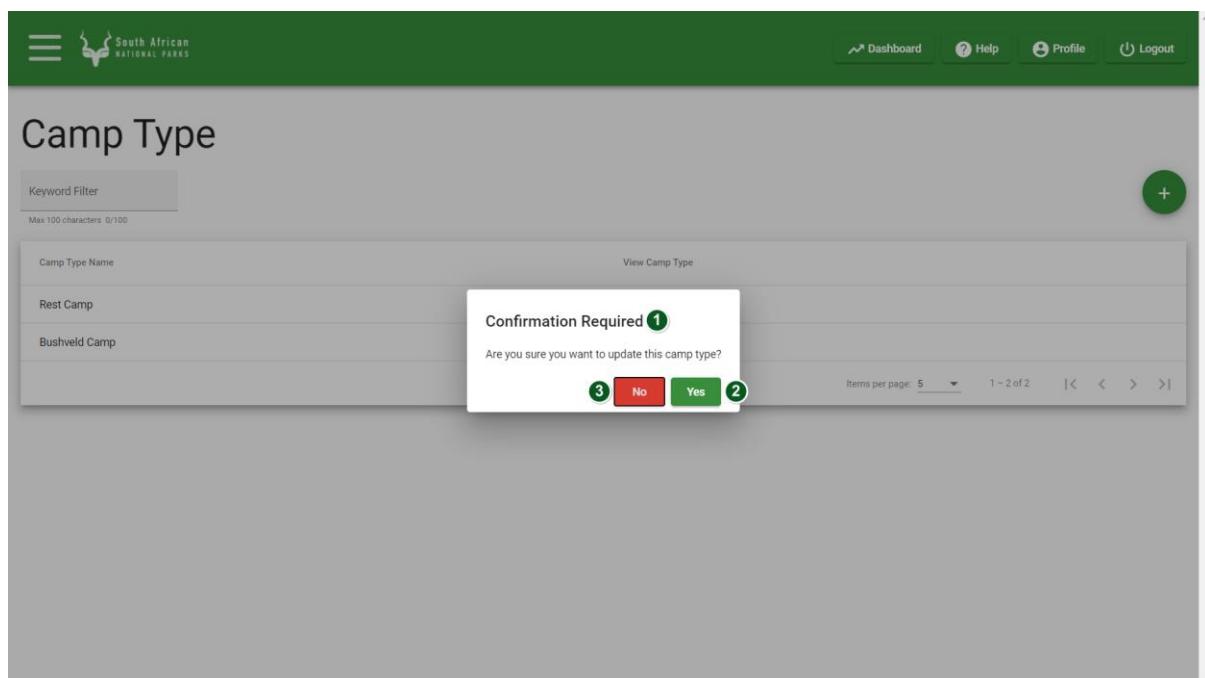
Control Number	Control type	Control Description
1	Update Button	This is a button that is used to update the Camp Type. Click this button if you want to update the selected Camp Type. Re-directs to the <b>Update Camp Type Model</b>



This screenshot shows an 'Update Camp Type' modal window. Inside the window, there are two input fields. The first field is labeled 'Camp Type Name' with the value 'Bushveld Camp' and has a circled '2' next to it. The second field is labeled 'Camp Type Description' with the value 'This is a Bushveld Camp' and has a circled '3' next to it. Below the fields is a note: 'Max 300 characters 23/300'. At the bottom of the modal, there are two buttons: a red 'Cancel' button with a circled '5' and a green 'Update' button with a circled '4'.

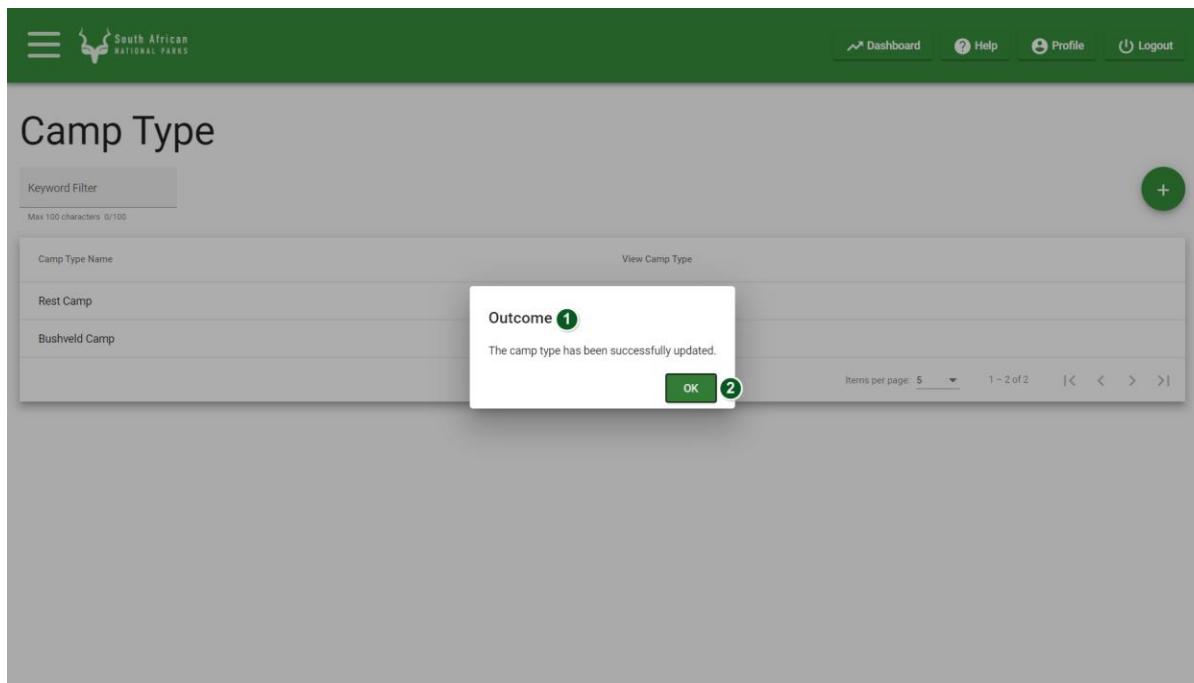
Control Number	Control type	Control Description
1	Update Camp Type Model	This is a Model where you can update the Camp Type information.

<b>2</b>	<b>Camp Type Name Textbox</b>	Click here to update the Camp Type Name.
<b>3</b>	<b>Camp Type Description Textbox</b>	Click here to update the Camp Type Description.
<b>4</b>	<b>Update Button</b>	This is a button that is used to submit the request to update a Camp Type. Click this button when all the required information is entered correctly in order to update the Camp Type. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>5</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of Camp Type process. Click this button when there is no longer a need to update the Camp Type. Re-directs to termination <b>Confirmation Required Dialog</b> .



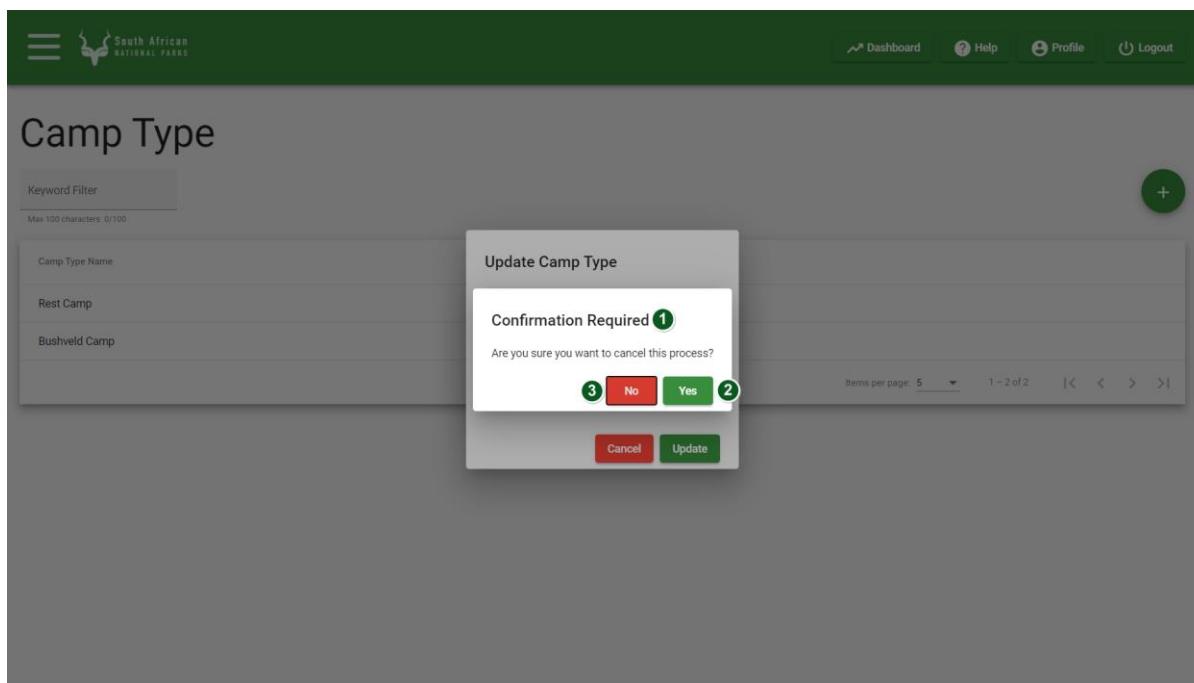
The screenshot shows the SANParks system interface for managing Camp Types. At the top, there is a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the navigation bar, the title "Camp Type" is displayed. On the left, there is a "Keyword Filter" input field and a "Camp Type Name" dropdown menu containing "Rest Camp" and "Bushveld Camp". On the right, there is a "View Camp Type" button and a "Confirmation Required" dialog box. The dialog box contains the message "Are you sure you want to update this camp type?", two buttons ("No" and "Yes"), and a counter "1". Below the dialog box, there are pagination controls for items per page (5) and page numbers (1-2 of 2). A green "+" button is located in the top right corner of the main content area.

Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the update of the Camp Type.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Camp Type. Click this button when you want to proceed to confirm the update of the Camp Type. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Camp Type. Click this button when you want to terminate the update of the Camp Type. Re-directs to the <b>Camp Type Home Screen</b> .



The screenshot shows a list of camp types. An alert dialog box is displayed in the center, indicating a successful update. The dialog contains the text "The camp type has been successfully updated." with two buttons: "OK" and "2".

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the update was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Camp Type Home Screen</b> .



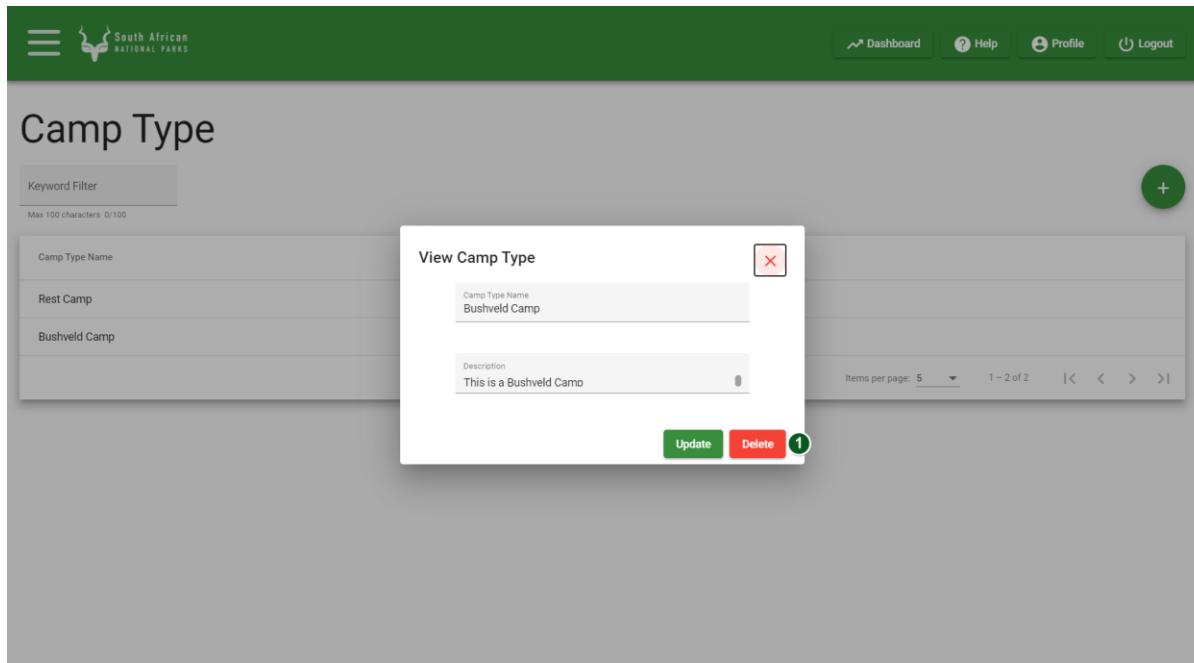
The screenshot shows a list of camp types. A confirmation dialog box is displayed in the center, asking if the user is sure they want to cancel the process. It contains three buttons: "3", "No", and "Yes". Below the dialog are "Cancel" and "Update" buttons.

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the update of the Camp Type.

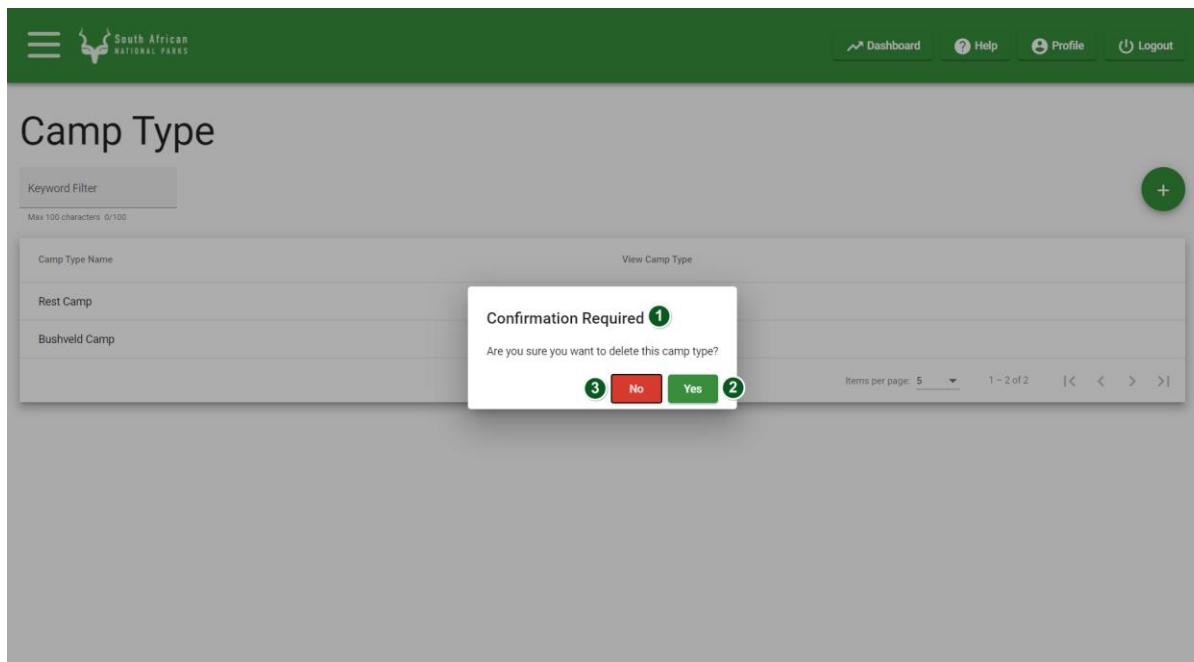
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Camp Type. Click this button when you want to terminate the update of the Camp Type. Re-directs back to the <b>Camp Type Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Camp Type. Click this button when you want to continue the updating of the Camp Type. Re-directs back to the <b>Update Camp Type Model</b> .

#### 6.3.12.4 Delete Camp Type

The following screens indicate how a user can delete a Camp Type.

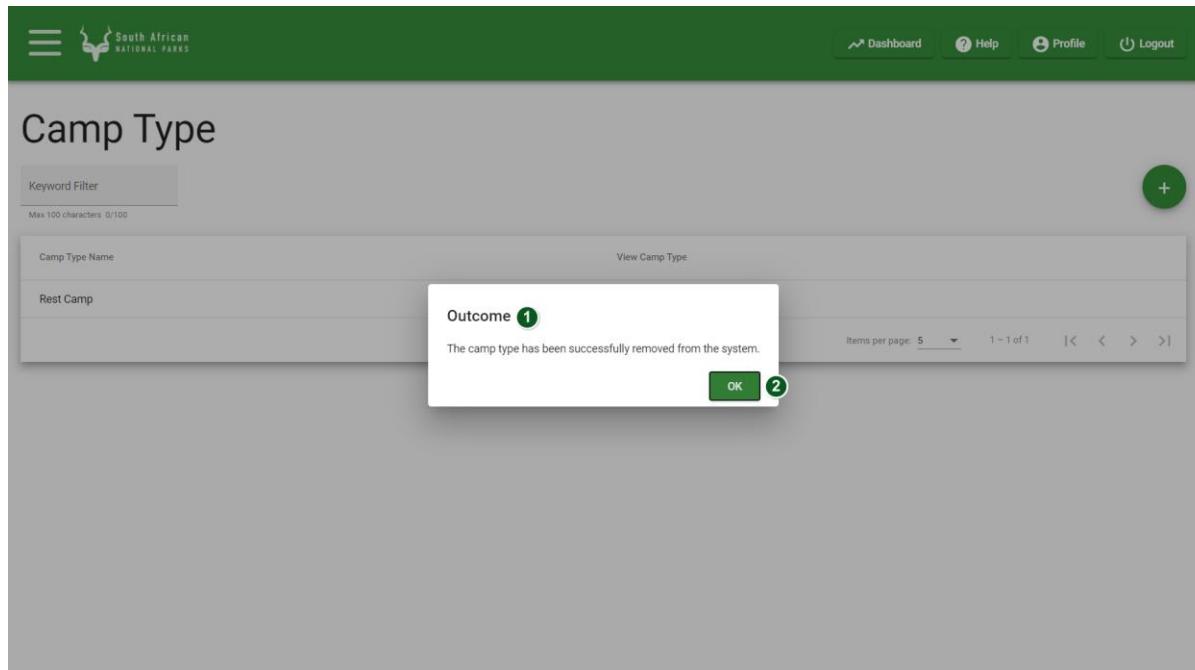


Control Number	Control type	Control Description
1	Delete Button	This is a button that is used to delete the Camp Type. Click this button if you want to delete the selected Camp Type. Re-directs to a delete Confirmation Required Dialog.



Control Number	Control type	Control Description
1	Delete Confirmation Required Dialog	This is a Dialog that requires confirmation, to delete the selected Camp Type.

<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Camp Type. Click this button when you are sure you want to delete the selected Camp Type from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Camp Type process. Click this button when you no longer want to delete the selected Camp Type. Re-directs back to the <b>Camp Type Home Screen</b> .



Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Camp Type was successful.
<b>2</b>	<b>OK Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Camp Type Home Screen</b>

### 6.3.13 Camp Functionality

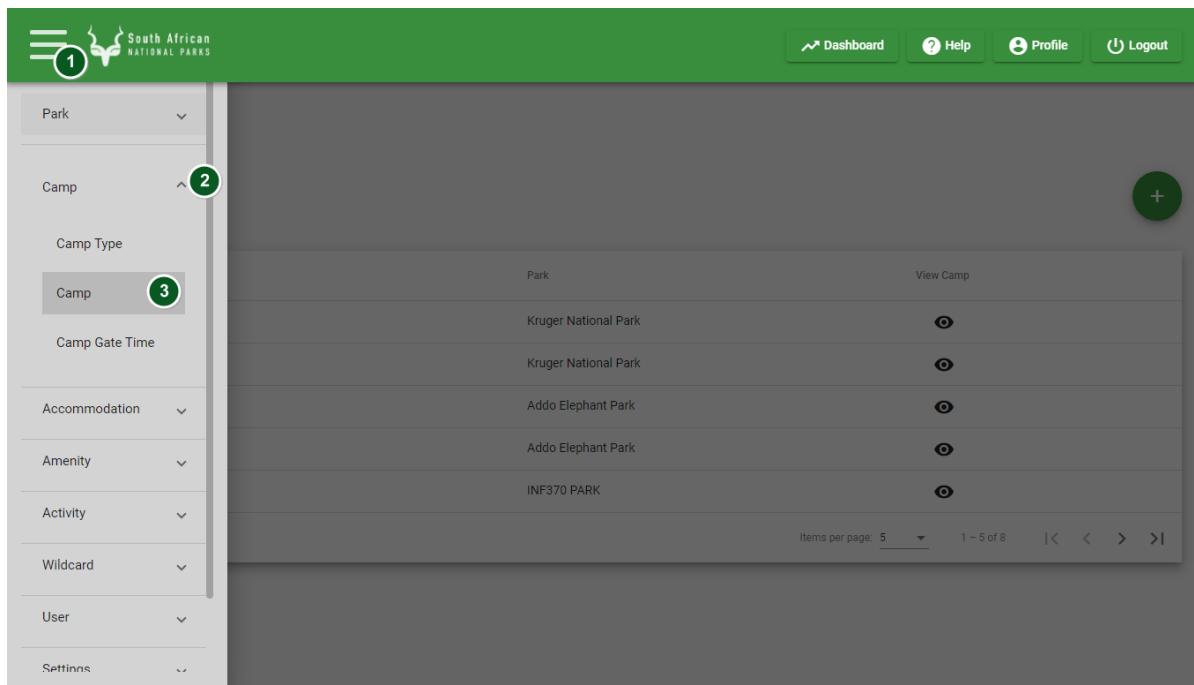
The camps are created so bookable accommodation and activities can be created for them. Each Park has multiple camps, and each camp has multiple accommodations and activities.

E.g. The Kruger National Park has the Letaba Rest Camp and Satara Rest Camp in them.

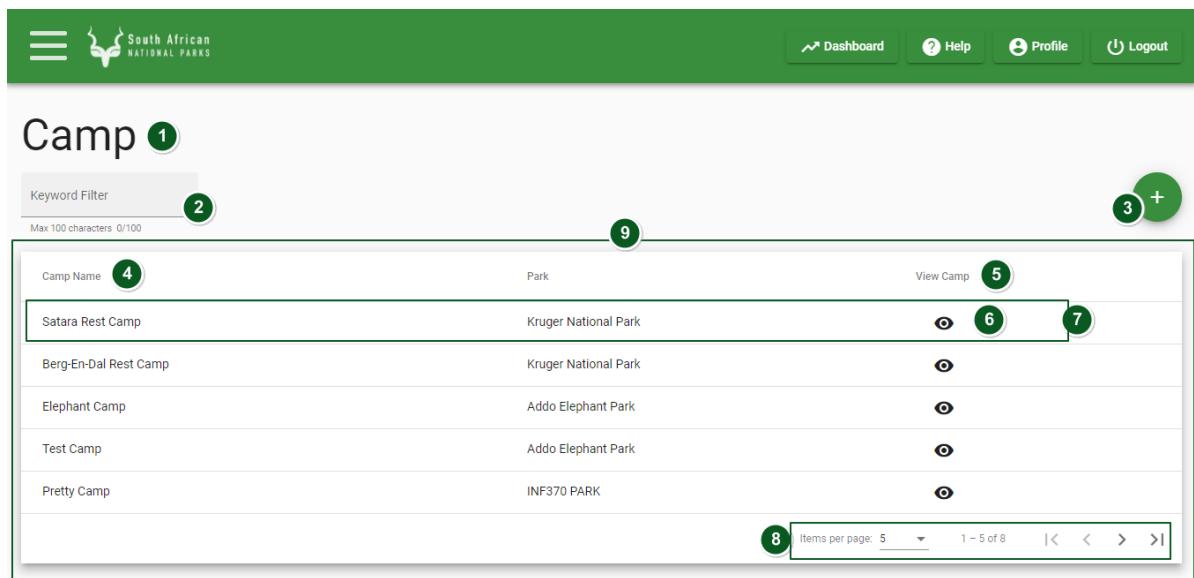
The Camp functionality will encompass the creating, searching, updating, and deleting of the Camp.

#### 6.3.13.0 Camp Home Screen

The following screens indicate how a user can navigate to the Camp Home screen



Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Camp Drop Down Button</b>	Click here to Open or Close the Camp Drop Down.
3	<b>Camp Button</b>	Re-directs the user to the Camp <b>Home Screen</b> . Click here to display the Camp Home Screen .



Control Number	Control type	Control Description
1	<b>Header</b>	Page Header

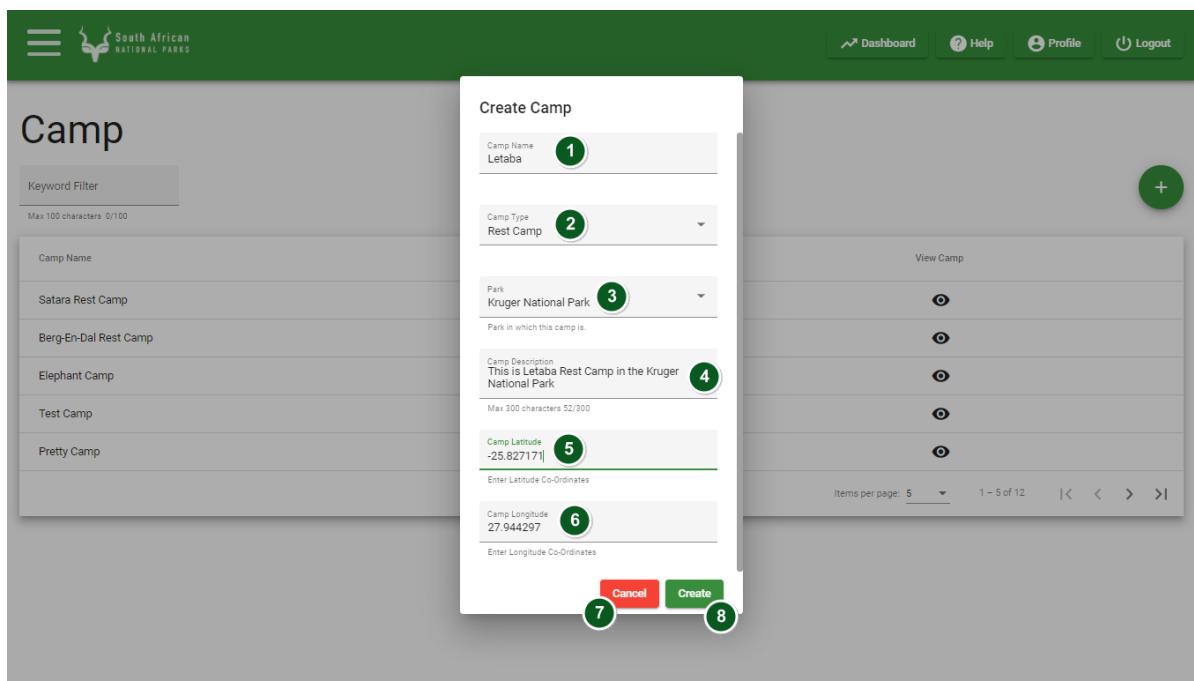
<b>2</b>	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input.  Enter a specific word to filter the table to find a specific camp.
<b>3</b>	<b>Create camp Button</b>	Re-directs the user to the <b>Create Camp Model</b> .  Click here to display the Create Camp Model.
<b>4</b>	<b>Camp Name Table Column</b>	This displays the column of Camp Names.
<b>5</b>	<b>View Camp Table Column</b>	This displays View Camp Button for each Camp on the table.
<b>6</b>	<b>View Camp Button</b>	Re-directs the user to the <b>View Camp Model</b> .  Click here to display the View Camp Model.
<b>7</b>	<b>Table Row</b>	This displays a row of a Camp in the table.
<b>8</b>	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.
<b>9</b>	<b>Camp Table</b>	This table displays the saved Camps.

### 6.3.13.1 Create Camp

Use the home screen guide to navigate to

Drop Down	Camp
Drop Down Option	Camp
Home Screen	Green Plus Button

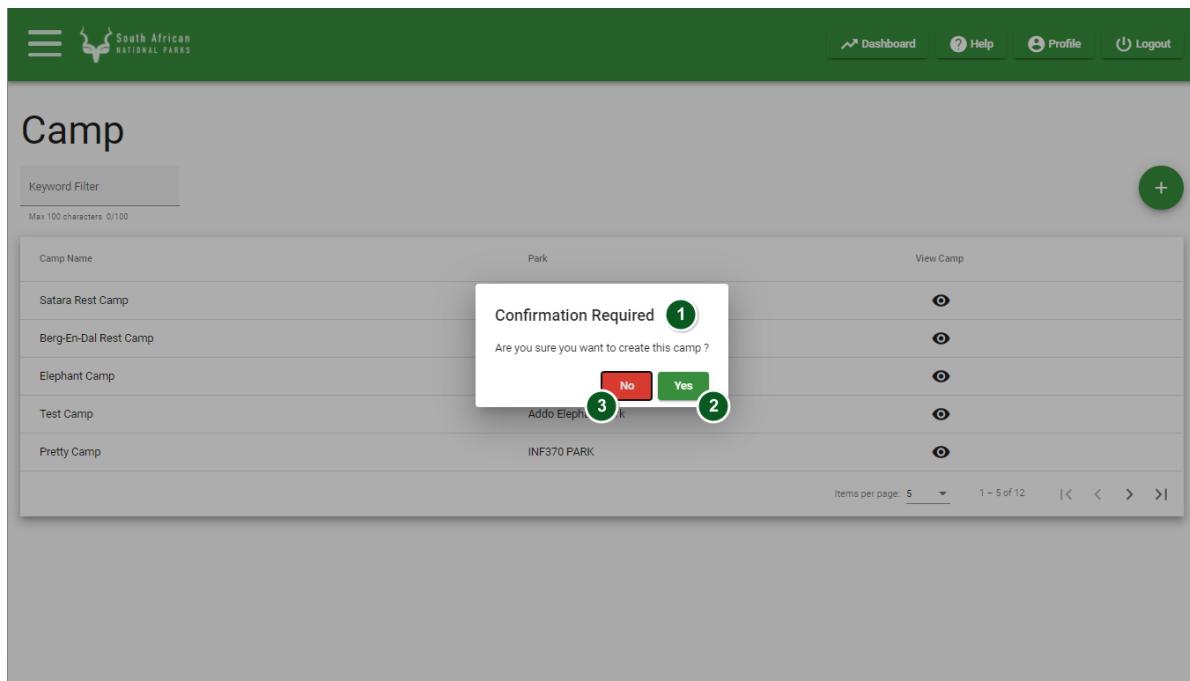
The following screens indicate how a user can create a new Camp.



The screenshot shows the 'Create Camp' dialog box overlaid on a list of existing camps. The dialog box fields are numbered 1 through 8:

- 1**: Camp Name Textbox (Letaba)
- 2**: Camp Type Name Drop Down (Rest Camp)
- 3**: Park Name Drop Down (Kruger National Park)
- 4**: Camp Description Textbox (This is Letaba Rest Camp in the Kruger National Park)
- 5**: Camp Latitude Textbox (-25.827171)
- 6**: Camp Longitude Textbox (27.944297)
- 7**: Cancel Button
- 8**: Create Button

Control Number	Control type	Control Description
<b>1</b>	<b>Camp Name Textbox</b>	Click here to enter a new Camp Name.
<b>2</b>	<b>Camp Type Name Drop Down</b>	Click here to select a Camp Type from the Drop Down.
<b>3</b>	<b>Park Name Drop Down</b>	Click here to select a Park from the Drop Down.
<b>4</b>	<b>Camp Description Textbox</b>	Click here to enter a Camp Description.
<b>5</b>	<b>Camp Latitude Textbox</b>	Click here to enter a Camp Latitude.
<b>6</b>	<b>Camp Longitude Textbox</b>	Click here to enter a Camp Longitude.
<b>7</b>	<b>Cancel Button</b>	Click to cancel the create Camp process. Re-directs to termination <b>Confirmation Required Dialog</b> .
<b>8</b>	<b>Create Button</b>	Click this button when all the required information is entered correctly in order to add the new Camp to the system. Re-directs to create <b>Confirmation Required Dialog</b> .



**Camp**

Keyword Filter

Max 100 characters 0/100

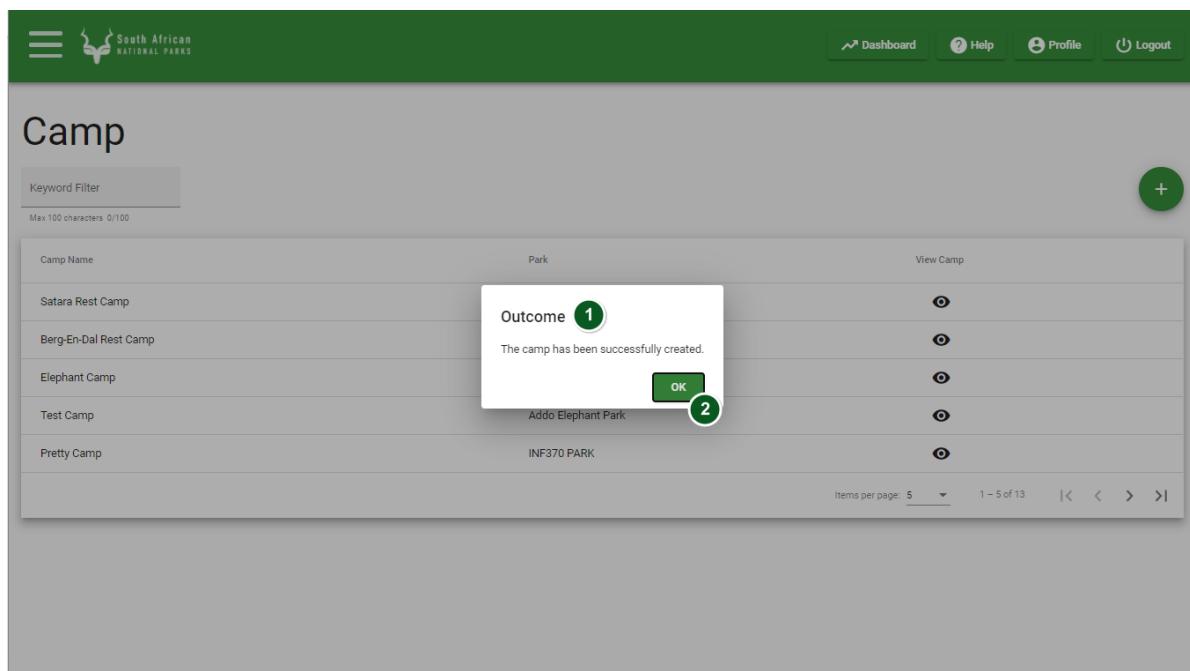
Camp Name	Park	View Camp
Satara Rest Camp		(1)
Berg-En-Dal Rest Camp		(2)
Elephant Camp		(3)
Test Camp	INF370 PARK	(4)
Pretty Camp		(5)

Confirmation Required (1)  
Are you sure you want to create this camp?  
No (3) Yes (2)

Addo Elephant Park

Items per page: 5 | 1 – 5 of 12 | < < > >|

Control Number	Control type	Control Description
1	Create Confirmation Required Dialog	This is a Dialog that requires confirmation, to proceed with the creation of the Camp.
2	Yes Button	Click this button if you want to confirm the creation of the Camp. Re-directs to the <b>Outcome Dialog</b> .
3	No Button	Click this button when you want to terminate the creation of the Camp. Re-directs to the <b>Camp Home Screen</b> .



**Camp**

Keyword Filter

Max 100 characters 0/100

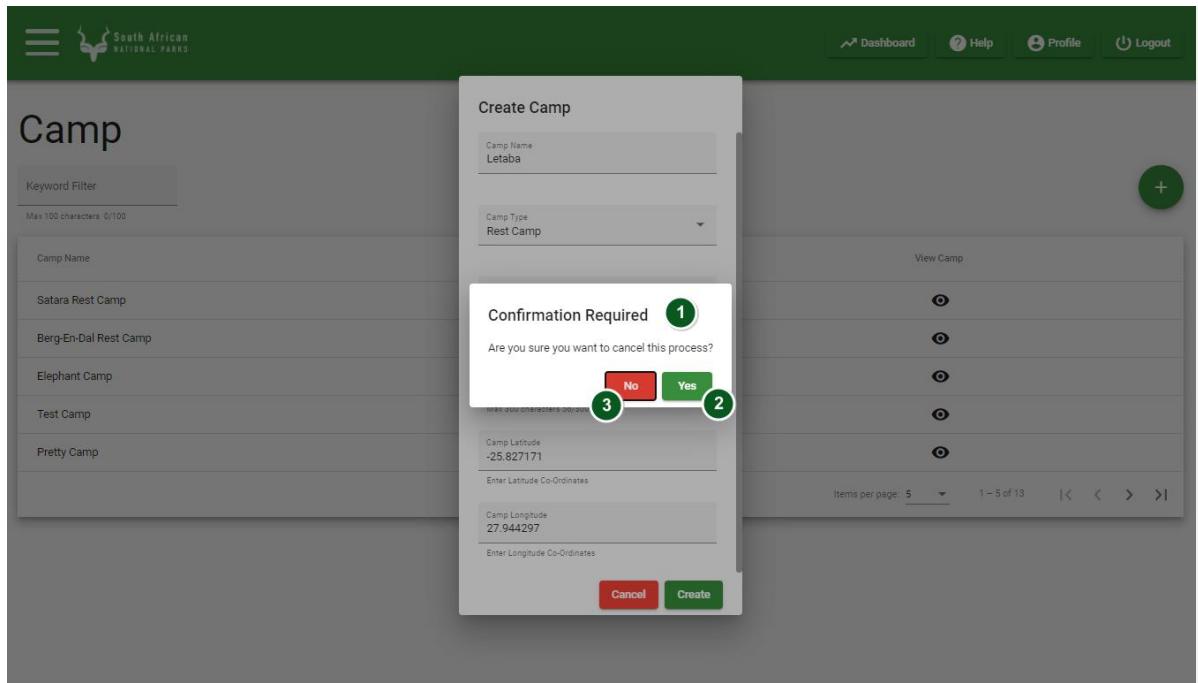
Camp Name	Park	View Camp
Satara Rest Camp		(1)
Berg-En-Dal Rest Camp		(2)
Elephant Camp		(3)
Test Camp	INF370 PARK	(4)
Pretty Camp		(5)

Outcome (1)  
The camp has been successfully created.  
OK (2)

Items per page: 5 | 1 – 5 of 13 | < < > >|

Control Number	Control type	Control Description
----------------	--------------	---------------------

<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the create was successful.
<b>2</b>	<b>Yes Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Camp Home Screen</b> .



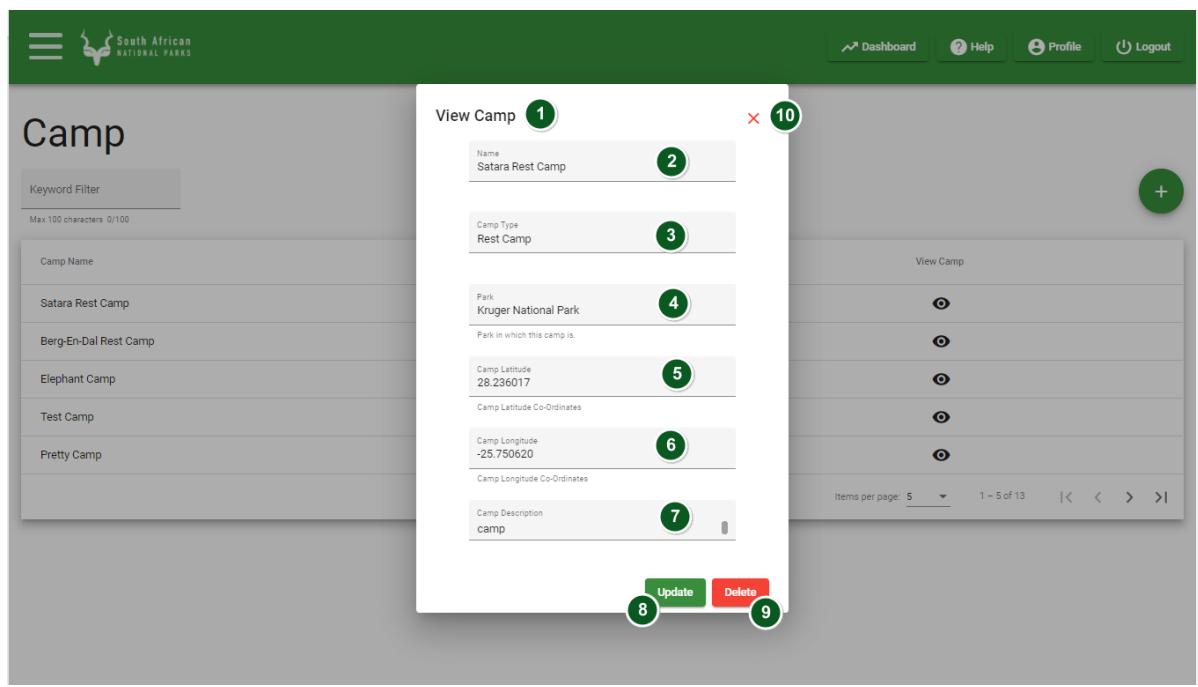
Control Number	Control type	Control Description
<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Camp.
<b>2</b>	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Camp. Re-directs back to the <b>Camp Home Screen</b> .
<b>3</b>	<b>No Button</b>	Click this button when you want to continue the creation of the Camp. Re-directs back to the <b>Create Camp Model</b> .

### 6.3.13.2 Search Camp

Use the global navigation guide to navigate to

Drop Down	Camp
Drop Down Option	Camp
Home Screen	View Button of the Camp you want to view

The following screens indicate how a user can search a Camp.



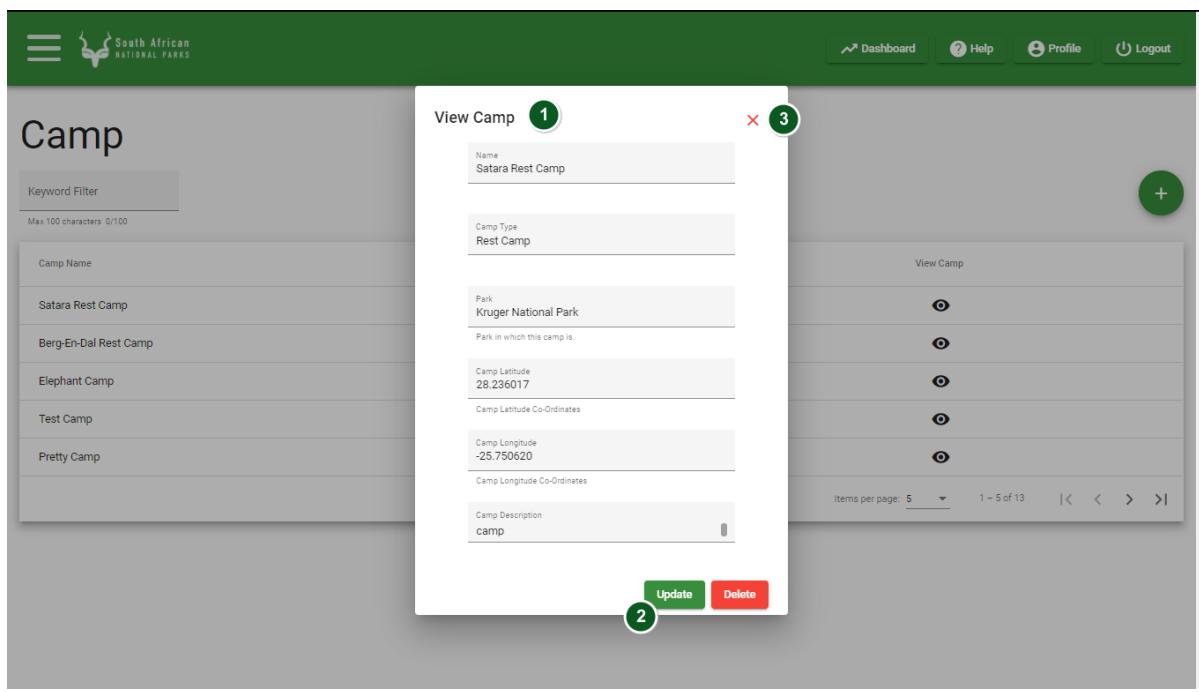
Control Number	Control type	Control Description
1	Header	View Camp
2	Camp Name	View Camp Name
3	Camp Type Name	View Camp Type Name
4	Park Name	View Park Name
5	Camp Latitude	View Camp Latitude
6	Camp Longitude	View Camp Longitude
7	Camp Description	View Camp Description
8	Update Button	Click here to proceed to the Update Camp process.
9	Delete Button	Click here to proceed to the Delete Camp process.
10	Cancel Button	Click to close the model of the View Camp.

### 6.3.13.3 Update Camp

Use the global navigation guide to navigate to

Drop Down	Camp
Drop Down Option	Camp
Home Screen	View Button of the Camp you want to update

The following screens indicate how a user can update a Camp.



**View Camp**

1

Name: Satara Rest Camp

Camp Type: Rest Camp

Park: Kruger National Park

Camp Latitude: 28.236017

Camp Longitude: -25.750620

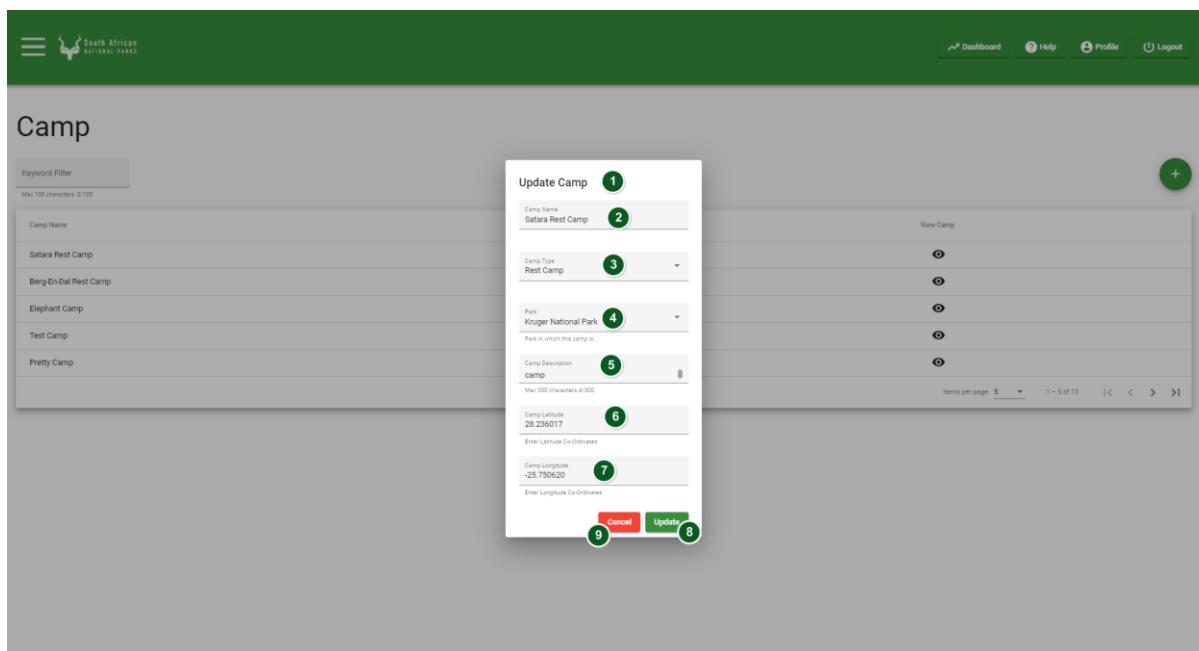
Camp Description: camp

2

3

Items per page: 5 | < > | 1 – 5 of 13

Control Number	Control type	Control Description
1	<b>View Camp Model</b>	This is the View Camp Model
2	<b>Update Button</b>	This is a button that is used to update the Camp. Click this button if you want to update the selected Camp. Re-directs to the <b>Update Camp Model</b>
3	<b>Cancel Button</b>	Close View Camp model and return to the Camp Home Screen



**Update Camp**

1

2

3

4

5

6

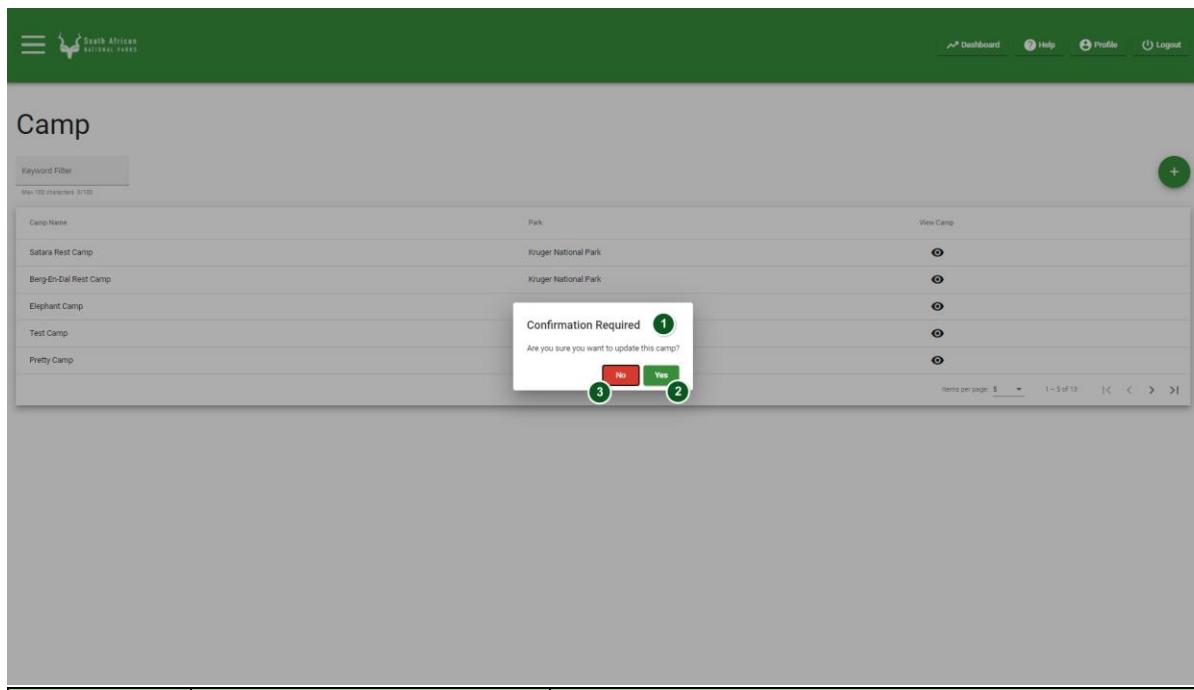
7

8

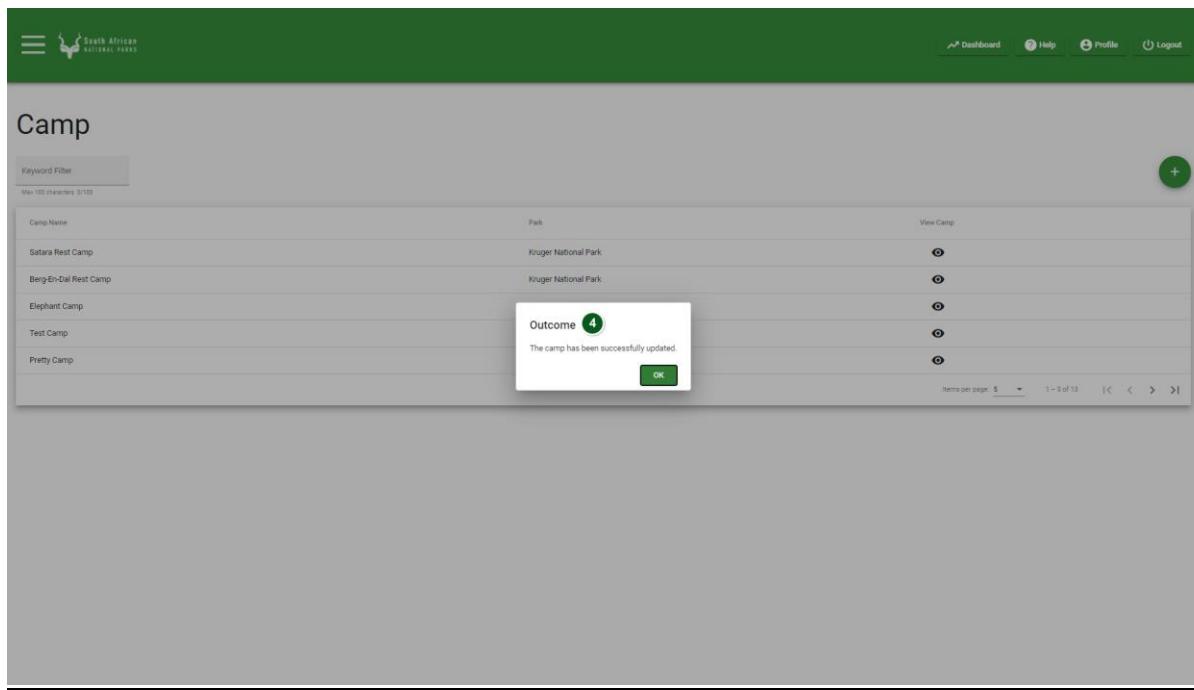
9

Items per page: 5 | < > | 1 – 9 of 13

Control Number	Control type	Control Description
1	<b>Update Camp Model</b>	This is a Model where you can update the Camp information.
2	<b>Camp Name Textbox</b>	Click here to update the Camp Name.
3	<b>Camp Type Drop Down</b>	Click here to update the Camp Type.
4	<b>Park Dropdown</b>	Click here to update the parks the Camp is available in.
5	<b>Camp Description Textbox</b>	Click here to update the Camp description.
6	<b>Camp Latitude Textbox</b>	Click here to update the Camp Latitude.
7	<b>Camp Longitude Textbox</b>	Click here to update the Camp Longitude.
8	<b>Update Button</b>	<p>This is a button that is used to submit the request to update a Camp.</p> <p>Click this button when all the required information is entered correctly in order to update the Camp.</p> <p>Re-directs to update <b>Confirmation Required Dialog</b>.</p>
9	<b>Cancel Button</b>	<p>This is a button that is used to cancel the updating of the Camp process.</p> <p>Click this button when there is no longer a need to update the Camp.</p> <p>Re-directs to termination <b>Confirmation Required Dialog</b>.</p>

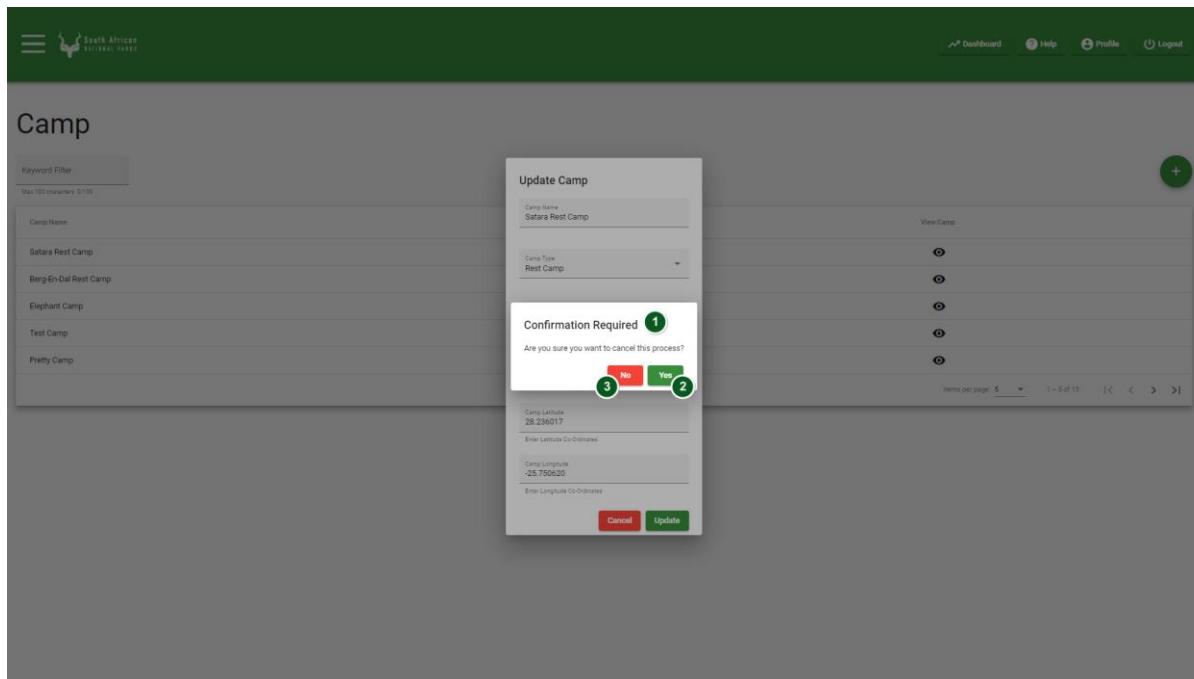


Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Camp.
2	<b>Yes Button</b>	<p>This is a button that is used to confirm the update of the Camp.</p> <p>Click this button when you want to proceed to confirm the update of the Camp.</p> <p>Re-directs to an <b>Outcome Dialog</b>.</p>
3	<b>No Button</b>	<p>This is a button that is used to terminate the update of the Camp.</p> <p>Click this button when you want to terminate the update of the Camp.</p> <p>Re-directs to the <b>Camp Home Screen</b>.</p>



The screenshot shows the Wild Cloud SANParks System interface. At the top, there's a navigation bar with the South African National Parks logo, a search bar, and links for Dashboard, Help, Profile, and Logout. Below the navigation is a section titled 'Camp' with a 'Keyword Filter' button. A table lists various camps: Satara Rest Camp, Berg-En-Dal Rest Camp, Elephant Camp, Test Camp, and Pretty Camp. Each camp entry has a 'View Camp' link and several small circular icons. A modal dialog box is centered over the table, displaying the message 'Outcome 4' with a green checkmark icon, followed by 'The camp has been successfully updated.' and an 'OK' button.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Camp Home Screen</b>



The screenshot shows the 'Update Camp' form. The form fields include 'Camp Name' (Satara Rest Camp), 'Camp Type' (Rest Camp), 'Camp Latitude' (28.236017), and 'Camp Longitude' (-25.750620). A confirmation dialog box is overlaid on the form, asking 'Are you sure you want to cancel this process?' with 'No' and 'Yes' buttons. The 'Yes' button is highlighted with a red circle and labeled '2'. The 'No' button is labeled '3'.

Control Number	Control type	Control Description

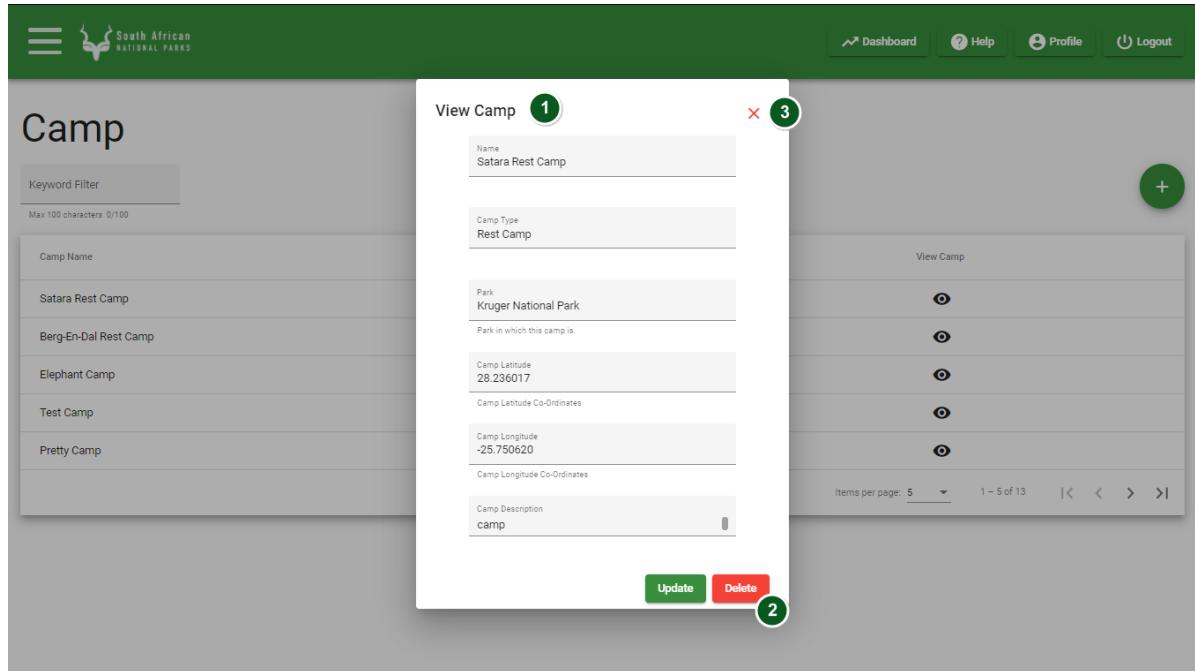
<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Camp.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Camp.  Click this button when you want to terminate the update of the Camp.  Re-directs back to the <b>Camp Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Camp.  Click this button when you want to continue updating the Camp.  Re-directs back to the <b>Update Camp Model</b> .

#### 6.3.13.4 Delete Camp

Use the global navigation guide to navigate to

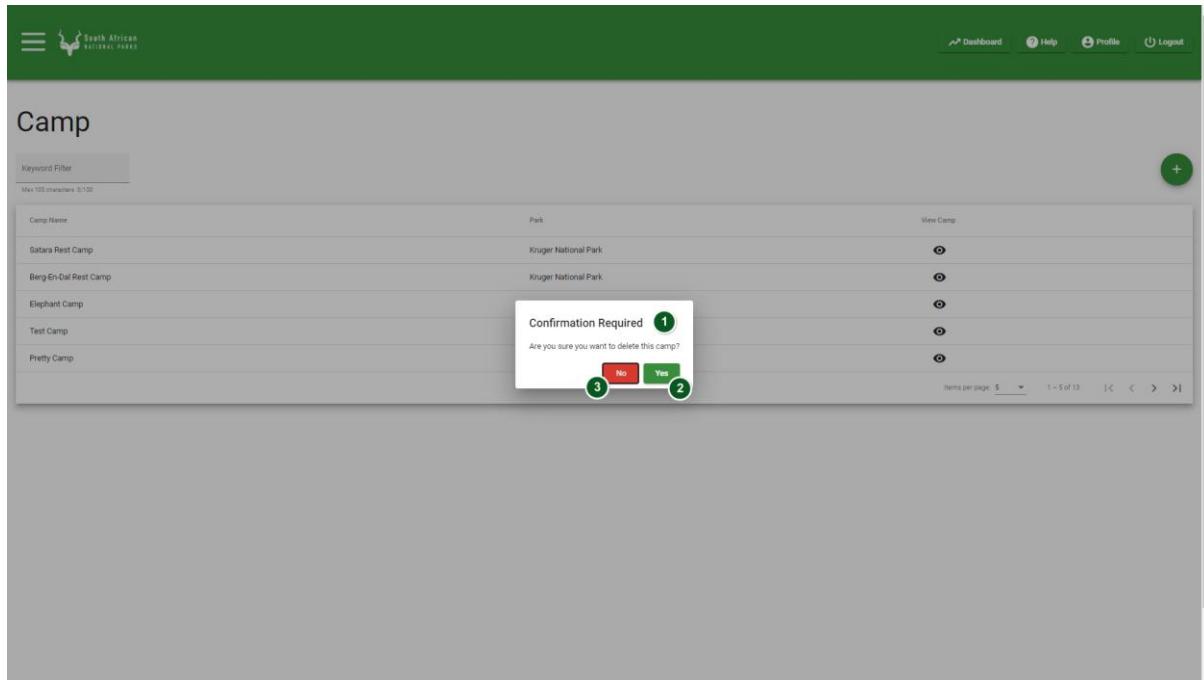
Drop Down	Camp
Drop Down Option	Camp
Home Screen	View Button of the Camp you want to delete

The following screens indicate how a user can delete a Camp.

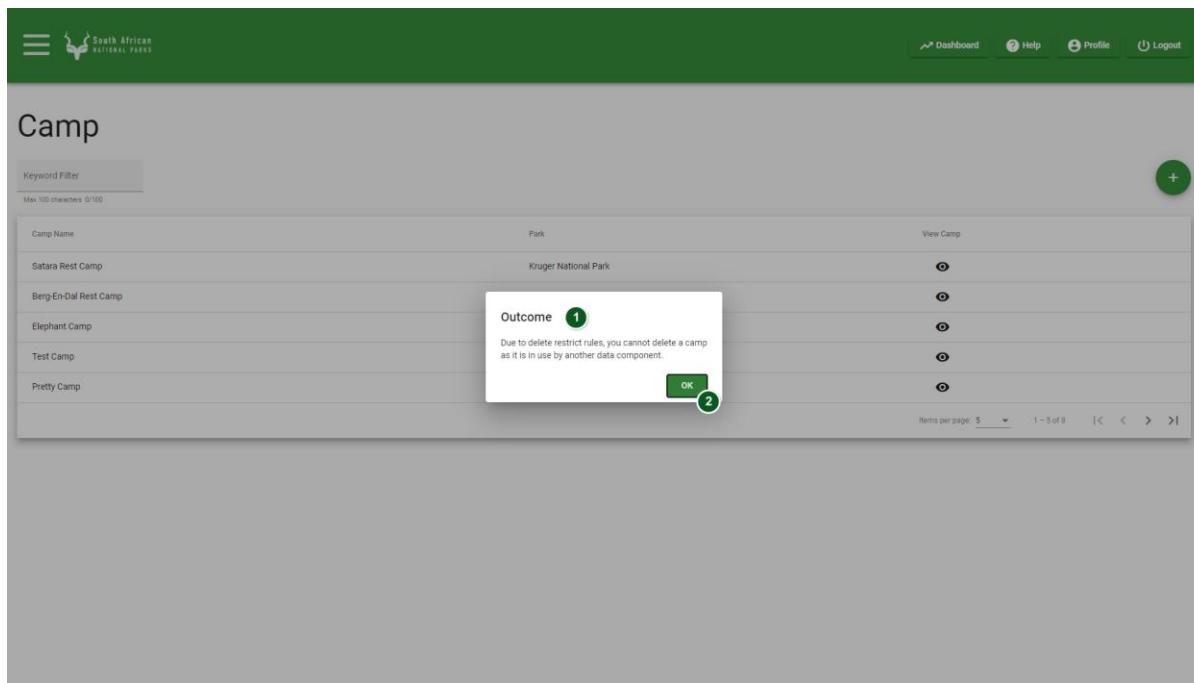


Control Number	Control type	Control Description
<b>1</b>	<b>View Camp Model</b>	This is the View Camp Model

<b>2</b>	<b>Delete Button</b>	This is a button that is used to Delete the Camp.  Click this button if you want to Delete the selected Camp.  Re-directs to the <b>Delete Camp Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Camp model and return to the Camp Home Screen



Control Number	Control type	Control Description
<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Camp.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Camp.  Click this button when you are sure you want to delete the selected Camp from the system.  Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Camp process.  Click this button when you no longer want to delete the selected Camp.  Re-directs back to the <b>Camp Home Screen</b> .



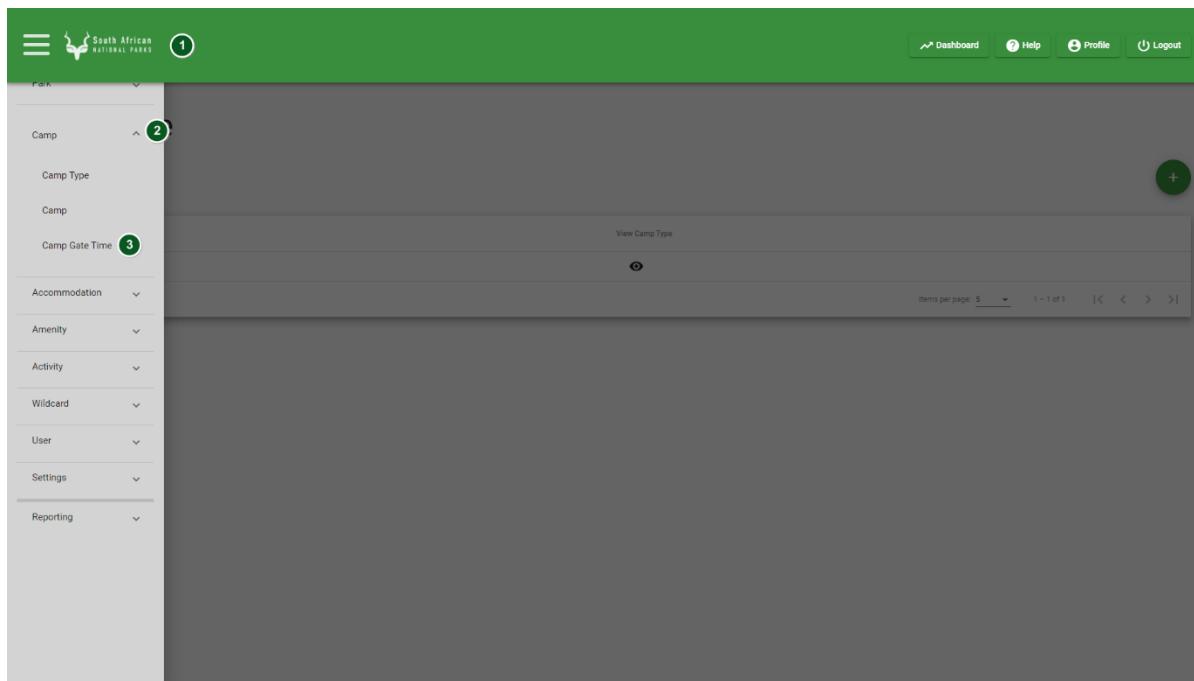
Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Camp was successful/unsuccessful.
2	OK Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Camp Home Screen</b>

### 6.3.14 Camp Gate Functionality

The Camo Gate Time is created to indicate opening and closing times for each of the camps in the park. This information is relayed to customers who book accommodation in the camps to ensure they arrive before closing times and avoid penalties. E.g. The Kruger National Park's Letaba Rest Camp opens at 06h00 and closes at 21h00. Guests who arrive for check in after 21h00 will be penalised. The Camp Gate Time functionality will encompass the creating, searching, updating, and deleting of the Camp Gate Time.

#### 6.3.14.0 Camp Gate Time Home Screen

The following screens indicate how a user can navigate to the Camp Gate Time Home screen



This screenshot shows the SANParks system's main dashboard. The top navigation bar includes links for Dashboard, Help, Profile, and Logout. On the left, a vertical menu bar is open, showing categories like Camp, Camp Type, Camp, Camp Gate Time (which is highlighted with a red circle containing the number 3), Accommodation, Amenity, Activity, Wildcard, User, Settings, and Reporting. The main content area displays a search interface with fields for 'View Camp Type' and 'Camp'. Below the search is a pagination control showing 'Items per page: 5' and '1 - 1 of 1'.

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Camp Drop Down Button</b>	Click here to Open or Close the Camp Drop Down.
3	<b>Camp Gate Time Button</b>	Re-directs the user to the Camp Gate Time <b>Home Screen</b> . Click here to display the Camp Gate Time Home Screen .



This screenshot shows the 'Camp Gate Time' screen. The top navigation bar and menu bar are identical to the dashboard. The main content area displays a search result for 'Satara Rest Camp'. The result shows the camp name, a 'Season' field set to 'High', and a 'View Gate Time' link. There are also buttons for 'Edit' (with a red circle containing the number 6) and 'Delete' (with a red circle containing the number 7). The bottom of the screen includes a pagination control showing 'Items per page: 5' and '1 - 1 of 1'.

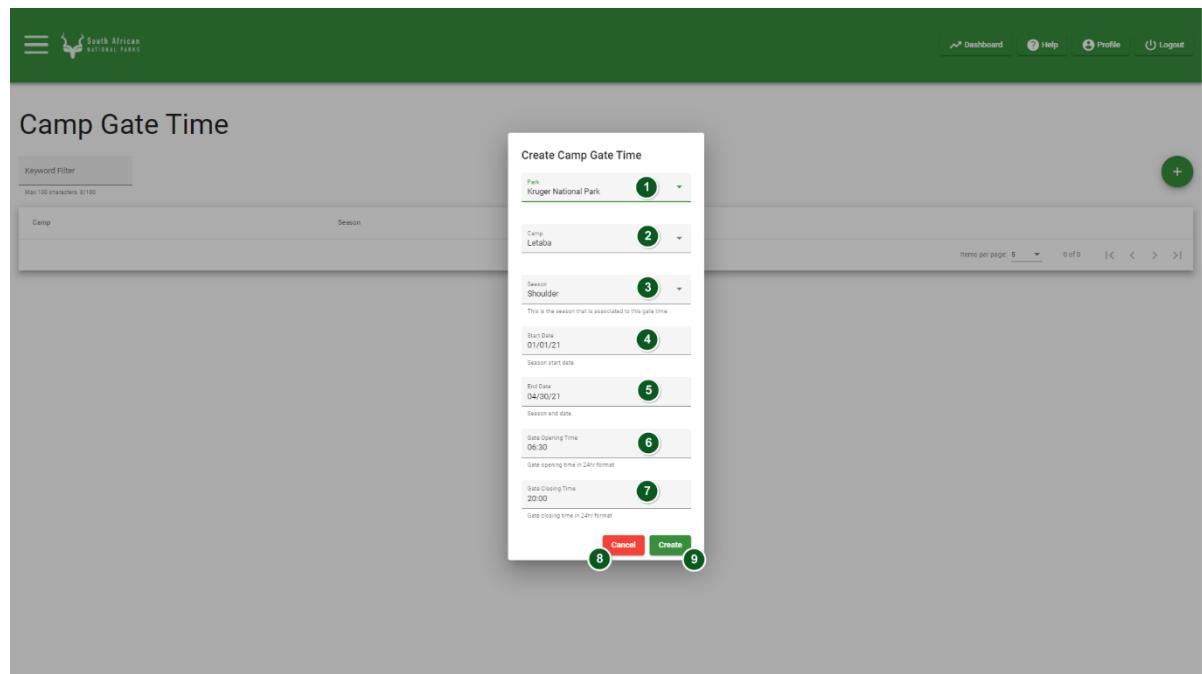
Control Number	Control type	Control Description
1	Header	Page Header
2	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific camp gate time.
3	Create camp gate time Button	Re-directs the user to the <b>Create Camp gate time Model</b> . Click here to display the Create Camp gate time Model.
4	Camp Name Table Column	This displays the column of Camp Names.
5	View Camp Table Column	This displays View Camp Button for each Camp on the table.
6	View Camp Button	Re-directs the user to the <b>View Camp Gate Time Model</b> . Click here to display the View Camp Gate Time Model.
7	Table Row	This displays a row of a Camp in the table.
8	Camp Table	This tables displays the saved Camps.
9	Page Navigation	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

#### 6.3.14.1 Create Camp Gate Time

Use the home screen guide to navigate to

Drop Down	Camp
Drop Down Option	Camp Gate Time
Home Screen	Green Plus Button

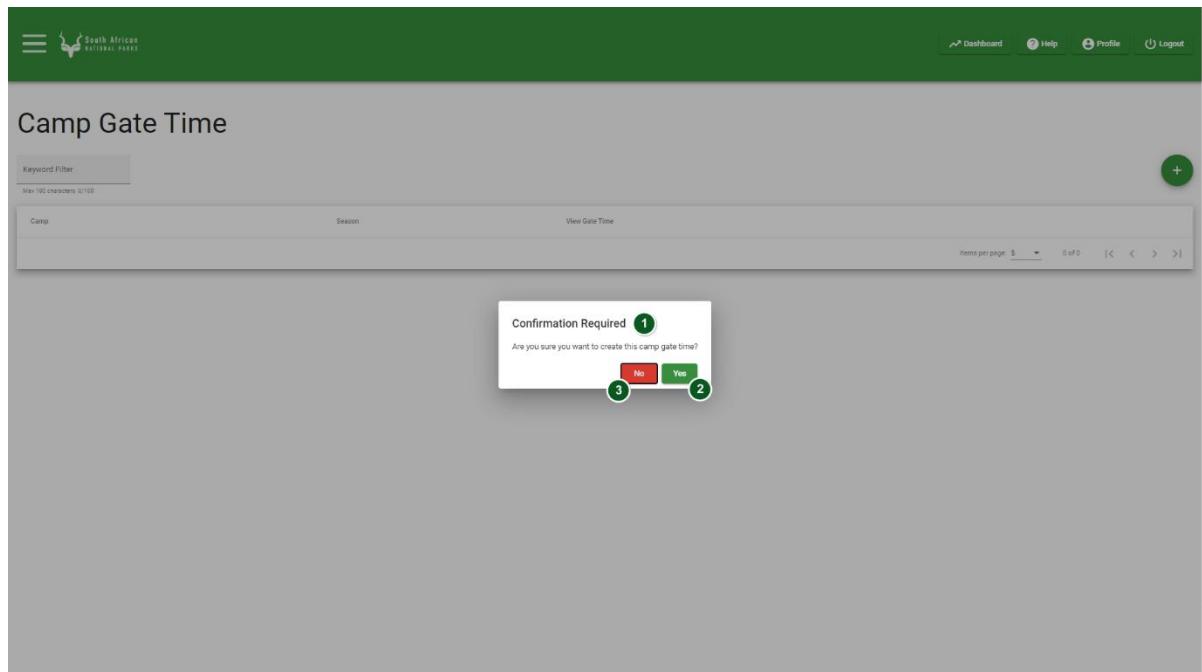
The following screens indicate how a user can create a new Camp Gate Time.



The screenshot shows a 'Create Camp Gate Time' dialog box overlaid on a 'Camp Gate Time' list page. The dialog has the following fields and controls:

- Park:** Kruger National Park (Control 1)
- Camp:** Letaba (Control 2)
- Season:** Shoulder (Control 3)
- Start Date:** 01/01/21 (Control 4)
- End Date:** 04/06/21 (Control 5)
- Gate opening Time:** 06:30 (Control 6)
- Gate closing Time:** 20:00 (Control 7)
- Cancel** and **Create** buttons (Controls 8 and 9)

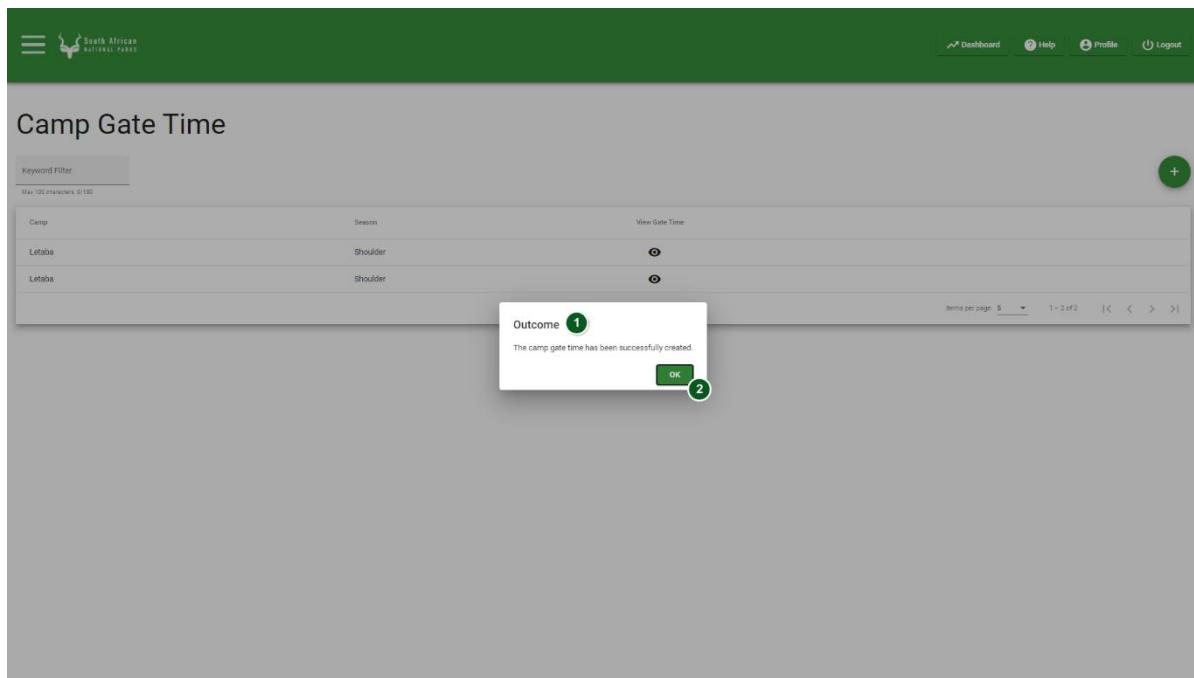
Control Number	Control type	Control Description
1	<b>Park Name Drop Down</b>	Click here to select a Park from the Drop Down.
2	<b>Camp Name Drop Down</b>	Click here to select a Camp Type from the Drop Down.
3	<b>Season Name Drop Down</b>	Click here to select a Season from the Drop Down.
4	<b>Start Date Picker</b>	Click here to select a start date.
5	<b>End Date Picker</b>	Click here to select an end date.
6	<b>Gate Opening Time Picker</b>	Click here to select an opening time.
7	<b>Gate Closing Time Picker</b>	Click here to select a closing time.
8	<b>Cancel Button</b>	Click to cancel the create Camp Gate Time process. Re-directs to termination <b>Confirmation Required Dialog</b> .
9	<b>Create Button</b>	Click this button when all the required information is entered correctly in order to add the new Camp Gate Time to the system. Re-directs to create <b>Confirmation Required Dialog</b> .



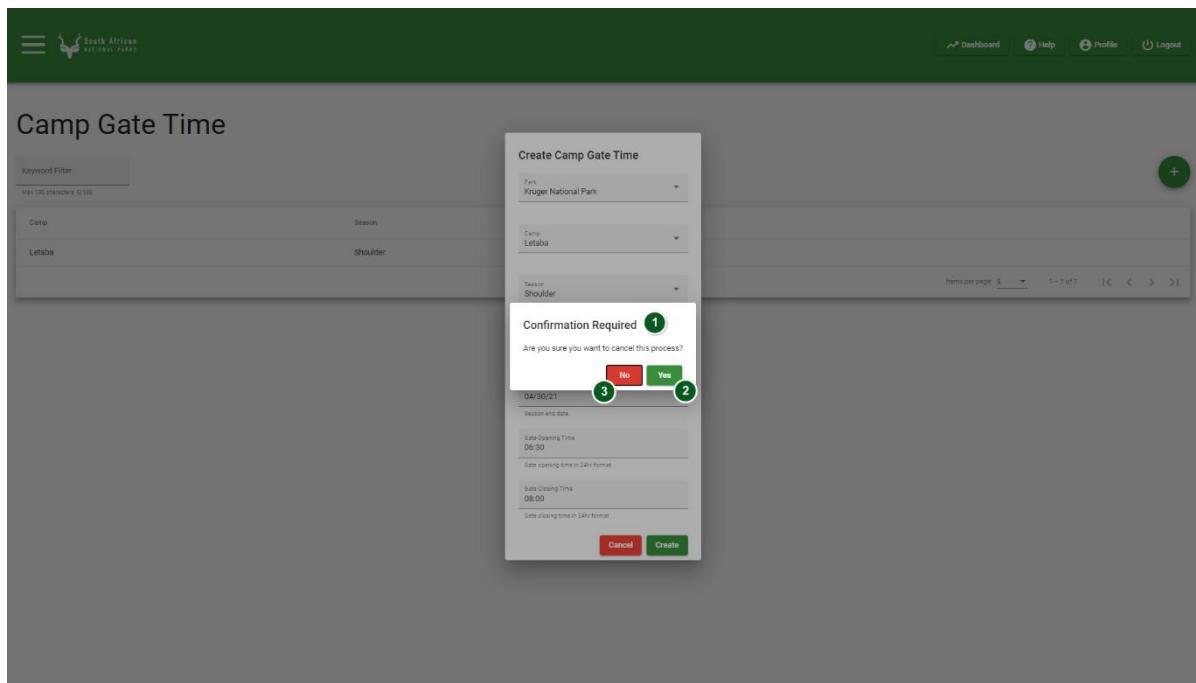
The screenshot shows a web-based application interface for managing camp gate times. At the top, there's a green header bar with the South African National Parks logo, navigation links for Dashboard, Help, Profile, and Logout, and a search bar labeled 'Keyword Filter' with a character limit of 50/100. Below the header, the main content area has a title 'Camp Gate Time'. It includes a 'Camp' dropdown, a 'Season' dropdown, and a 'View Date Time' link. A confirmation dialog box is overlaid on the page, asking 'Are you sure you want to create this camp gate time?'. The dialog has two buttons: 'No' (red) and 'Yes' (green). The number '1' is in a circle above the dialog, and the numbers '3' and '2' are in circles below the buttons, likely indicating step numbers in a process.

Control Number	Control type	Control Description
----------------	--------------	---------------------

<b>1</b>	<b>Create Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the Create Camp Gate Time.
<b>2</b>	<b>Yes Button</b>	Click this button if you want to confirm the creation of the Camp Gate Time. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	Click this button when you want to terminate the creation of the Camp Gate Time. Re-directs to the <b>Camp Gate Time Home Screen</b> .



<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the create was successful.
<b>2</b>	<b>Yes Button</b>	Click this button to close the Outcome Dialog. Re-directs back to the <b>Camp Gate Time Home Screen</b> .



Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Camp Gate Time.
2	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Camp Gate Time. Re-directs back to the <b>Camp Gate Time Home Screen</b> .
3	<b>No Button</b>	Click this button when you want to continue the creation of the Camp Gate Time. Re-directs back to the <b>Create Camp Gate Time Model</b> .

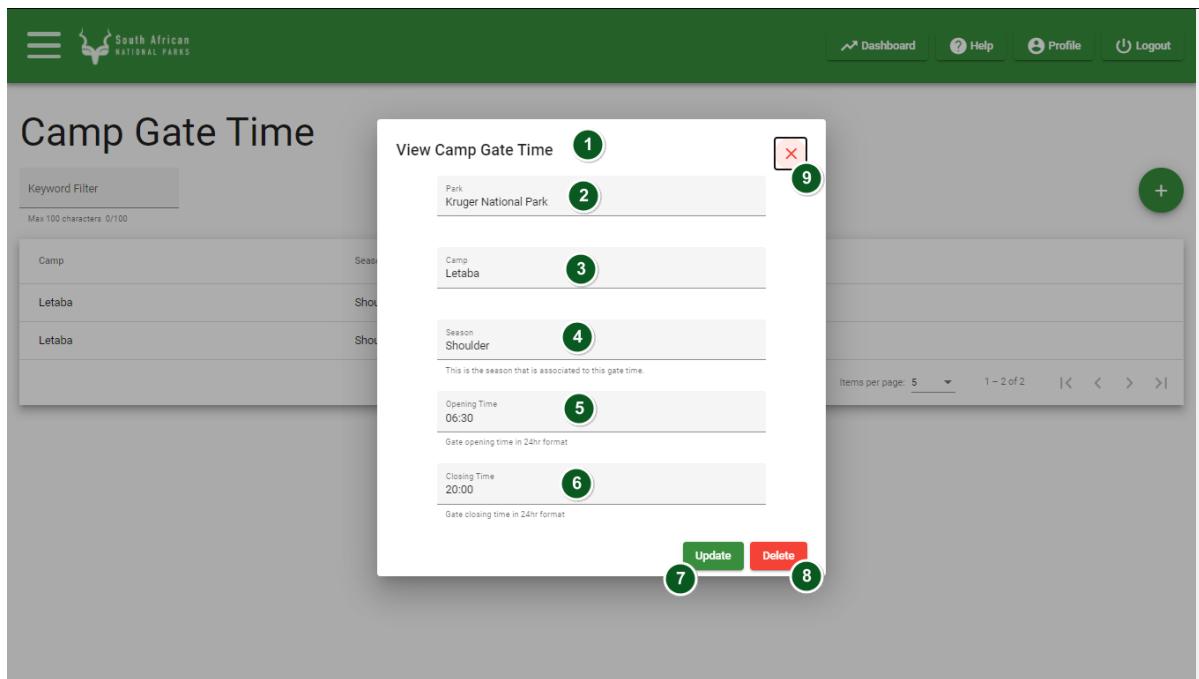
#### 6.3.14.2 Search Camp Gate Time

Use the home screen guide to navigate to

Drop Down	Camp
Drop Down Option	Camp Gate Time
Home Screen	View Button of the Camp Gate Time you want to view

The following

screens indicate how a user can search a Camp Game Time.



Control Number	Control type	Control Description
1	<b>Header</b>	View Camp Gate Time
2	<b>Park Name</b>	View Park Name
3	<b>Camp Name</b>	View Camp Name
4	<b>Season Name</b>	View Season
5	<b>Opening Time</b>	View Opening Time
6	<b>Closing Time</b>	View Closing Time
7	<b>Update Button</b>	Click here to proceed to the Update Camp Gate Time process.
8	<b>Delete Button</b>	Click here to proceed to the Delete Camp Gate Time process.
9	<b>Cancel Button</b>	Click to close the model of the View Camp Gate Time.

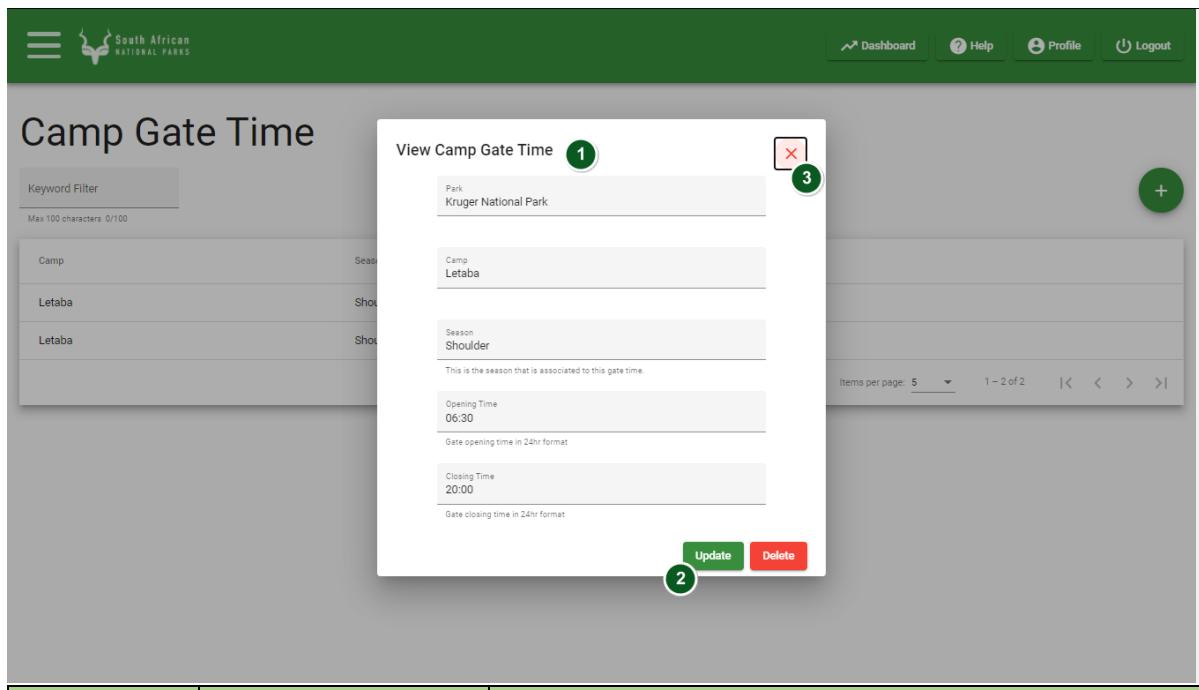
#### 6.3.14.3 Update Camp Gate Time

Use the home screen guide to navigate to

Drop Down	Camp
Drop Down Option	Camp Gate Time
Home Screen	View Button of the Camp Gate Time you want to update

The following

screens indicate how a user can update a Camp Game Time.



**Camp Gate Time**

View Camp Gate Time **1**

Park Kruger National Park **3**

Camp Letaba

Season Shoulder

This is the season that is associated to this gate time.

Opening Time 06:30

Gate opening time in 24hr format

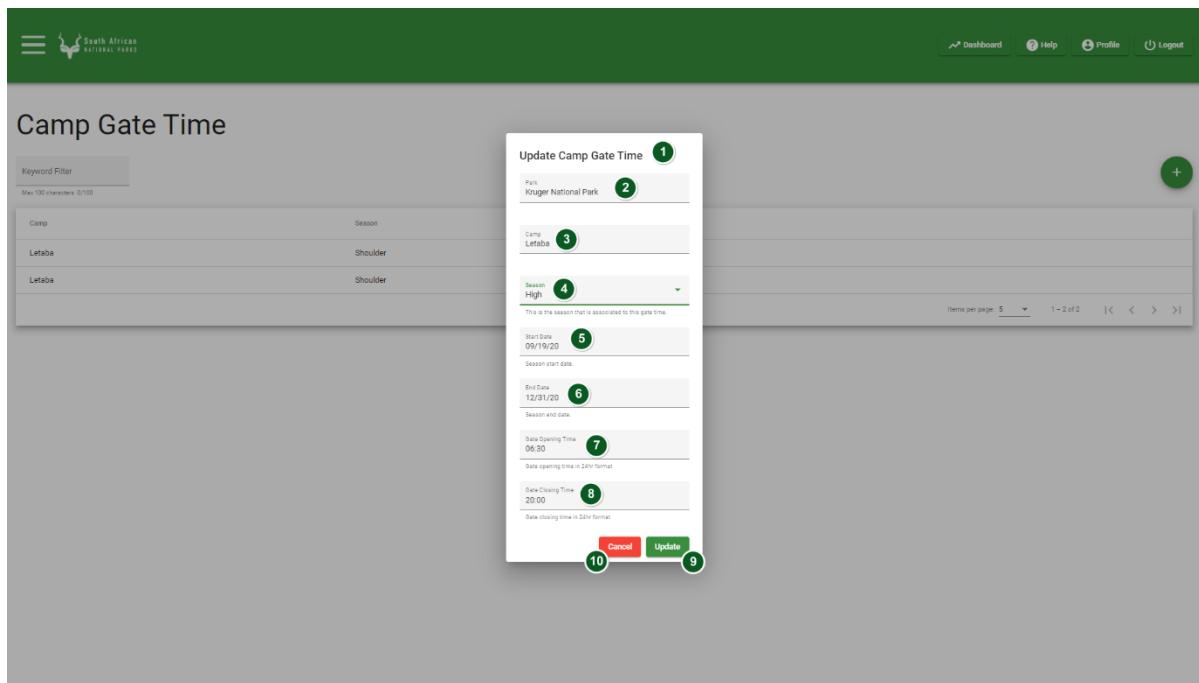
Closing Time 20:00

Gate closing time in 24hr format

Items per page: 5 | < < > > | 1 – 2 of 2

**2** Update **3** Delete

Control Number	Control type	Control Description
<b>1</b>	<b>View Camp Gate Time Model</b>	This is the View Camp Gate Time Model
<b>2</b>	<b>Update Button</b>	This is a button that is used to update the Camp Gate Time. Click this button if you want to update the selected Camp Gate Time. Re-directs to the <b>Update Camp Gate Time Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Camp Gate Time model and return to the Camp Gate Time Home Screen



**Camp Gate Time**

Update Camp Gate Time **1**

Park Kruger National Park **2**

Camp Letaba **3**

Season **4**

This is the season that is associated to this gate time.

Start Date 09/19/20 **5**

Season start date

End Date 12/31/20 **6**

Season end date

Gate Opening Time 06:30 **7**

Gate opening time in 24hr format

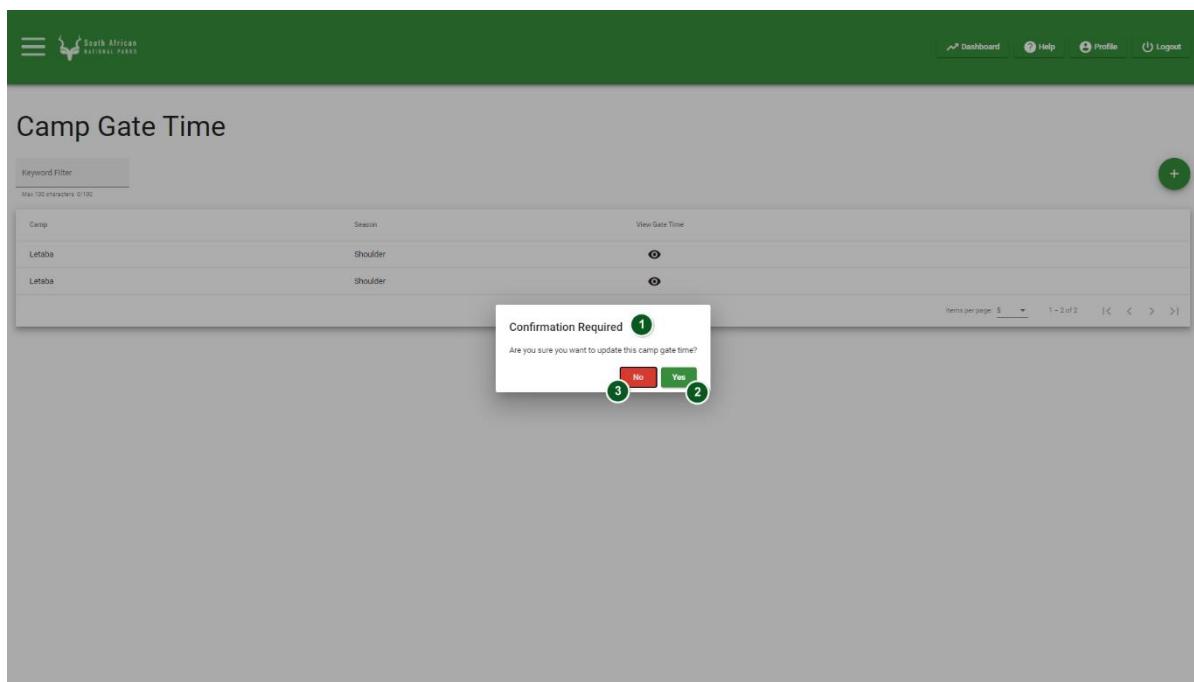
Gate Closing Time 20:00 **8**

Gate closing time in 24hr format

**9** Cancel **10** Update

Items per page: 5 | < < > > | 1 – 2 of 2

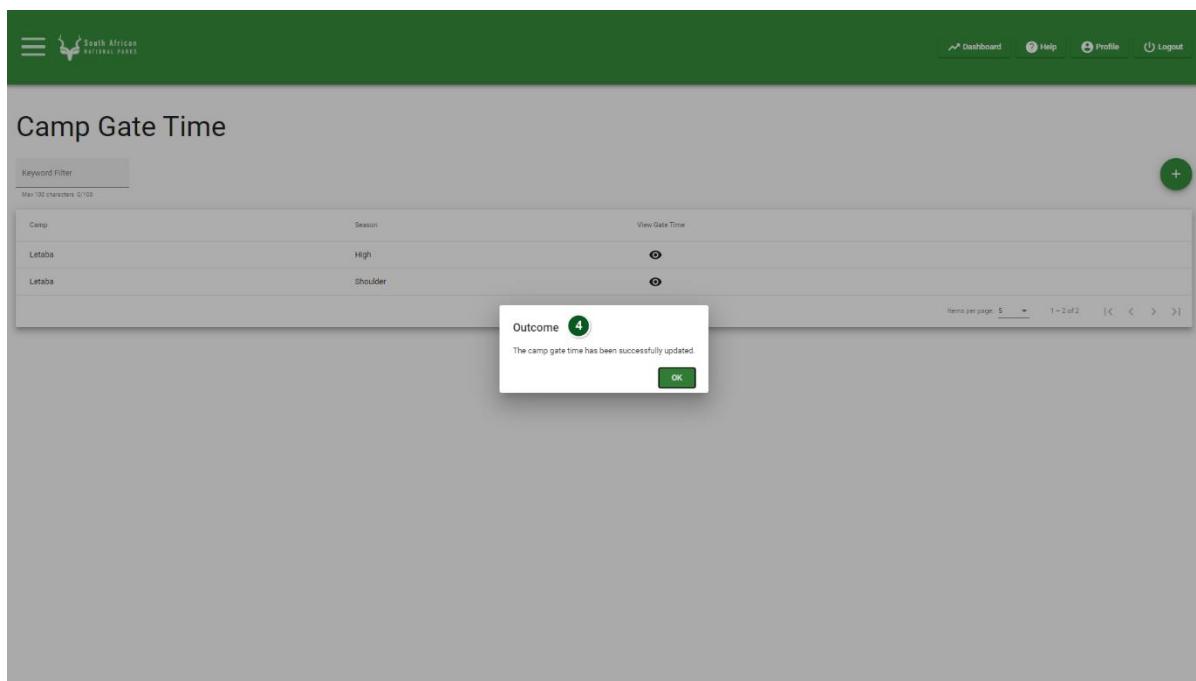
Control Number	Control type	Control Description
1	<b>Update Camp Model</b>	This is a Model where you can update the Camp Gate Time information.
2	<b>Park Textbox</b>	Click here to update the Park Name.
3	<b>Camp Textbox</b>	Click here to update the Camp.
4	<b>Season Dropdown</b>	Click here to update the Season the Camp Gate Time is available in.
5	<b>Start Date</b>	End Date is automatically populated
6	<b>End Date</b>	End Date is automatically populated
7	<b>Gate Opening Time Textbox</b>	Click here to update the Opening Time.
8	<b>Gate Closing Time Textbox</b>	Click here to update the Gate Closing Time.
9	<b>Update Button</b>	This is a button that is used to submit the request to update a Camp. Click this button when all the required information is entered correctly in order to update the Camp. Re-directs to update <b>Confirmation Required Dialog</b> .
10	<b>Cancel Button</b>	This is a button that is used to cancel the updating of the Camp process. Click this button when there is no longer a need to update the Camp. Re-directs to termination <b>Confirmation Required Dialog</b> .



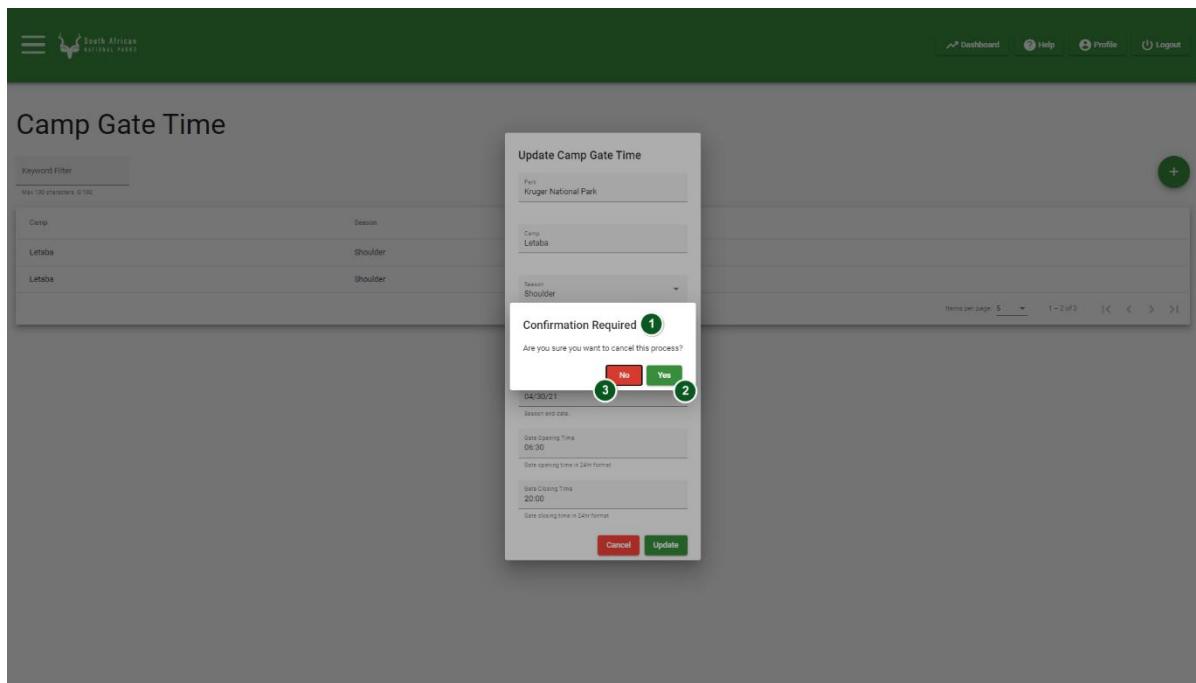
The screenshot shows a web application interface for managing camp gate times. At the top, there's a green header bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the main content area has a title 'Camp Gate Time'. On the left, there's a 'Keyword Filter' input field. In the center, there's a table with two rows. The first row has 'Camp' (Letaba), 'Season' (Shoulder), and a 'View Gate Time' button. The second row has 'Camp' (Letaba), 'Season' (Shoulder), and a 'View Gate Time' button. A confirmation dialog box is overlaid on the page, containing the text 'Confirmation Required' with a counter '(1)', the question 'Are you sure you want to update this camp gate time?', and two buttons: 'No' (red) and 'Yes' (green). The 'Yes' button is highlighted with a green circle and the number '2'. The 'No' button is highlighted with a red circle and the number '3'.

Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Camp Gate Time.

<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Camp Gate Time. Click this button when you want to proceed to confirm the update of the Camp Gate Time. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Camp Gate Time. Click this button when you want to terminate the update of the Camp Gate Time. Re-directs to the <b>Camp Gate Time Home Screen</b> .



Control Number	Control type	Control Description
<b>1</b>	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Camp Gate Time Home Screen</b>



Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Camp Gate Time.
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Camp Gate Time. Click this button when you want to terminate the update of the Camp Gate Time. Re-directs back to the <b>Camp Gate Time Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Camp Gate Time. Click this button when you want to continue updating the Camp Gate Time. Re-directs back to the <b>Update Camp Gate Time Model</b> .

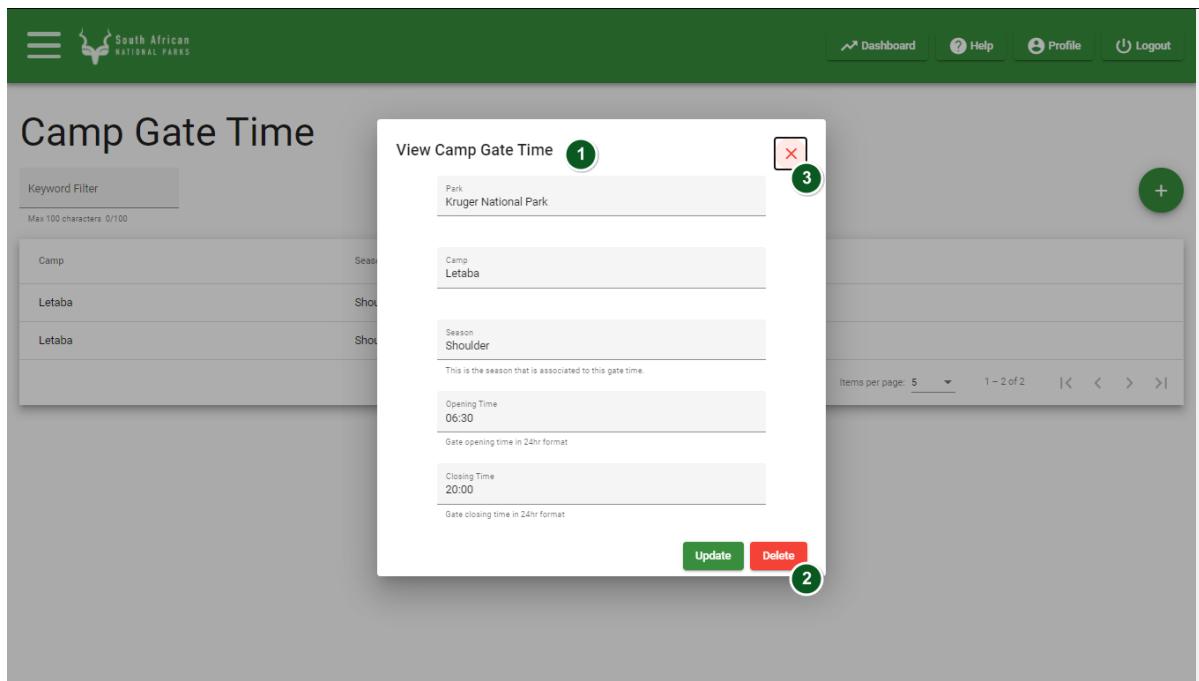
#### 6.3.14.4 Delete Camp Gate Time

Use the home screen guide to navigate to

Drop Down	Camp
Drop Down Option	Camp Gate Time
Home Screen	View Button of the Camp Gate Time you want to delete

The following

screens indicate how a user can delete a Camp Game Time.



**Camp Gate Time**

View Camp Gate Time ①

Park: Kruger National Park

Camp: Letaba

Season: Shoulder

This is the season that is associated to this gate time.

Opening Time: 06:30

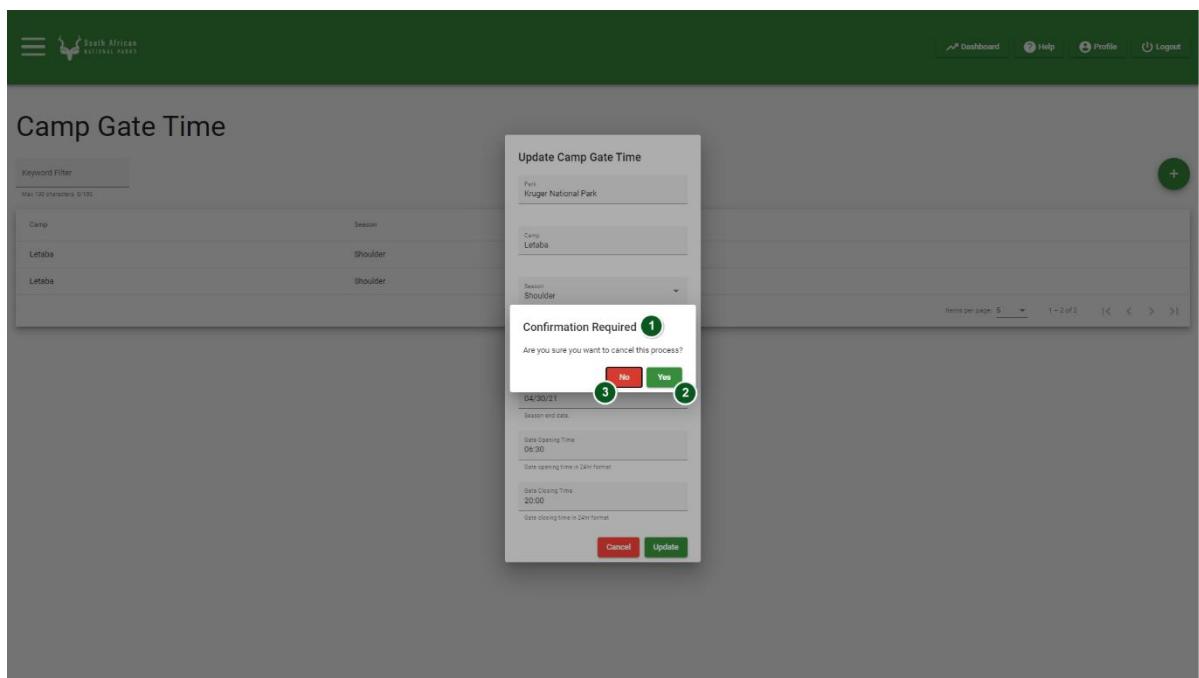
Gate opening time in 24hr format

Closing Time: 20:00

Gate closing time in 24hr format

Update ② Delete ③

Control Number	Control type	Control Description
1	<b>View Camp Gate Time Model</b>	This is the View Camp Gate Time Model
2	<b>Delete Button</b>	This is a button that is used to Delete the Camp Gate Time. Click this button if you want to Delete the selected Camp Gate Time. <b>Re-directs to the Delete Camp Gate Time Model</b>
3	<b>Cancel Button</b>	Close View Camp Gate Time model and return to the Camp Gate Time Home Screen



**Camp Gate Time**

Update Camp Gate Time

Park: Kruger National Park

Camp: Letaba

Season: Shoulder

Confirmation Required ①

Are you sure you want to cancel this process?

04/03/21 ③ No ④ Yes ⑤

Season end date:

Date Opening Time: 06:30

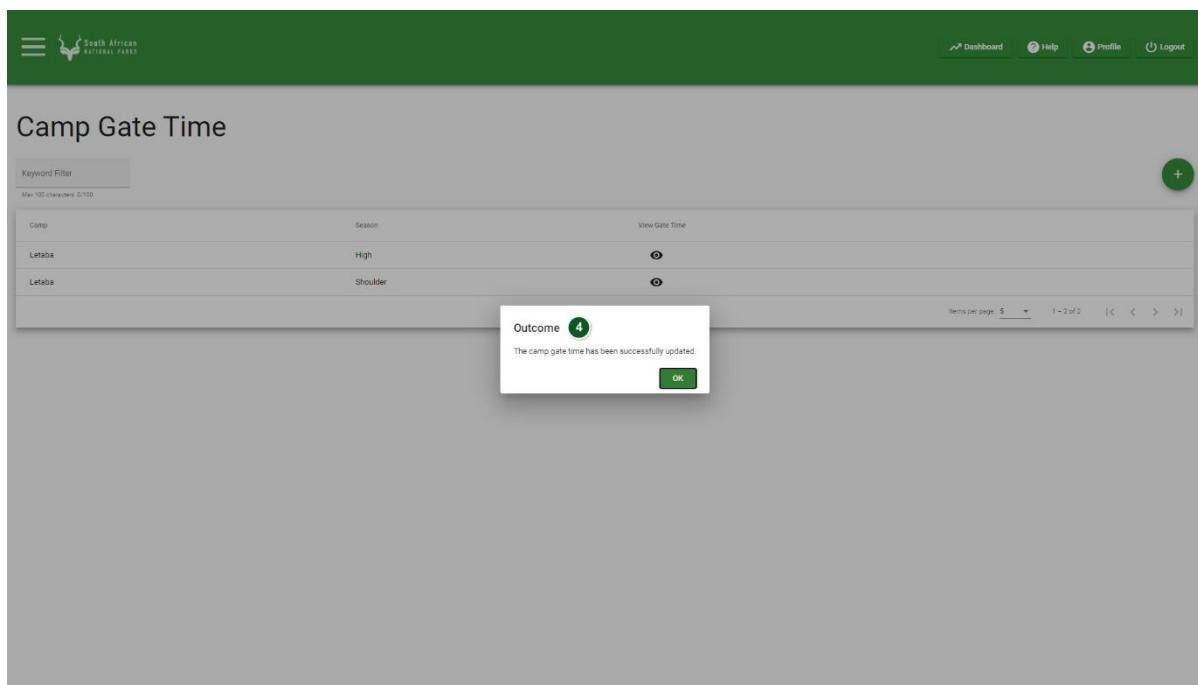
Gate opening time in 24hr format

Date Closing Time: 20:00

Gate closing time in 24hr format

Cancel ⑥ Update ⑦

Control Number	Control type	Control Description
1	Delete Confirmation Required Dialog	This is a Dialog that requires confirmation, to delete the selected Camp Gate Time.
2	Yes Button	This is a button that is used to confirm the deletion of the selected Camp Gate Time. Click this button when you are sure you want to delete the selected Camp Gate Time from the system. Re-directs to the <b>Outcome Dialog</b> .
3	No Button	This is a button that is used to terminate the deletion of the Camp Gate Time process. Click this button when you no longer want to delete the selected Camp Gate Time. Re-directs back to the <b>Camp Gate Time Home Screen</b> .



Control Number	Control type	Control Description
4	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Camp Gate Time was successful/unsuccessful. Click the ok button to close the Outcome Dialog. Re-directs back to the <b>Camp Gate Time Home Screen</b>

### 6.3.15 Accommodation Type Functionality

Allows the user to create accommodation types which make up part of the accommodation that clients book. E.g. accommodation type refers to cottage, campsite, and Bungalow. The Accommodation Type functionality will encompass the creating, searching, updating, and deleting of the Accommodation Type.

#### 6.3.15.0 Accommodation Type Home Screen

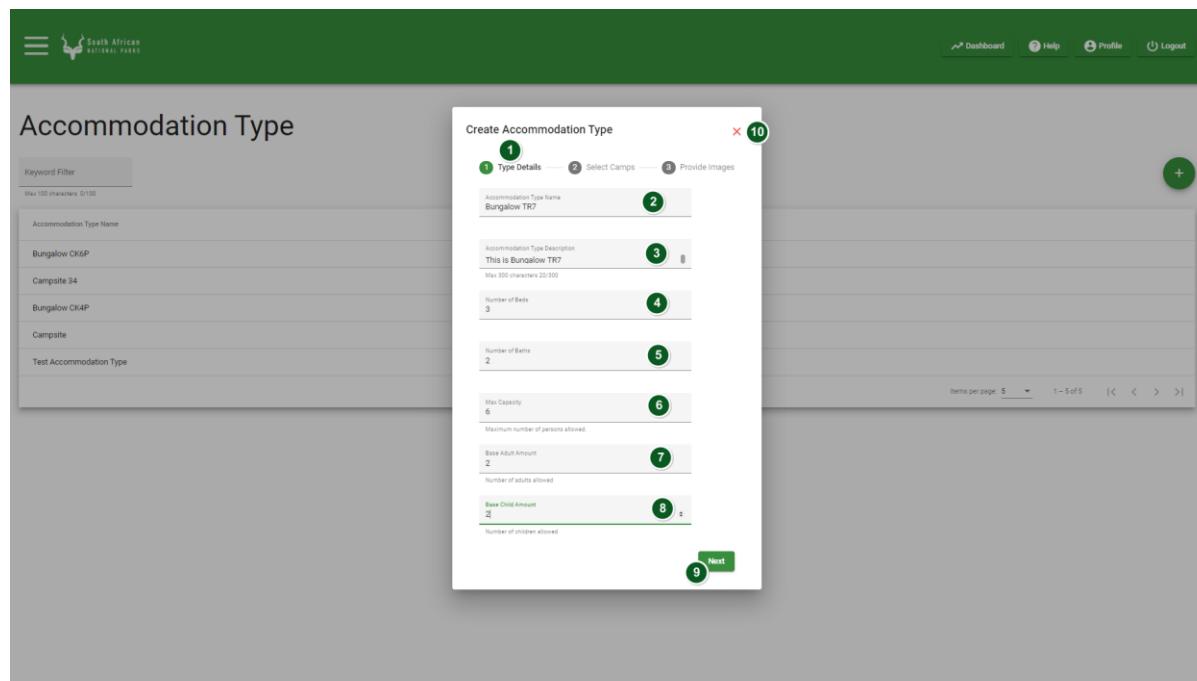
The following screens indicate how a user can navigate to the Accommodation Type Home screen

#### 6.3.15.1 Create Accommodation Type

Use the global navigation guide to navigate to

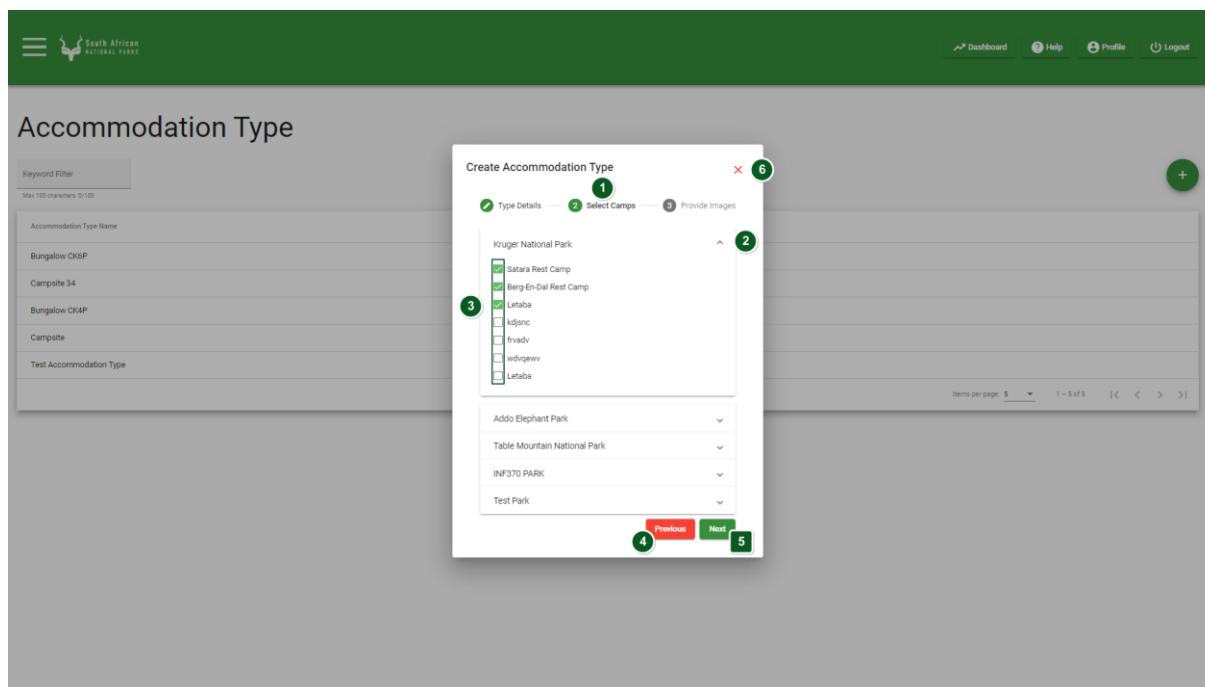
Drop Down	Accommodation
Drop Down Option	Accommodation Type
Home Screen	Green Plus Button

The following screens indicate how a user can create a new Accommodation Type.



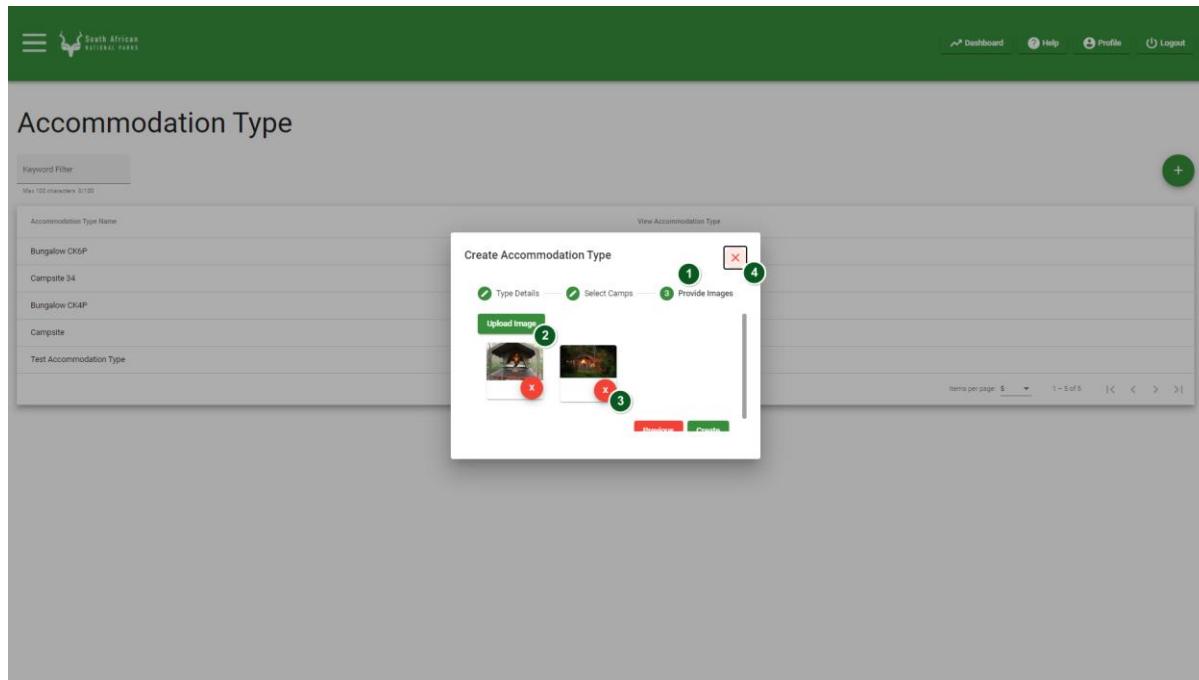
Control Number	Control type	Control Description
1	Create Accommodation Type Model	Name of the model
11	Type Details Page 1 Model Header	Model page 1 header
2	Accommodation Type Name Textbox	Click here to enter a new Accommodation Type Name.

<b>3</b>	<b>Accommodation Type Description Textbox</b>	Click here to enter an Accommodation Type Description.
<b>4</b>	<b>Number of Beds Textbox</b>	Click here to enter number of beds
<b>5</b>	<b>Number of Baths Textbox</b>	Click here to enter number of baths
<b>6</b>	<b>Maximum Capacity Textbox</b>	Click here to enter a Capacity.
<b>7</b>	<b>Base Adult Number Textbox</b>	Click here to enter a base adult number
<b>8</b>	<b>Base Child Number Textbox</b>	Click here to enter a base child number
<b>9</b>	<b>Next Button</b>	Click to proceed to the next page in the model.
<b>10</b>	<b>Cancel Button</b>	Click to cancel the create Accommodation Type process.  Re-directs to termination <b>Confirmation Required Dialog</b> .

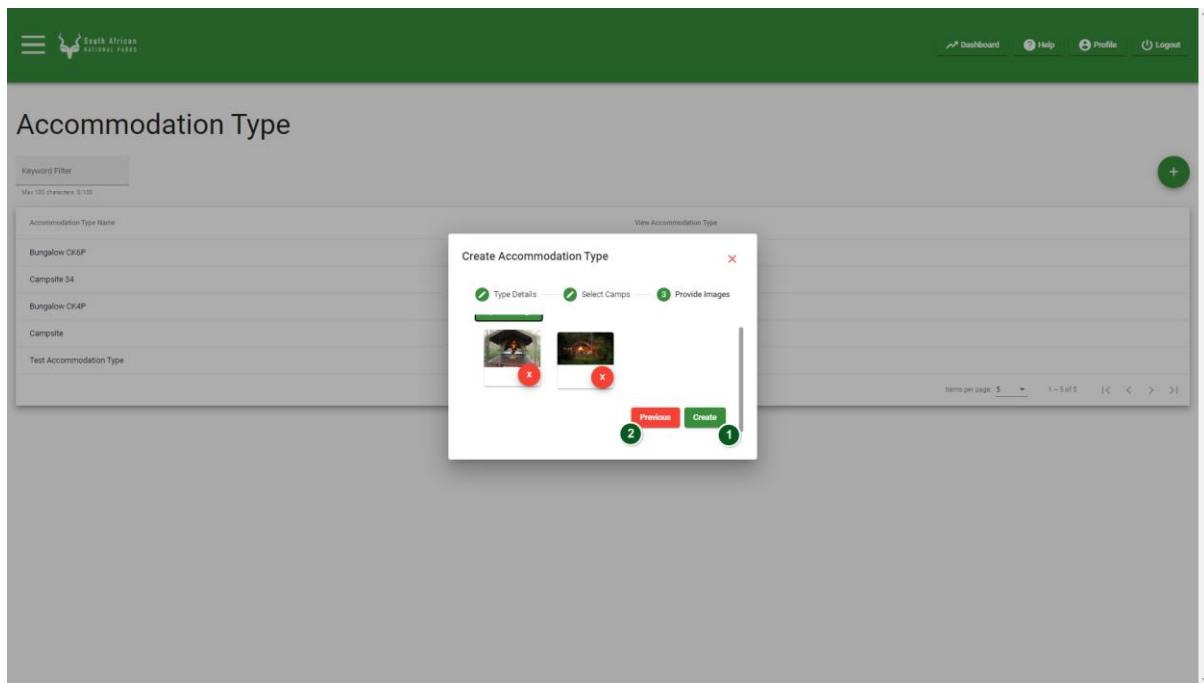


Control Number	Control type	Control Description
<b>1</b>	<b>Select Camps Header</b>	Model page 2 header
<b>2</b>	<b>Park Drop Down Button</b>	Click here to collapse the Park drop down to show the camps in the park

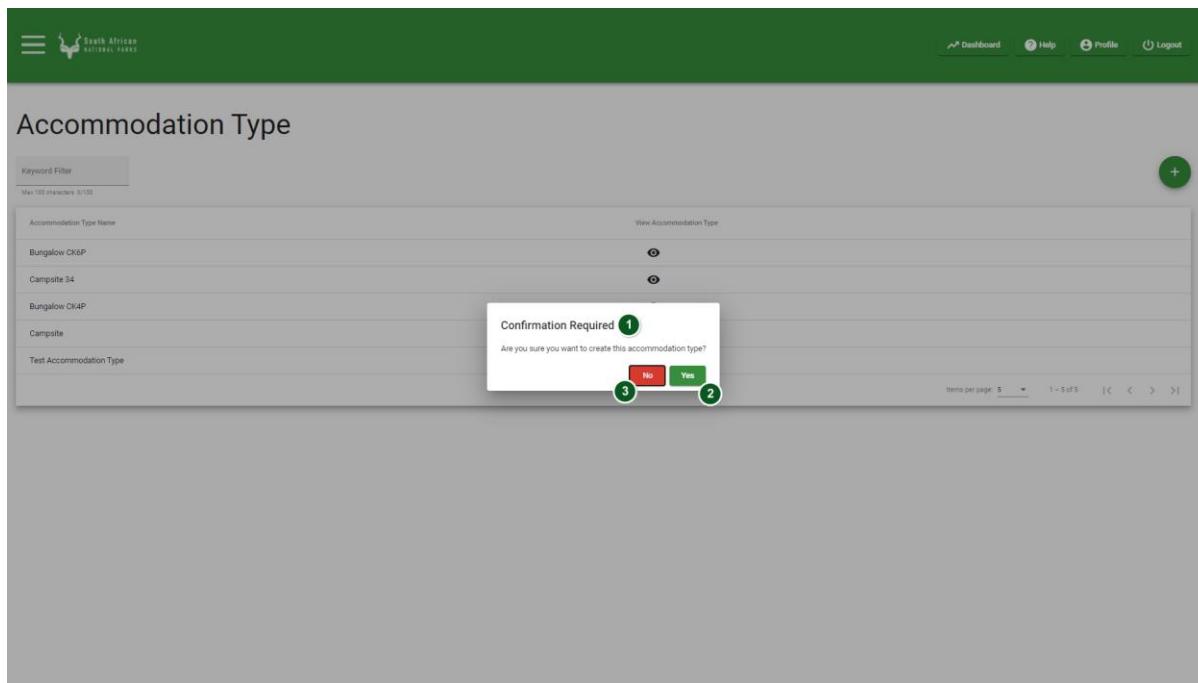
<b>3</b>	<b>Camp Check Boxes</b>	Click here to select the camps in the Park that this Accommodation type is available. Allowed to select options.
<b>4</b>	<b>Previous Button</b>	Click here to go back to the previous page in this model
<b>5</b>	<b>Next Button</b>	Click to proceed to the next page in the model.
<b>6</b>	<b>Cancel Button</b>	Click to cancel the create Accommodation Type process. Re-directs to termination <b>Confirmation Required Dialog</b> .



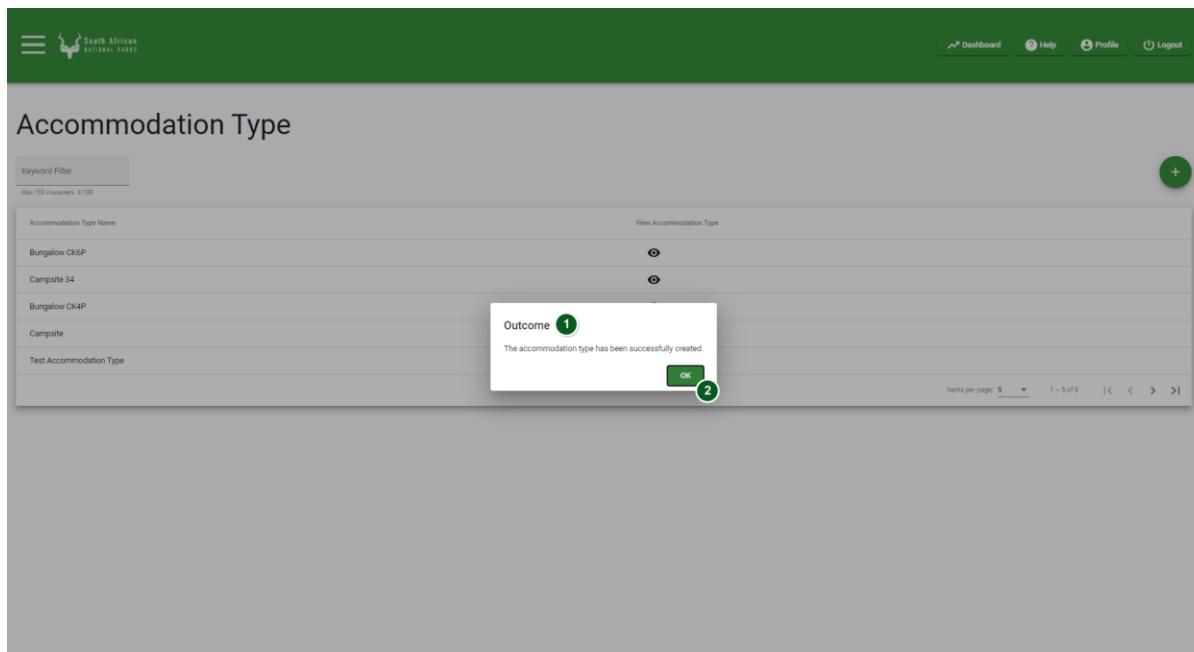
Control Number	Control type	Control Description
<b>1</b>	<b>Provide Images Header</b>	Model page 3 header
<b>2</b>	<b>Upload Image Button</b>	Click here to access pictures saved to the computer which can be uploaded to this Accommodation Type
<b>3</b>	<b>Remove Button</b>	Click here to remove an unwanted upload
<b>4</b>	<b>Cancel Button</b>	Click to cancel the create Accommodation Type process. Re-directs to termination <b>Confirmation Required Dialog</b> .



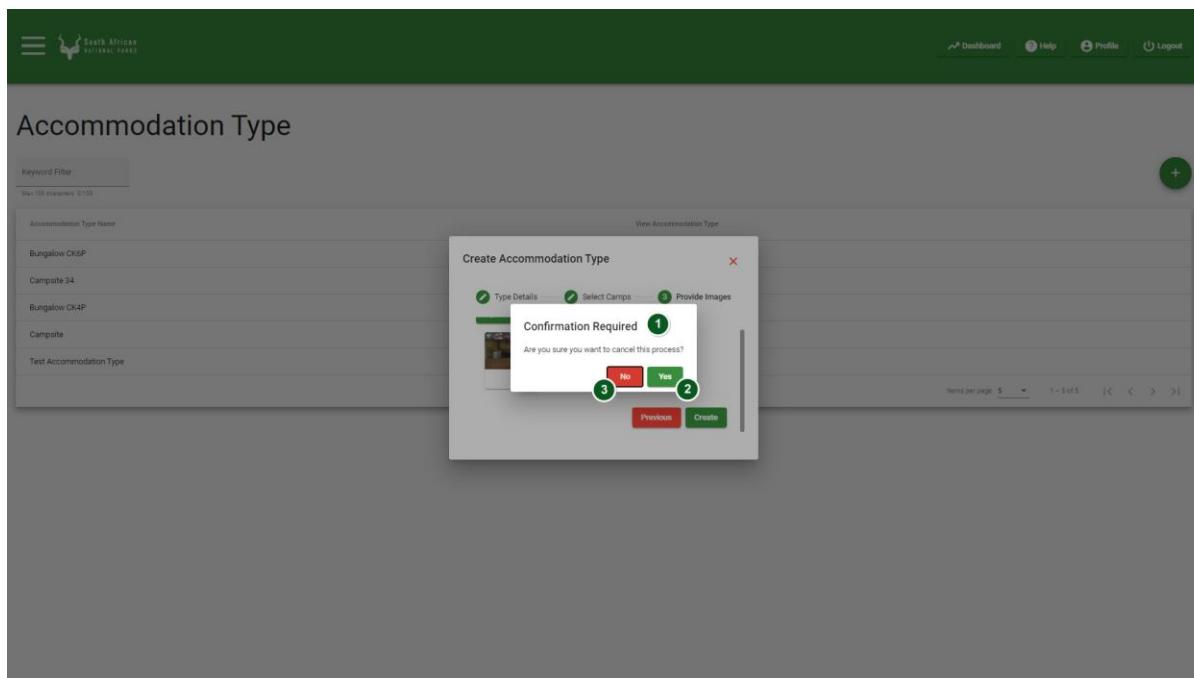
Control Number	Control type	Control Description
1	Previous Button	Click here to go back to the previous page in this model
2	Create Button	Click this button when all the required information is entered correctly in order to add the new Accommodation Type to the system.  Re-directs to create Confirmation Required Dialog.



Control Number	Control type	Control Description
1	Create Confirmation Required Dialog	This is a Dialog that requires confirmation, to proceed with the creation of the Accommodation Type.
2	Yes Button	Click this button if you want to confirm the creation of the Accommodation Type.  Re-directs to the <b>Outcome Dialog</b> .
3	No Button	Click this button when you want to terminate the creation of the Accommodation Type.  Re-directs to the <b>Accommodation Type Home Screen</b> .



Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Accommodation Type Home Screen</b> .



Control Number	Control type	Control Description

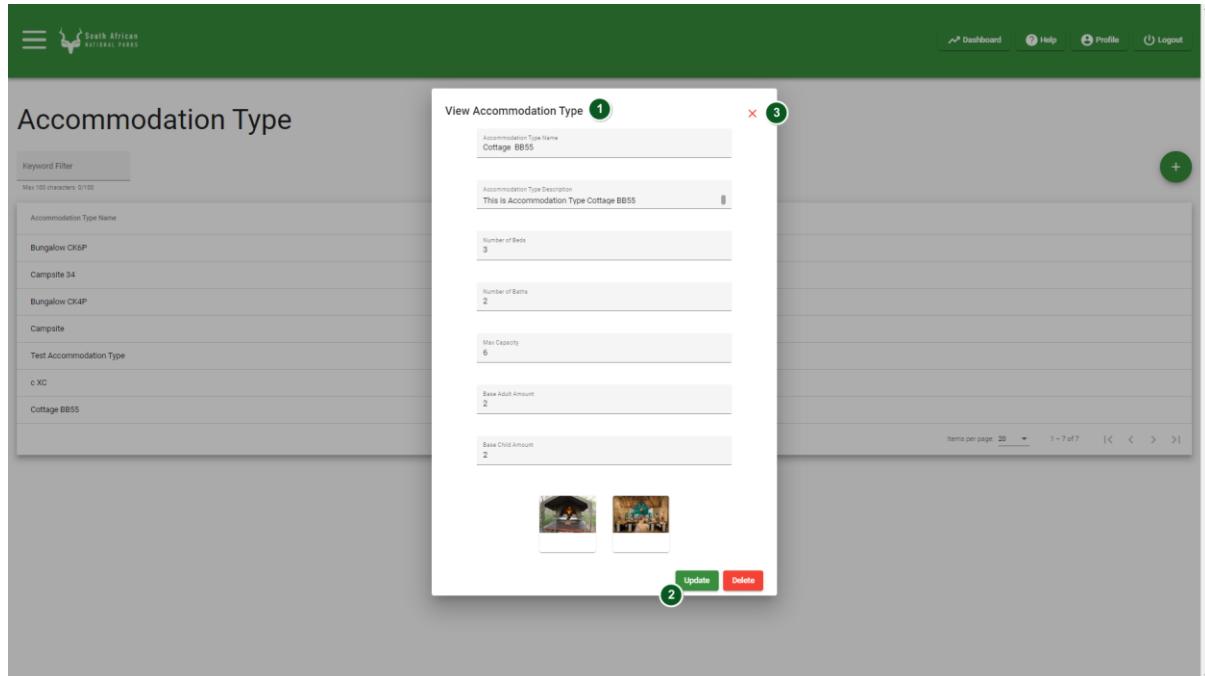
<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Accommodation Type.
<b>2</b>	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Accommodation Type.  Re-directs back to the <b>Accommodation Type Home Screen</b> .
<b>3</b>	<b>No Button</b>	Click this button when you want to continue the creation of the Accommodation Type.  Re-directs back to the <b>Create Accommodation Type Model</b> .

#### 6.3.15.3 Update Accommodation Type

Use the home screen guide to navigate to

Drop Down	Accommodation
Drop Down Option	Accommodation Type
Home Screen	View Button of the Accommodation Type you want to update

The following screens indicate how a user can update an Accommodation Type.

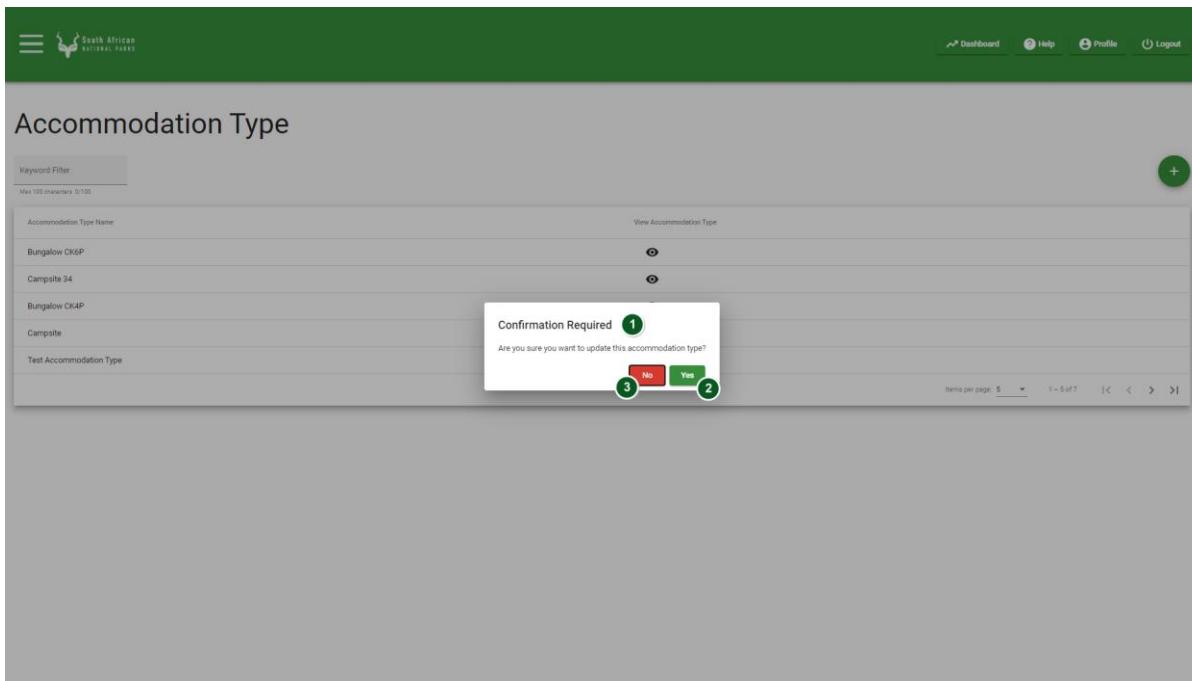


Control Number	Control type	Control Description
<b>1</b>	<b>View Accommodation Type Model</b>	This is the View Accommodation Type Model
<b>2</b>	<b>Update Button</b>	This is a button that is used to update the Accommodation Type. Click this button if you want to update the selected Accommodation Type.

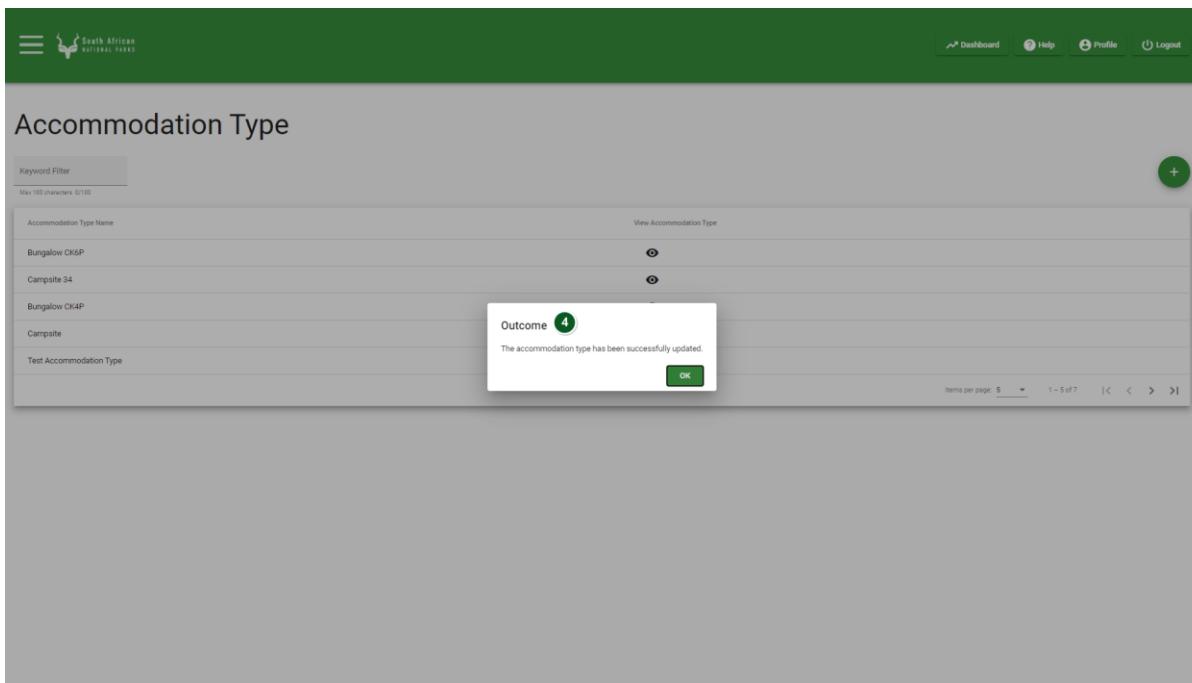
		Re-directs to the <b>Update Accommodation Type Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Accommodation Type model and return to the Accommodation Type Home Screen

Control Number	Control type	Control Description
<b>1</b>	<b>Update Accommodation Type Model</b>	This is a Model where you can update the Accommodation Type information.
<b>2</b>	<b>Type Details</b>	Page 1 of the model
<b>3</b>	<b>Accommodation Type Name Textbox</b>	Click here to update the Accommodation Type.
<b>4</b>	<b>Accommodation Type Description Textbox</b>	Click here to update the Accommodation Type Description.
<b>5</b>	<b>Number of Beds Textbox</b>	Click here to update the Season the Camp Gate Time is available in.
<b>6</b>	<b>Number of baths Textbox</b>	End Date is automatically populated
<b>7</b>	<b>Max Capacity Textbox</b>	End Date is automatically populated
<b>8</b>	<b>Base Adult Number</b>	Click here to update the Opening Time.
<b>9</b>	<b>Base Child Number</b>	Click here to update the Gate Closing Time.
<b>10</b>	<b>Next Button</b>	This is a button that is used to continue to the next page in the model. Click this button when all the required information is entered correctly in order to move to page 2 of the model.
<b>11</b>	<b>Select Camps</b>	Page 2 of the model
<b>12</b>	<b>Provide Images</b>	Page 3 of the model
<b>13</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of the Accommodation Type process. Click this button when there is no longer a need to update the Accommodation Type.

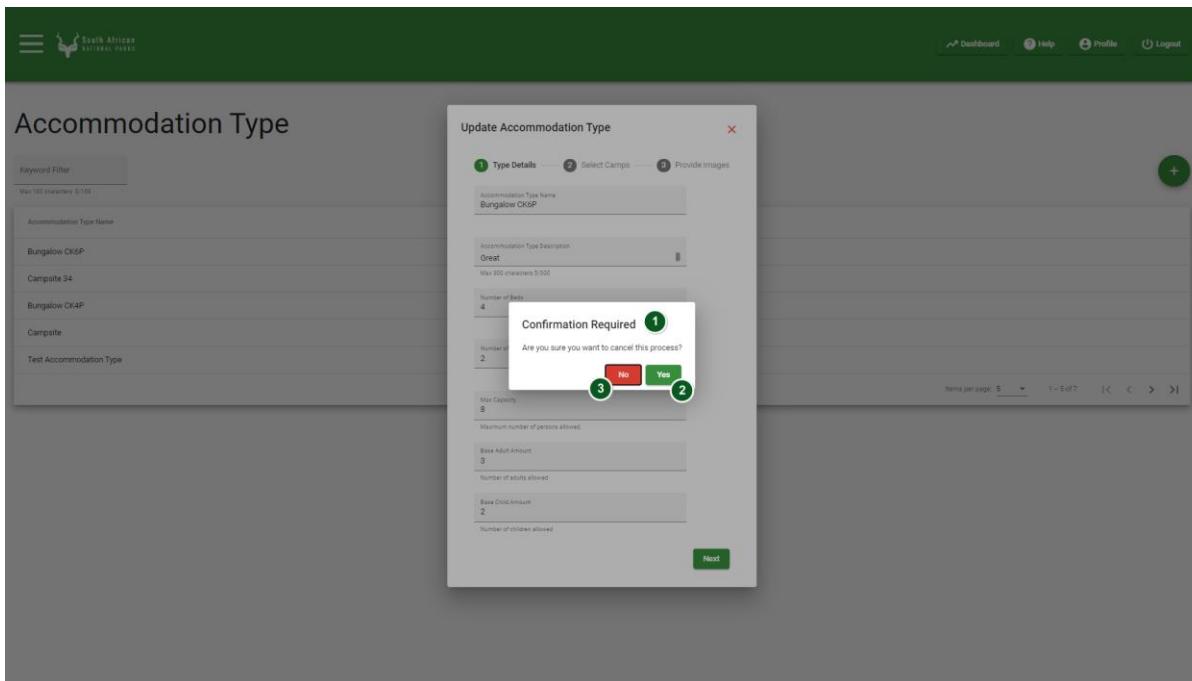
		Re-directs to termination <b>Confirmation Required Dialog.</b>
--	--	--



Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Accommodation Type.
2	<b>Yes Button</b>	This is a button that is used to confirm the update of the Accommodation Type. Click this button when you want to proceed to confirm the update of the Accommodation Type. Re-directs to an <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the update of the Accommodation Type. Click this button when you want to terminate the update of the Accommodation Type. Re-directs to the <b>Accommodation Type Home Screen</b> .



Control Number	Control type	Control Description
4	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Accommodation Type Home Screen</b>



Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the update of the Accommodation Type.

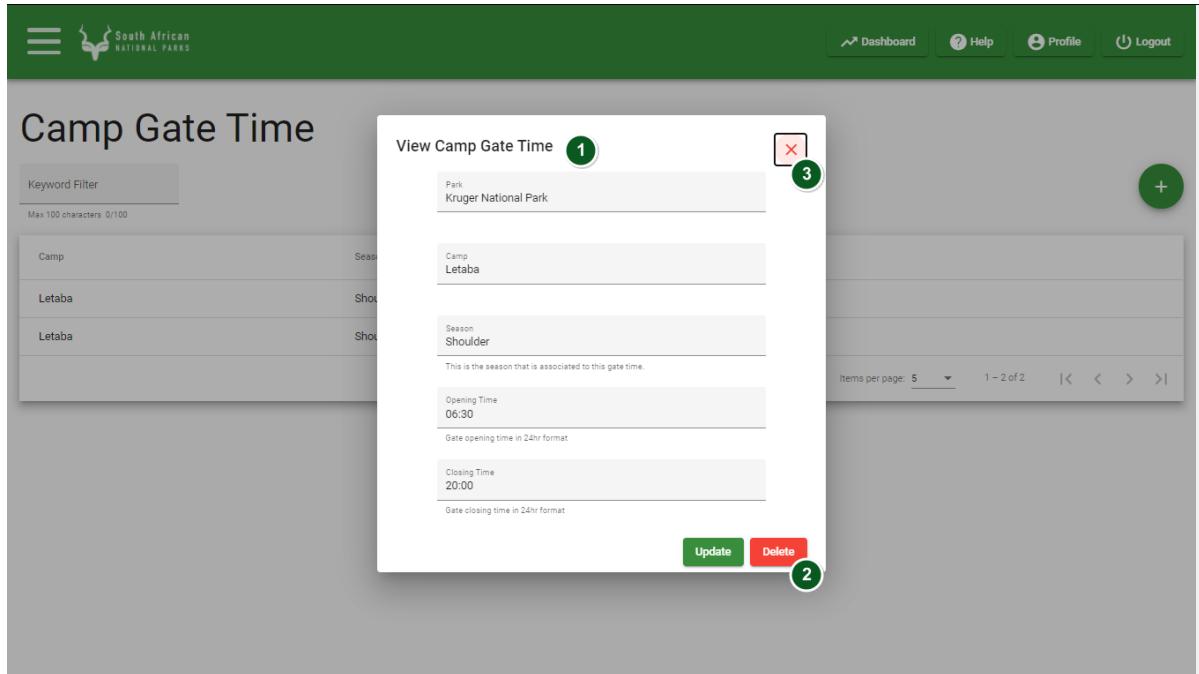
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Accommodation Type. Click this button when you want to terminate the update of the Accommodation Type. Re-directs back to the <b>Accommodation Type Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Accommodation Type. Click this button when you want to continue updating the Accommodation Type. Re-directs back to the <b>Update Accommodation Type Model</b> .

#### 6.3.15.4 Delete Accommodation Type

Use the home screen guide to navigate to

Drop Down	Accommodation
Drop Down Option	Accommodation Type
Home Screen	View Button of the Accommodation Type you want to delete

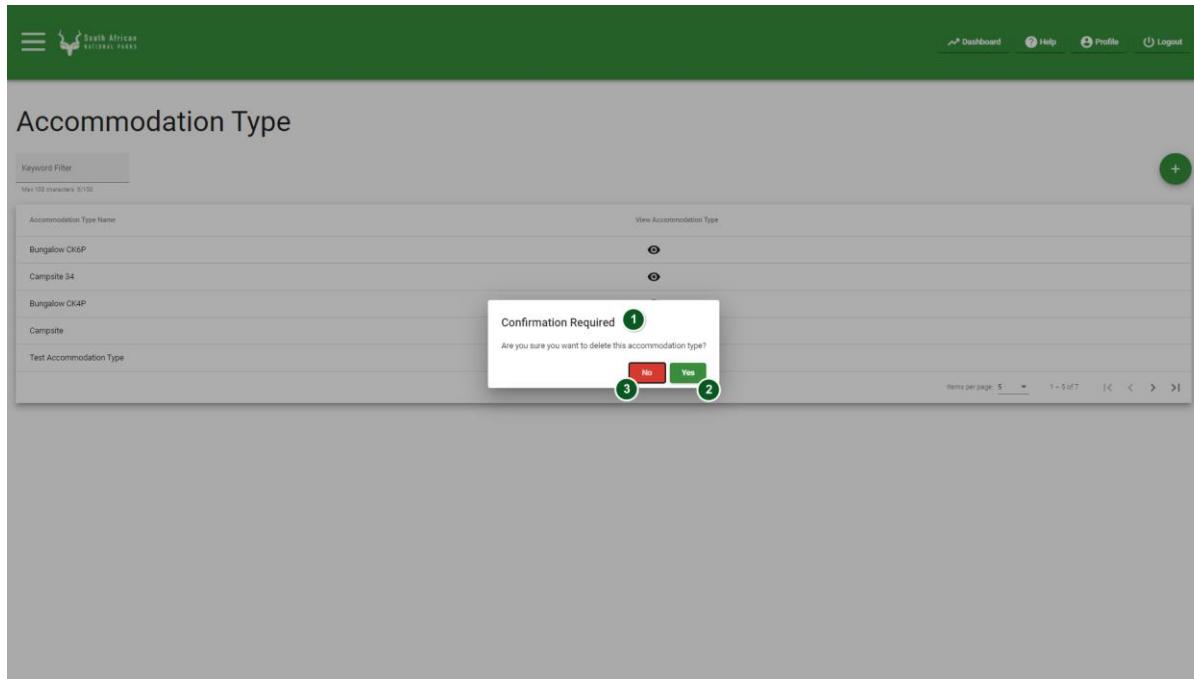
The following screens indicate how a user can delete an Accommodation Type.



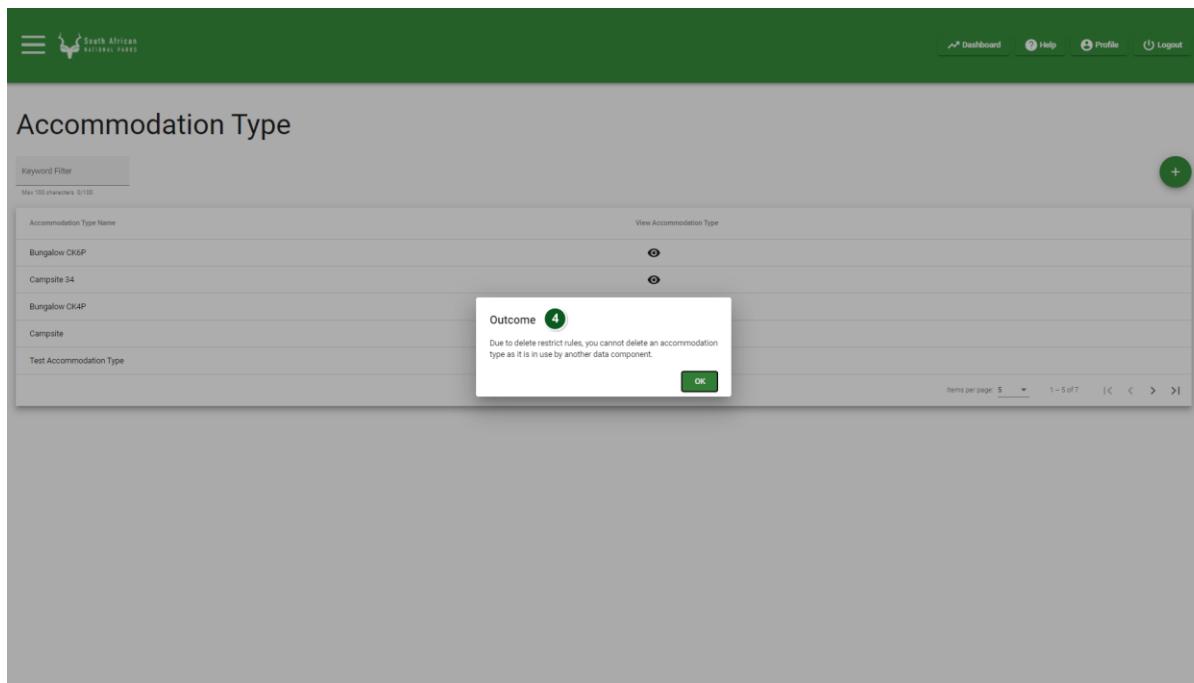
The screenshot shows a 'Camp Gate Time' view page. A modal dialog is open, titled 'View Camp Gate Time'. Inside the dialog, there is a red 'Delete' button with a circled number '1' above it. To the right of the dialog, there is a green '+' button with a circled number '3' above it. Below the dialog, there is a green 'Update' button with a circled number '2' below it.

Control Number	Control type	Control Description
<b>1</b>	<b>View Accommodation Type Model</b>	This is the View Accommodation Type Model
<b>2</b>	<b>Delete Button</b>	This is a button that is used to Delete the Accommodation Type. Click this button if you want to Delete the selected Accommodation Type. Re-directs to the <b>Delete Accommodation Type Model</b>

<b>3</b>	<b>Cancel Button</b>	Close View Accommodation Type model and return to the Accommodation Type Home Screen
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<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Accommodation Type.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Accommodation Type. Click this button when you are sure you want to delete the selected Accommodation Type from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Accommodation Type process. Click this button when you no longer want to delete the selected Accommodation Type. Re-directs back to the <b>Accommodation Type Home Screen</b> .

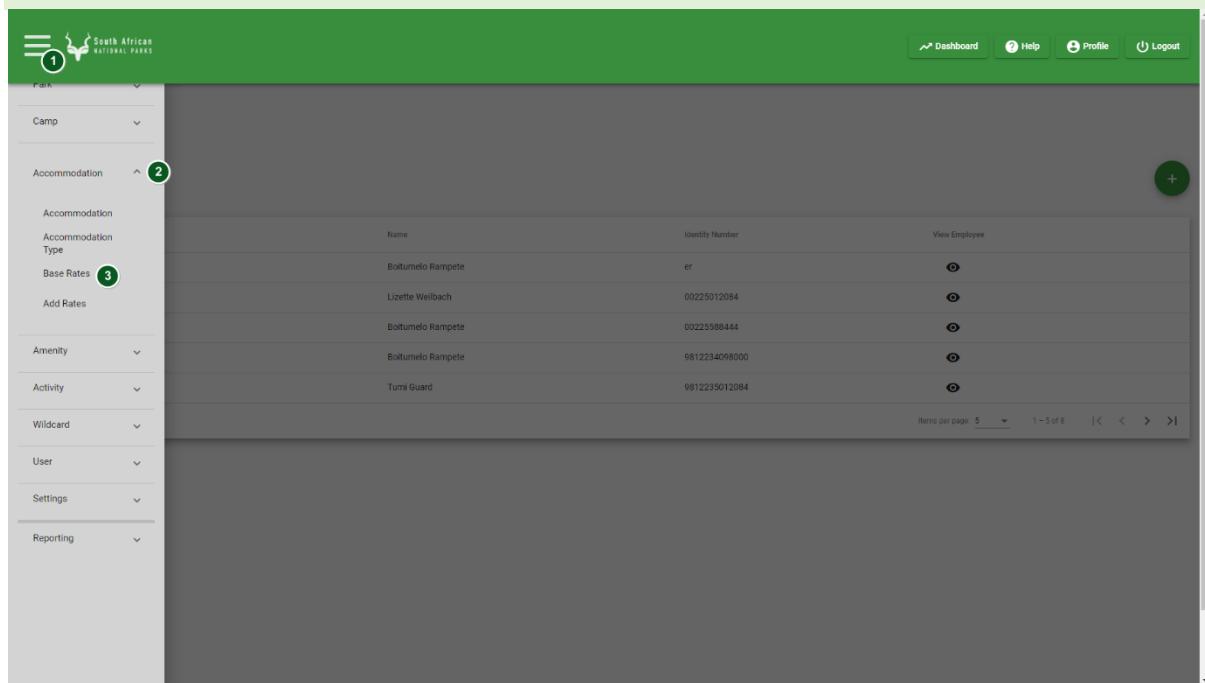


Control Number	Control type	Control Description
4	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Accommodation Type was successful/unsuccessful. Click the ok button to close the Outcome Dialog. Re-directs back to the <b>Accommodation Type Home Screen</b>

### 6.3.16 Accommodation Base Rate Functionality

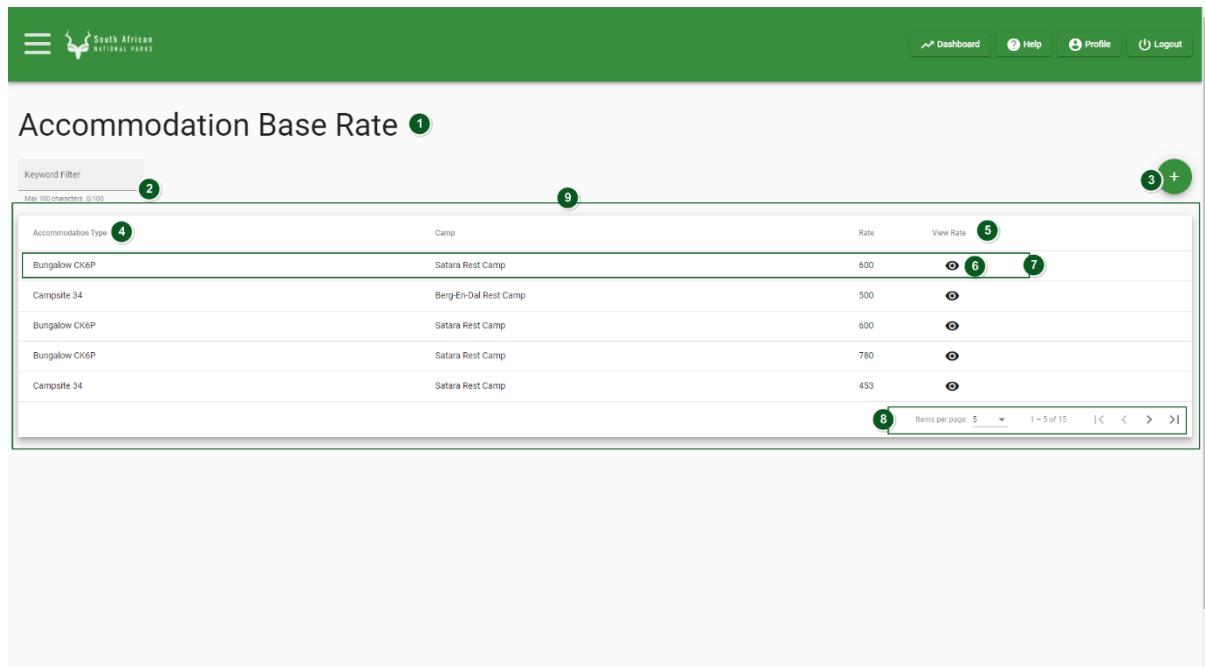
The Accommodation Base Rate is calculated to determine the base amount paid per child and adult in a specified accommodation. E.g. The CK6P Accommodation has a child base rate of R400 and an adult base rate of R850. The Accommodation Base Rate functionality will encompass the creating, searching, updating, and deleting of the Accommodation Base Rate.

### 6.3.16.0 Accommodation Base Rate Home Screen



Name	Identity Number	View Employee
Botumelo Rampete	er	
Lizette Weilbach	00225012084	
Botumelo Rampete	00225598444	
Botumelo Rampete	9812234098000	
Tumi Guard	9812235012084	

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Accommodation Drop Down Button</b>	Click here to Open or Close the Accommodation Drop Down.
3	<b>Accommodation Base Rate Button</b>	Re-directs the user to the Accommodation Base Rate <b>Home Screen</b> . Click here to display the Accommodation Base Rate Home Screen .



Accommodation Type	Camp	Rate	View Rate
Bungalow CK&P	Satara Rest Camp	600	
Campsite 34	Berg-En-Dal Rest Camp	500	
Bungalow CK&P	Satara Rest Camp	600	
Bungalow CK&P	Satara Rest Camp	780	
Campsite 34	Satara Rest Camp	433	

Control Number	Control type	Control Description
1	<b>Accommodation Base Rate</b>	Page Header
2	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Accommodation.
3	<b>Create Accommodation Base Rate Button</b>	Re-directs the user to the <b>Create Accommodation Base Rate Model</b> . Click here to display the Create Accommodation Base Rate Model.
4	<b>Accommodation Type Table Column</b>	This displays the column of Camp Names.
5	<b>View Camp Table Column</b>	This displays View Accommodation Base Rate Button for each Accommodation Type on the table.
6	<b>View Camp Button</b>	Re-directs the user to the <b>View Accommodation Base rate Model</b> . Click here to display the View Accommodation Base Rate Model.
7	<b>Table Row</b>	This displays a row of a Camp in the table.
8	<b>Camp Table</b>	This tables displays the saved Camps.
9	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

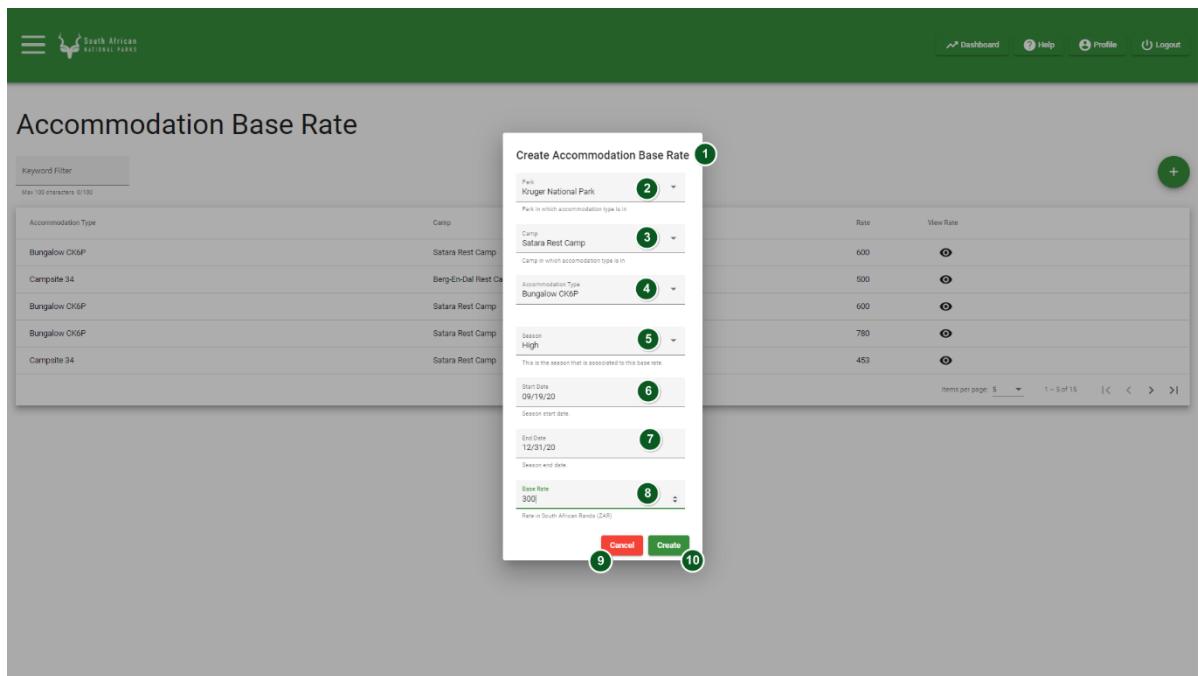
#### 6.3.16.1 Create Accommodation Base Rate

Use the home screen guide to navigate to

Drop Down	Accommodation
Drop Down Option	Base Rates
Home Screen	Green Plus Button

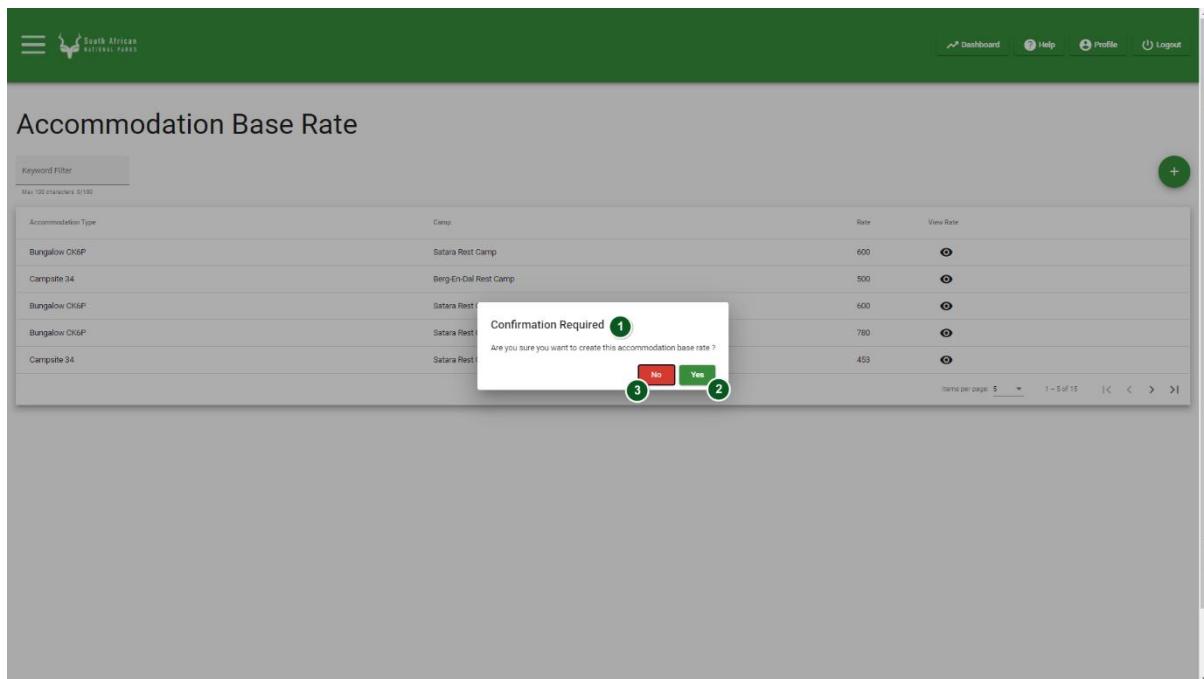
The following screens indicate how a user can create a new

Accommodation Base Rate.

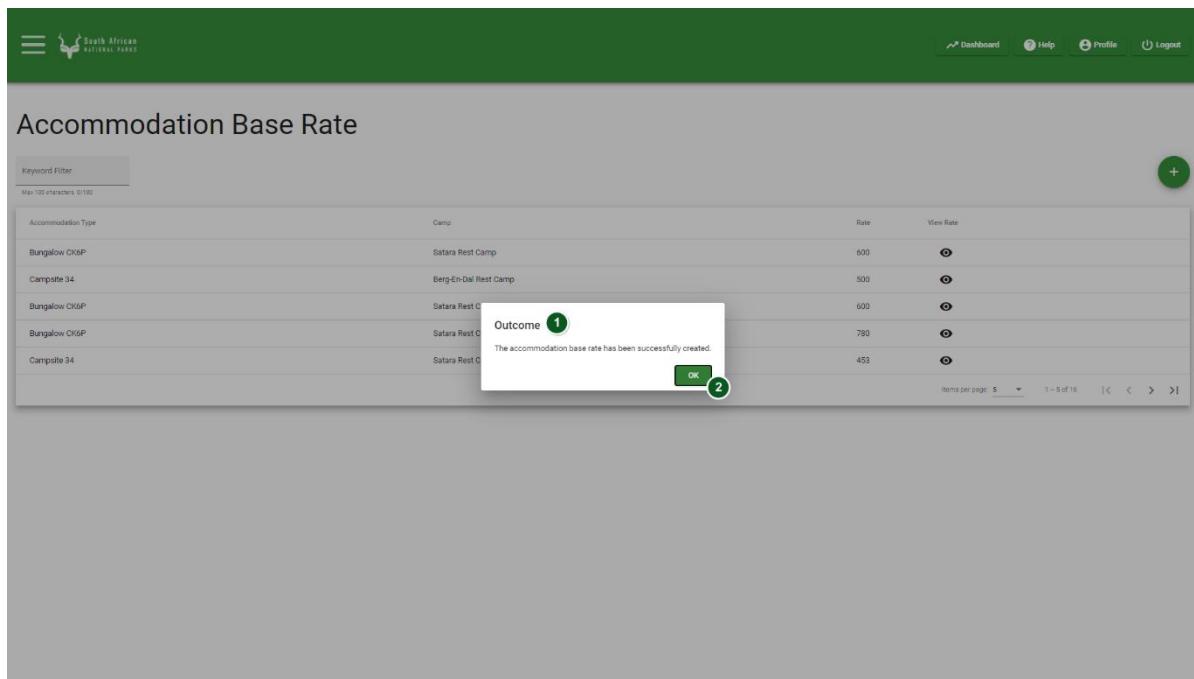


The screenshot shows a modal dialog box titled "Create Accommodation Base Rate" (1). Inside the dialog, there are several dropdown menus and input fields. The "Park" dropdown (2) is set to "Kruger National Park". The "Camp" dropdown (3) is set to "Satara Rest Camp". The "Accommodation Type" dropdown (4) is set to "Bungalow CK&P". The "Season" dropdown (5) is set to "High". The "Start Date" field (6) contains "09/10/20". The "End Date" field (7) contains "12/31/20". The "Base Rate" field (8) contains "300". At the bottom of the dialog are two buttons: "Cancel" (9) and "Create" (10).

Control Number	Control type	Control Description
1	<b>Create Accommodation Base Rate</b>	Model header
2	<b>Park Name Drop Down</b>	Click here to select a Park from the Drop Down.
3	<b>Camp Name Drop Down</b>	Click here to select a Camp from the Drop Down.
4	<b>Accommodation Type Name Drop Down</b>	Click here to select a Accommodation Type from the Drop Down.
5	<b>Season Name Textbox</b>	Click here to enter a Season.
6	<b>Start Date</b>	Populated
7	<b>End Date</b>	Populated
8	<b>Base Rate Textbox</b>	Click here to enter a Base Rate Amount
9	<b>Cancel Button</b>	Click to cancel the create Accommodation Base Rate process. Re-directs to termination <b>Confirmation Required Dialog</b> .
10	<b>Create Button</b>	Click this button when all the required information is entered correctly in order to add the new Accommodation Base Rate to the system. Re-directs to create <b>Confirmation Required Dialog</b> .



Control Number	Control type	Control Description
1	<b>Create Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the creation of the Accommodation Base Rate.
2	<b>Yes Button</b>	Click this button if you want to confirm the creation of the Accommodation Base Rate. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	Click this button when you want to terminate the creation of the Accommodation Base Rate. Re-directs to the <b>Accommodation Base Rate Home Screen</b> .

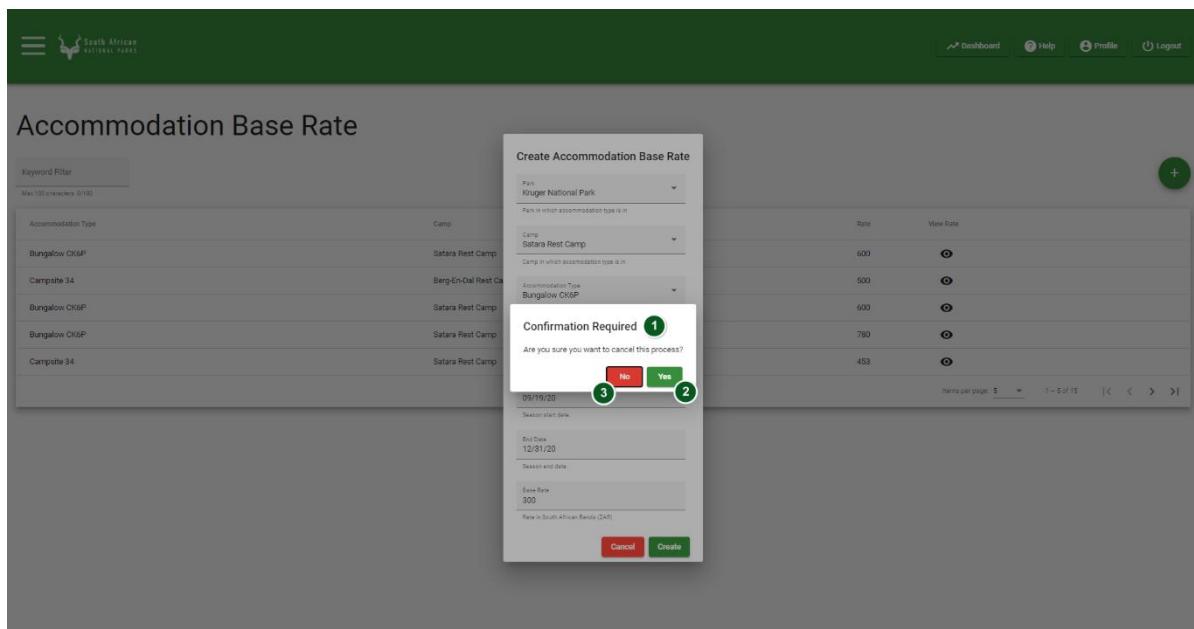


The screenshot shows the 'Accommodation Base Rate' page. On the left, there is a 'Keyword Filter' section with a placeholder 'Max 100 characters. 0/100'. Below it is a table of accommodation types and their rates. A modal dialog box is centered on the screen with the following content:

**Outcome 1**  
The accommodation base rate has been successfully created.

At the bottom right of the dialog are two buttons: a green 'OK' button labeled '2' and a grey 'Cancel' button.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Accommodation Base Rate Home Screen</b> .



The screenshot shows the 'Accommodation Base Rate' page. A modal dialog box is centered on the screen with the following content:

**Confirmation Required 1**  
Are you sure you want to cancel this process?

At the bottom of the dialog are two buttons: a red 'No' button labeled '3' and a green 'Yes' button labeled '2'.

Control Number	Control type	Control Description
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<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Accommodation Base Rate.
<b>2</b>	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Accommodation Base Rate. Re-directs back to the <b>Accommodation Base Rate Home Screen</b> .
<b>3</b>	<b>No Button</b>	Click this button when you want to continue the creation of the Accommodation Base Rate. Re-directs back to the <b>Create Accommodation Base Rate Model</b> .

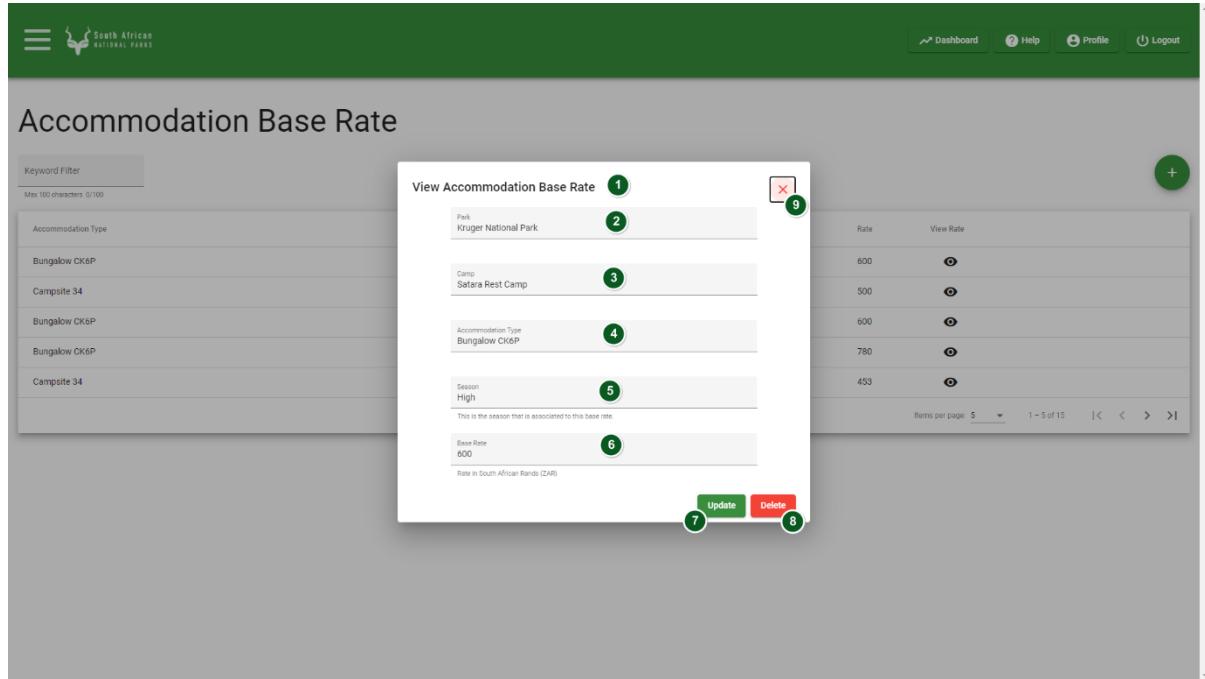
#### 6.3.16.2 Search Accommodation Base Rate

Use the home screen guide to navigate to

Drop Down	Accommodation
Drop Down Option	Accommodation Base Rate
Home Screen	View Button of the Accommodation Base Rate you want to view

The

following screens indicate how a user can search a Accommodation Base Rate



Control Number	Control type	Control Description
<b>1</b>	<b>Header</b>	View Accommodation Base Rate
<b>2</b>	<b>Park Name</b>	View Park Name
<b>3</b>	<b>Camp Name</b>	View Camp Name
<b>4</b>	<b>Accommodation Type Name</b>	View Accommodation Type

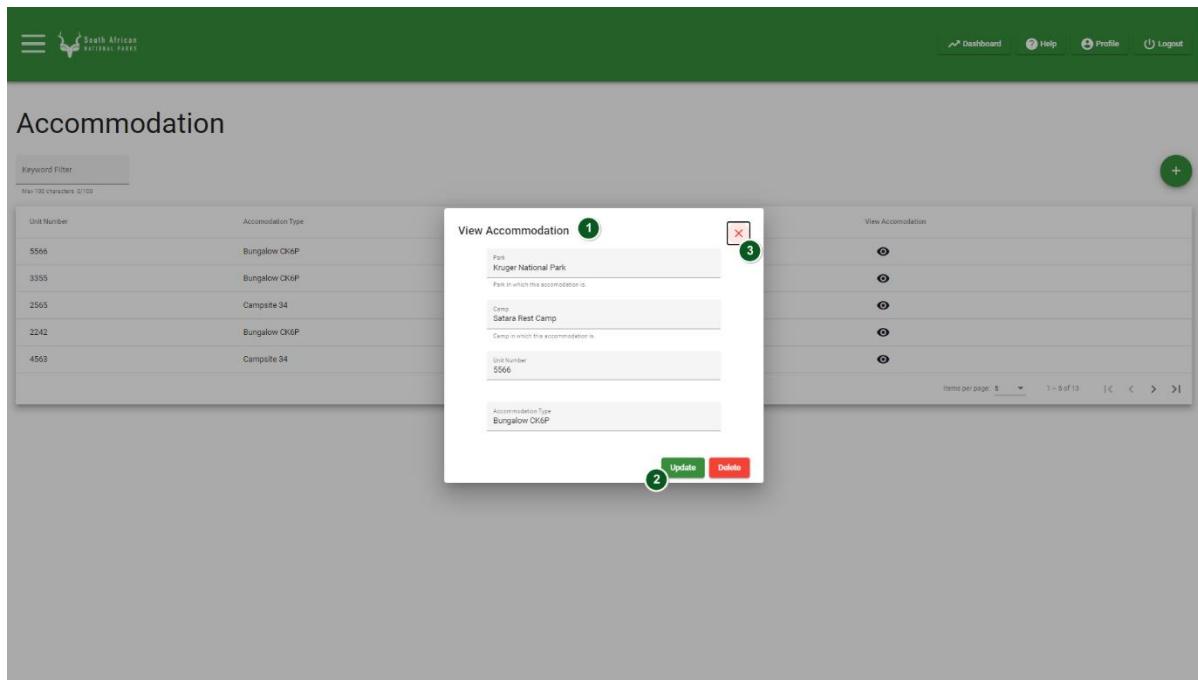
<b>5</b>	<b>Season</b>	View Season
<b>6</b>	<b>Base Rate</b>	View Base Rate
<b>7</b>	<b>Update Button</b>	Click here to proceed to the Update Accommodation Base Rate process.
<b>8</b>	<b>Delete Button</b>	Click here to proceed to the Delete Accommodation Base Rate process.
<b>9</b>	<b>Cancel Button</b>	Click to close the model of the View Accommodation Base Rate.

### 6.3.16.3 Update Accommodation Base Rate

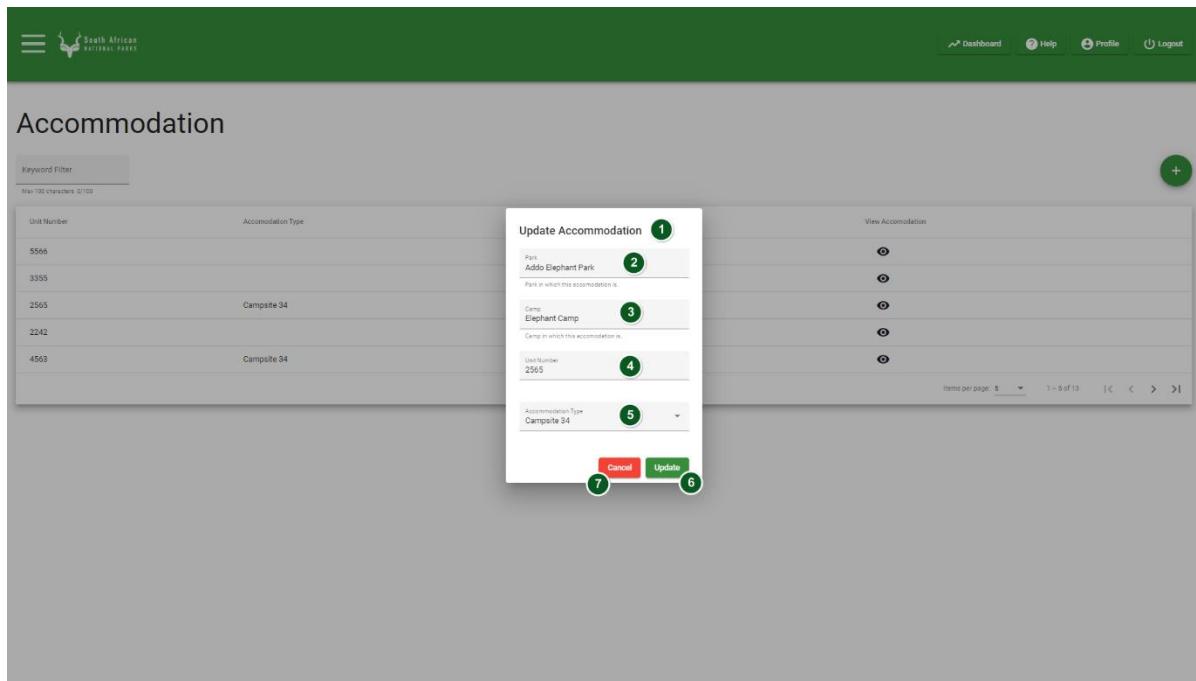
Use the home screen guide to navigate to

Drop Down	Accommodation
Drop Down Option	Base Rate
Home Screen	View Button of the Accommodation Base Rate you want to update

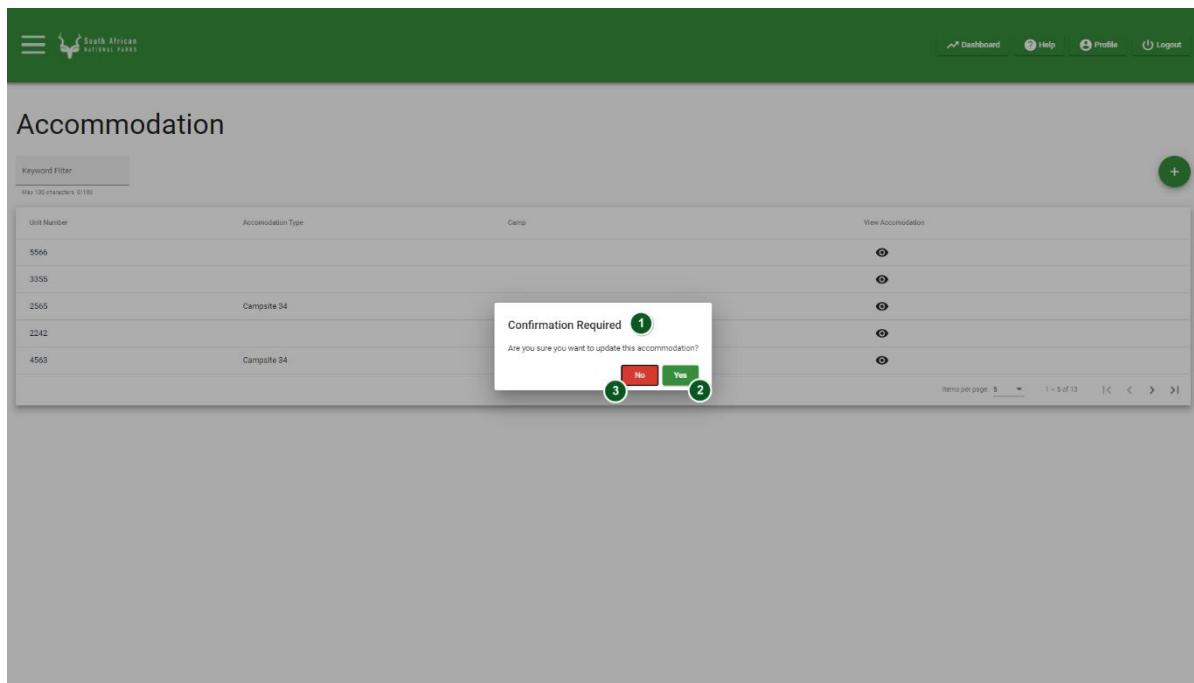
The following screens indicate how a user can update a Accommodation Base rate.



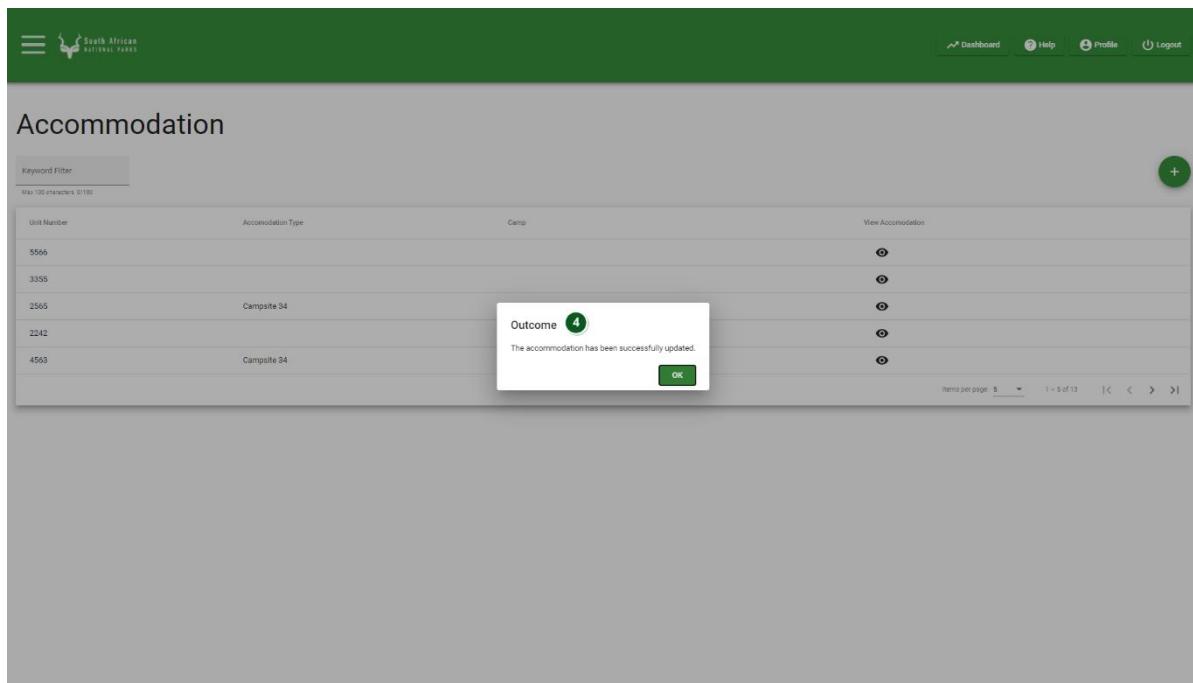
Control Number	Control type	Control Description
<b>1</b>	<b>View Accommodation Base Rate Model</b>	This is the View Accommodation Base Rate Model
<b>2</b>	<b>Update Button</b>	This is a button that is used to update the Accommodation Base rate. Click this button if you want to update the selected Accommodation Base rate. Re-directs to the <b>Update Accommodation Base Rate Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Accommodation Base rate model and return to the Accommodation Base rate Home Screen



Control Number	Control type	Control Description
1	<b>Update Accommodation Model</b>	This is a Model where you can update the Accommodation Base rate information.
2	<b>Park Name</b>	Park Name
3	<b>Accommodation Name</b>	Accommodation Name
4	<b>Accommodation Type Name</b>	Accommodation Type Name
5	<b>Season</b>	Season
6	<b>Base Rate</b>	Base Rate
9	<b>Update Button</b>	<p>This is a button that is used to submit the request to update a Accommodation Base Rate.</p> <p>Click this button when all the required information is entered correctly in order to update the Accommodation Base Rate.</p> <p>Re-directs to update <b>Confirmation Required Dialog</b>.</p>
10	<b>Cancel Button</b>	<p>This is a button that is used to cancel the updating of the Accommodation Base Rate process.</p> <p>Click this button when there is no longer a need to update the Accommodation Base Rate.</p> <p>Re-directs to termination <b>Confirmation Required Dialog</b>.</p>



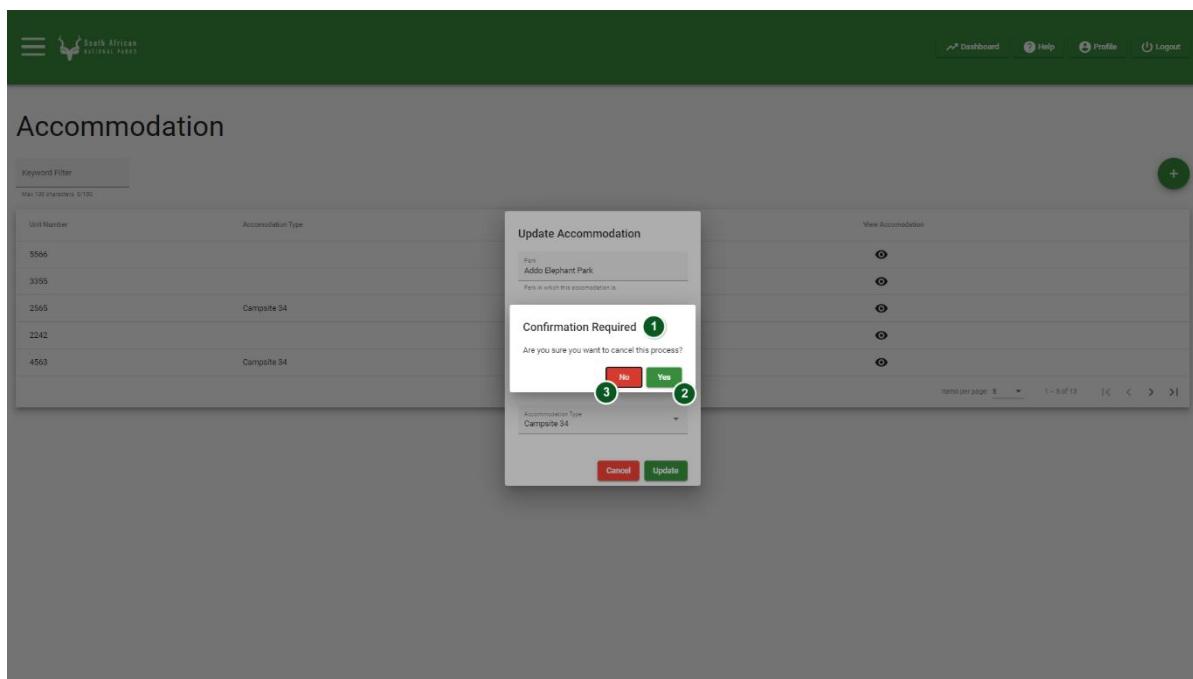
Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Accommodation Base Rate.
2	<b>Yes Button</b>	This is a button that is used to confirm the update of the Accommodation Base Rate. Click this button when you want to proceed to confirm the update of the Accommodation Base Rate. Re-directs to an <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the update of the Accommodation Base Rate. Click this button when you want to terminate the update of the Accommodation Base Rate. Re-directs to the <b>Accommodation Base Rate Home Screen</b> .



The screenshot shows the 'Accommodation' base rate home screen. A modal dialog box in the center displays the message: 'Outcome 4' and 'The accommodation has been successfully updated.' with an 'OK' button. The background table lists accommodation units with their unit numbers and types.

Unit Number	Accommodation Type	Camp	View Accommodation
5566			
3355			
2565	Campsite 34		
2242			
4563	Campsite 34		

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful/unsuccessful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Accommodation Base Rate Home Screen</b>



The screenshot shows the 'Accommodation' base rate home screen. A modal dialog box in the center displays 'Confirmation Required 1' and 'Are you sure you want to cancel this process?' with 'No' and 'Yes' buttons. The background table lists accommodation units with their unit numbers and types.

Unit Number	Accommodation Type	Camp	View Accommodation
5566			
3355			
2565	Campsite 34		
2242			
4563	Campsite 34		

Control Number	Control type	Control Description
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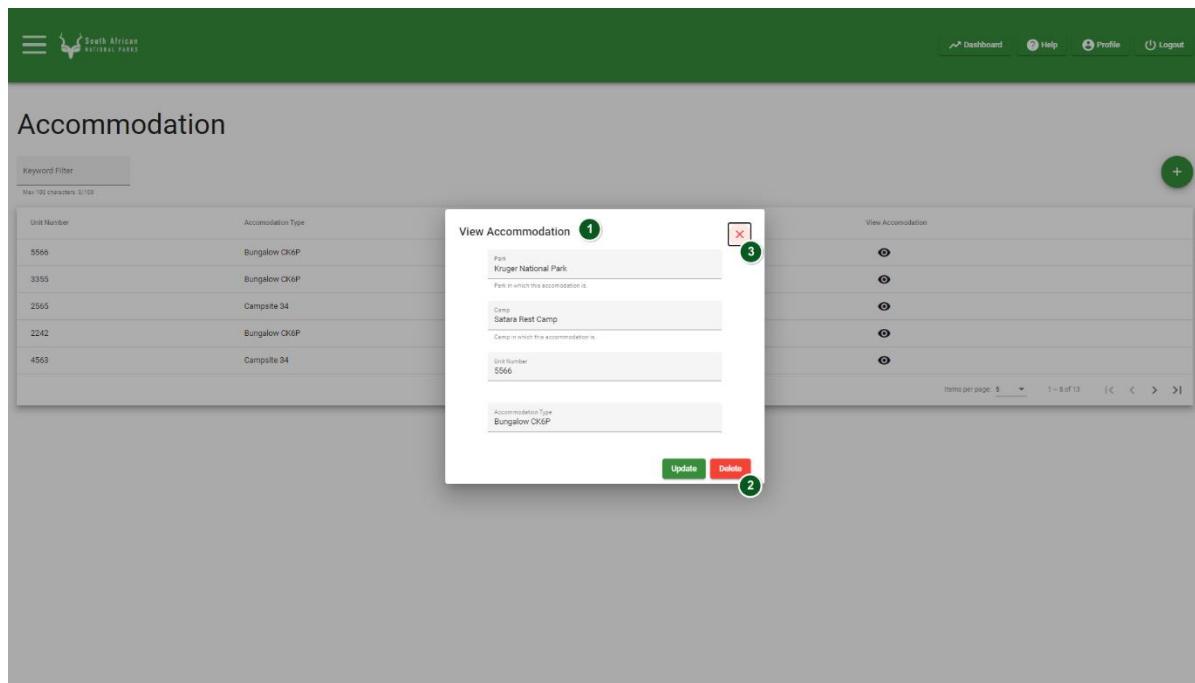
<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Accommodation Base Rate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Accommodation Base Rate. Click this button when you want to terminate the update of the Accommodation Base Rate. Re-directs back to the <b>Accommodation Base Rate Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Accommodation Base Rate. Click this button when you want to continue updating the Accommodation Base Rate. Re-directs back to the <b>Update Accommodation Base Rate Model</b> .

#### 6.3.16.4 Delete Accommodation Base Rate

Use the home screen guide to navigate to

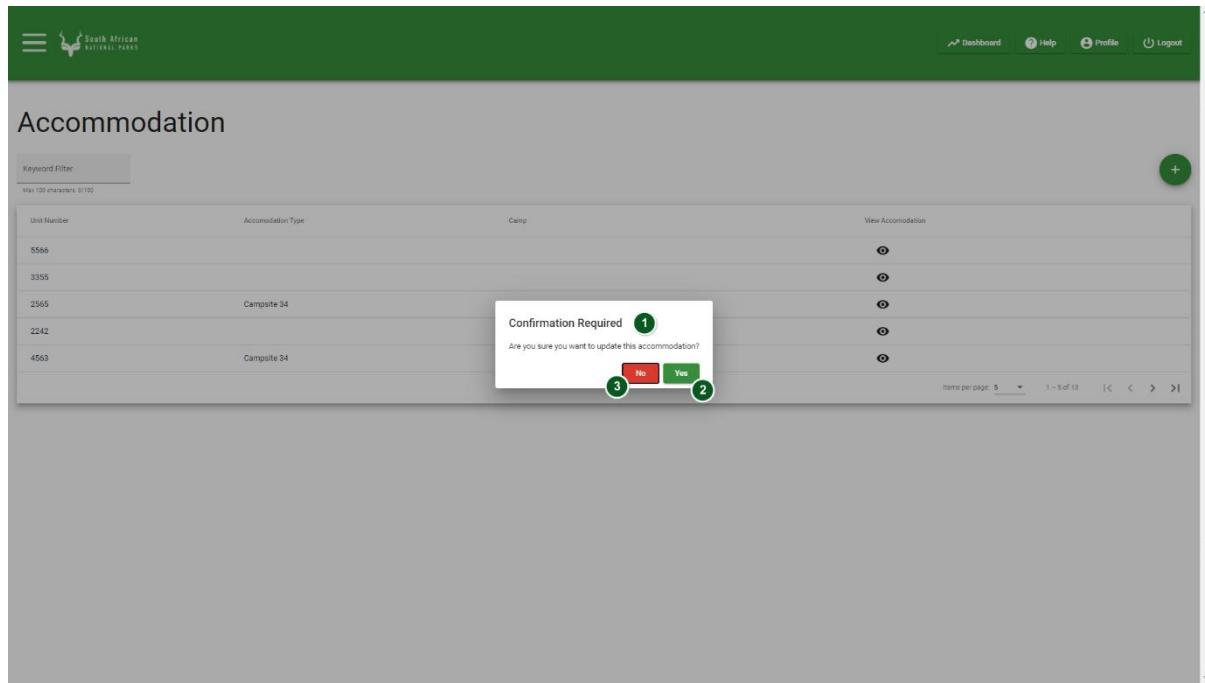
Drop Down	Accommodation
Drop Down Option	Accommodation Base Rate
Home Screen	View Button of the Accommodation Base Rate you want to delete

The following screens indicate how a user can delete an Accommodation Base Rate

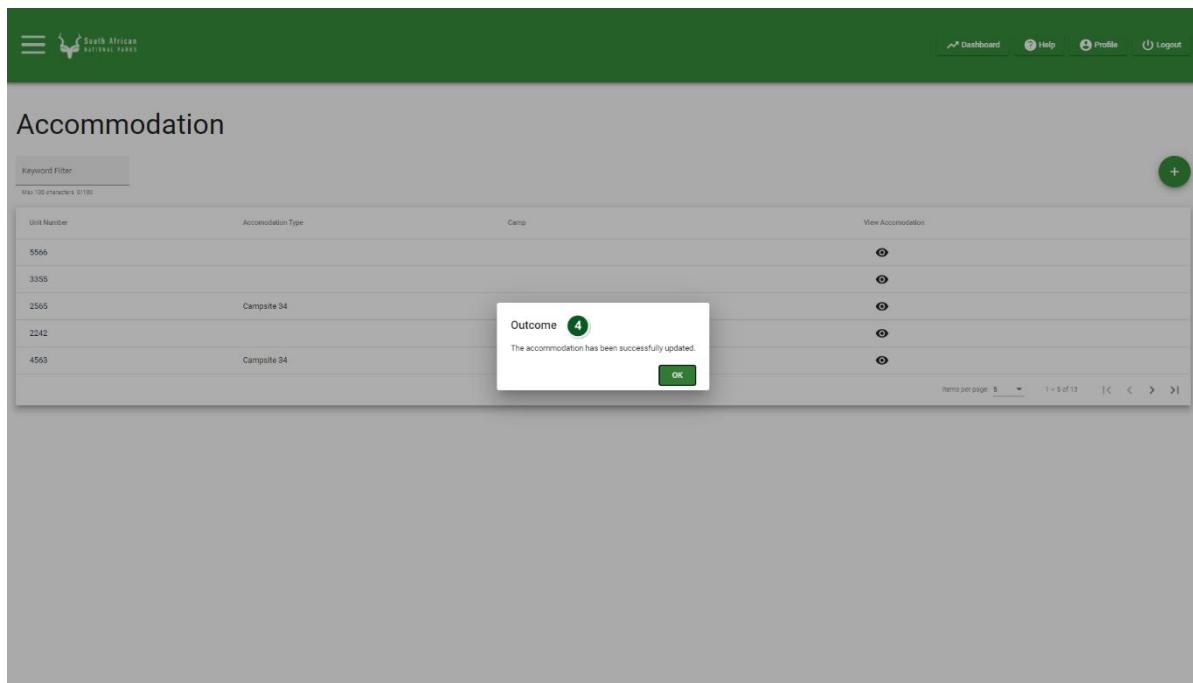


Control Number	Control type	Control Description
<b>1</b>	<b>View Accommodation Base Rate Model</b>	This is the View Accommodation Base Rate Model
<b>2</b>	<b>Delete Button</b>	This is a button that is used to Delete the Accommodation Base Rate.

		Click this button if you want to Delete the selected Accommodation Base Rate. Re-directs to the <b>Delete Accommodation Base Rate Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Accommodation Base Rate model and return to the Accommodation Base Rate Home Screen



Control Number	Control type	Control Description
<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Accommodation Base Rate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Accommodation Base Rate. Click this button when you are sure you want to delete the selected Accommodation Base Rate from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Accommodation Base Rate process. Click this button when you no longer want to delete the selected Accommodation Base Rate. Re-directs back to the <b>Accommodation Base Rate Home Screen</b> .



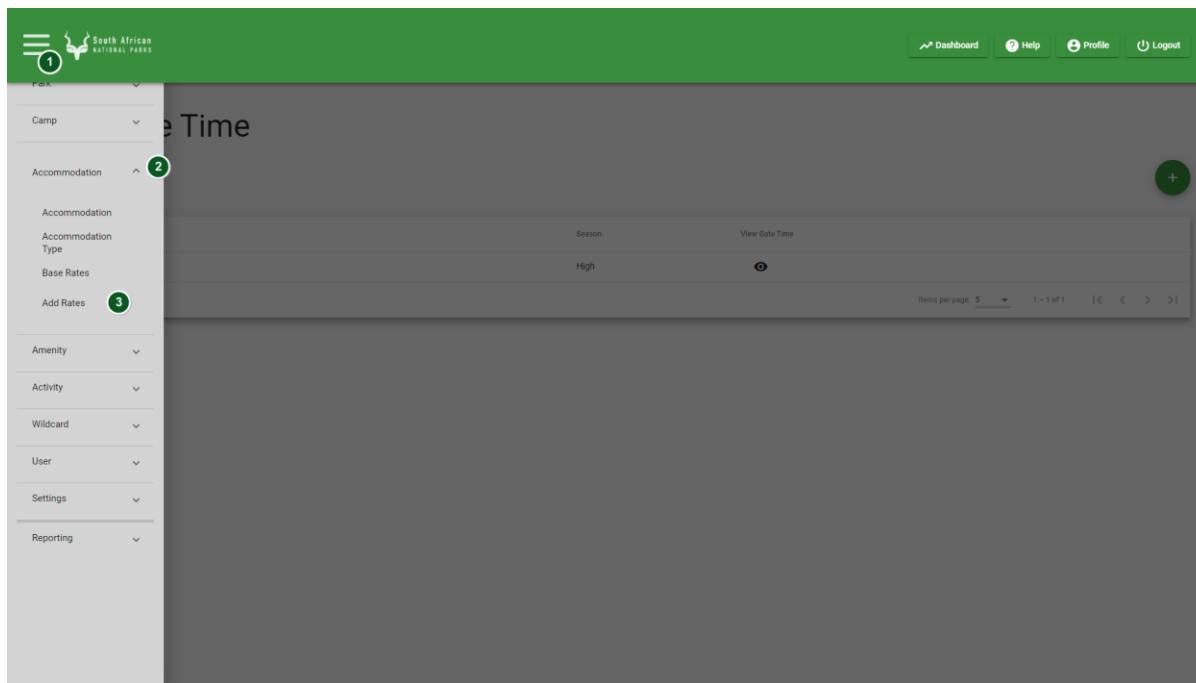
Control Number	Control type	Control Description
4	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Accommodation Base Rate was successful/unsuccessful. Click the ok button to close the Outcome Dialog. Re-directs back to the <b>Accommodation Base Rate Home Screen</b>

### 6.3.17 Accommodation Add Rate Functionality

The Camo Gate Time is created to indicate opening and closing times for each of the camps in the park. This information is relayed to customers who book accommodation in the camps to ensure they arrive before closing times and avoid penalties. E.g. The Kruger National Park's Letaba Rest Camp opens at 06h00 and closes at 21h00. Guests who arrive for check in after 21h00 will be penalised. The Camp Gate Time functionality will encompass the creating, searching, updating, and deleting of the Camp Gate Time.

#### 6.3.17.0 Accommodation Add Rate Home Screen

The following screens indicate how a user can navigate to the Accommodation Add Rate Home screen

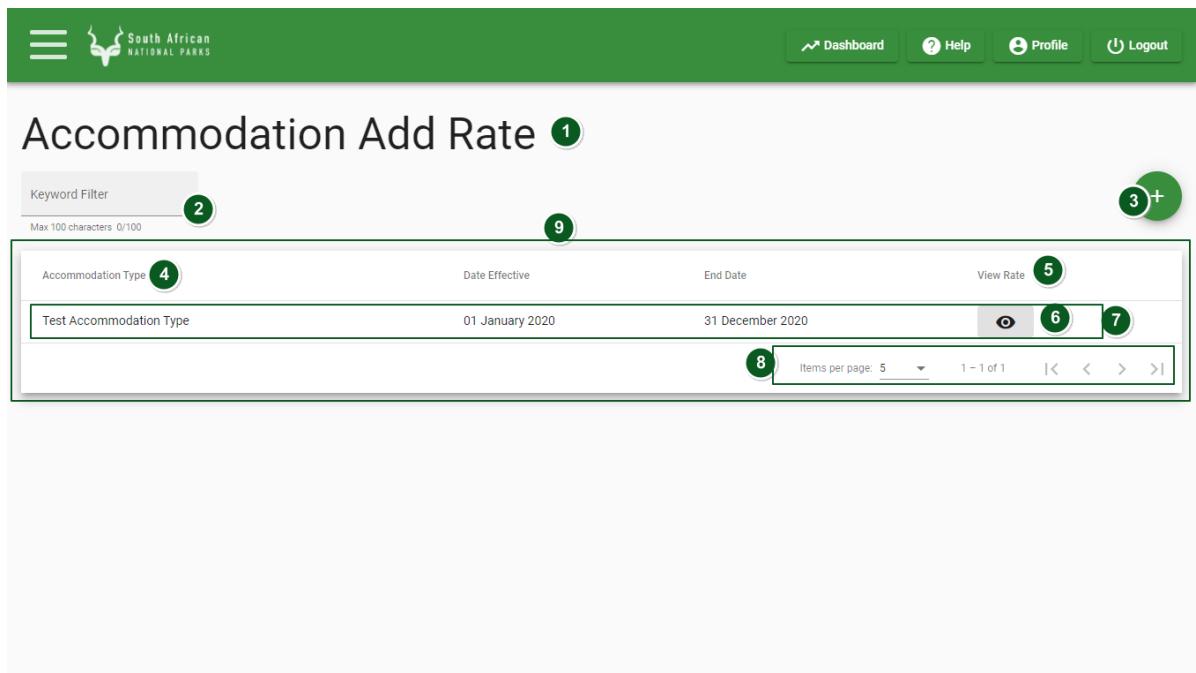


The screenshot shows the SANParks system's dashboard. On the left is a sidebar menu with the following items:

- Camp (with a dropdown arrow)
- Accommodation (with a dropdown arrow, circled with number 2)
- Activity
- Wildcard
- User
- Settings
- Reporting

On the right, there is a main content area with a header "Accommodation Add Rate Time". Below the header, there is a table with one row and two columns. The first column contains "Session" and "High". The second column contains "View Date Time" and a small circular icon. At the bottom of the main area, there are buttons for "Items per page" (set to 5), "1 - 1 of 1", and navigation arrows.

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Camp Drop Down Button</b>	Click here to Open or Close the Camp Drop Down.
3	<b>Add Rates Button</b>	Re-directs the user to the Accommodation Add Rate Home Screen. Click here to display the Accommodation Add Rate Home Screen .



The screenshot shows the "Accommodation Add Rate" screen. At the top, there is a header "Accommodation Add Rate" with a number 1 in a circle. Below the header, there is a search bar labeled "Keyword Filter" with a character count of "Max 100 characters 0/100" and a "Clear" button (circled with number 2). To the right of the search bar is a green "+" button (circled with number 3).

The main area contains a form with the following fields:

- "Accommodation Type" (with a dropdown arrow, circled with number 4)
- "Date Effective" (set to "01 January 2020")
- "End Date" (set to "31 December 2020")
- "View Rate" (with a dropdown arrow, circled with number 5)

Below the form is a table with one row and three columns. The first column contains "Test Accommodation Type". The second column contains "01 January 2020". The third column contains "31 December 2020". To the right of the table are buttons for "View" (circled with number 6) and "Edit" (circled with number 7).

At the bottom of the screen, there is a footer with buttons for "Items per page" (set to 5), "1 - 1 of 1", and navigation arrows. There is also a "Clear" button (circled with number 8).

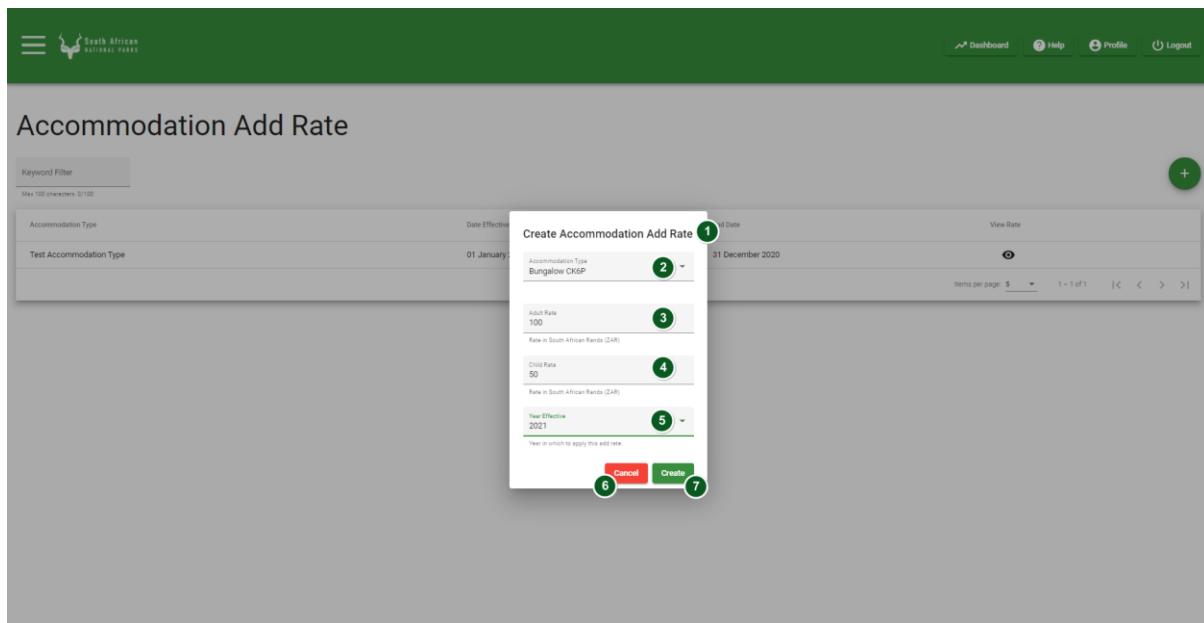
Control Number	Control type	Control Description
1	Accommodation Add Rate	Page Header
2	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the filter input. Enter a specific word to filter the table to find a specific Accommodation Add Rate.
3	Create Accommodation Add Rate Button	Re-directs the user to the <b>Create Accommodation Add Rate Model</b> . Click here to display the Create Accommodation Add Rate Model.
4	Accommodation Type Table Column	This displays the column of Camp Names.
5	View Camp Table Column	This displays View Camp Button for each Camp on the table.
6	View Rate Button	Re-directs the user to the <b>View Accommodation Add Rate Model</b> . Click here to display the View Accommodation Add Rate Model.
7	Table Row	This displays a row of an Accommodation Add Rate in the table.
8	Page Navigation	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.
9	Camp Table	This table displays the saved Camps.

#### 6.3.17.1 Create Accommodation Add Rate

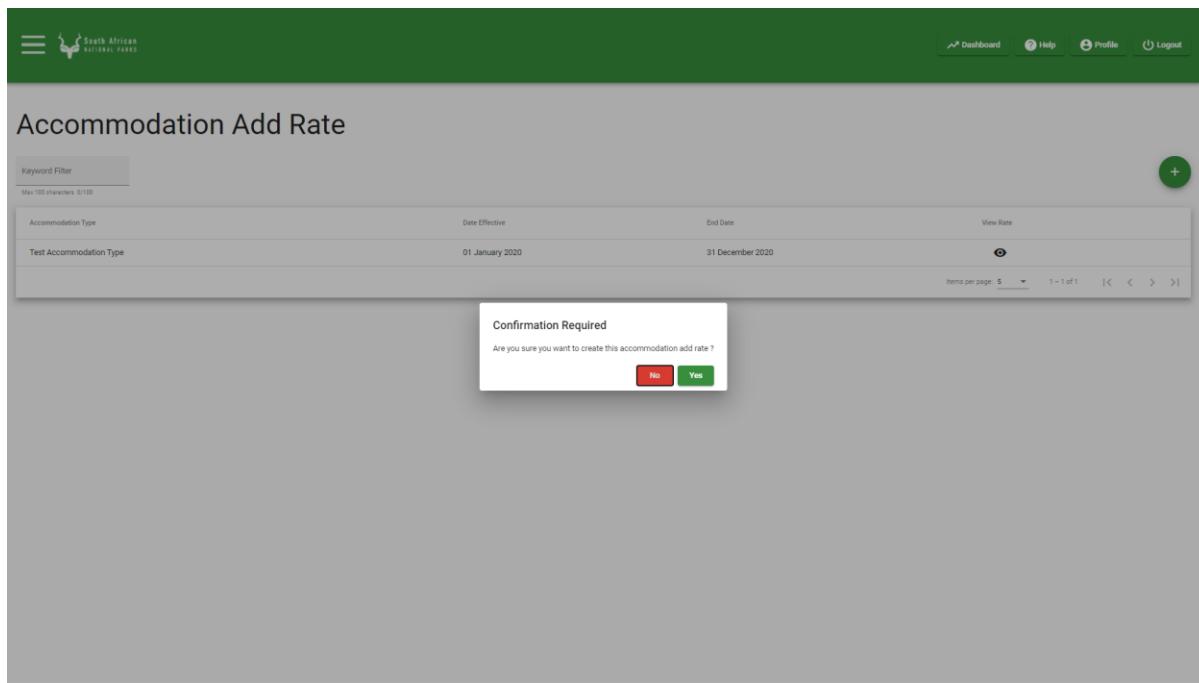
Use the home screen guide to navigate to

Drop Down	Accommodation
Drop Down Option	Add Rates
Home Screen	Green Plus Button

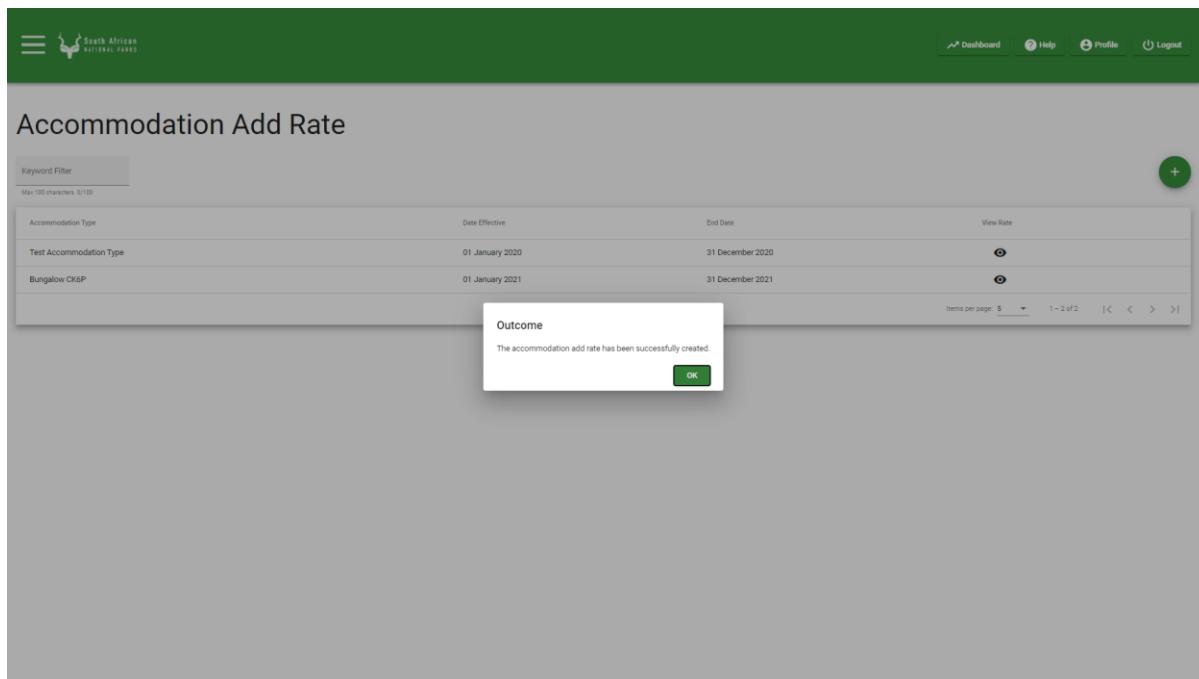
The following screens indicate how a user can create a new Accommodation Add Rate.



Control Number	Control type	Control Description
1	<b>Create Accommodation Add Rate</b>	Model header
2	<b>Accommodation Type Name Drop Down</b>	Click here to select an Accommodation Type from the Drop Down.
3	<b>Adult Rate Textbox</b>	Click here to enter an Adult Rate.
4	<b>Child Rate Textbox</b>	Click here to enter a Child Rate.
5	<b>Year Effective Drop Down</b>	Click here to select the year effective
6	<b>Cancel Button</b>	Click to cancel the create Accommodation Add Rate process.  Re-directs to termination <b>Confirmation Required Dialog</b> .
7	<b>Create Button</b>	Click this button when all the required information is entered correctly in order to add the new Accommodation Add Rate to the system.  Re-directs to create <b>Confirmation Required Dialog</b> .

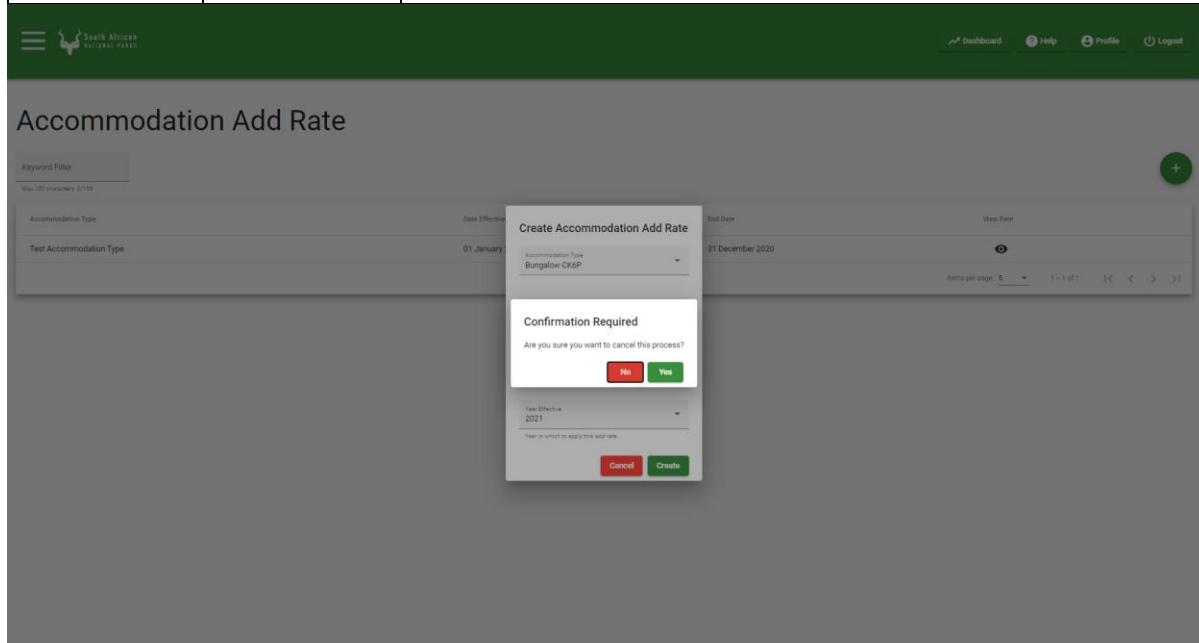


Control Number	Control type	Control Description
1	Create Confirmation Required Dialog	This is a Dialog that requires confirmation, to proceed with the creation of the Accommodation Add Rate.
2	Yes Button	Click this button if you want to confirm the creation of the Accommodation Add Rate.  Re-directs to the <b>Outcome Dialog</b> .
3	No Button	Click this button when you want to terminate the creation of the Accommodation Add Rate.  Re-directs to the <b>Accommodation Add Rate Home Screen</b> .



The screenshot shows the 'Accommodation Add Rate' page. At the top, there's a 'Keyword Filter' input field. Below it, a table lists accommodation types: 'Test Accommodation Type' (Date Effective: 01 January 2020, End Date: 31 December 2020) and 'Bungalow OK&P' (Date Effective: 01 January 2021, End Date: 31 December 2021). A modal dialog box titled 'Outcome' appears in the center, stating 'The accommodation add rate has been successfully created.' with an 'OK' button.

Control Number	Control type	Control Description
1	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	<b>Yes Button</b>	Click this button to close the Outcome Dialog.  Re-directs back to the <b>Accommodation Add Rate Home Screen</b> .



The screenshot shows the 'Accommodation Add Rate' page. A modal dialog box titled 'Confirmation Required' asks 'Are you sure you want to cancel this process?' with 'No' and 'Yes' buttons. Below the dialog, there are dropdown menus for 'Accommodation Type' (set to 'Bungalow OK&P') and 'Year Effective' (set to '2021'). At the bottom of the dialog are 'Cancel' and 'Create' buttons.

Control Number	Control type	Control Description

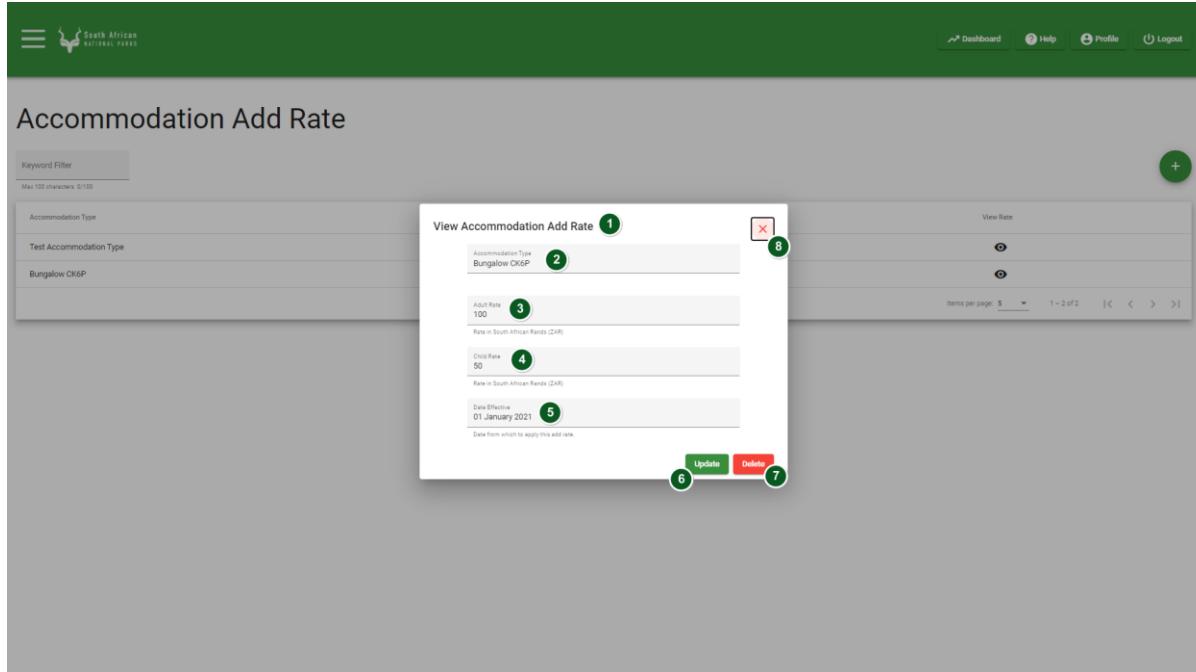
<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Accommodation Add Rate.
<b>2</b>	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Accommodation Add Rate.  Re-directs back to the <b>Accommodation Add Rate Home Screen</b> .
<b>3</b>	<b>No Button</b>	Click this button when you want to continue the creation of the Accommodation Add Rate.  Re-directs back to the <b>Create Accommodation Add Rate Model</b> .

### 6.3.17.2 Search Accommodation Add Rate

Use the home screen guide to navigate to

Drop Down	Accommodation
Drop Down Option	Add Rates
Home Screen	Enter Keyword filter in space and click View Button of the Accommodation Add Rates you filtered.

The following screens indicate how a user can search an Accommodation Add Rate.



Control Number	Control type	Control Description
<b>1</b>	<b>Create Accommodation Add Rate</b>	Model header

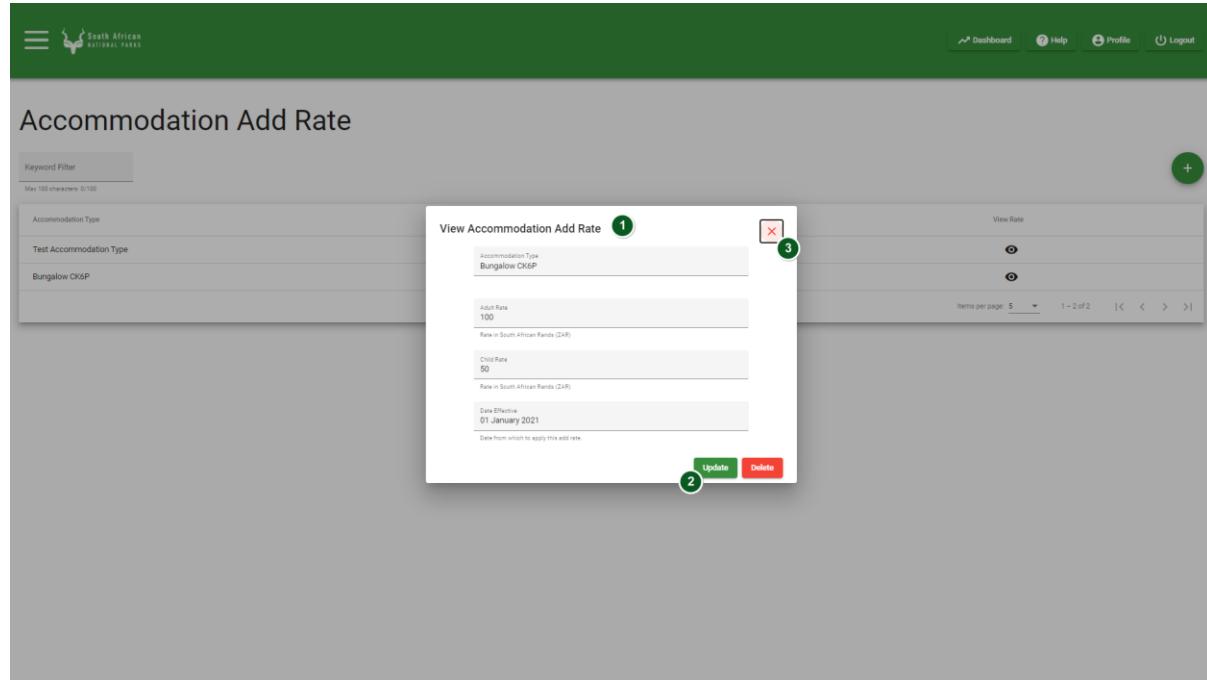
<b>2</b>	<b>Accommodation Type Name Drop Down</b>	Click here to select an Accommodation Type from the Drop Down.
<b>3</b>	<b>Adult Rate Textbox</b>	Click here to enter an Adult Rate.
<b>4</b>	<b>Child Rate Textbox</b>	Click here to enter a Child Rate.
<b>5</b>	<b>Year Effective Drop Down</b>	Click here to select the year effective
<b>6</b>	<b>Update Button</b>	Click here to proceed to the Update Accommodation Add Rate process.
<b>7</b>	<b>Delete Button</b>	Click here to proceed to the Delete Accommodation Add Rate process.
<b>8</b>	<b>Cancel Button</b>	Click to close the model of the View Accommodation Add Rate.

#### 6.3.17.3 Update Accommodation Add Rate

Use the home screen guide to navigate to

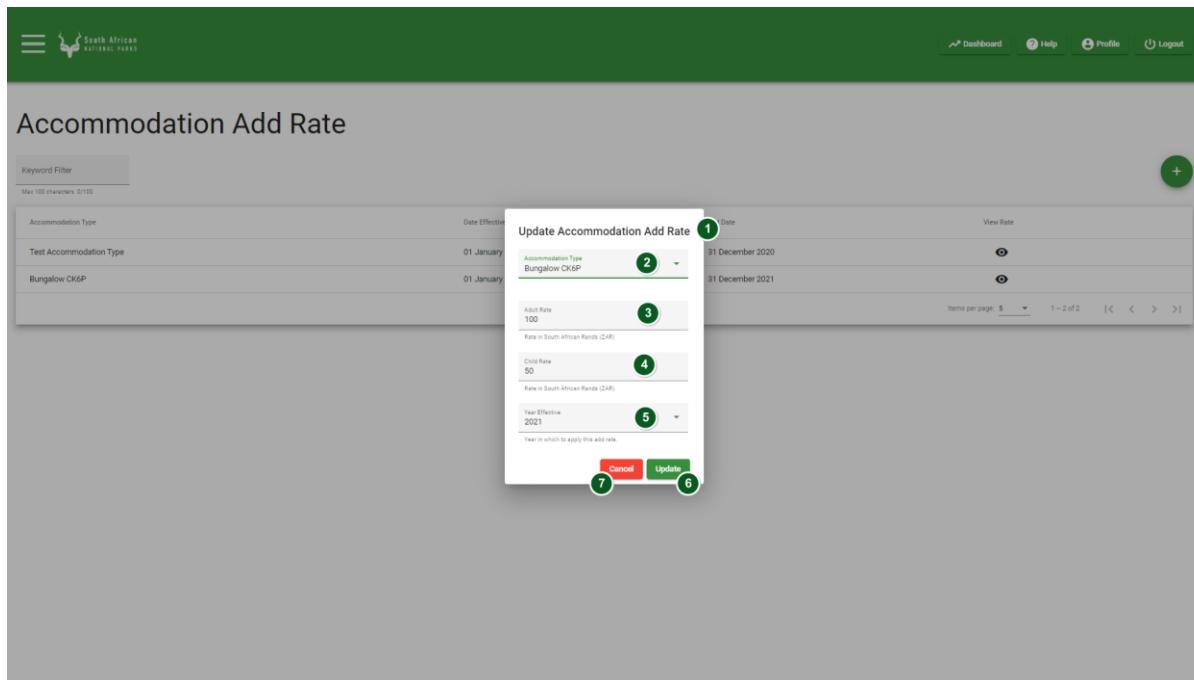
<b>Drop Down</b>	Accommodation
<b>Drop Down Option</b>	Add Rates
<b>Home Screen</b>	Enter Keyword filter in space and click View Button of the Accommodation Add Rates you filtered.

The following screens indicate how a user can search an Accommodation Add Rate.



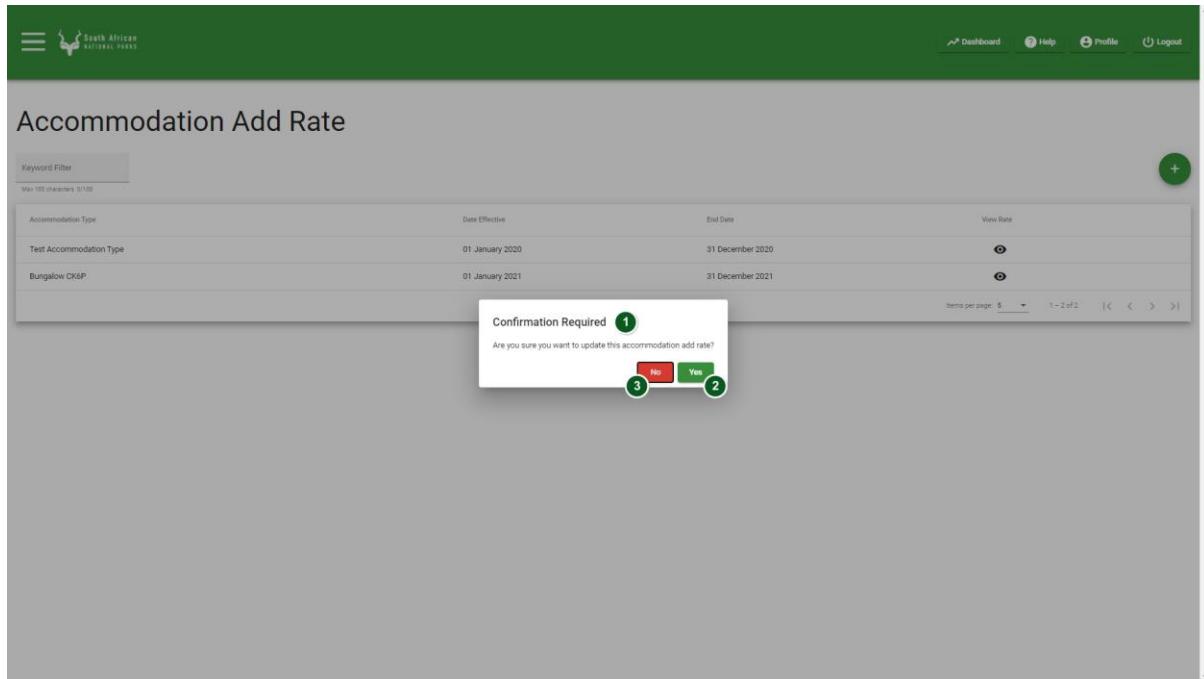
<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>View Accommodation Add Rate Model</b>	This is the View Accommodation Add Rate Model

<b>2</b>	<b>Update Button</b>	This is a button that is used to update the Accommodation Add Rate. Click this button if you want to update the selected Accommodation Add Rate. Re-directs to the <b>Update Accommodation Add Rate Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Accommodation Add Rate model and return to the Accommodation Add Rate Home Screen

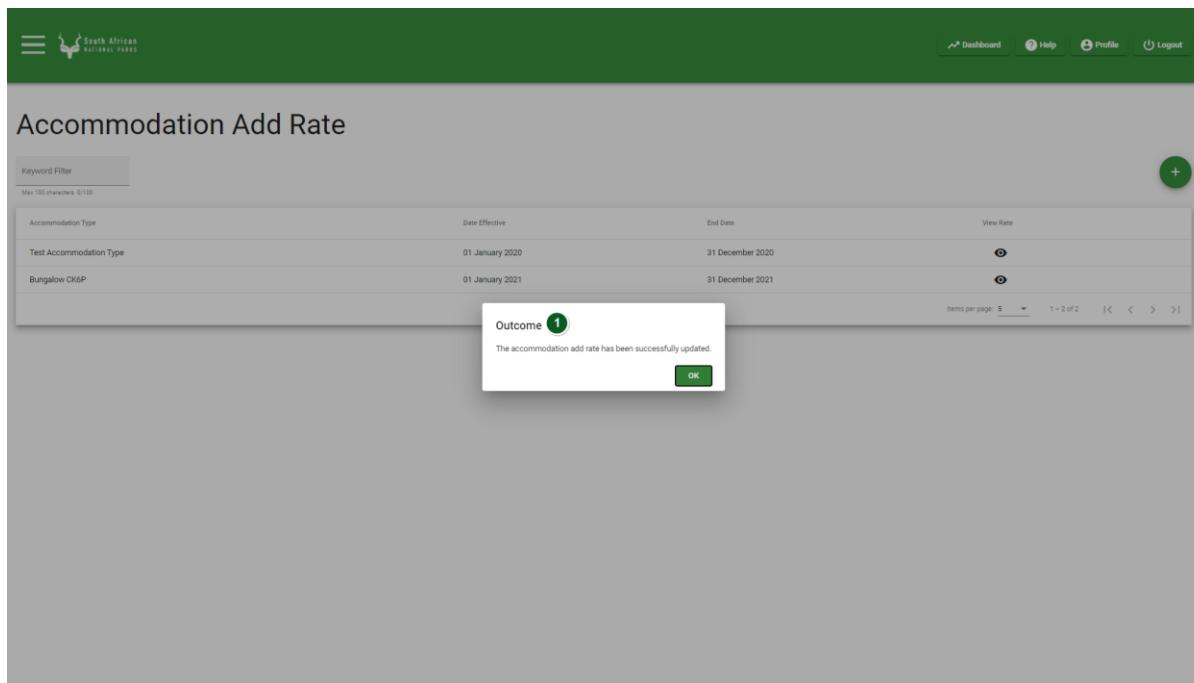


Control Number	Control type	Control Description
<b>1</b>	<b>Update Accommodation Add Rate Model</b>	Model header
<b>2</b>	<b>Accommodation Type Name Drop Down</b>	Click here to select an Accommodation Type from the Drop Down.
<b>3</b>	<b>Adult Rate Textbox</b>	Click here to enter an Adult Rate.
<b>4</b>	<b>Child Rate Textbox</b>	Click here to enter a Child Rate.
<b>5</b>	<b>Year Effective Drop Down</b>	Click here to select the year effective
<b>6</b>	<b>Update Button</b>	This is a button that is used to submit the request to update an Accommodation Add Rate. Click this button when all the required information is entered correctly in order to update the Accommodation Add Rate. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>7</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of the Accommodation Add Rate process.

		<p>Click this button when there is no longer a need to update the Accommodation Add Rate.</p> <p>Re-directs to termination <b>Confirmation Required Dialog</b>.</p>
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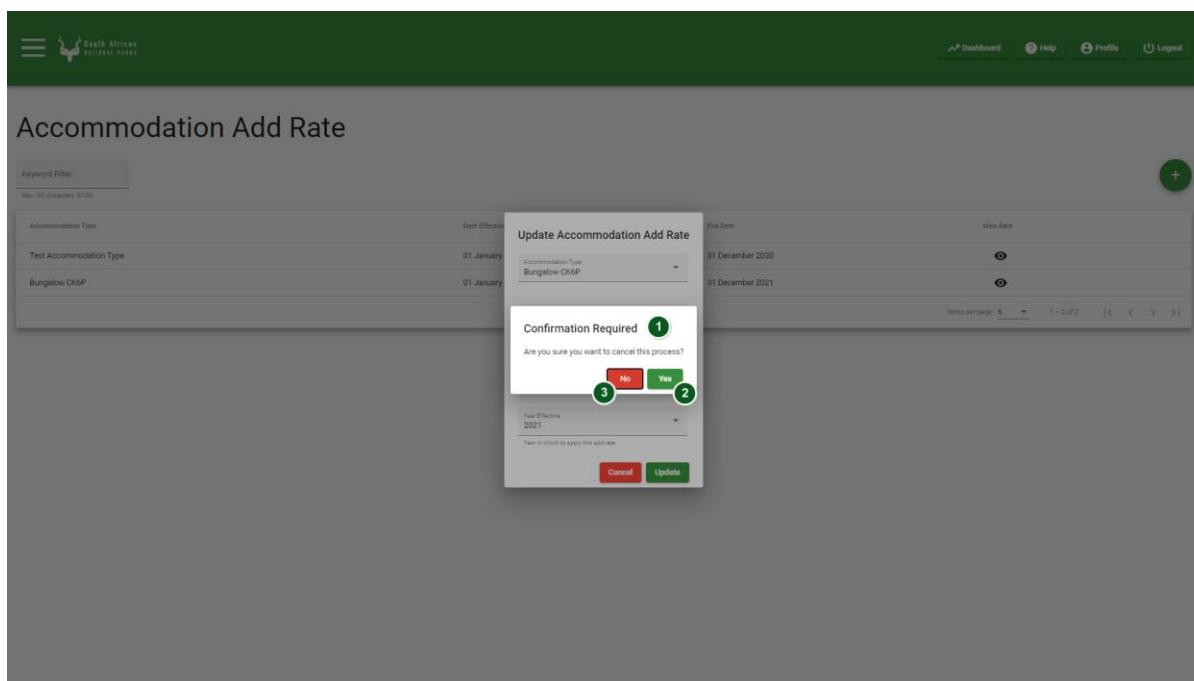


Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Accommodation Add Rate.
2	<b>Yes Button</b>	This is a button that is used to confirm the update of the Accommodation Add Rate. Click this button when you want to proceed to confirm the update of the Accommodation Add Rate. Re-directs to an <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the update of the Accommodation Add Rate. Click this button when you want to terminate the update of the Accommodation Add Rate. Re-directs to the <b>Accommodation Add Rate Home Screen</b> .



The screenshot shows the 'Accommodation Add Rate' page. At the top, there's a 'Keyword Filter' input field. Below it, a table lists accommodation types: 'Test Accommodation Type' (Bungalow CK&P) with 'Date Effective' (01 January 2020) and 'End Date' (31 December 2020). A modal dialog box in the center says 'Outcome 1' and 'The accommodation add rate has been successfully updated.' with an 'OK' button.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful/unsuccessful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Camp Gate Time Home Screen</b>



The screenshot shows the 'Accommodation Add Rate' page. A modal dialog box in the center says 'Confirmation Required 1' and 'Are you sure you want to cancel this process?' with 'No' and 'Yes' buttons. The 'Yes' button is highlighted with a green circle and labeled '2'. The 'No' button is labeled '3'. Below the dialog, there are dropdown menus for 'Accommodation Type' (set to 'Bungalow CK&P') and 'Year Effective' (set to '2021'). At the bottom of the dialog are 'Cancel' and 'Update' buttons.

Control Number	Control type	Control Description
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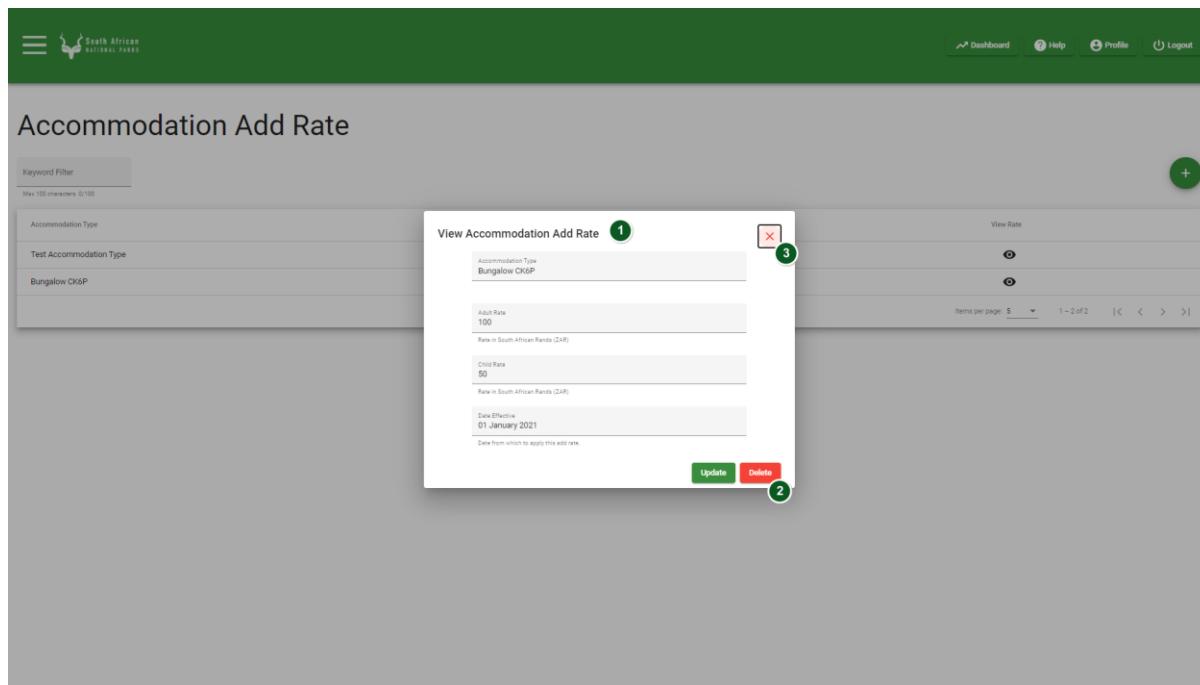
<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Accommodation Add Rate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Accommodation Add Rate. Click this button when you want to terminate the update of the Accommodation Add Rate. Re-directs back to the <b>Accommodation Add Rate Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Accommodation Add Rate. Click this button when you want to continue updating the Accommodation Add Rate. Re-directs back to the <b>Update Accommodation Add Rate Model</b> .

#### 6.3.17.4 Delete Accommodation Add Rate

Use the home screen guide to navigate to

Drop Down	Accommodation
Drop Down Option	Add Rates
Home Screen	Enter Keyword filter in space and click View Button of the Accommodation Add Rates you filtered.

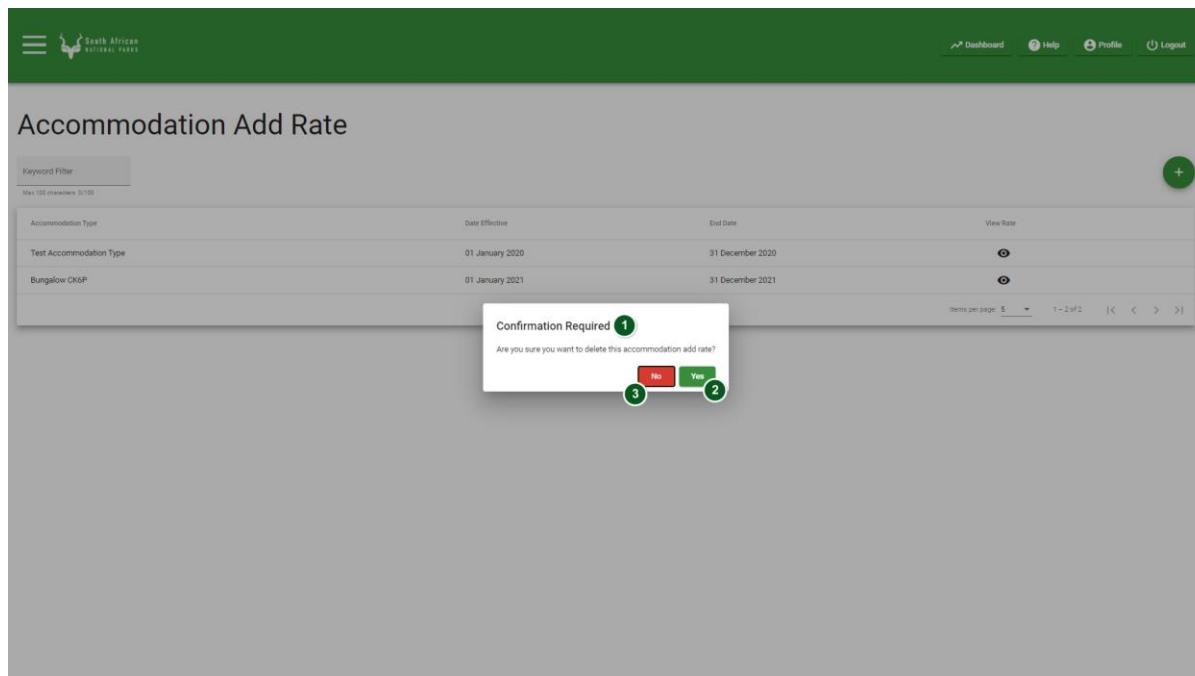
The following screens indicate how a user can Delete an Accommodation Add Rate.



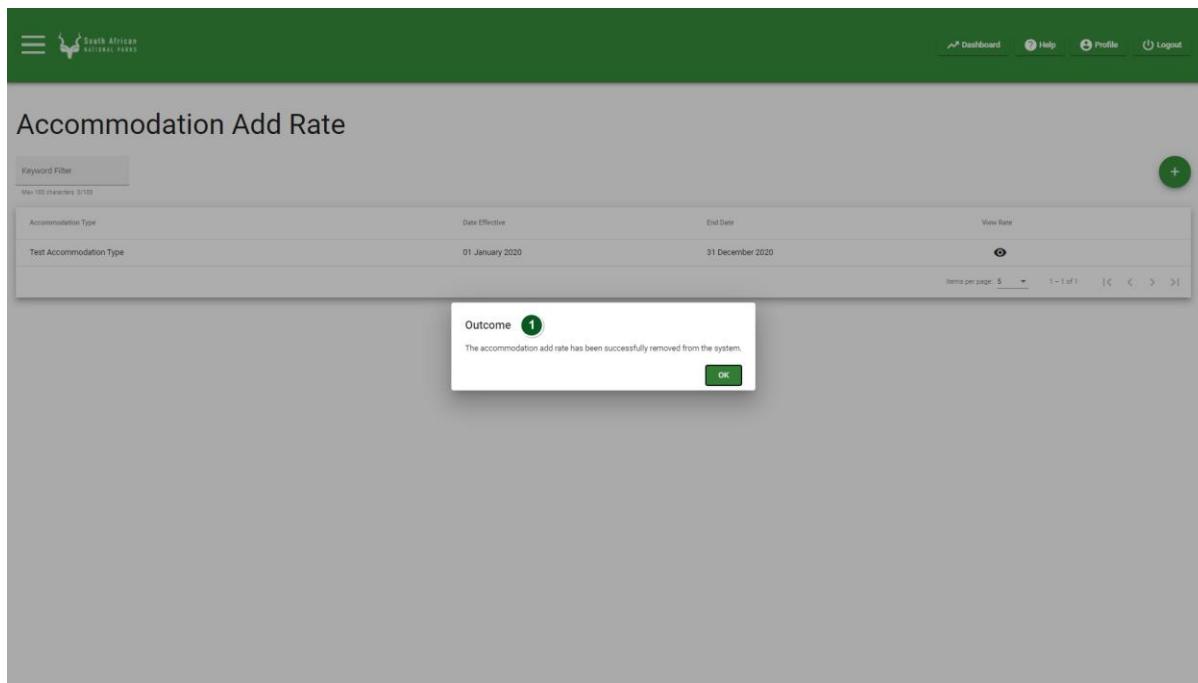
The screenshot shows the 'Accommodation Add Rate' page. At the top, there's a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the navigation, there's a search bar labeled 'Keyword Filter' and a section for 'Accommodation Type' with a dropdown menu showing 'Test Accommodation Type' and 'Bungalow CK6P'. In the center, a modal dialog is open with the title 'View Accommodation Add Rate'. The dialog contains fields for 'Adult Rate' (100), 'Child Rate' (50), and 'Date Effective' (01 January 2021). At the bottom of the dialog are two buttons: 'Update' (green) and 'Delete' (red). A red circle with the number '3' is positioned above the 'Delete' button. To the right of the dialog, there's a table with columns for 'View Rate' and 'Edit Rate'. The table has one row visible. At the bottom of the page, there are pagination controls for 'Items per page' (set to 5), 'Page 1 - 2 of 2', and navigation arrows.

Control Number	Control type	Control Description
<b>1</b>	<b>View Accommodation Add Rate Model</b>	This is the View Accommodation Add Rate Model

<b>2</b>	<b>Delete Button</b>	This is a button that is used to Delete the Accommodation Add Rate. Click this button if you want to Delete the selected Accommodation Add Rate. Re-directs to the <b>Delete Accommodation Add Rate Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Accommodation Add Rate model and return to the Accommodation Add Rate Home Screen



<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Accommodation Add Rate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Accommodation Add Rate. Click this button when you are sure you want to delete the selected Accommodation Add Rate from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Accommodation Add Rate process. Click this button when you no longer want to delete the selected Accommodation Add Rate. Re-directs back to the <b>Accommodation Add Rate Home Screen</b> .



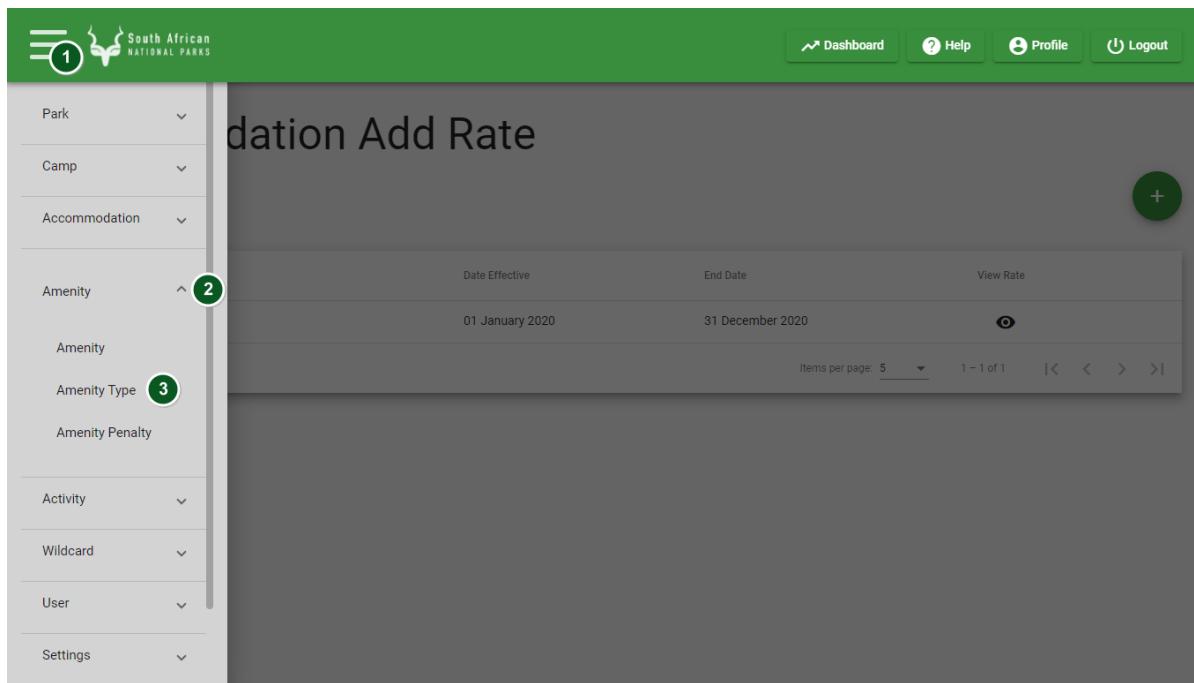
Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Accommodation Add Rate was successful/unsuccessful. Click the ok button to close the Outcome Dialog. Re-directs back to the <b>Accommodation Add Rate Home Screen</b>

### 6.3.18 Amenity Type Functionality

The Amenity Type is created to categorise the amenities. E.g. A fridge Amenity Type will have amenities such as LG double door 1000L and LG single door 500 L fridges. The Amenity Type functionality will encompass the creating, searching, updating, and deleting of the Amenity Type.

#### 6.3.18.0 Amenity Type Home Screen

The following screens indicate how a user can navigate to the Amenity Type Home screen

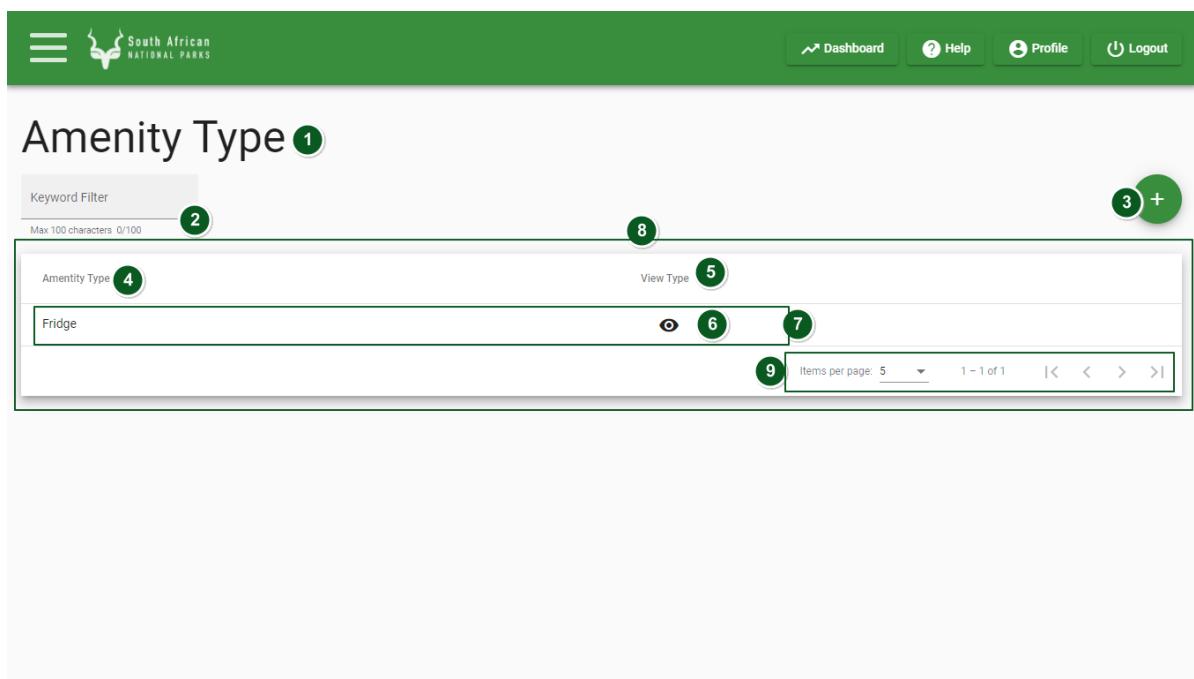


**Amenity Add Rate**

Date Effective	End Date	View Rate
01 January 2020	31 December 2020	

Items per page: 5 | < | < | > | > |

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Camp Drop Down Button</b>	Click here to Open or Close the Camp Drop Down.
3	<b>Amenity Type Button</b>	Re-directs the user to the <b>Amenity Type Home Screen</b> . Click here to display the Amenity Type Home Screen.



**Amenity Type** ①

Amenity Type	View Type
Fridge	

Items per page: 5 | < | < | > | > |

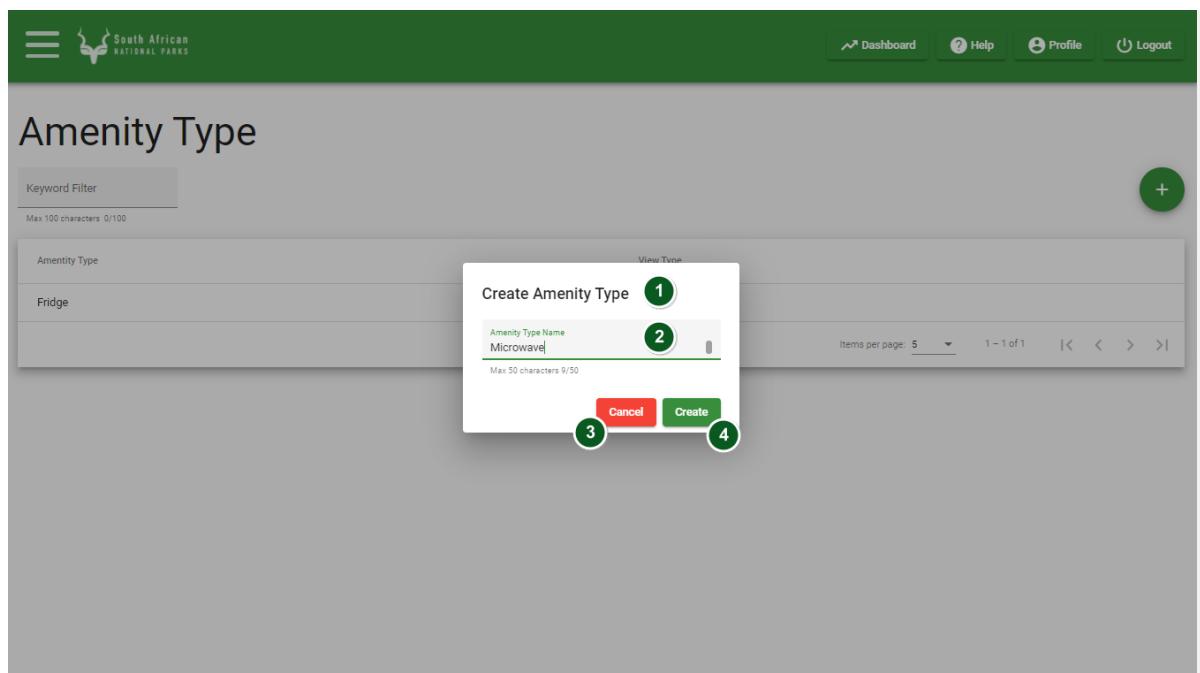
Control Number	Control type	Control Description
1	Amenity Types	Page Header
2	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific amenity type.
3	Create Amenity Type Button	Re-directs the user to the <b>Create Amenity Type Model</b> . Click here to display the Create Amenity Type Model.
4	Amenity Type Table Column	This displays the column of Amenity Types.
5	View Type Table Column	This displays View Amenity Type Button for each Amenity Type on the table.
6	View Type Button	Re-directs the user to the <b>View Amenity Type Model</b> . Click here to display the View Amenity Type Model.
7	Table Row	This displays a row of an Amenity Types in the table.
8	Camp Table	This tables displays the saved Amenity Types.
9	Page Navigation	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.18.1 Create Amenity Type

Use the home screen guide to navigate to

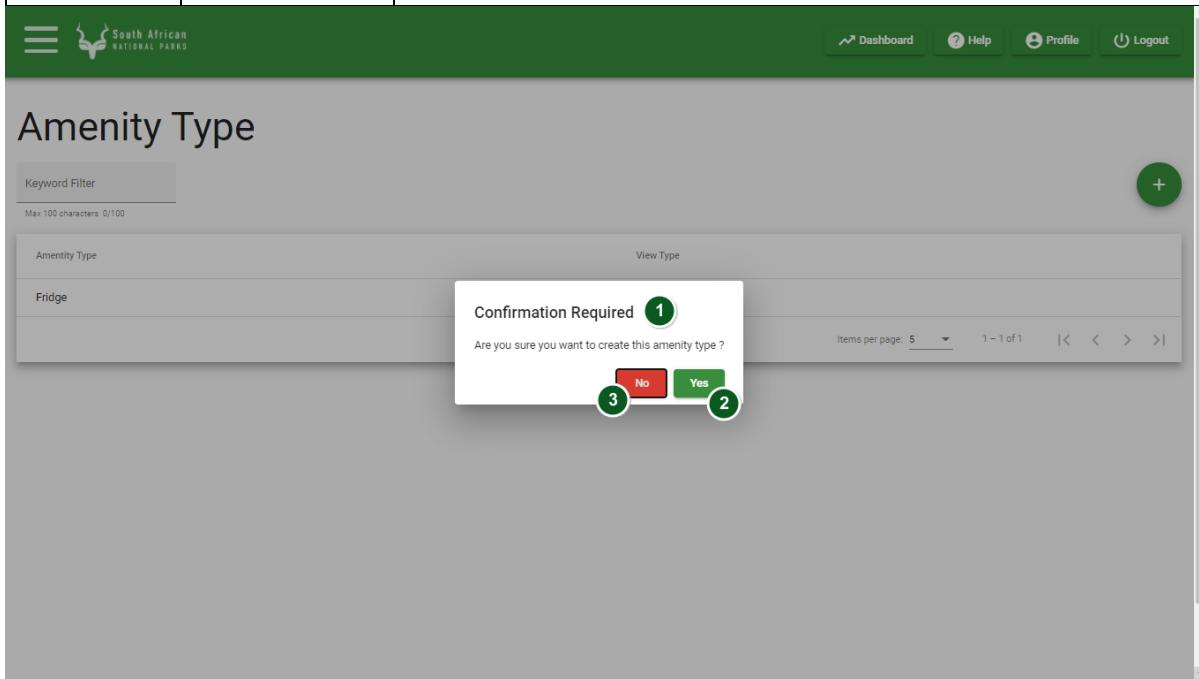
Drop Down	Amenity
Drop Down Option	Amenity Type
Home Screen	Green Plus Button

The following screens indicate how a user can create a new Amenity Type.

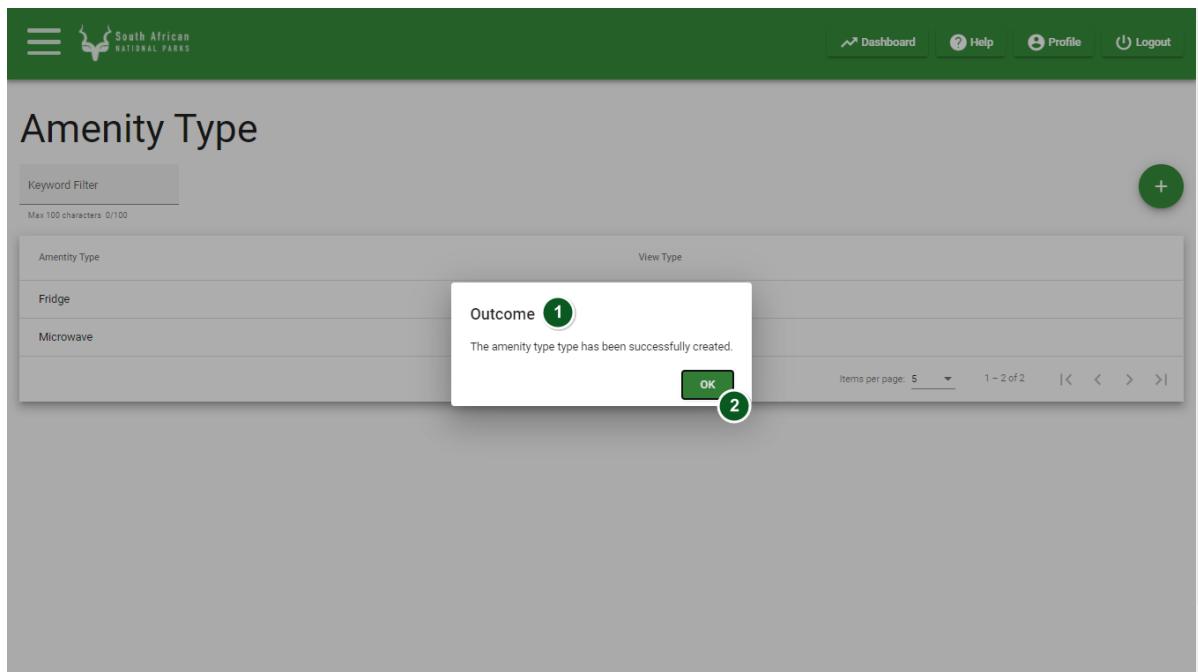


The screenshot shows the SANParks system interface for managing amenity types. At the top, there's a navigation bar with the South African National Parks logo, a dashboard link, help, profile, and logout options. Below the header, the main content area is titled "Amenity Type". On the left, there's a "Keyword Filter" input field. In the center, a modal window is open with the title "Create Amenity Type". Inside the modal, step 1 is the title. Step 2 is an input field labeled "Amenity Type Name" containing "Microwave". Step 3 is a red "Cancel" button, and step 4 is a green "Create" button. The background shows a table with one row visible, and at the bottom right of the screen, there are pagination controls and a message about items per page.

Control Number	Control type	Control Description
1	Create Amenity Type	Model header
2	Amenity Type Textbox	Click here to enter an Amenity Type.
3	Cancel Button	Click to cancel the create Amenity Type process. Re-directs to termination <b>Confirmation Required Dialog</b> .
4	Create Button	Click this button when all the required information is entered correctly in order to add the new Amenity Type to the system. Re-directs to create <b>Confirmation Required Dialog</b> .

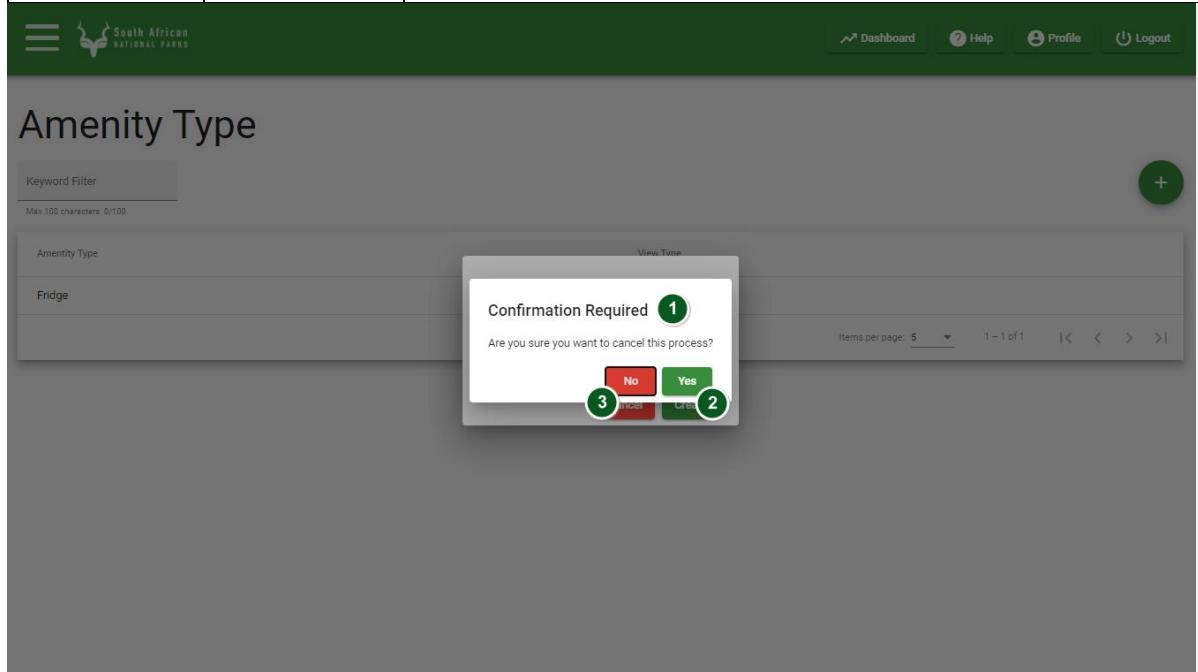


Control Number	Control type	Control Description
1	Create Confirmation Required Dialog	This is a Dialog that requires confirmation, to proceed with the creation of the Amenity Type.
2	Yes Button	Click this button if you want to confirm the creation of the Amenity Type. Re-directs to the <b>Outcome Dialog</b> .
3	No Button	Click this button when you want to terminate the creation of the Amenity Type. Re-directs to the <b>Amenity Type Home Screen</b> .



The screenshot shows a user interface for managing amenity types. At the top, there's a navigation bar with the SANParks logo, dashboard link, help link, profile link, and logout link. Below the navigation is a header titled "Amenity Type". On the left, there's a "Keyword Filter" input field. In the center, a modal dialog box is open with the title "Outcome 1" and the message "The amenity type type has been successfully created." There are "OK" and "Cancel" buttons at the bottom of the dialog. The background shows a list of amenity types: "Fridge" and "Microwave". At the bottom right of the screen, there are pagination controls: "Items per page: 5", "1 - 2 of 2", and navigation arrows.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	Yes Button	Click this button to close the Outcome Dialog. <b>Re-directs back to the Amenity Type Home Screen.</b>



The screenshot shows a user interface for managing amenity types. At the top, there's a navigation bar with the SANParks logo, dashboard link, help link, profile link, and logout link. Below the navigation is a header titled "Amenity Type". On the left, there's a "Keyword Filter" input field. In the center, a modal dialog box is open with the title "Confirmation Required 1" and the question "Are you sure you want to cancel this process?". There are "No" and "Yes" buttons at the bottom of the dialog. The background shows a list of amenity types: "Fridge". At the bottom right of the screen, there are pagination controls: "Items per page: 5", "1 - 1 of 1", and navigation arrows.

Control Number	Control type	Control Description
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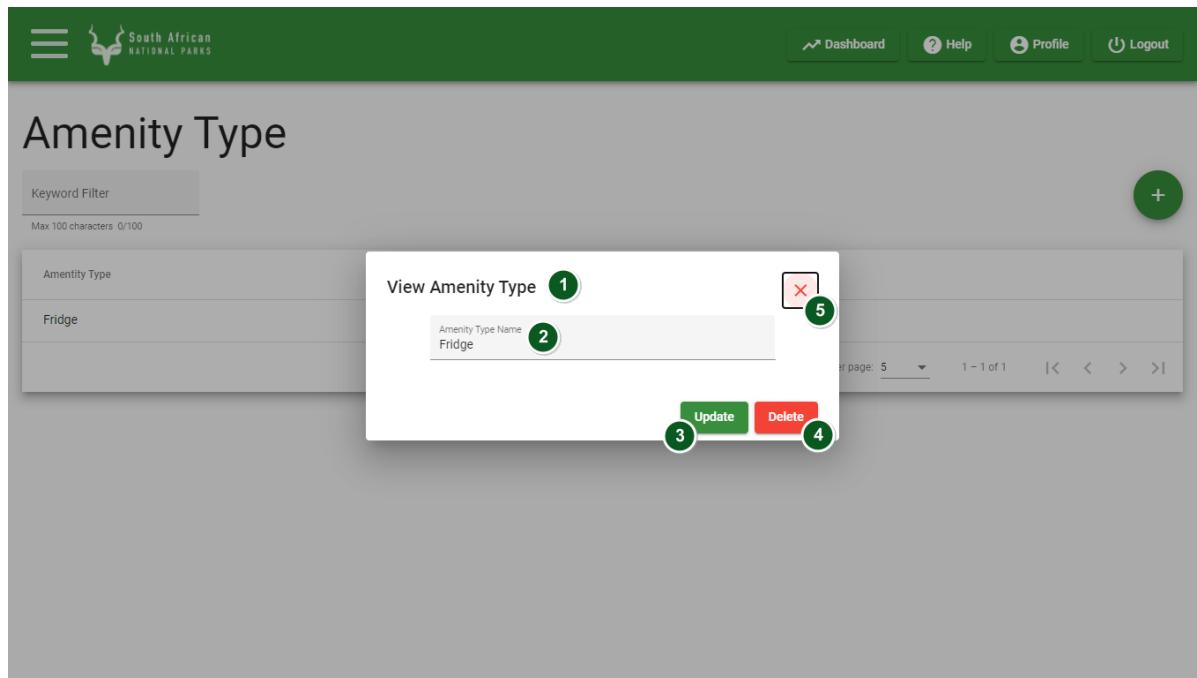
<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Amenity Type.
<b>2</b>	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Amenity Type.  Re-directs back to the <b>Amenity Type Home Screen</b> .
<b>3</b>	<b>No Button</b>	Click this button when you want to continue the creation of the Amenity Type.  Re-directs back to the <b>Create Amenity Type Model</b> .

### 6.3.14.2 Search Amenity Type

Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity Type
Home Screen	View Button of the Amenity Type you want to view

The following screens indicate how a user can search an Amenity Type.



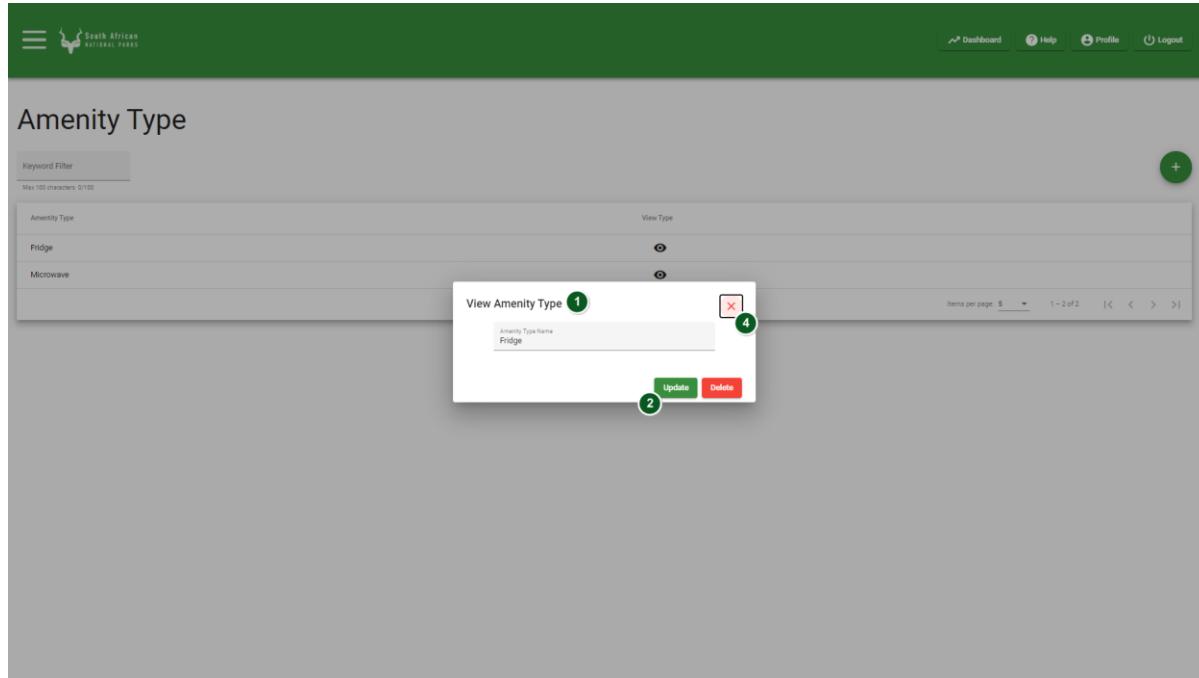
Control Number	Control type	Control Description
<b>1</b>	<b>Header</b>	View Amenity Type
<b>2</b>	<b>Amenity Type Name</b>	View Park Name
<b>7</b>	<b>Update Button</b>	Click here to proceed to the Update Amenity Type process.
<b>8</b>	<b>Delete Button</b>	Click here to proceed to the Delete Amenity Type process.
<b>9</b>	<b>Cancel Button</b>	Click to close the model of the View Amenity Type.

### 6.3.18.3 Update Amenity Type

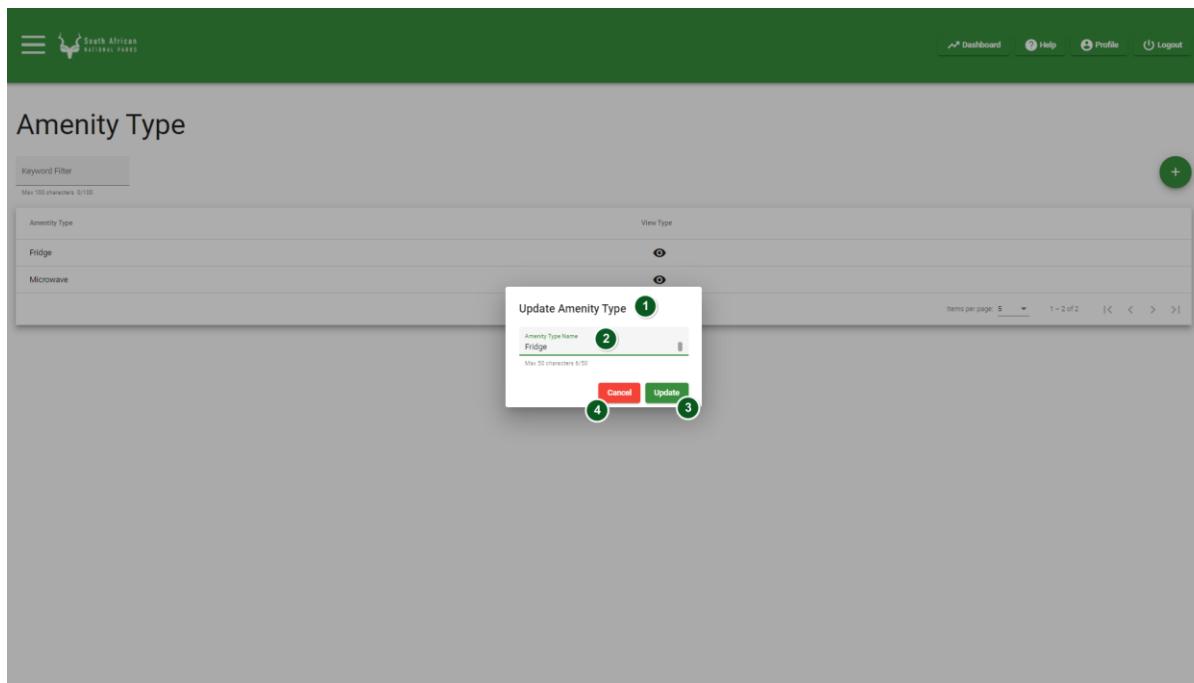
Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity Type
Home Screen	View Button of the Amenity Type you want to update

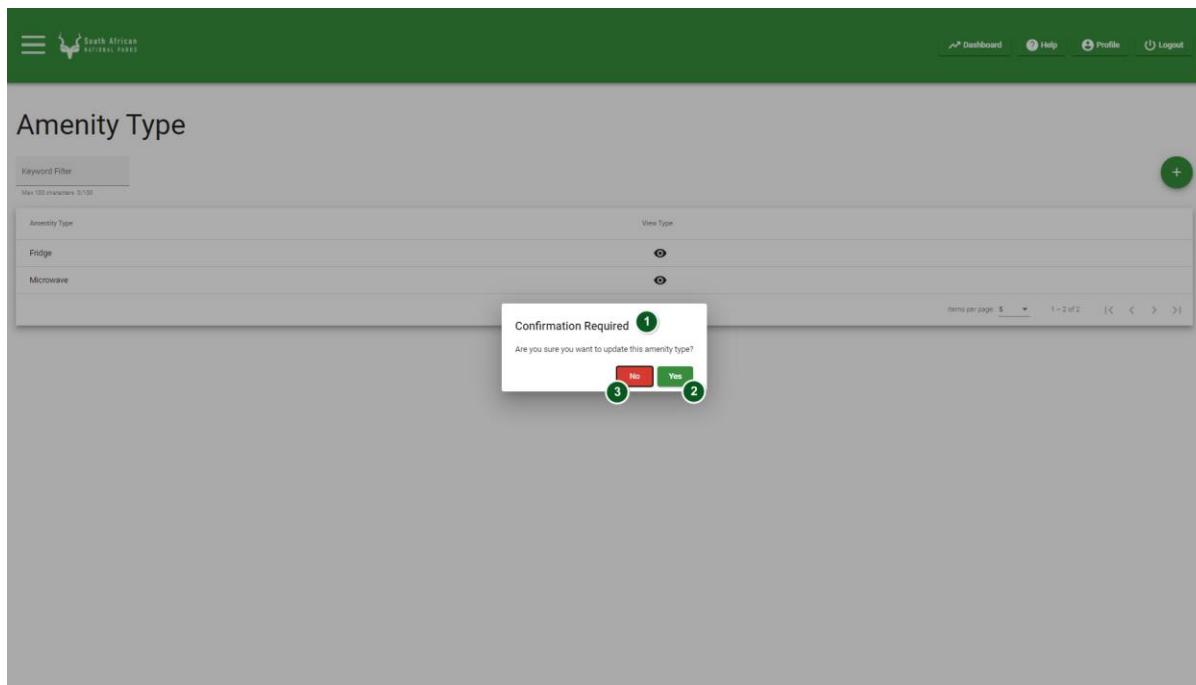
The following screens indicate how a user can update an Amenity Type.



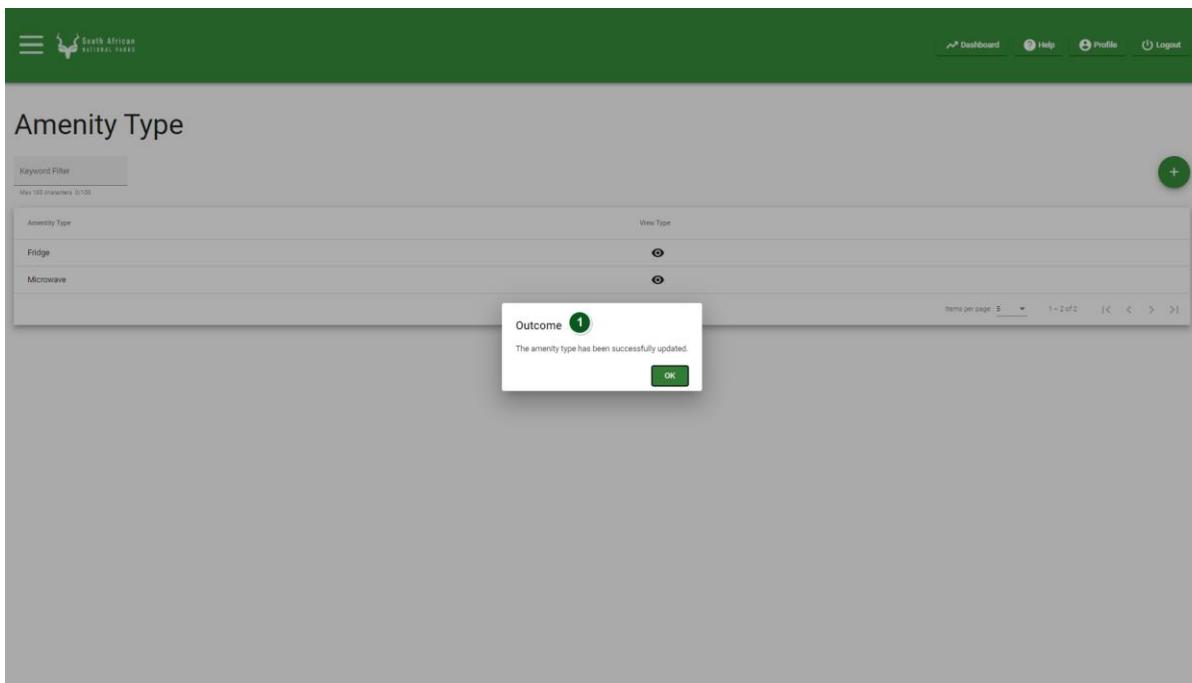
Control Number	Control type	Control Description
1	<b>View Amenity Type Model</b>	This is the View Amenity Type Model
2	<b>Update Button</b>	This is a button that is used to update the Amenity Type. Click this button if you want to update the selected Amenity Type. <b>Re-directs to the Update Amenity Type Model</b>
3	<b>Cancel Button</b>	Close View Amenity Type model and return to the Amenity Type Home Screen



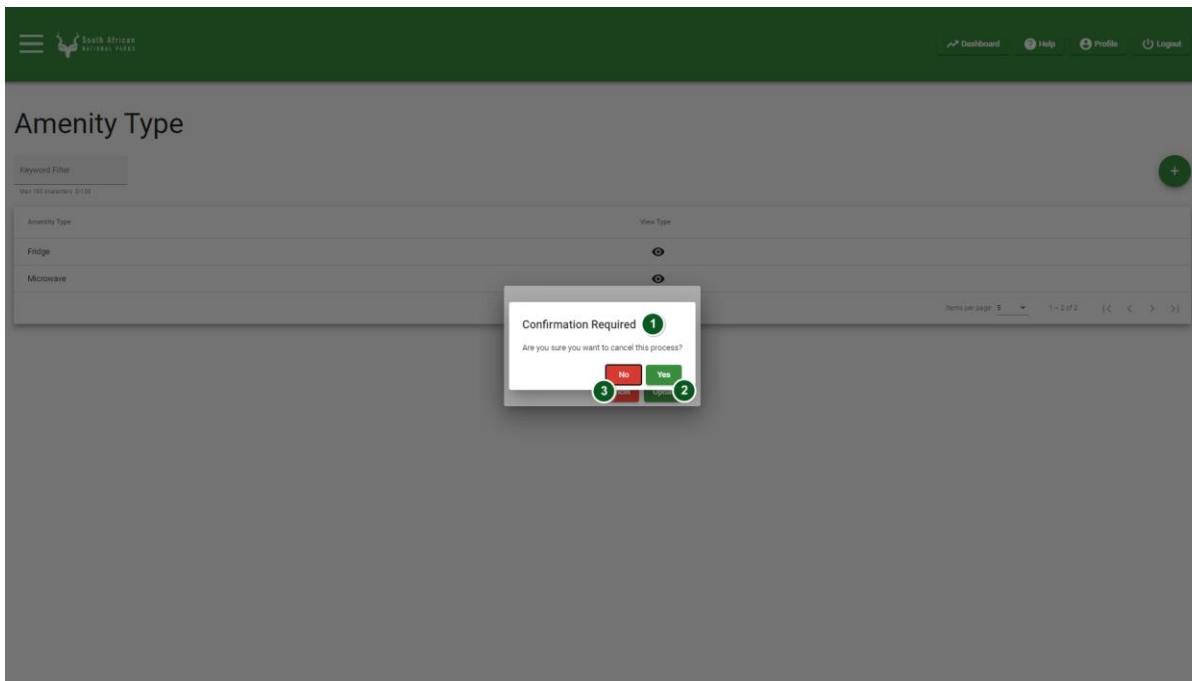
Control Number	Control type	Control Description
1	<b>Update Amenity Type Model</b>	This is a Model where you can update the Amenity Type information.
2	<b>Amenity Type Name Textbox</b>	Click here to update the Park Name.
3	<b>Update Button</b>	This is a button that is used to submit the request to update a Amenity Type. Click this button when all the required information is entered correctly in order to update the Amenity Type. Re-directs to update <b>Confirmation Required Dialog</b> .
4	<b>Cancel Button</b>	This is a button that is used to cancel the updating of the Amenity Type process. Click this button when there is no longer a need to update the Amenity Type. Re-directs to termination <b>Confirmation Required Dialog</b> .



Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Amenity Type.
2	<b>Yes Button</b>	This is a button that is used to confirm the update of the Amenity Type. Click this button when you want to proceed to confirm the update of the Amenity Type. Re-directs to an <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the update of the Amenity Type. Click this button when you want to terminate the update of the Amenity Type. Re-directs to the <b>Amenity Type Home Screen</b> .



Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Amenity Type Home Screen</b>



Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the update of the Amenity Type.

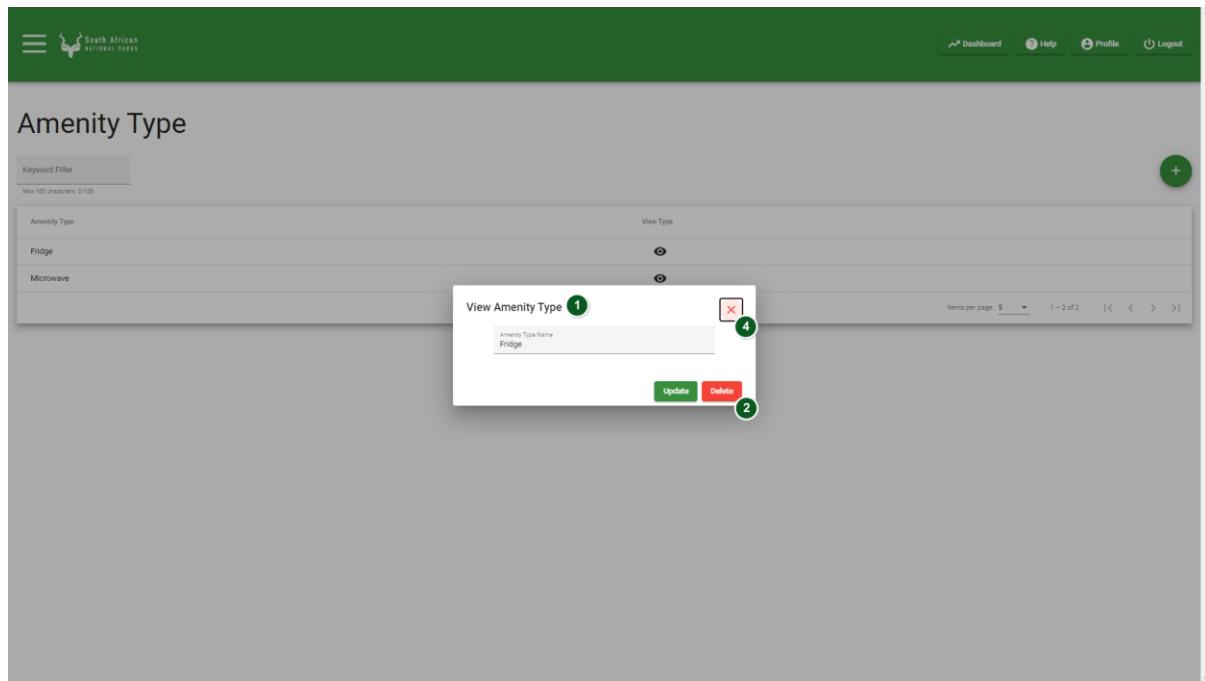
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Amenity Type. Click this button when you want to terminate the update of the Amenity Type. Re-directs back to the <b>Amenity Type Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Amenity Type. Click this button when you want to continue updating the Amenity Type. Re-directs back to the <b>Update Amenity Type Model</b> .

#### 6.3.18.4 Delete Amenity Type

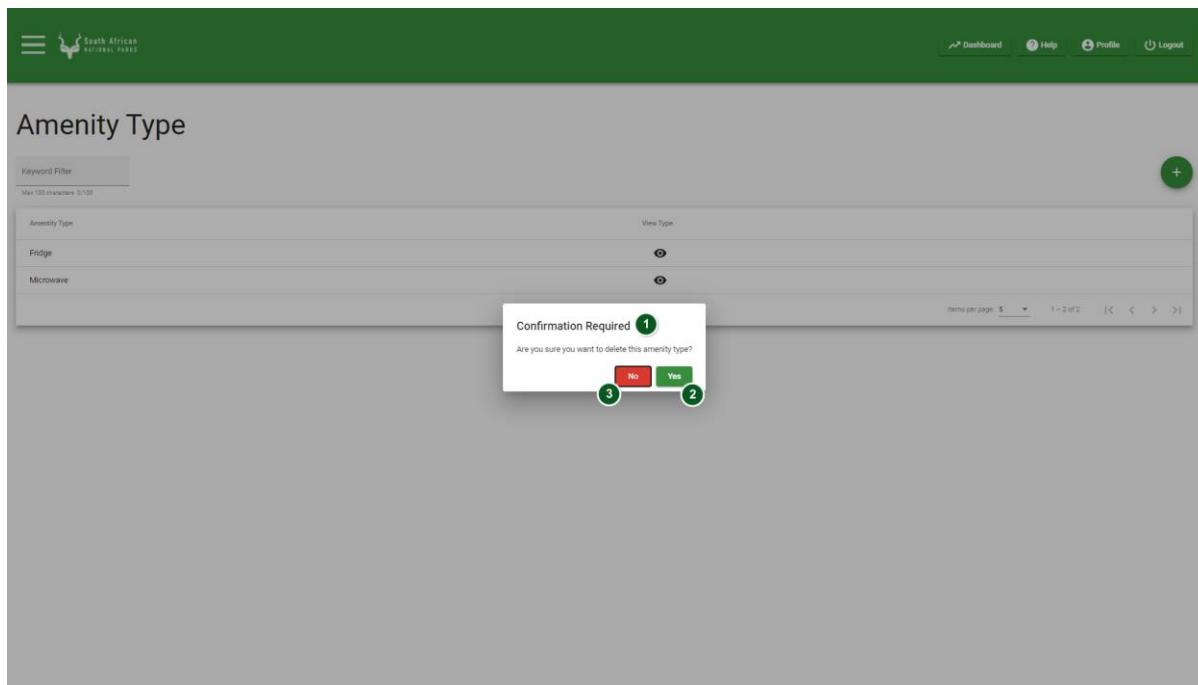
Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity Type
Home Screen	View Button of the Amenity Type you want to delete

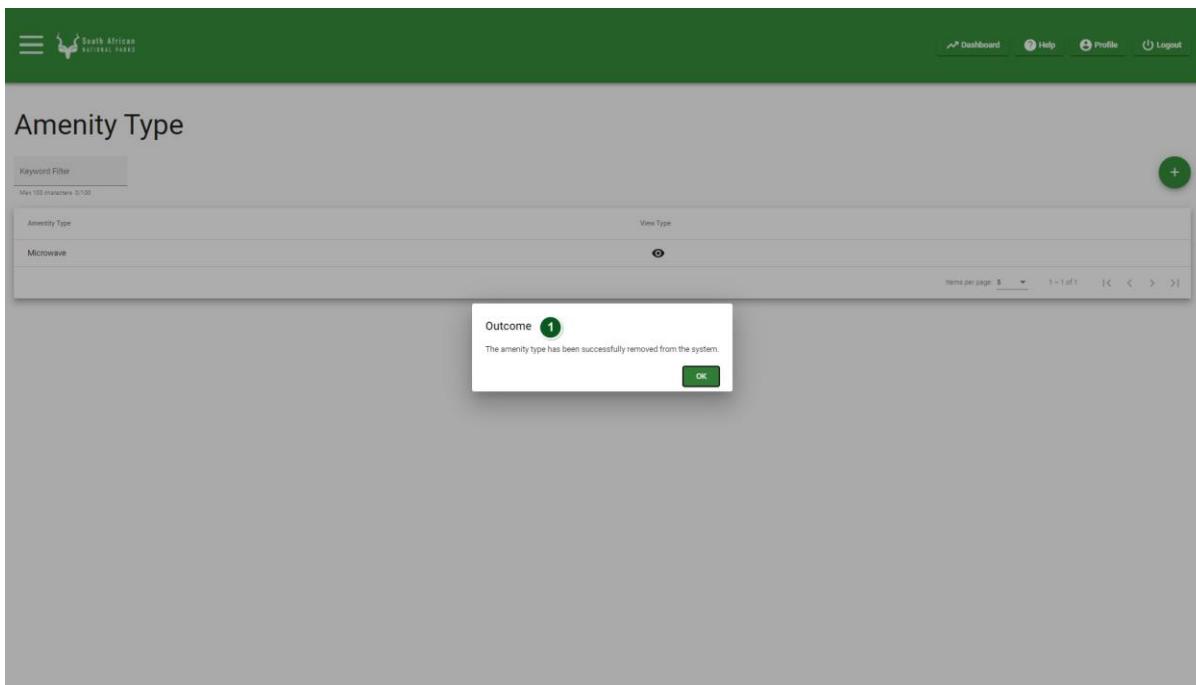
The following screens indicate how a user can delete a Camp Game Time.



Control Number	Control type	Control Description
<b>1</b>	<b>View Amenity Type Model</b>	This is the View Amenity Type Model
<b>2</b>	<b>Delete Button</b>	This is a button that is used to Delete the Amenity Type. Click this button if you want to Delete the selected Amenity Type. Re-directs to the <b>Delete Amenity Type Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Amenity Type model and return to the Amenity Type Home Screen



Control Number	Control type	Control Description
1	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Amenity Type.
2	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Amenity Type. Click this button when you are sure you want to delete the selected Amenity Type from the system. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the deletion of the Amenity Type process. Click this button when you no longer want to delete the selected Amenity Type. Re-directs back to the <b>Amenity Type Home Screen</b> .



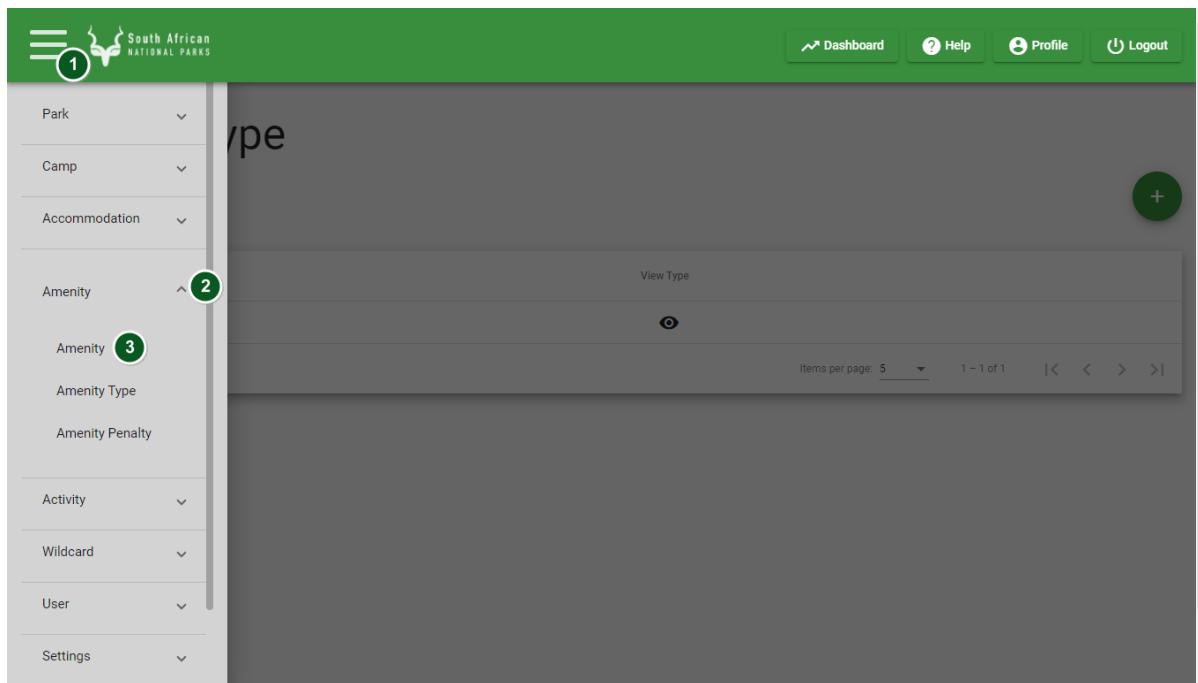
Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Amenity Type was successful/unsuccessful. Click the ok button to close the Outcome Dialog. Re-directs back to the <b>Amenity Type Home Screen</b>

### 6.3.19 Amenity Functionality

The Amenities are created under the Amenity Types. E.g. The amenity LG single door 200L amenity is created under the amenity type fridge. The Amenity functionality will encompass the creating, searching, updating, and deleting of the Amenity.

#### 6.3.19.0 Amenity Home Screen

The following screens indicate how a user can navigate to the Amenity Home screen



Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Amenity Drop Down Button</b>	Click here to Open or Close the Amenity Drop Down.
3	<b>Amenity Button</b>	Re-directs the user to the Amenity <b>Home Screen</b> . Click here to display the Amenity Home Screen .

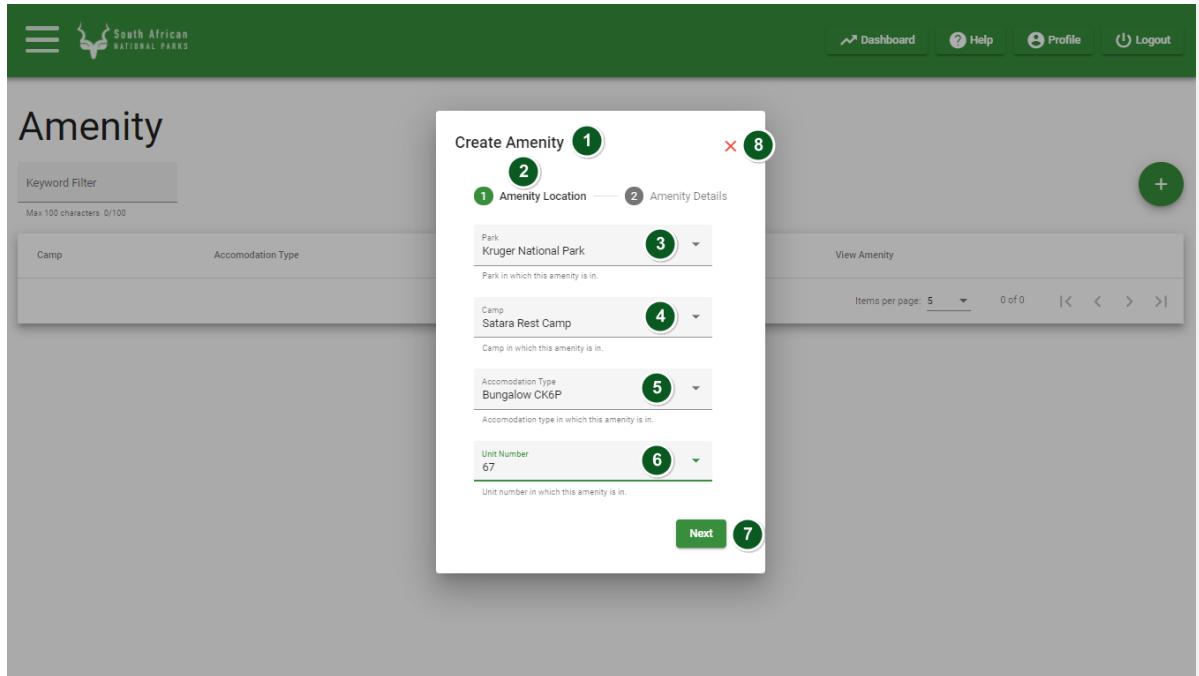


### 6.3.19.1 Create Amenity

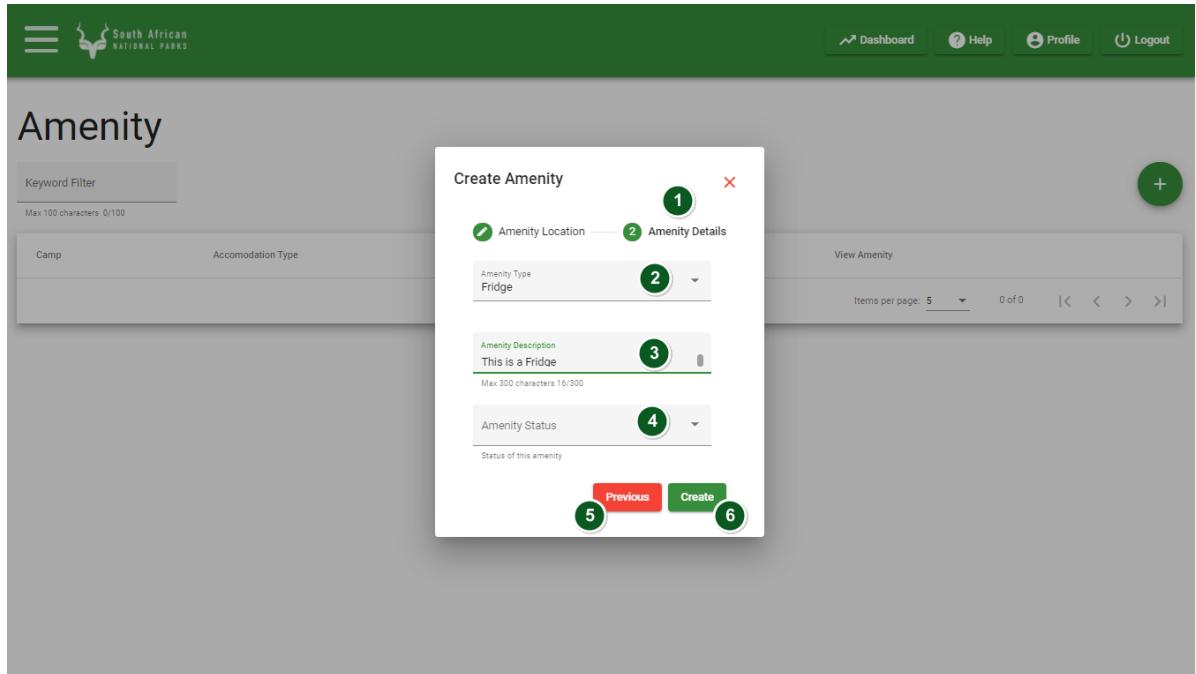
Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity
Home Screen	Green Plus Button

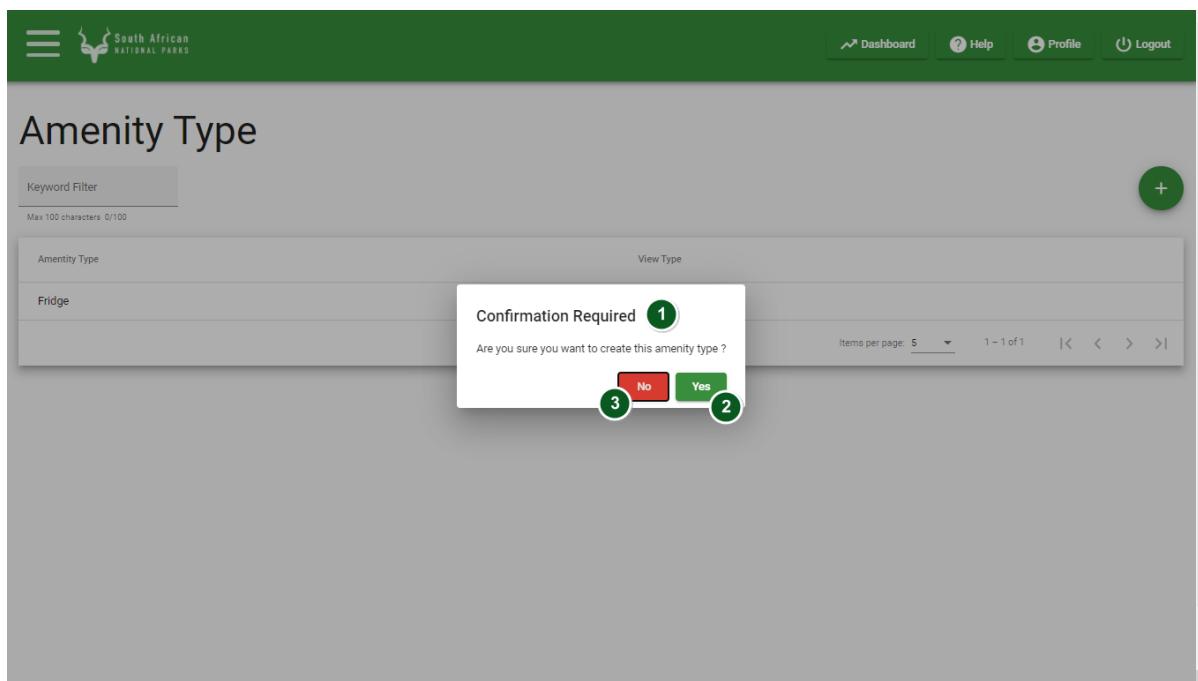
The following screens indicate how a user can create a new Amenity.



Control Number	Control type	Control Description
1	<b>Create Amenity</b>	Model header
2	<b>Amenity Location</b>	Page 1 of Model
3	<b>Park Name Drop Down</b>	Click here to select a Park from the Drop Down.
4	<b>Camp Name Drop Down</b>	Click here to select a Camp from the Drop Down.
5	<b>Accommodation Type Drop Down</b>	Click here to select an Accommodation Type from the Drop Down.
6	<b>Unit Number Drop Down</b>	Click here to select a Unit Number from the Drop Down.
7	<b>Next Button</b>	Click this button when all the required information is entered correctly in order to move to the next page of the model. Re-directs to create <b>Page 2 Amenity Details</b>
8	<b>Cancel Button</b>	Click to cancel the create Amenity process. Re-directs to termination <b>Confirmation Required Dialog</b> .

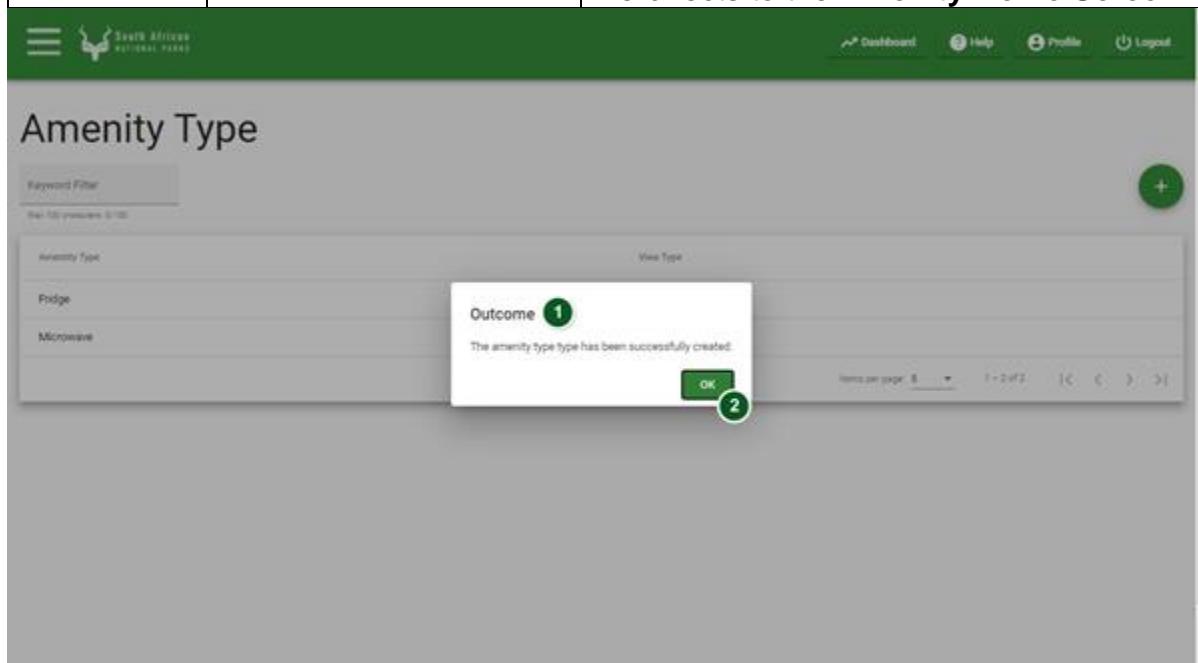


Control Number	Control type	Control Description
1	<b>Amenity Details</b>	Page 2 header
2	<b>Amenity Type Drop Down</b>	Click here to select an Amenity Type from the Drop Down.
3	<b>Amenity Description Textbox</b>	Click here to select an Amenity Description from the Drop Down.
4	<b>Amenity Status Drop Down</b>	Click here to select an Amenity Status from the Drop Down.
5	<b>Previous</b>	Click here to go back to the previous page in the model, Amenity Location.
6	<b>Create Button</b>	Click this button when all the required information is entered correctly in order to add the new Amenity to the system. Re-directs to create <b>Confirmation Required Dialog</b> .



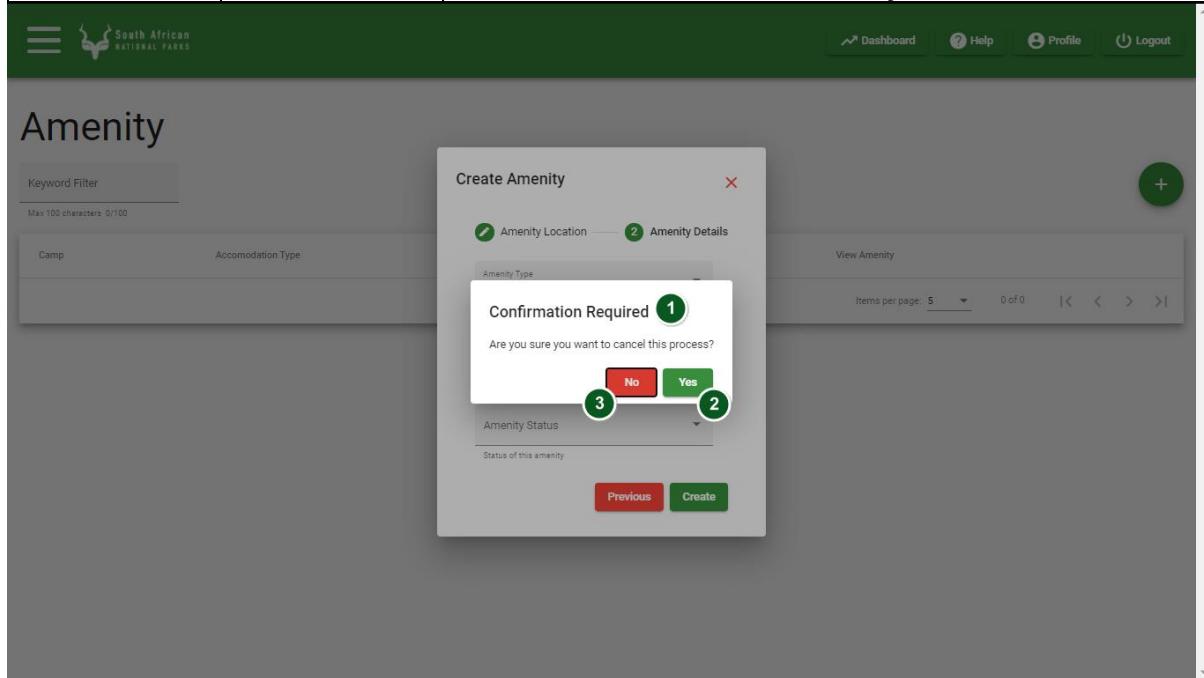
A screenshot of a web application interface titled "Amenity Type". At the top, there is a green header bar with the "South African NATIONAL PARKS" logo and navigation links for "Dashboard", "Help", "Profile", and "Logout". Below the header, the main content area shows a table with a single row containing the word "Fridge". A modal dialog box is centered over the table, displaying the message "Confirmation Required 1" and asking "Are you sure you want to create this amenity type?". Two buttons are visible in the dialog: a red "No" button and a green "Yes" button. The number "3" is circled around the "No" button, and the number "2" is circled around the "Yes" button.

Control Number	Control type	Control Description
1	<b>Create Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the creation of the Amenity.
2	<b>Yes Button</b>	Click this button if you want to confirm the creation of the Amenity. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	Click this button when you want to terminate the creation of the Amenity. Re-directs to the <b>Amenity Home Screen</b> .



A screenshot of the same web application interface as the previous one, showing the "Amenity Type" screen. The table now includes a second row with "Microwave". A modal dialog box is centered over the table, displaying the message "Outcome 1" and stating "The amenity type type has been successfully created". A single green "OK" button is visible in the dialog. The number "2" is circled around the "OK" button.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Amenity Home Screen</b> .



Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the creation of the Amenity.
2	Yes Button	Click this button when you want to terminate the creation of the Amenity. Re-directs back to the <b>Amenity Home Screen</b> .
3	No Button	Click this button when you want to continue the creation of the Amenity. Re-directs back to the <b>Create Amenity Model</b> .

### 6.3.19.2 Search Amenity

Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity
Home Screen	View Button of the Amenity you want to view

The following screens indicate how a user can search a Amenity.

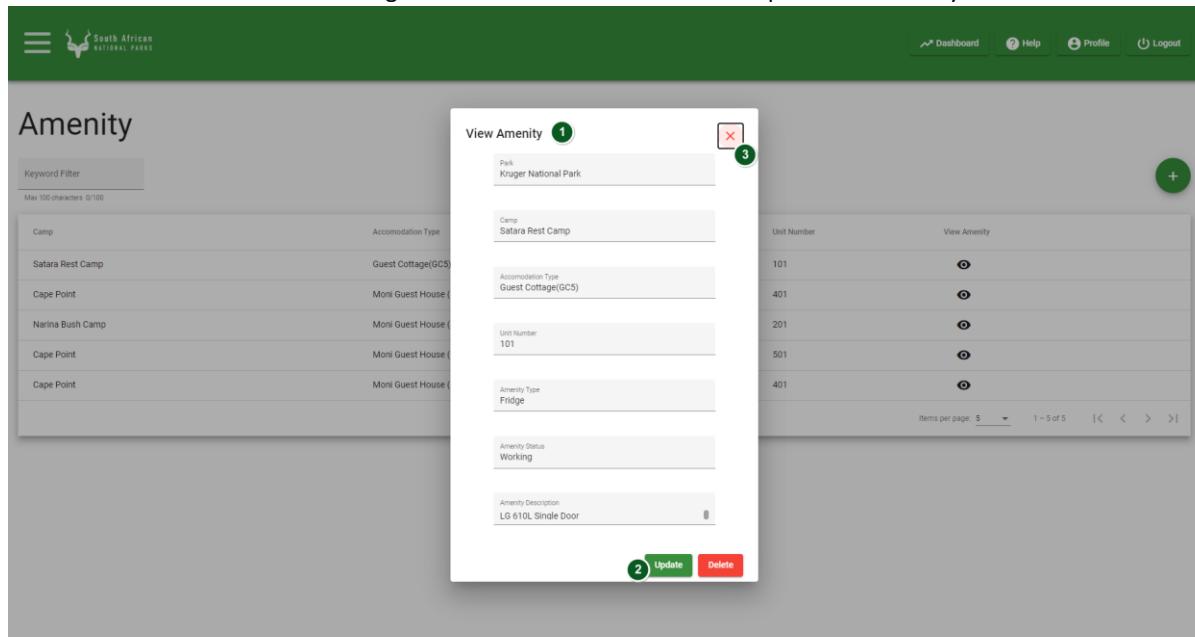
Control Number	Control type	Control Description
1	<b>Header</b>	View Amenity
2	<b>Park Name</b>	View Park Name
3	<b>Camp Name</b>	View Camp Name
4	<b>Accommodation Type Name</b>	View Accommodation Name
5	<b>Unit Number</b>	View Unit Number
6	<b>Amenity Type</b>	View Amenity Type
7	<b>Amenity Type Status</b>	View Amenity Status
8	<b>Amenity Description</b>	View Amenity Description
9	<b>Update Button</b>	Click here to proceed to the Update Amenity process.
10	<b>Delete Button</b>	Click here to proceed to the Delete Amenity process.
11	<b>Cancel Button</b>	Click to close the model of the View Amenity.

### 6.3.19.3 Update Amenity

Use the home screen guide to navigate to

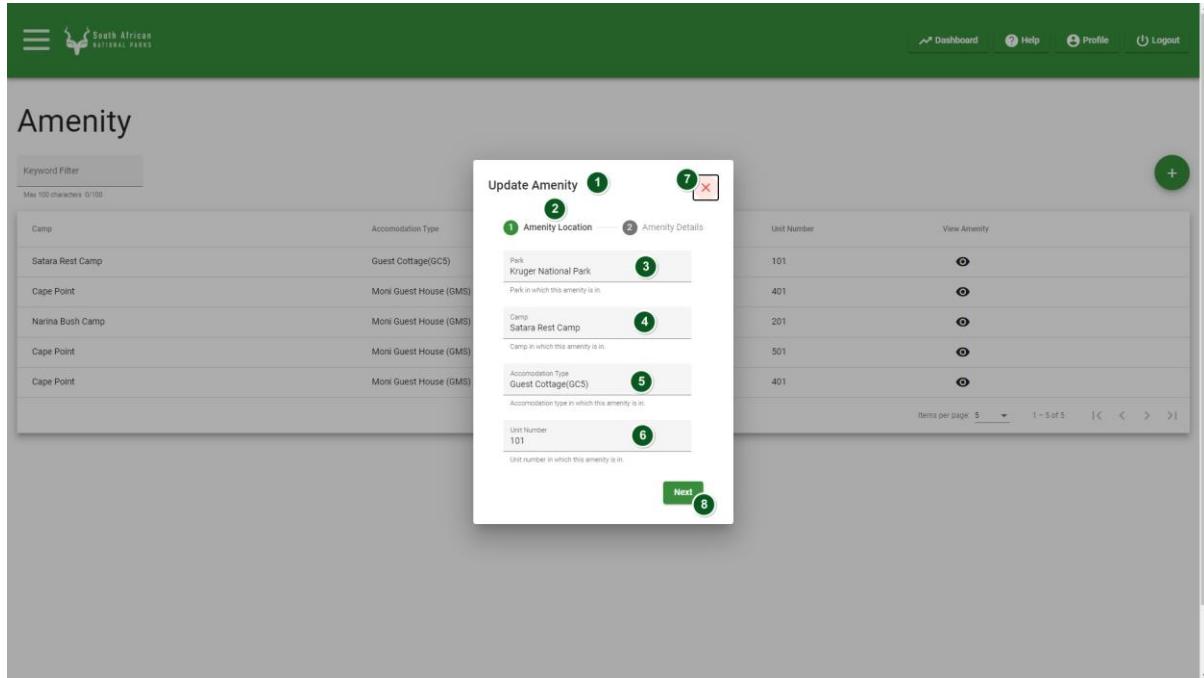
Drop Down	Amenity
Drop Down Option	Amenity
Home Screen	View Button of the Amenity you want to update

The following screens indicate how a user can update an Amenity.

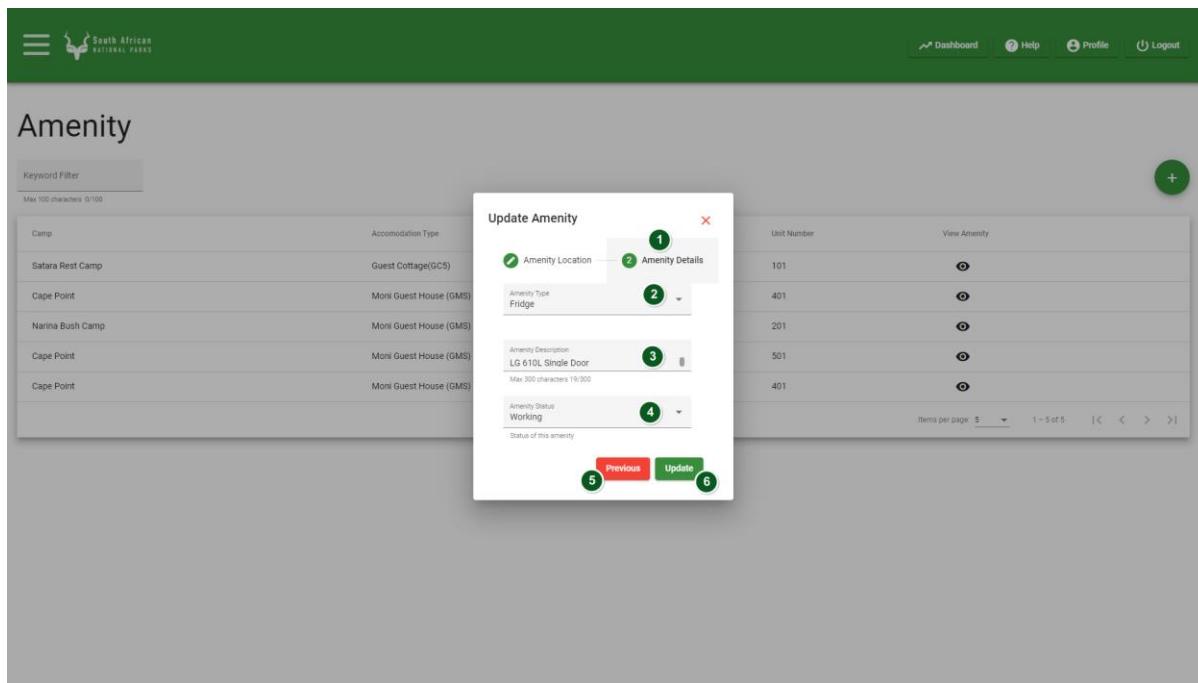


Control Number	Control type	Control Description
1	<b>View Amenity Model</b>	This is the View Amenity Model

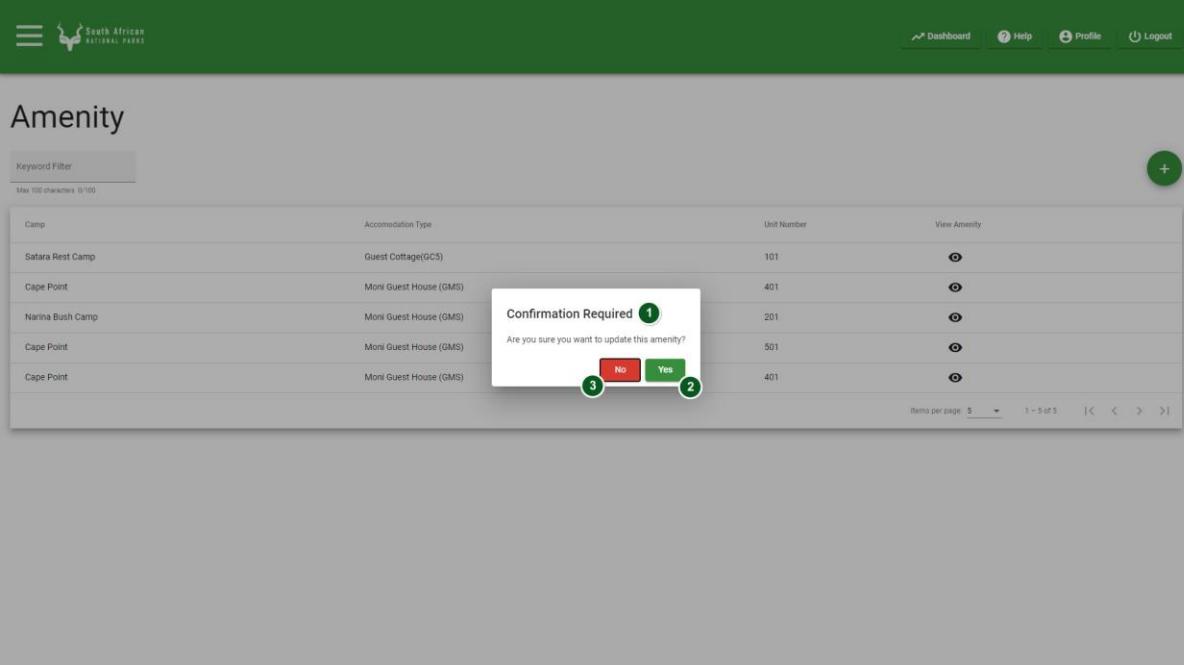
2	<b>Update Button</b>	This is a button that is used to update the Amenity. Click this button if you want to update the selected Amenity. Re-directs to the <b>Update Amenity Model</b>
3	<b>Cancel Button</b>	Close View Amenity model and return to the Amenity Home Screen



Control Number	Control type	Control Description
1	<b>Update Amenity Model</b>	This is a Model where you can update the Amenity information.
2	<b>Amenity Location</b>	Page 1 of the Update Amenity Model
3	<b>Park Textbox</b>	Click here to update the Park Name.
4	<b>Camp Textbox</b>	Click here to update the Camp.
5	<b>Accommodation Type Textbox</b>	Click here to update the Accommodation Type.
6	<b>Unit Number Textbox</b>	Click here to update the Unit Number.
7	<b>Cancel Button</b>	This is a button that is used to cancel the updating of the Amenity process. Click this button when there is no longer a need to update the Amenity. Re-directs to termination <b>Confirmation Required Dialog</b> .
8	<b>Next Button</b>	This is the button that is used to move the user to the next page of the update model. Click this button when the user has completed entering the updated details and can move to the next page.



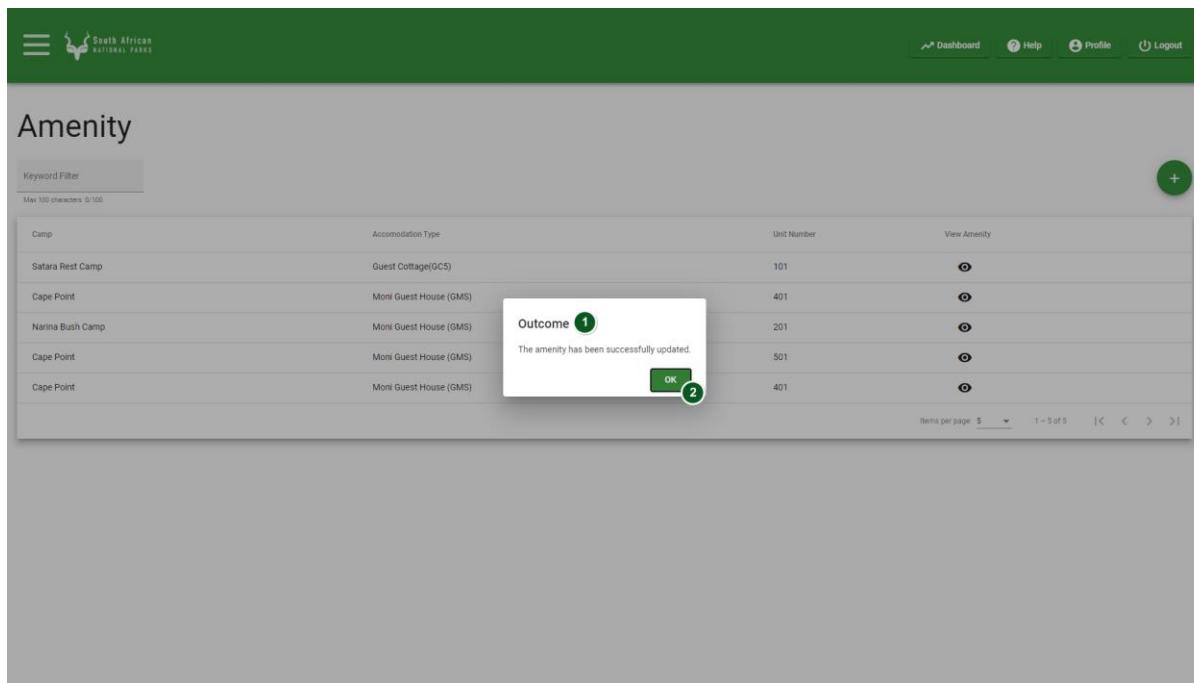
Control Number	Control type	Control Description
1	Amenity Details	Page 2 of the Update Amenity Model
2	Amenity Type Textbox	Click here to update the Amenity Type.
3	Amenity Description Textbox	Click here to update the Amenity Description.
4	Amenity Status Drop Down	Click here to select an update to the Amenity Status.
5	Previous Button	This is the button that is used to move the user to the previous page of the update model. Click this button when the user has to make a change to the entered details in page 1.
6	Update Button	This is a button that is used to submit the request to update an Amenity. Click this button when all the required information is entered correctly in order to update the Amenity. Re-directs to update Confirmation Required Dialog.



The screenshot shows a list of amenities in a table. A confirmation dialog box is overlaid on the table, containing the text "Confirmation Required 1" and "Are you sure you want to update this amenity?". It has two buttons: "No" (red) and "Yes" (green). Three numbered callouts point to these elements: 1 points to the dialog title, 2 points to the "Yes" button, and 3 points to the "No" button.

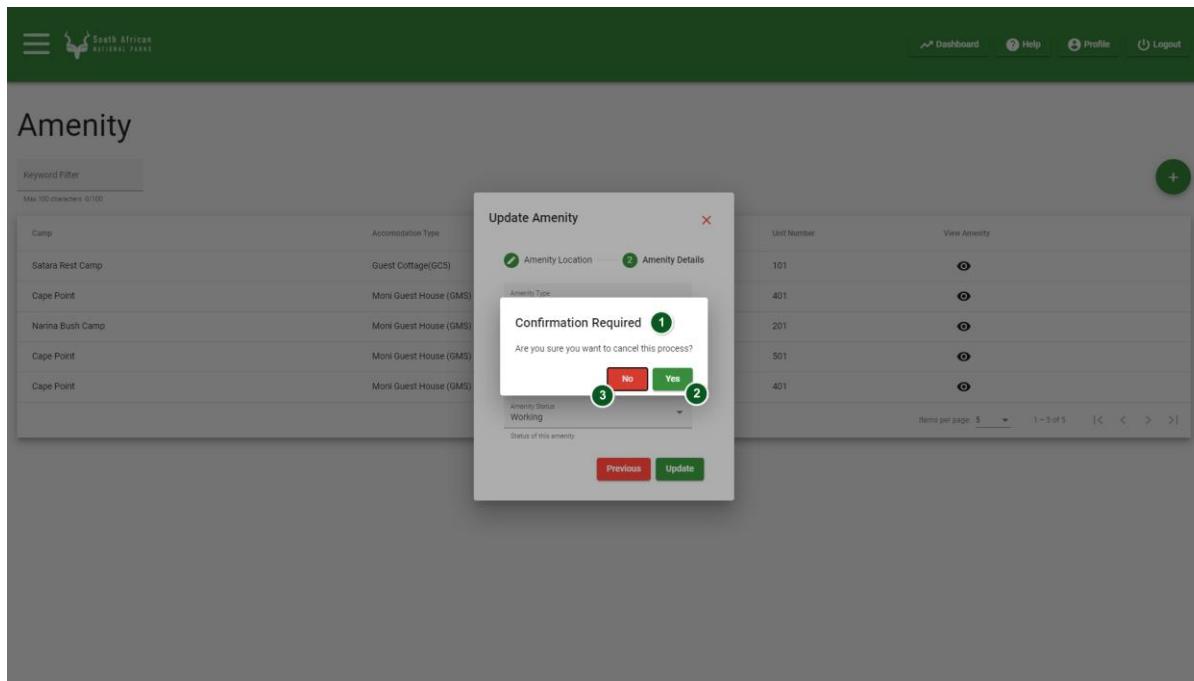
Camp	Accommodation Type	Unit Number	View Amenity
Satara Rest Camp	Guest Cottage(GCS)	101	
Cape Point	Moni Guest House (GMS)	401	
Narina Bush Camp	Moni Guest House (GMS)	201	
Cape Point	Moni Guest House (GMS)	501	
Cape Point	Moni Guest House (GMS)	401	

Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Amenity.
2	<b>Yes Button</b>	This is a button that is used to confirm the update of the Amenity. Click this button when you want to proceed to confirm the update of the Amenity. Re-directs to an <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the update of the Amenity. Click this button when you want to terminate the update of the Amenity. Re-directs to the <b>Amenity Home Screen</b> .



The screenshot shows the Amenity Home Screen of the SANParks System. At the top, there is a navigation bar with the South African National Parks logo, a Keyword Filter input field, and links for Dashboard, Help, Profile, and Logout. Below the navigation bar is a table listing various amenities. One row in the table has a green 'OK' button with a circled '2' next to it. A modal dialog box is centered over this row, displaying the message: "Outcome 1 The amenity has been successfully updated." with an 'OK' button. The table columns include Camp, Accommodation Type, Unit Number, and View Amenity.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button (2) to close the Outcome Dialog and re-directs back to the <b>Amenity Home Screen</b>



The screenshot shows the Amenity Home Screen with a Confirmation Required dialog box overlaid. The dialog box contains the message: "Are you sure you want to cancel this process?" with "No" and "Yes" buttons. The "Yes" button is highlighted with a circled '2'. The "No" button is circled '3'. The dialog also includes tabs for "Amenity Location" and "Amenity Details". In the background, the Amenity table is visible with rows for Satara Rest Camp, Cape Point, Narina Bush Camp, Cape Point, and Cape Point. The table columns are Camp, Accommodation Type, Unit Number, and View Amenity. The status of the last row is listed as "Working".

Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the update of the Amenity.

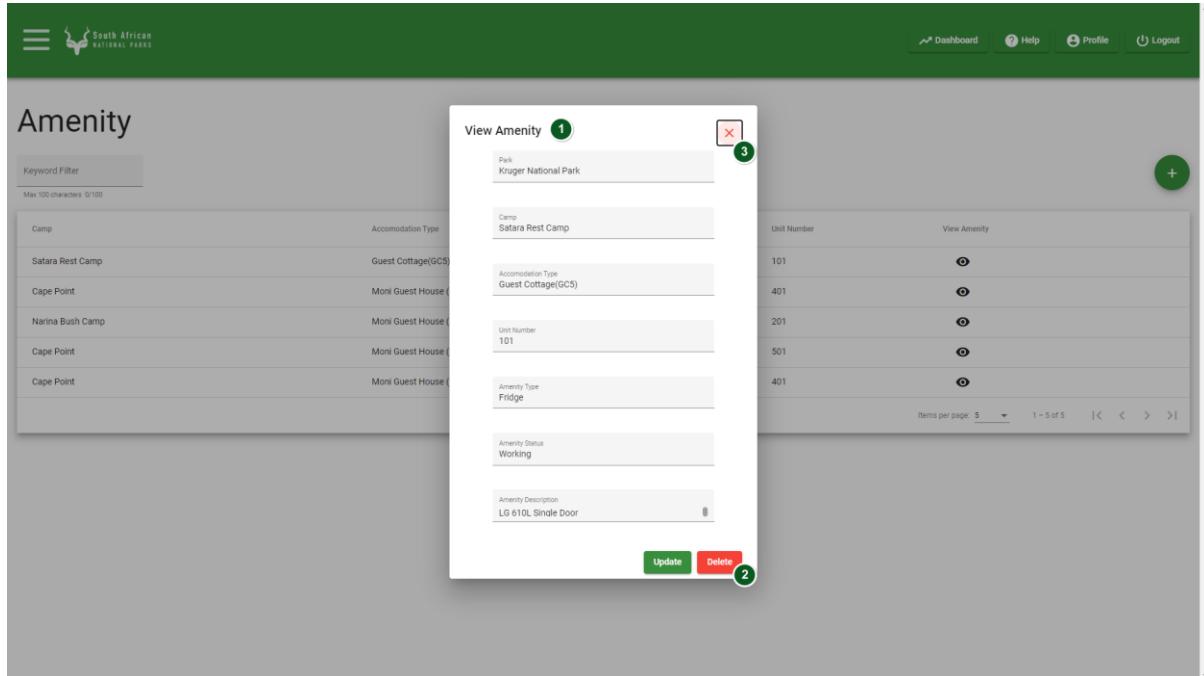
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Amenity. Click this button when you want to terminate the update of the Amenity. Re-directs back to the <b>Amenity Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Amenity. Click this button when you want to continue updating the Amenity. Re-directs back to the <b>Update Amenity Model</b> .

#### 6.3.19.4 Delete Amenity

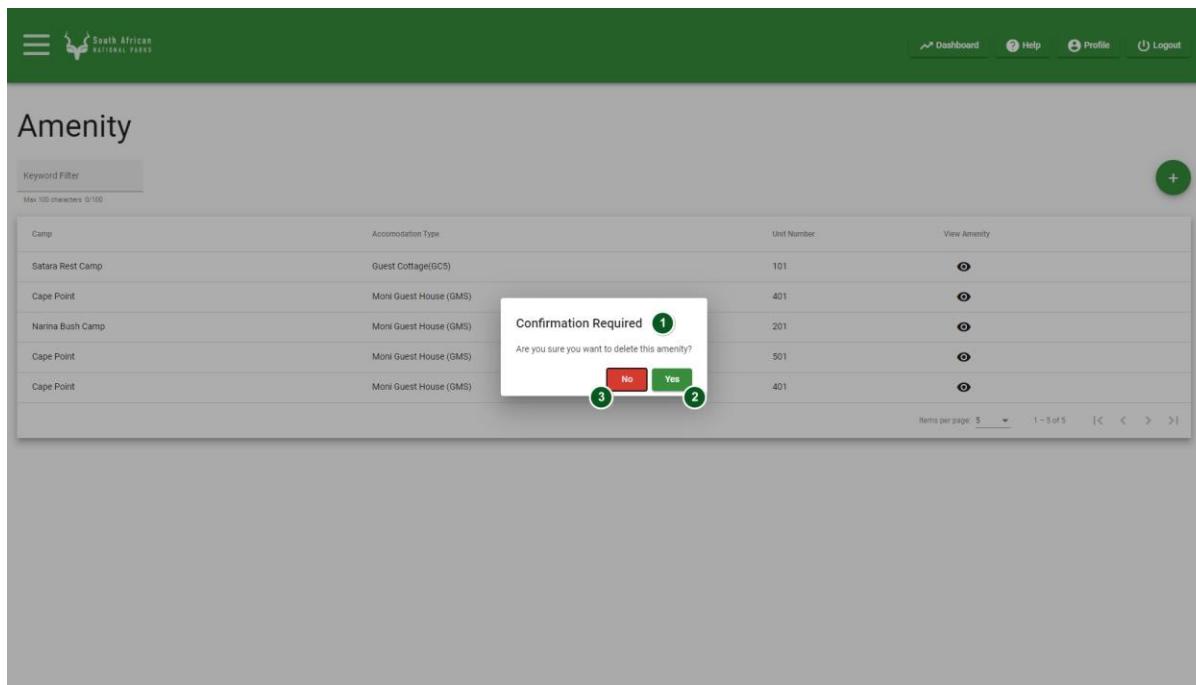
Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity
Home Screen	View Button of the Amenity you want to delete

The following screens indicate how a user can delete an Amenity.



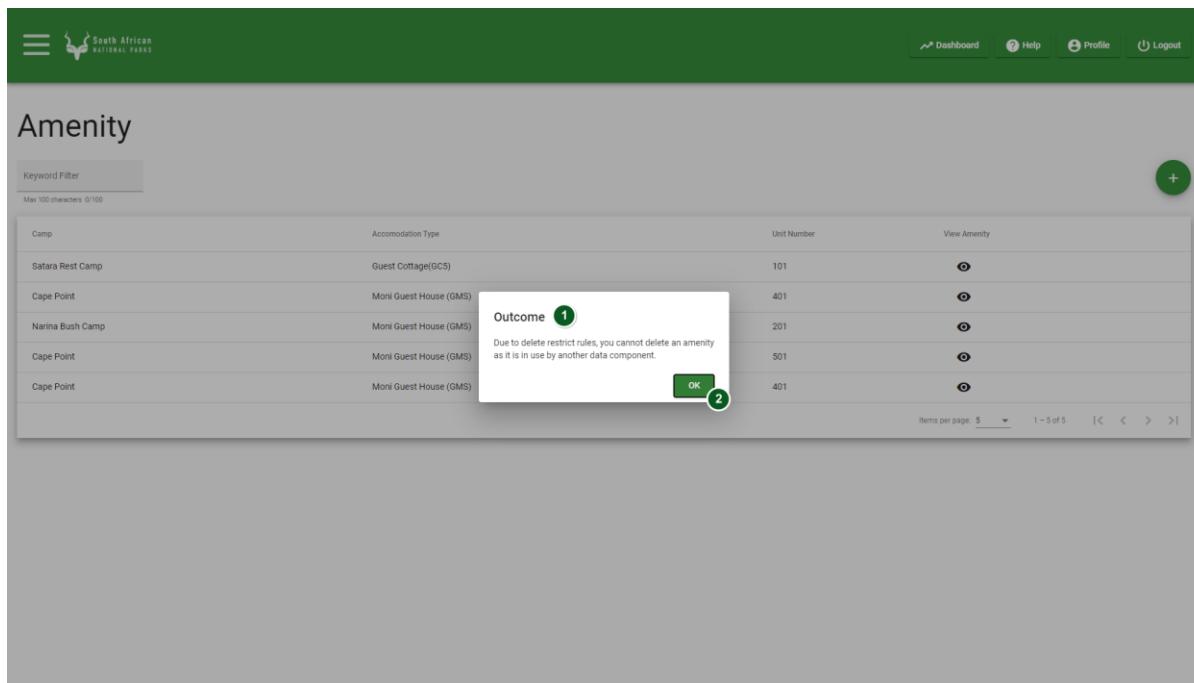
Control Number	Control type	Control Description
<b>1</b>	<b>View Amenity Model</b>	This is the View Amenity Model
<b>2</b>	<b>Delete Button</b>	This is a button that is used to Delete the Amenity. Click this button if you want to Delete the selected Amenity. Re-directs to the <b>Delete Amenity Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Amenity model and return to the Amenity Home Screen



The screenshot shows a list of amenities in a table. A confirmation dialog box is overlaid on the screen, asking "Are you sure you want to delete this amenity?". The dialog has two buttons: "No" (red) and "Yes" (green). Three numbered callouts point to these elements: 1 points to the dialog box, 2 points to the "Yes" button, and 3 points to the "No" button.

Camp	Accommodation Type	Unit Number	View Amenity
Satara Rest Camp	Guest Cottage(GCS)	101	
Cape Point	Moni Guest House (GMS)	401	
Narina Bush Camp	Moni Guest House (GMS)	201	
Cape Point	Moni Guest House (GMS)	501	
Cape Point	Moni Guest House (GMS)	401	

Control Number	Control type	Control Description
1	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Amenity.
2	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Amenity. Click this button when you are sure you want to delete the selected Amenity from the system. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the deletion of the Amenity process. Click this button when you no longer want to delete the selected Amenity. Re-directs back to the <b>Amenity Home Screen</b> .



The screenshot shows a list of amenities in a table. A row for 'Cape Point' is selected. A delete confirmation dialog box is overlaid on the screen, containing the text: 'Outcome 1 Due to delete restrict rules, you cannot delete an amenity as it is in use by another data component.' There is an 'OK' button at the bottom right of the dialog. A green callout arrow labeled '2' points to the 'OK' button.

Camp	Accommodation Type	Unit Number	View Amenity
Satara Rest Camp	Guest Cottage(GCS)	101	
Cape Point	Moni Guest House (GMS)	401	
Narina Bush Camp	Moni Guest House (GMS)	201	
Cape Point	Moni Guest House (GMS)	501	
Cape Point	Moni Guest House (GMS)	401	

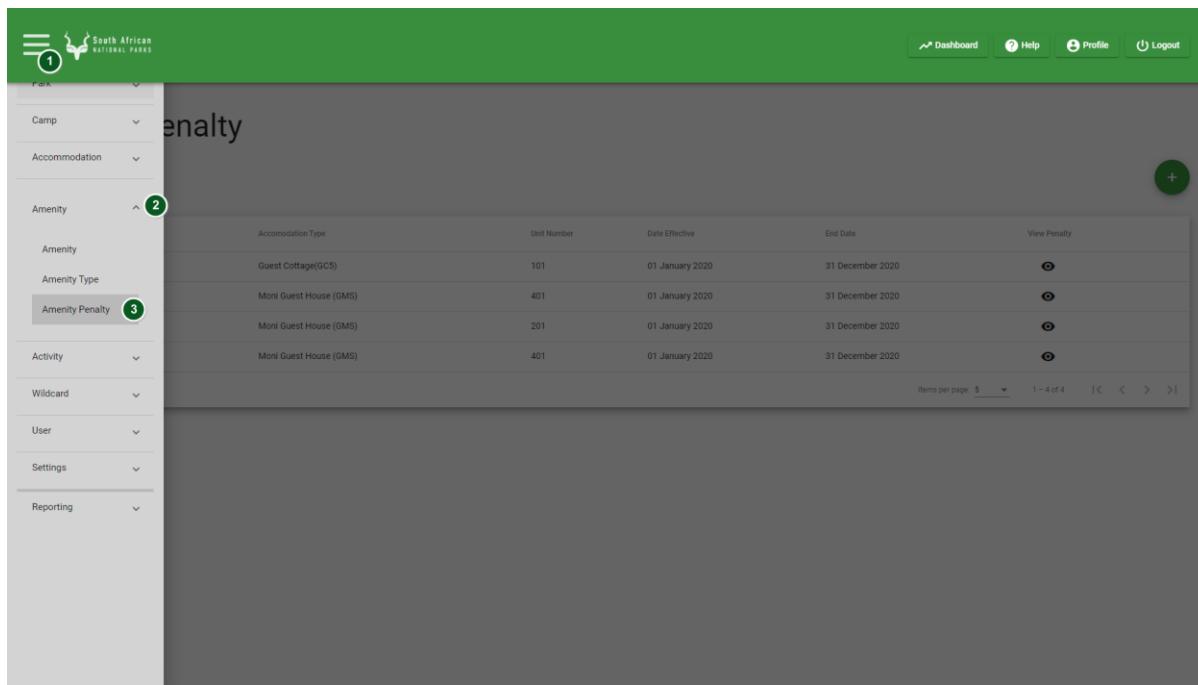
Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Amenity was successful/unsuccessful. Click the ok button (2) to close the Outcome Dialog. Re-directs back to the <b>Amenity Home Screen</b>

### 6.3.20 Amenity Penalty Functionality

The Amenities Penalties are created as a repercussion for breakage of accommodation amenities by guests. E.g. Upon check-in the amenities a cottage are marked working, however upon check out it is discovered that the microwave no longer works. Guests will be expected to pay a penalty for this. The Amenity Penalty functionality will encompass the creating, searching, updating, and deleting of the Amenity Penalty.

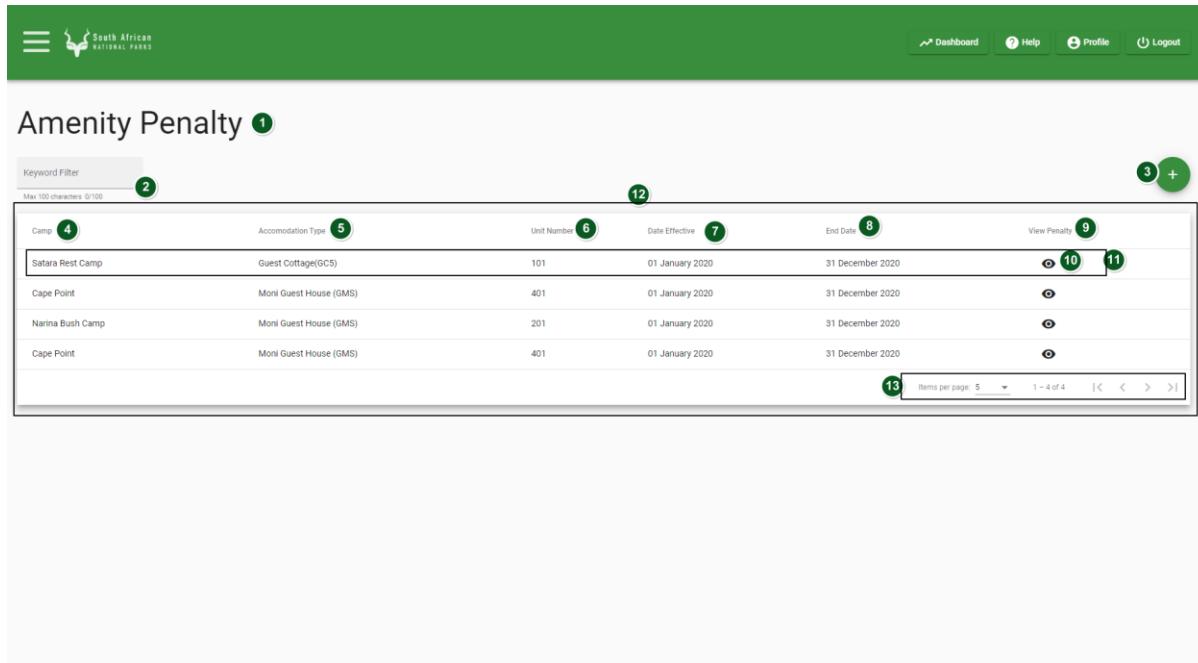
#### 6.3.20.0 Amenity Penalty Home Screen

The following screens indicate how a user can navigate to the Amenity Penalty Home screen.



Accommodation Type	Unit Number	Date Effective	End Date	View Penalty
Guest Cottage(GCS)	101	01 January 2020	31 December 2020	
Moni Guest House (GMS)	401	01 January 2020	31 December 2020	
Moni Guest House (GMS)	201	01 January 2020	31 December 2020	
Moni Guest House (GMS)	401	01 January 2020	31 December 2020	

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Camp Drop Down Button</b>	Click here to Open or Close the Camp Drop Down.
3	<b>Camp Gate Time Button</b>	Re-directs the user to the Camp Gate Time <b>Home Screen</b> . Click here to display the Camp Gate Time Home Screen .



Accommodation Type	Unit Number	Date Effective	End Date	View Penalty
Guest Cottage(GCS)	101	01 January 2020	31 December 2020	
Moni Guest House (GMS)	401	01 January 2020	31 December 2020	
Moni Guest House (GMS)	201	01 January 2020	31 December 2020	
Moni Guest House (GMS)	401	01 January 2020	31 December 2020	

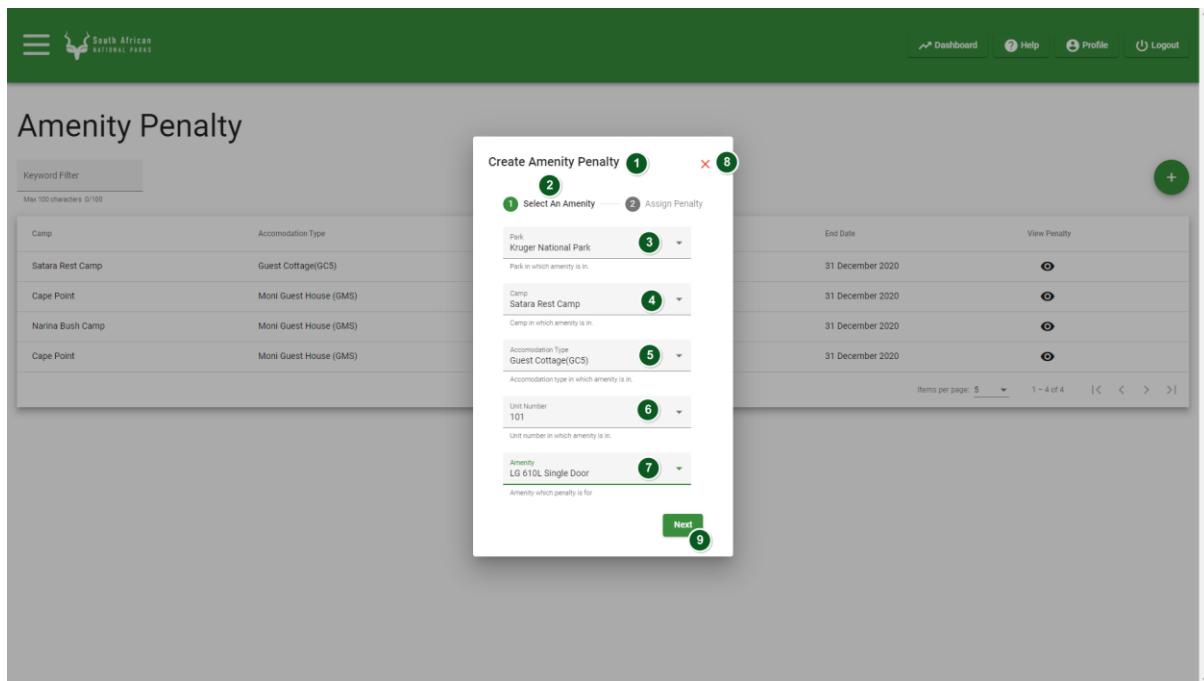
Control Number	Control type	Control Description
1	<b>Header</b>	Page Header
2	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Amenity Penalty.
3	<b>Create Amenity Penalty Button</b>	Re-directs the user to the <b>Create Amenity Penalty Model</b> . Click here to display the Create Amenity Penalty Model.
4	<b>Camp Name Table Column</b>	This displays the column of Camp Names.
5	<b>Accommodation Type Table Column</b>	This displays the column of Accommodation Types.
6	<b>Unit Number Table Column</b>	This displays the column of Unit Numbers.
7	<b>Date Effective Table Column</b>	This displays the column of Date Effective.
8	<b>End Date Table Column</b>	This displays the column of End Date.
9	<b>View Amenity Penalty Table Column</b>	This displays View Amenity Penalty Button for each Amenity on the table.
10	<b>View Camp Button</b>	Re-directs the user to the <b>View Amenity Penalties Model</b> . Click here to display the View Amenity Penalties Model.
11	<b>Table Row</b>	This displays a row of Amenity Penalties in the table.
12	<b>Camp Table</b>	This tables displays the saved Amenity Penalties.
13	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.20.1 Create Amenity Penalty

Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity Penalty
Home Screen	Green Plus Button

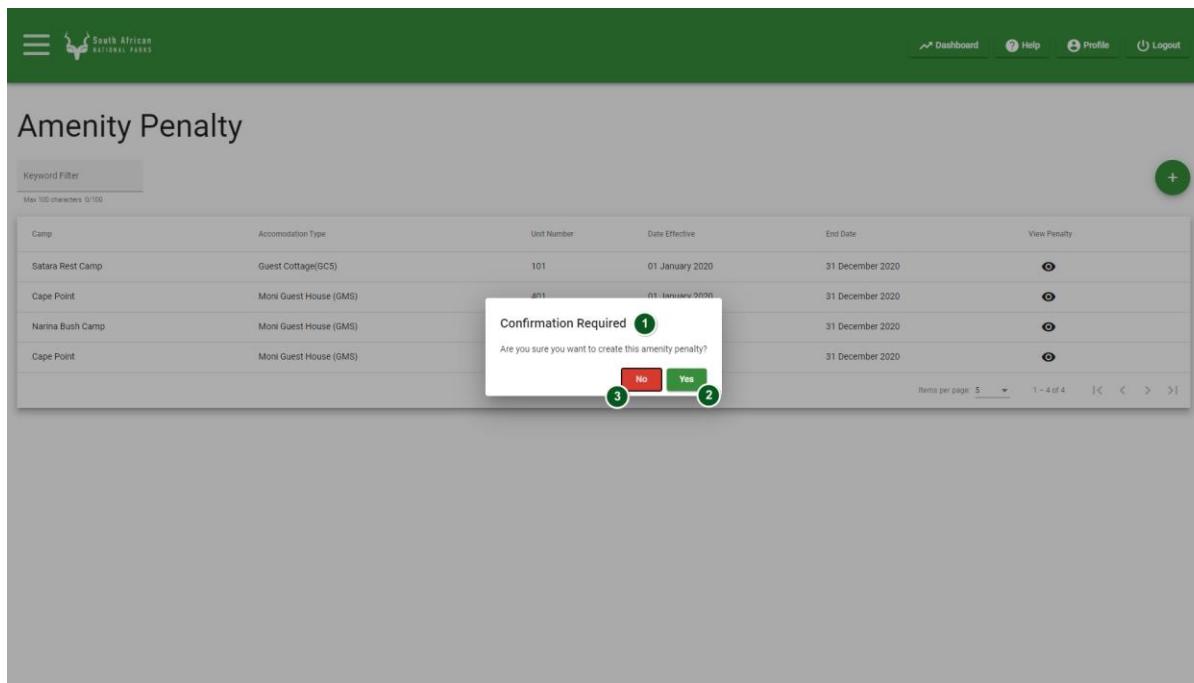
The following screens indicate how a user can create a new Amenity Penalty.



The screenshot shows a user interface for creating an Amenity Penalty. At the top, there's a navigation bar with the SANParks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, a table lists various camps and their accommodation types. A modal window titled "Create Amenity Penalty" is centered over the page. This modal contains several dropdown menus and text input fields. Step numbers 1 through 9 are circled in green to highlight specific controls:

- 1**: "Select An Amenity" button.
- 2**: "Assign Penalty" button.
- 3**: "Park" dropdown menu showing "Kruger National Park".
- 4**: "Camp" dropdown menu showing "Satara Rest Camp".
- 5**: "Accommodation Type" dropdown menu showing "Guest Cottage(GCS)".
- 6**: "Unit Number" text input field showing "101".
- 7**: "Amenity" dropdown menu showing "LG 610L Single Door".
- 8**: "Cancel" button (represented by a red 'X').
- 9**: "Next" button.

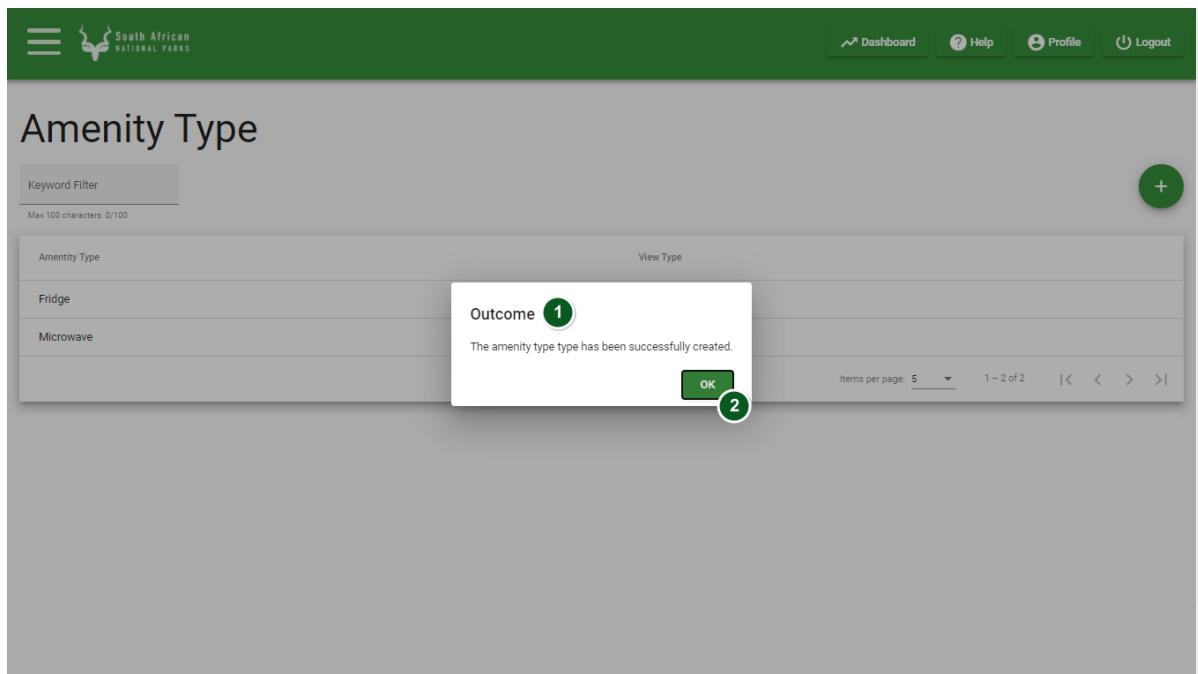
Control Number	Control type	Control Description
<b>1</b>	<b>Create Amenity Penalty</b>	Model header
<b>2</b>	<b>Select An Amenity</b>	Page 2 of the Create Amenity Penalty Model
<b>3</b>	<b>Park Textbox</b>	Click here to enter an Park.
<b>4</b>	<b>Camp Textbox</b>	Click here to enter an Camp.
<b>5</b>	<b>Accommodation Type Textbox</b>	Click here to enter an Accommodation Type.
<b>6</b>	<b>Unit Number Textbox</b>	Click here to enter an Unit Number.
<b>7</b>	<b>Amenity Textbox</b>	Click here to enter an Amenity.
<b>8</b>	<b>Cancel Button</b>	Click to cancel the create Amenity Penalty process. Re-directs to termination <b>Confirmation Required Dialog</b> .
<b>9</b>	<b>Next Button</b>	Click this button when all the required information is entered correctly in order to add the new Amenity Penalty to the system. Re-directs to create <b>Confirmation Required Dialog</b> .



The screenshot shows a list of accommodation units with a confirmation dialog overlaid. The dialog asks 'Are you sure you want to create this amenity penalty?' with 'Yes' and 'No' buttons. Three numbered callouts point to these elements: 1 points to the dialog title, 2 points to the 'Yes' button, and 3 points to the 'No' button.

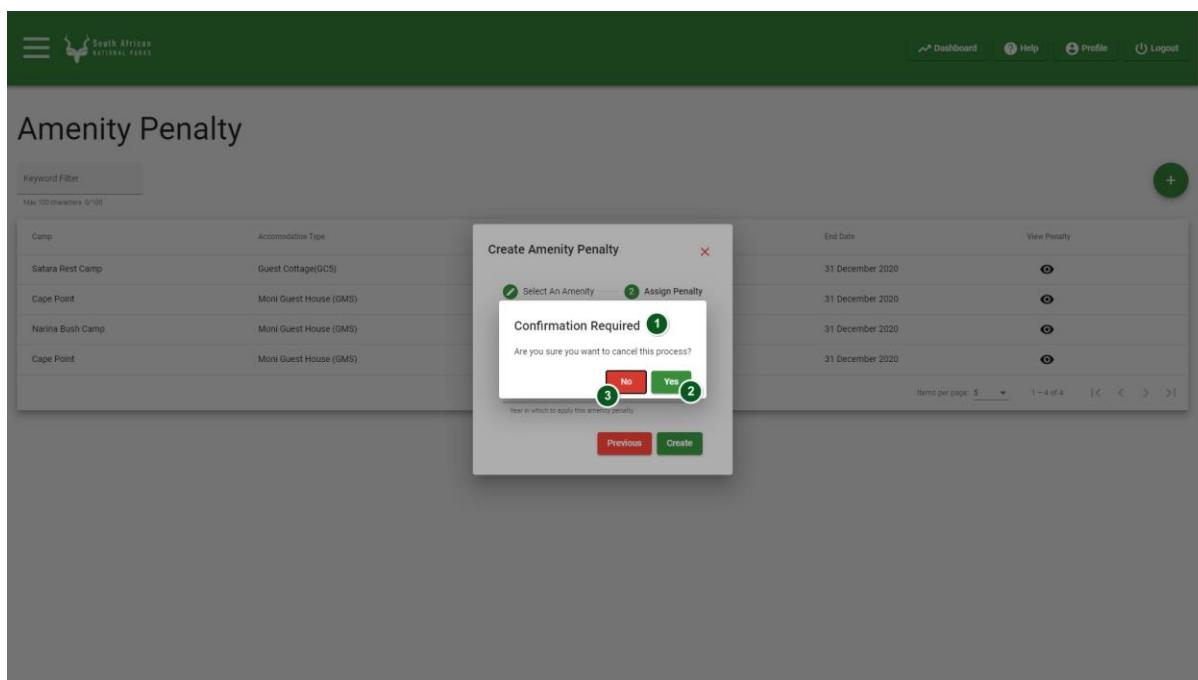
Camp	Accommodation Type	Unit Number	Date Effective	End Date	View Penalty
Satara Rest Camp	Guest Cottage(GCS)	101	01 January 2020	31 December 2020	
Cape Point	Moni Guest House (GMS)	401	01 January 2020	31 December 2020	
Narina Bush Camp	Moni Guest House (GMS)			31 December 2020	
Cape Point	Moni Guest House (GMS)			31 December 2020	

Control Number	Control type	Control Description
1	<b>Create Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the creation of the Amenity Type.
2	<b>Yes Button</b>	Click this button if you want to confirm the creation of the Amenity Type.  Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	Click this button when you want to terminate the creation of the Amenity Type.  Re-directs to the <b>Amenity Type Home Screen</b> .



The screenshot shows the 'Amenity Type' home screen. At the top right, there are navigation links: Dashboard, Help, Profile, and Logout. Below the header, there is a 'Keyword Filter' input field and a green '+' button. The main content area displays a table with two rows: 'Fridge' and 'Microwave'. A modal dialog box is centered over the table, titled 'Outcome 1', with the message 'The amenity type type has been successfully created.' An 'OK' button is at the bottom of the dialog. The number '2' is circled around the 'OK' button. At the bottom right of the screen, there is a pagination control with 'Items per page: 5' and page numbers '1 - 2 of 2'.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Amenity Type Home Screen</b> .



The screenshot shows the 'Amenity Penalty' creation screen. At the top right, there are navigation links: Dashboard, Help, Profile, and Logout. Below the header, there is a 'Keyword Filter' input field and a green '+' button. The main content area displays a table with four rows. A modal dialog box is centered over the table, titled 'Create Amenity Penalty'. It contains steps: 'Select An Amenity' (with a circled '1'), 'Assign Penalty' (with a circled '2'), and 'Confirmation Required 1' (with a circled '3'). The message says 'Are you sure you want to cancel this process?'. There are 'No' and 'Yes' buttons. The number '3' is circled around the 'Yes' button. At the bottom right of the screen, there is a pagination control with 'Items per page: 5' and page numbers '1 - 4 of 4'.

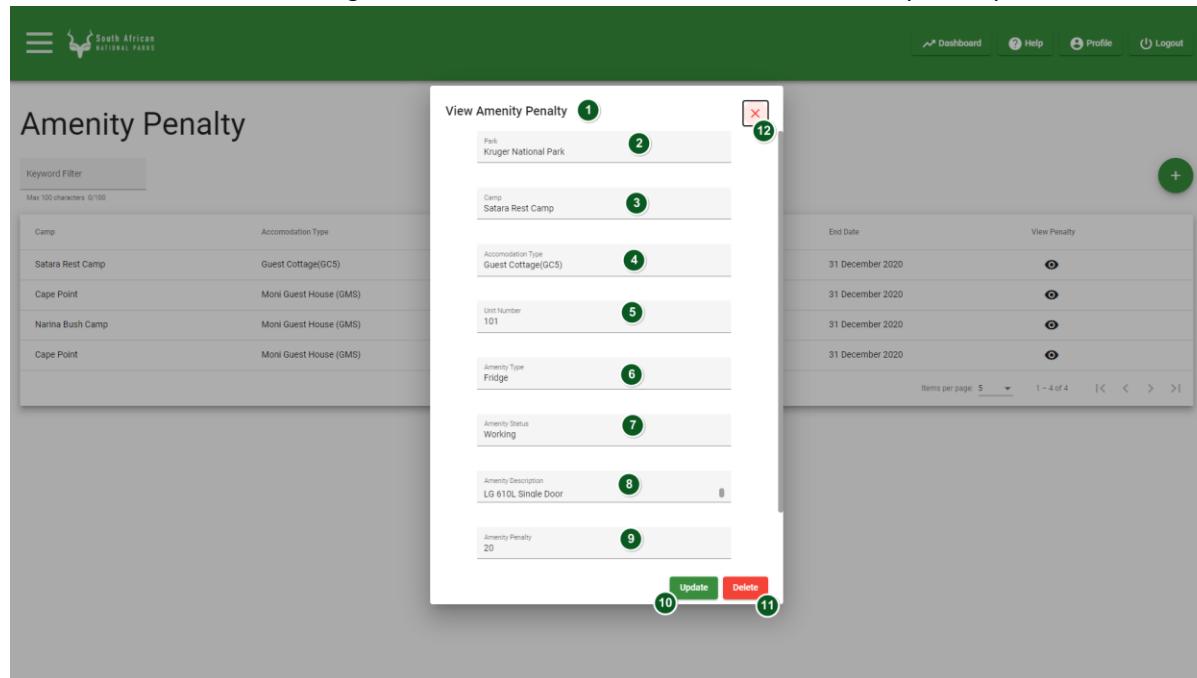
Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Amenity Type.
2	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Amenity Type.  Re-directs back to the <b>Amenity Type Home Screen</b> .
3	<b>No Button</b>	Click this button when you want to continue the creation of the Amenity Type.  Re-directs back to the <b>Create Amenity Type Model</b> .

### 6.3.20.2 Search Amenity Penalty

Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity Penalty
Home Screen	View Button of the Amenity you want to view

The following screens indicate how a user can search an Amenity Penalty.



Control Number	Control type	Control Description
1	<b>Header</b>	View Amenity Penalty
2	<b>Park Name</b>	View Park Name
3	<b>Camp Name</b>	View Camp Name
4	<b>Accommodation Type Name</b>	View Accommodation Type Name

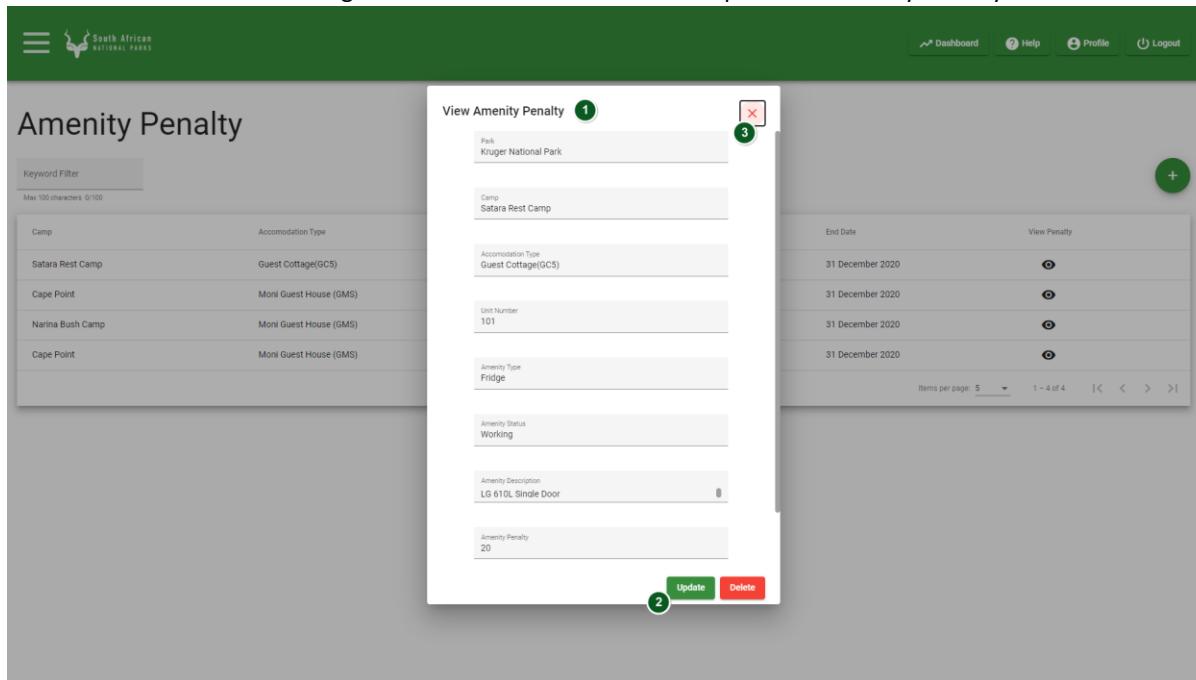
<b>5</b>	<b>Unit Number</b>	View Unit Number
<b>6</b>	<b>Amenity Type</b>	View Amenity Type
<b>7</b>	<b>Amenity Status</b>	View Amenity Status
<b>8</b>	<b>Amenity Penalty</b>	View Amenity Penalty
<b>9</b>	<b>Update Button</b>	Click here to proceed to the Update Amenity Penalty process.
<b>10</b>	<b>Delete Button</b>	Click here to proceed to the Delete Amenity Penalty process.
<b>11</b>	<b>Cancel Button</b>	Click to close the model of the View Amenity Penalty.

### 6.3.20.3 Update Amenity Penalty

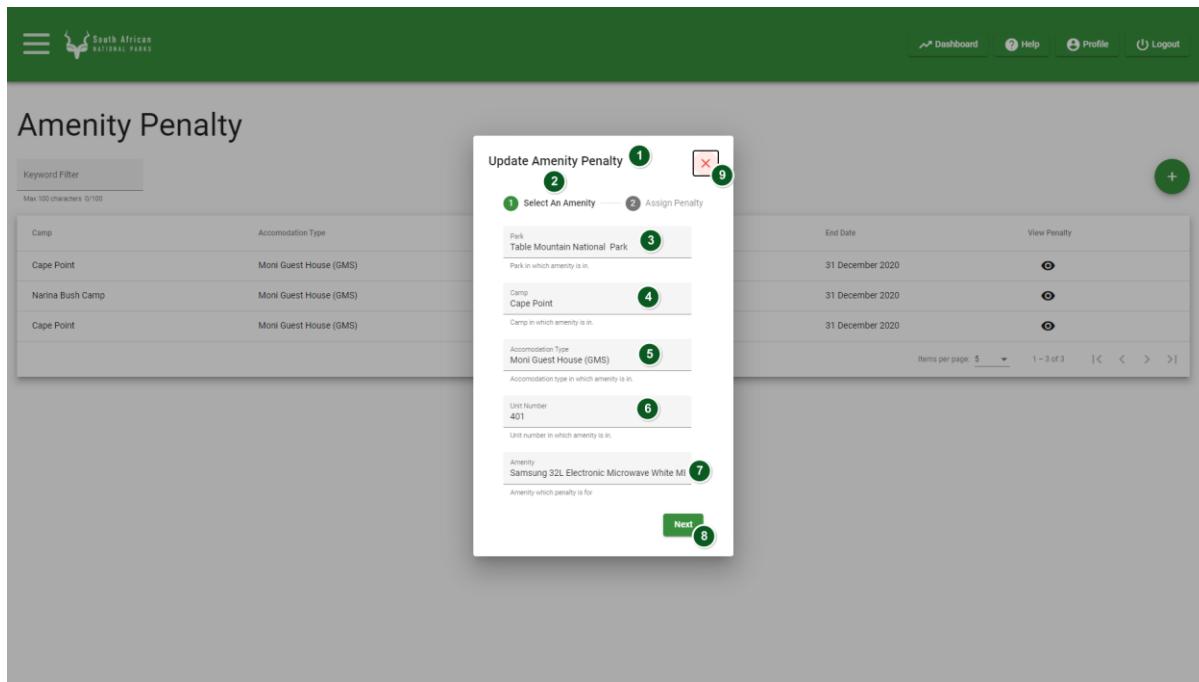
Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity Penalty
Home Screen	View Button of the Amenity you want to update

The following screens indicate how a user can update an Amenity Penalty.



Control Number	Control type	Control Description
<b>1</b>	<b>View Amenity Model</b>	This is the View Amenity Penalty Model
<b>2</b>	<b>Update Button</b>	This is a button that is used to update the Amenity Penalty. Click this button if you want to update the selected Amenity Penalty. Re-directs to the <b>Update Amenity Penalty Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Amenity model and return to the Amenity Penalty Home Screen



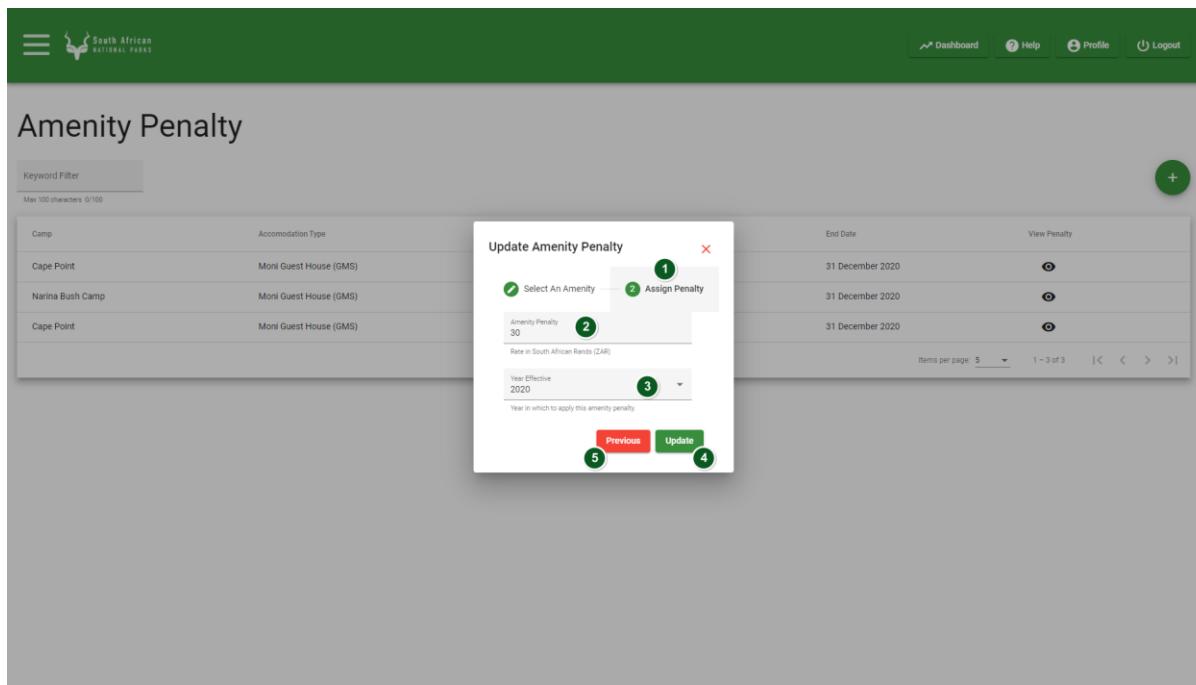
The screenshot shows the SANParks System interface for creating an Amenity Penalty. A modal window titled "Update Amenity Penalty" is displayed, containing the following fields and controls:

- 1** Update Amenity Penalty
- 2** Select An Amenity
- 3** Park: Table Mountain National Park
- 4** Camp: Cape Point
- 5** Accommodation Type: Moni Guest House (GMS)
- 6** Unit Number: 401
- 7** Amenity: Samsung 32L Electronic Microwave White MI
- 8** Next
- 9** Cancel (represented by a red X icon)

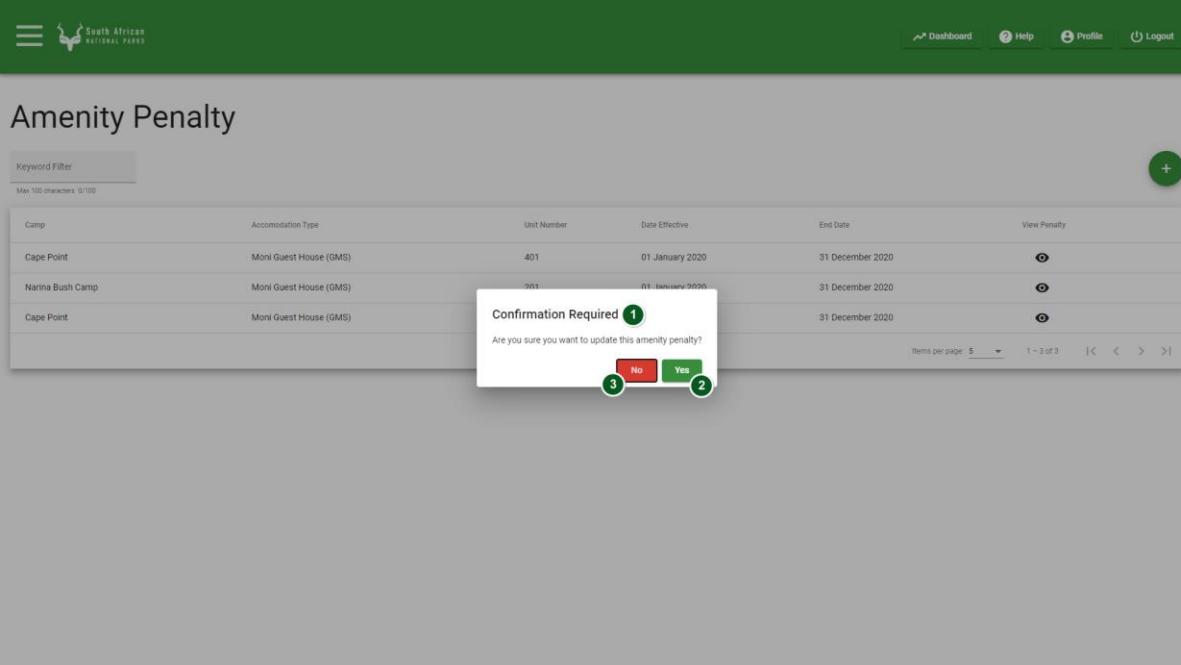
The background shows a list of camps and their accommodation types, with three rows visible:

Camp	Accommodation Type	End Date	View Penalty
Cape Point	Moni Guest House (GMS)	31 December 2020	[View]
Narina Bush Camp	Moni Guest House (GMS)	31 December 2020	[View]
Cape Point	Moni Guest House (GMS)	31 December 2020	[View]

Control Number	Control type	Control Description
1	<b>Update Amenity Penalty</b>	Model header
2	<b>Select An Amenity</b>	Page 2 of the Create Amenity Penalty Model
3	<b>Park Textbox</b>	Click here to enter an Park.
4	<b>Camp Textbox</b>	Click here to enter an Camp.
5	<b>Accommodation Type Textbox</b>	Click here to enter an Accommodation Type.
6	<b>Unit Number Textbox</b>	Click here to enter an Unit Number.
7	<b>Amenity Textbox</b>	Click here to enter an Amenity.
8	<b>Cancel Button</b>	Click to cancel the create Amenity Penalty process. Re-directs to termination <b>Confirmation Required Dialog</b> .
9	<b>Next Button</b>	Click this button when all the required information is entered correctly in order to add the new Amenity Penalty to the system. Re-directs to create <b>Confirmation Required Dialog</b> .

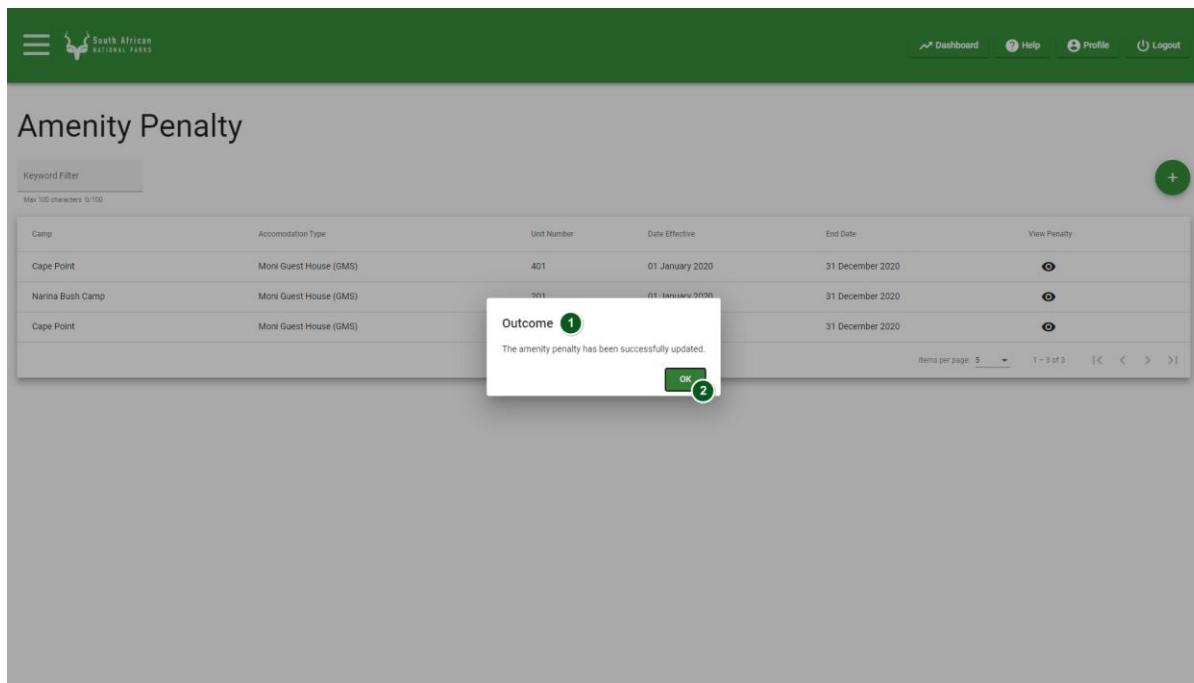


Control Number	Control type	Control Description
1	<b>Assign penalty</b>	Page 2 of the Update Amenity Penalty Model
2	<b>Amenity Penalty Textbox</b>	Click here to update the Amenity Penalty.
3	<b>Year Effective Drop Down</b>	Click here to update the Year effective.
5	<b>Previous Button</b>	<p>This is the button that is used to move the user to the previous page of the update model.</p> <p>Click this button when the user has to make a change to the entered details in page 1.</p>
4	<b>Update Button</b>	<p>This is a button that is used to submit the request to update an Amenity Penalty.</p> <p>Click this button when all the required information is entered correctly in order to update the Amenity Penalty.</p> <p>Re-directs to update Confirmation Required Dialog.</p>



The screenshot shows a list of amenity penalties in a table. A confirmation dialog box is overlaid on the table, containing the text "Confirmation Required 1" and "Are you sure you want to update this amenity penalty?". It includes two buttons: "No" (red) and "Yes" (green). The "Yes" button is highlighted with a green circle and labeled "2". The "No" button is labeled "3".

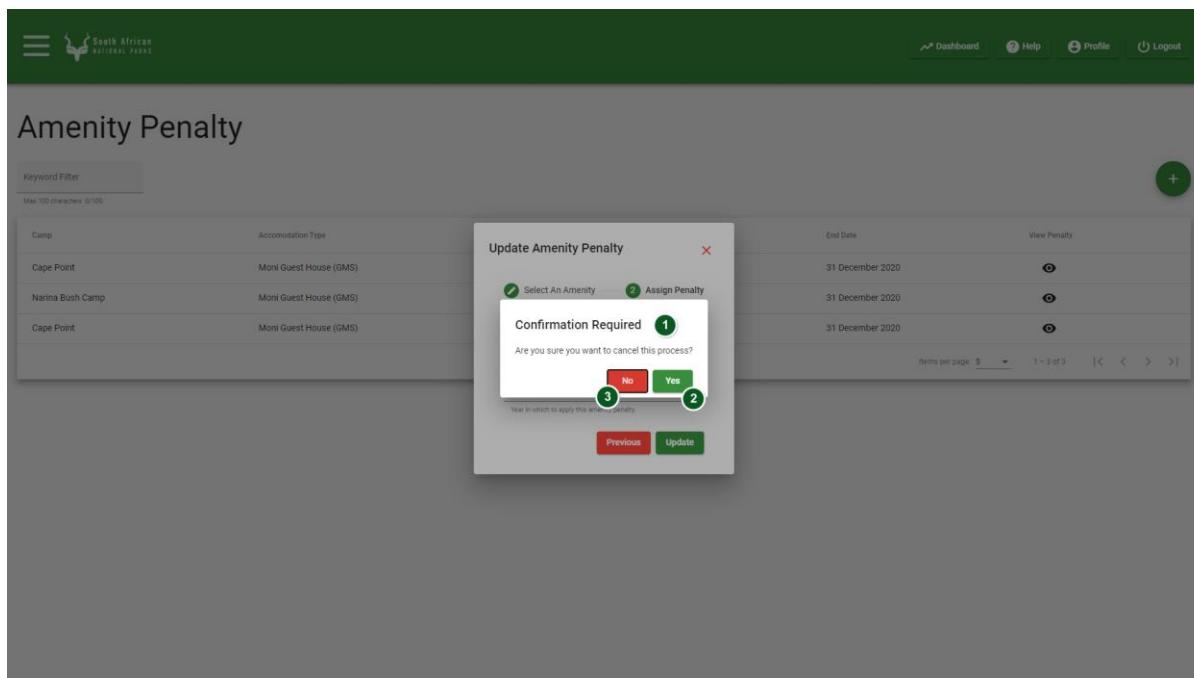
Control Number	Control type	Control Description
1	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Amenity Penalty.
2	<b>Yes Button</b>	This is a button that is used to confirm the update of the Amenity Penalty. Click this button when you want to proceed to confirm the update of the Amenity Penalty. Re-directs to an <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the update of the Amenity Penalty. Click this button when you want to terminate the update of the Amenity Penalty. Re-directs to the <b>Amenity Penalty Home Screen</b> .



The screenshot shows the Amenity Penalty home screen. A modal dialog box is centered on the page, displaying the message: "The amenity penalty has been successfully updated." Below the message is an "OK" button. The background table lists three rows of data:

Camp	Accommodation Type	Unit Number	Date Effective	End Date	View Penalty
Cape Point	Moni Guest House (GMS)	401	01 January 2020	31 December 2020	
Nanina Bush Camp	Moni Guest House (GMS)	201	01 January 2020	31 December 2020	
Cape Point	Moni Guest House (GMS)			31 December 2020	

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button (2) to close the Outcome Dialog and re-directs back to the <b>Amenity Penalty Home Screen</b>



The screenshot shows the Amenity Penalty home screen. A modal dialog box titled "Update Amenity Penalty" is displayed. It contains the message: "Are you sure you want to cancel this process?" with "No" and "Yes" buttons. Below the message, it says "Cancel in which to apply this amenity penalty". At the bottom of the dialog are "Previous" and "Update" buttons. The background table is identical to the one in the previous screenshot.

Control Number	Control type	Control Description

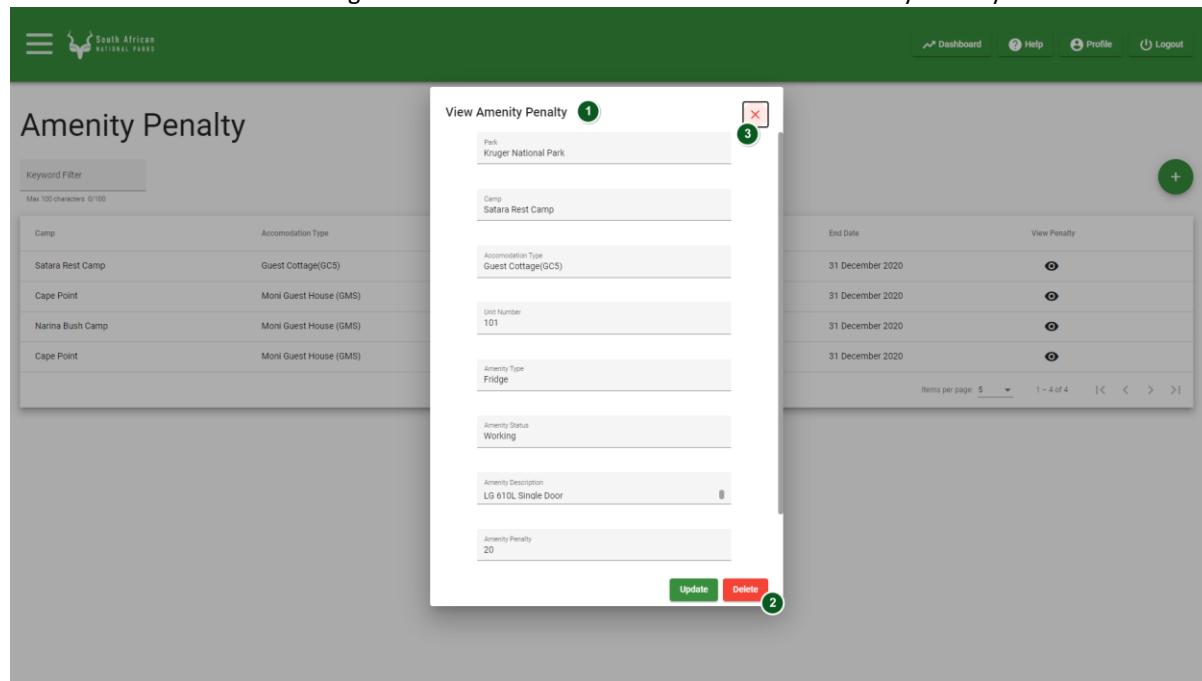
<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Amenity Penalty.
<b>2</b>	<b>Yes Button</b>	<p>This is a button that is used to terminate the update of the Amenity Penalty.</p> <p>Click this button when you want to terminate the update of the Amenity Penalty.</p> <p>Re-directs back to the <b>Amenity Penalty Home Screen</b>.</p>
<b>3</b>	<b>No Button</b>	<p>This is a button that is used to continue the process of updating the Amenity Penalty.</p> <p>Click this button when you want to continue updating the Amenity Penalty.</p> <p>Re-directs back to the <b>Update Amenity Penalty Model</b>.</p>

#### 6.3.20.4 Delete Amenity Penalty

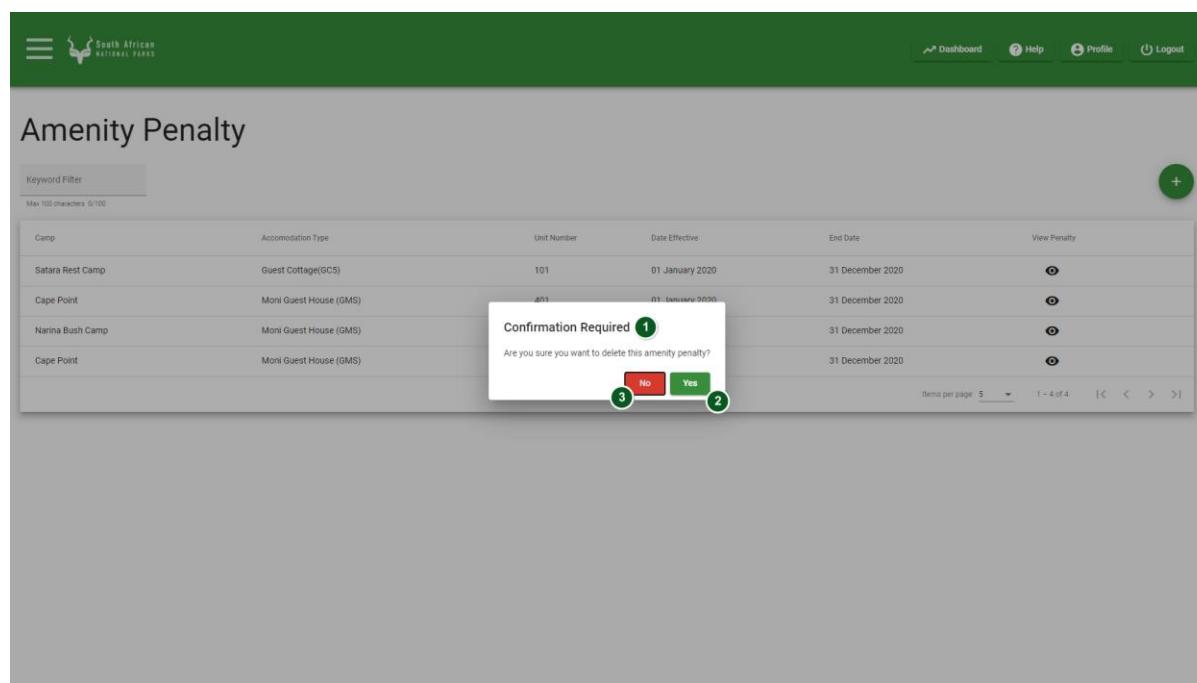
Use the home screen guide to navigate to

Drop Down	Amenity
Drop Down Option	Amenity Penalty
Home Screen	View Button of the Amenity you want to delete

The following screens indicate how a user can delete an Amenity Penalty.



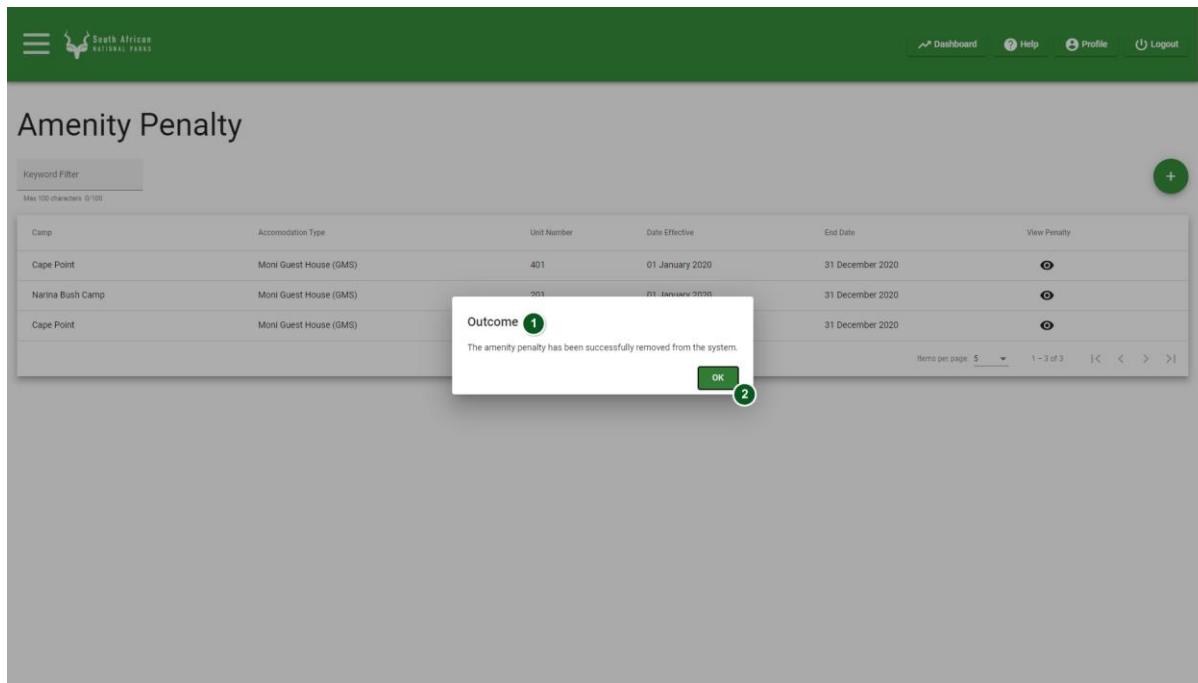
Control Number	Control type	Control Description
1	<b>View Amenity Penalty Model</b>	This is the View Amenity Penalty Model
2	<b>Delete Button</b>	<p>This is a button that is used to Delete the Amenity Penalty.</p> <p>Click this button if you want to Delete the selected Amenity Penalty.</p> <p>Re-directs to the <b>Delete Amenity Penalty Model</b></p>
3	<b>Cancel Button</b>	Close View Amenity Penalty model and return to the Amenity Penalty Home Screen



The screenshot shows a list of Amenity Penalties. A confirmation dialog box is overlaid on the screen, asking 'Are you sure you want to delete this amenity penalty?'. The dialog has two buttons: 'No' (red) and 'Yes' (green). The 'Yes' button is highlighted with a green circle containing the number '2'. The 'No' button is highlighted with a green circle containing the number '3'. The background table lists the following data:

Camp	Accommodation Type	Unit Number	Date Effective	End Date	View Penalty
Satara Rest Camp	Guest Cottage(GCS)	101	01 January 2020	31 December 2020	
Cape Point	Moni Guest House (GMS)	401	01 January 2020	31 December 2020	
Narina Bush Camp	Moni Guest House (GMS)			31 December 2020	
Cape Point	Moni Guest House (GMS)			31 December 2020	

Control Number	Control type	Control Description
1	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Amenity Penalty.
2	<b>Yes Button</b>	<p>This is a button that is used to confirm the deletion of the selected Amenity Penalty.</p> <p>Click this button when you are sure you want to delete the selected Amenity Penalty from the system.</p> <p>Re-directs to the <b>Outcome Dialog</b>.</p>
3	<b>No Button</b>	<p>This is a button that is used to terminate the deletion of the Amenity Penalty process.</p> <p>Click this button when you no longer want to delete the selected Amenity Penalty.</p> <p>Re-directs back to the <b>Amenity Penalty Home Screen</b>.</p>



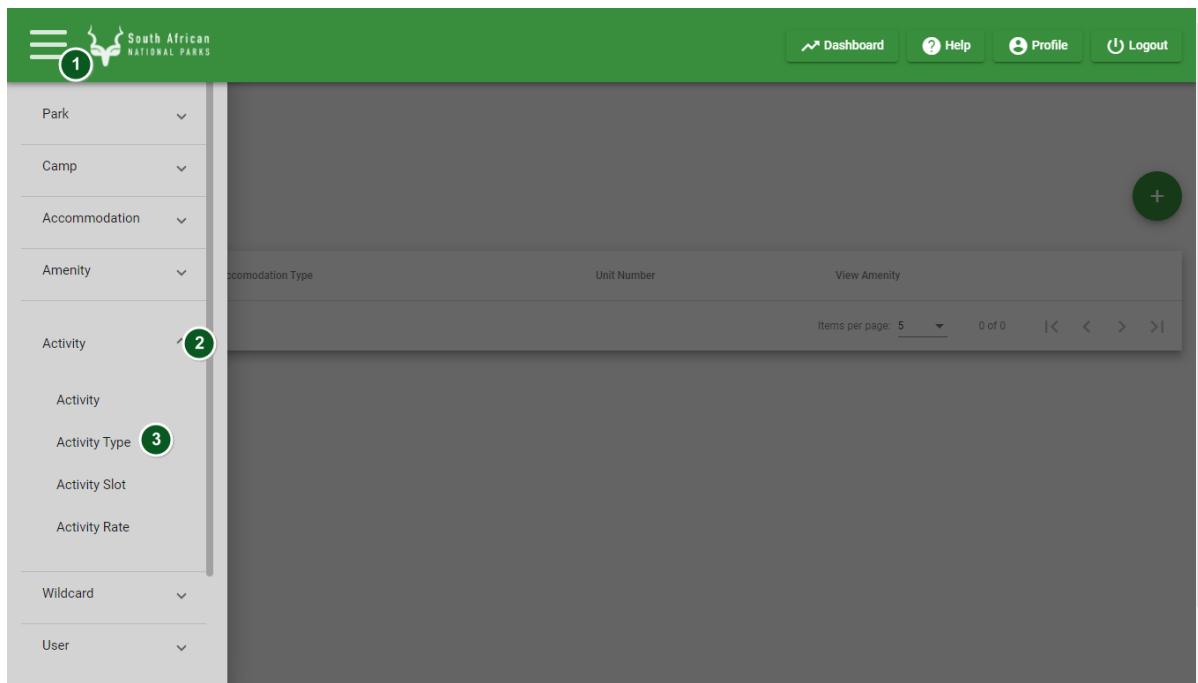
Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Amenity Penalty was successful/unsuccessful. Click the ok button (2) to close the Outcome Dialog. Re-directs back to the <b>Amenity Penalty Home Screen</b>

### 6.3.21 Activity Type Functionality

The Activity Type is created as a parent of all the activities that will be created. E.g. the game drive activity type has both morning and afternoon game drive activities. The Activity Type functionality will encompass the creating, searching, updating, and deleting of the Activity Type.

#### 6.3.21.0 Activity Type Home Screen

The following screens indicate how a user can navigate to the Camp Gate Time Home screen

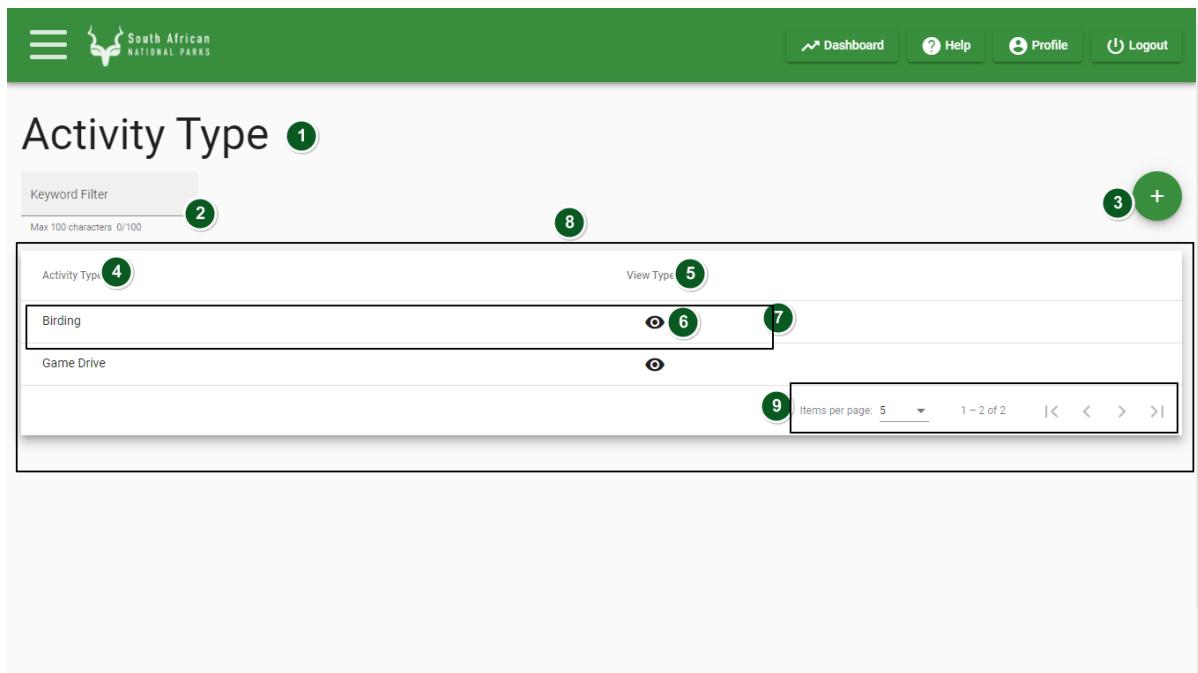


The screenshot shows the SANParks System dashboard. On the left, there is a sidebar menu with the following items:

- Park (dropdown)
- Camp (dropdown)
- Accommodation (dropdown)
- Amenity (dropdown)
- Activity** (dropdown) 2
- Activity
- Activity Type 3
- Activity Slot
- Activity Rate
- Wildcard (dropdown)
- User (dropdown)

The main content area is dark and displays a table header for "Amenity". At the bottom right of the main area, there is a pagination control with "Items per page: 5" and "0 of 0" followed by navigation arrows.

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Camp Drop Down Button</b>	Click here to Open or Close the Camp Drop Down.
3	<b>Camp Gate Time Button</b>	Re-directs the user to the Camp Gate Time <b>Home Screen</b> . Click here to display the Camp Gate Time Home Screen .



The screenshot shows the "Activity Type" screen. At the top, there is a header with the title "Activity Type" and a number "1" in a green circle. Below the header is a search bar with the placeholder "Activity Type" and a character limit of "Max 100 characters 0/100". To the right of the search bar is a "View Type" button with a number "5" in a green circle. Further to the right are three buttons: a green "+" button with a number "3" in a green circle, a blue "Edit" button with a number "8" in a green circle, and a blue "Delete" button with a number "9" in a green circle.

The main content area displays a table with two rows. The first row contains the text "BIRDING" and has two buttons to its right: a blue "Edit" button with a number "6" in a green circle and a blue "Delete" button with a number "7" in a green circle. The second row contains the text "Game Drive". At the bottom right of the main content area, there is a pagination control with "Items per page: 5" and "1 - 2 of 2" followed by navigation arrows.

Control Number	Control type	Control Description
1	Header	Page Header
2	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific camp gate time.
3	Create camp gate time Button	Re-directs the user to the <b>Create Camp gate time Model</b> . Click here to display the Create Camp gate time Model.
4	Camp Name Table Column	This displays the column of Camp Names.
5	View Camp Table Column	This displays View Camp Button for each Camp on the table.
6	View Camp Button	Re-directs the user to the <b>View Camp Gate Time Model</b> . Click here to display the View Camp Gate Time Model.
7	Table Row	This displays a row of a Camp in the table.
8	Camp Table	This tables displays the saved Camps.
9	Page Navigation	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

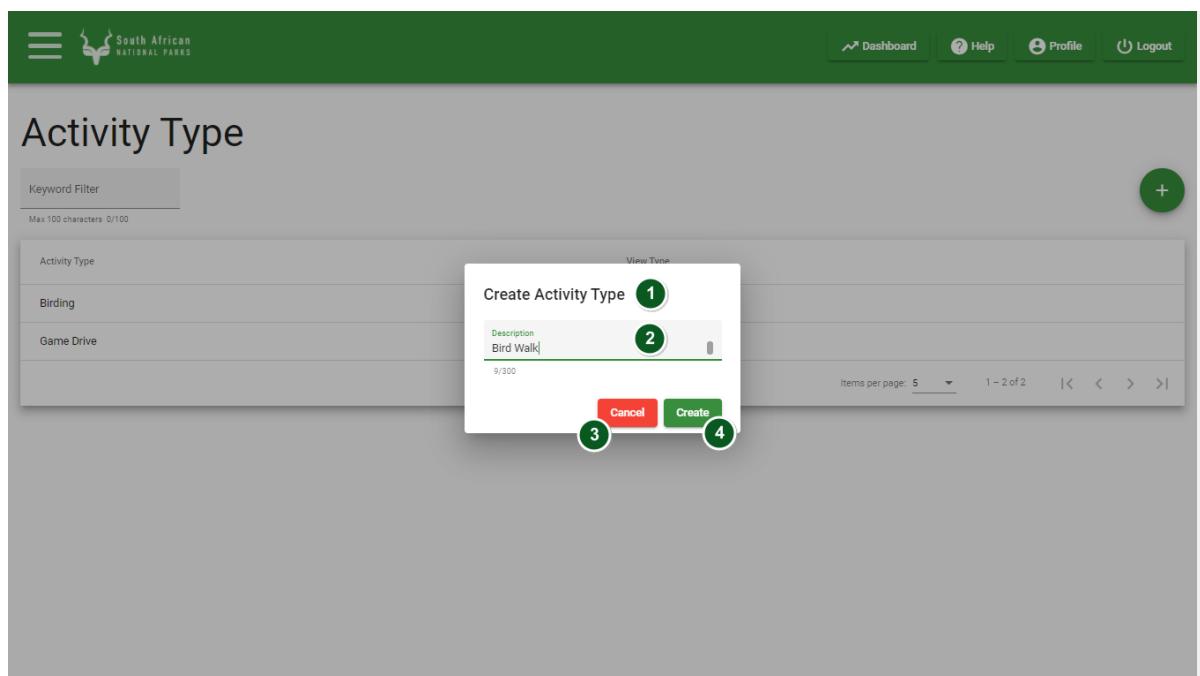
### 6.3.21.1 Create Activity Type

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity Type
Home Screen	Green Plus Button

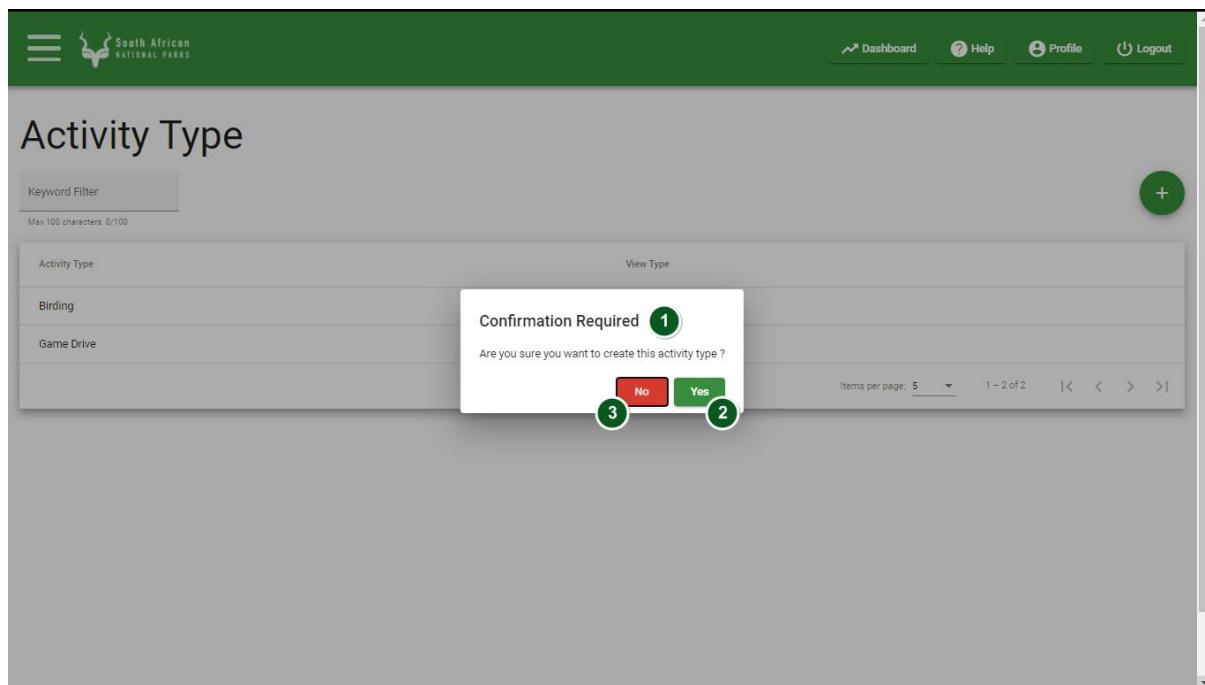
The following screens indicate how a user can create a new Activity

Type.



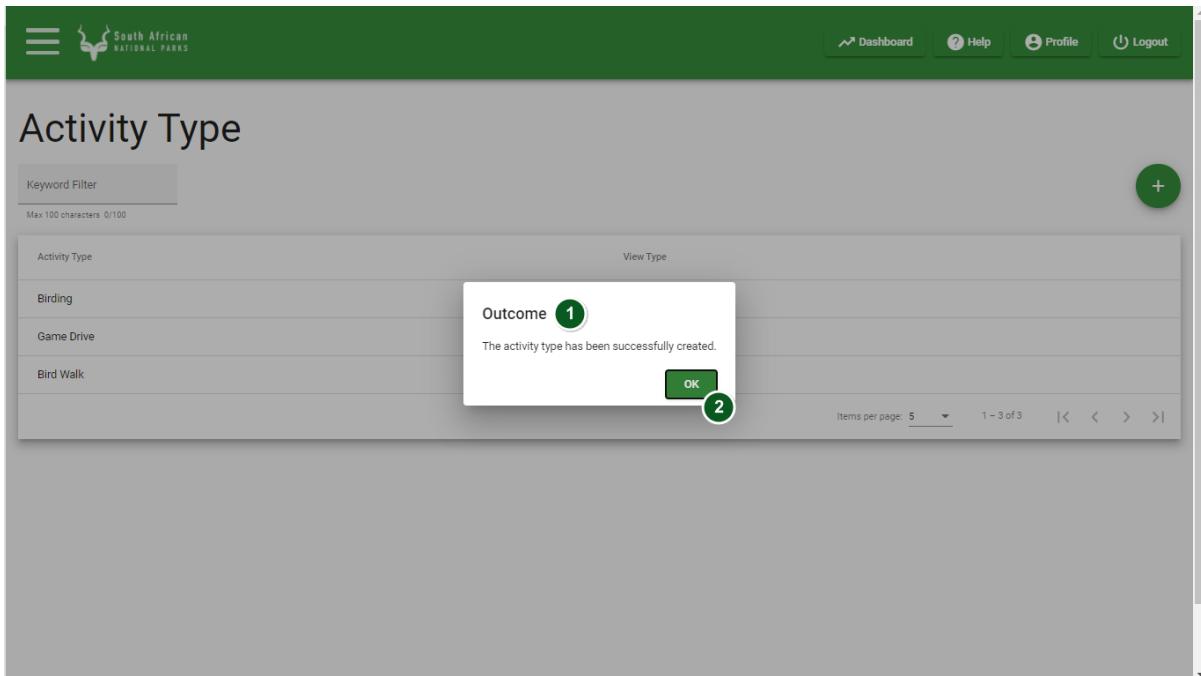
The screenshot shows the SANParks system interface for creating a new activity type. At the top, there's a green header bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the main content area has a title 'Activity Type'. On the left, there's a sidebar with a 'Keyword Filter' section and a list of activity types: Birding and Game Drive. In the center, a modal window titled 'Create Activity Type' is open. Inside the modal, there's a 'Description' field containing 'Bird Walk'. At the bottom of the modal are two buttons: 'Cancel' (red) and 'Create' (green). Callouts numbered 1 through 4 point to these elements: 1 points to the 'Create Activity Type' button, 2 points to the 'Description' field, 3 points to the 'Cancel' button, and 4 points to the 'Create' button. The background shows a table with two rows of data, and at the bottom right, there are pagination controls for items per page (set to 5) and page numbers (1 - 2 of 2).

Control Number	Control type	Control Description
1	Create Activity Type	Model header
2	Description Textbox	Click here to enter an Activity Type Description.
3	Cancel Button	Click to cancel the create Activity Type process. Re-directs to termination <b>Confirmation Required Dialog</b> .
4	Create Button	Click this button when all the required information is entered correctly in order to add the new Activity Type to the system. Re-directs to create <b>Confirmation Required Dialog</b> .

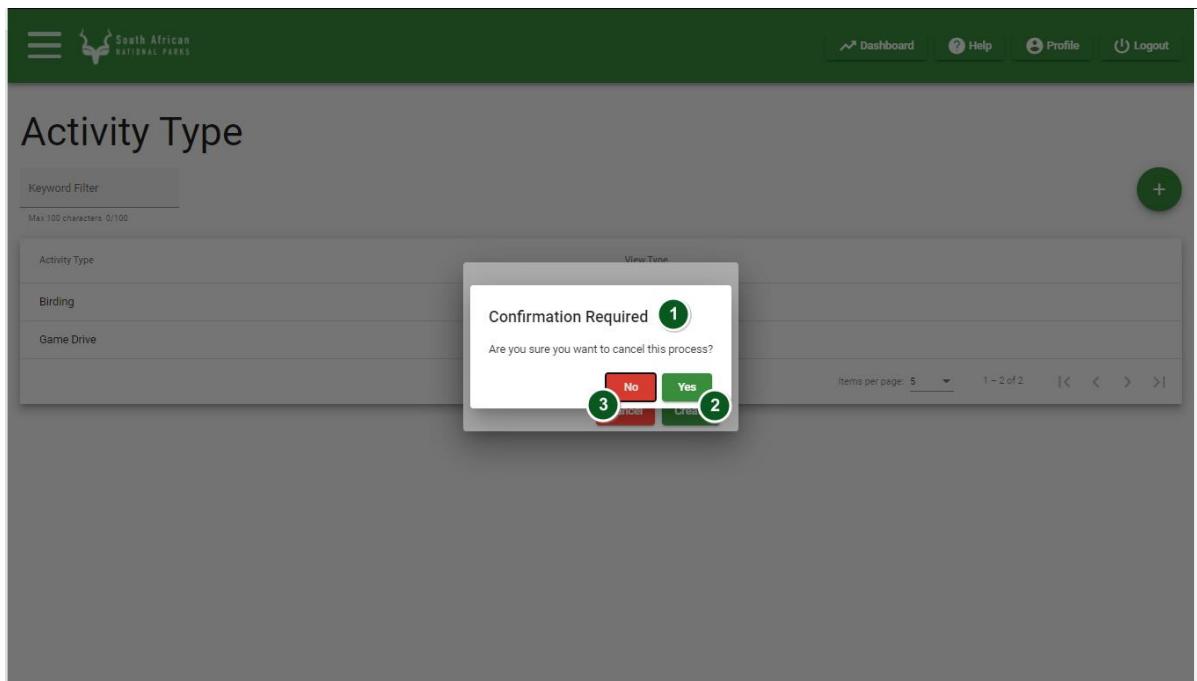


Control Number	Control type	Control Description
1	Create Confirmation Required Dialog	This is a Dialog that requires confirmation, to proceed with the creation of the Activity Type.
2	Yes Button	Click this button if you want to confirm the creation of the Activity Type. Re-directs to the <b>Outcome Dialog</b> .
3	No Button	Click this button when you want to terminate the creation of the Activity Type.

		Re-directs to the <b>Activity Type Home Screen</b> .
--	--	--



Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Activity Type Home Screen</b> .



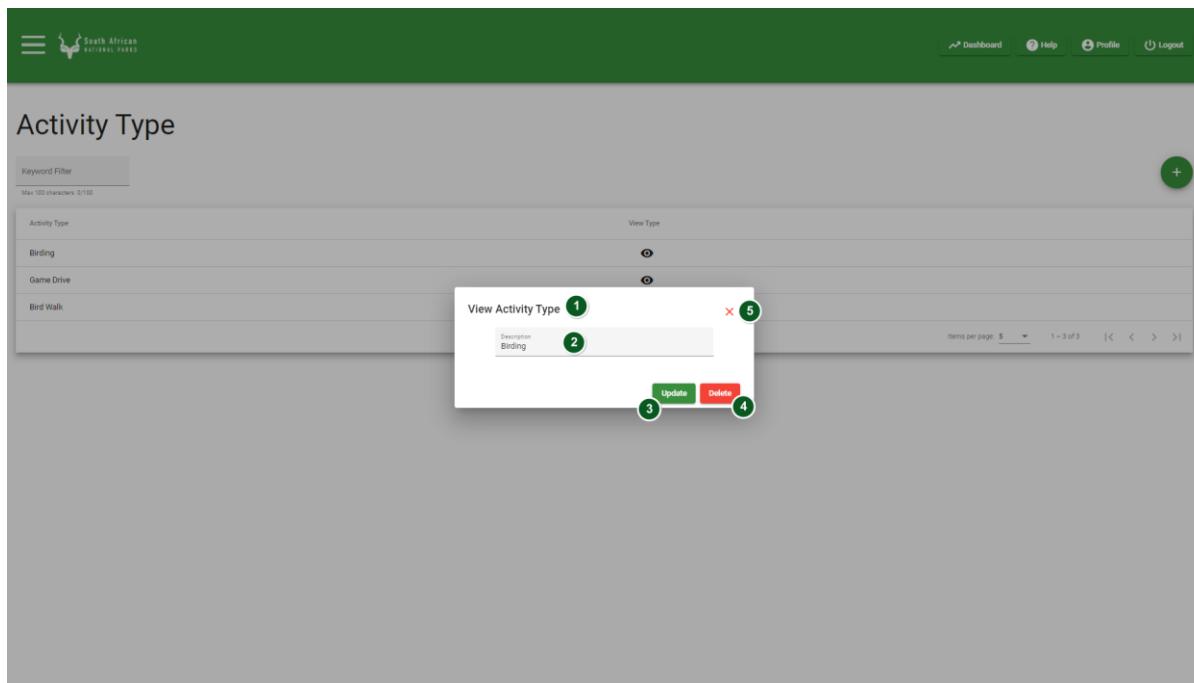
Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Activity Type.
2	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Activity Type.  Re-directs back to the <b>Activity Type Home Screen</b> .
3	<b>No Button</b>	Click this button when you want to continue the creation of the Activity Type.  Re-directs back to the <b>Create Activity Type Model</b> .

### 6.3.21.2 Search Activity Type

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity Type
Home Screen	View Button of the Activity Type you want to view

The following screens indicate how a user can search a Activity Type.



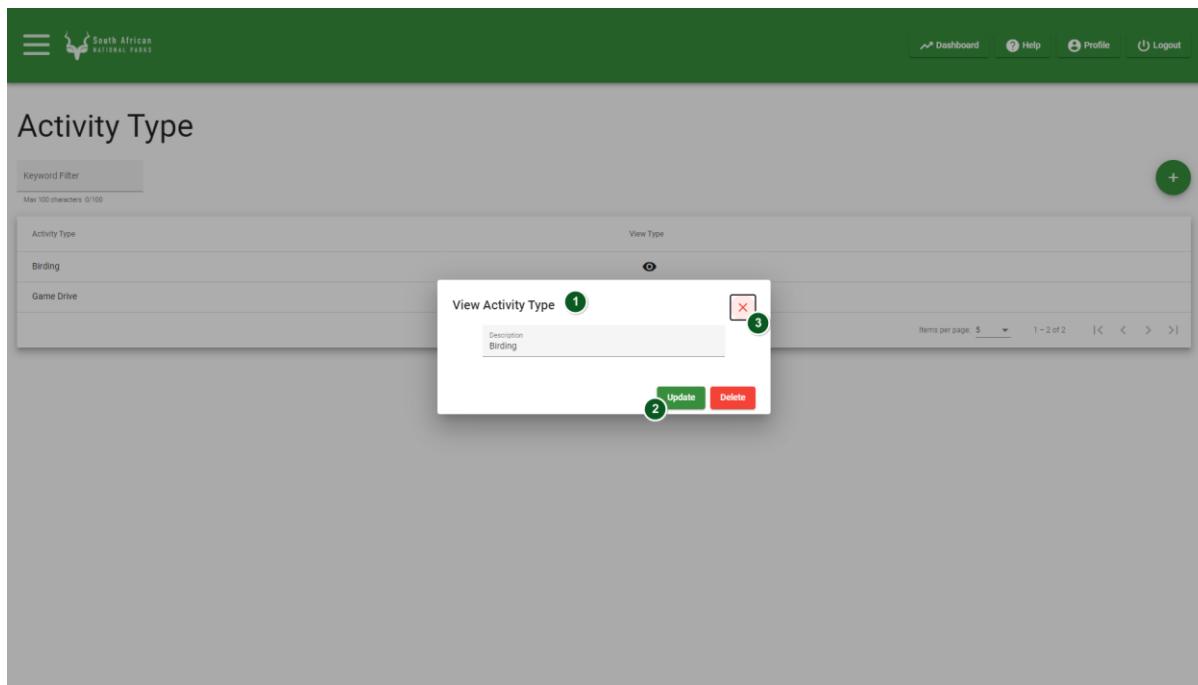
Control Number	Control type	Control Description
1	<b>View Activity Type Model</b>	This is a Model where you can view the Activity Type information.
2	<b>Description Textbox</b>	View the Activity Type Description.
3	<b>Update Button</b>	Click here to proceed to the Update Activity Type process.
4	<b>Delete Button</b>	Click here to proceed to the Delete Activity Type process.
5	<b>Cancel Button</b>	Click to close the model of the View Activity Type.

### 6.3.21.3 Update Activity Type

Use the home screen guide to navigate to

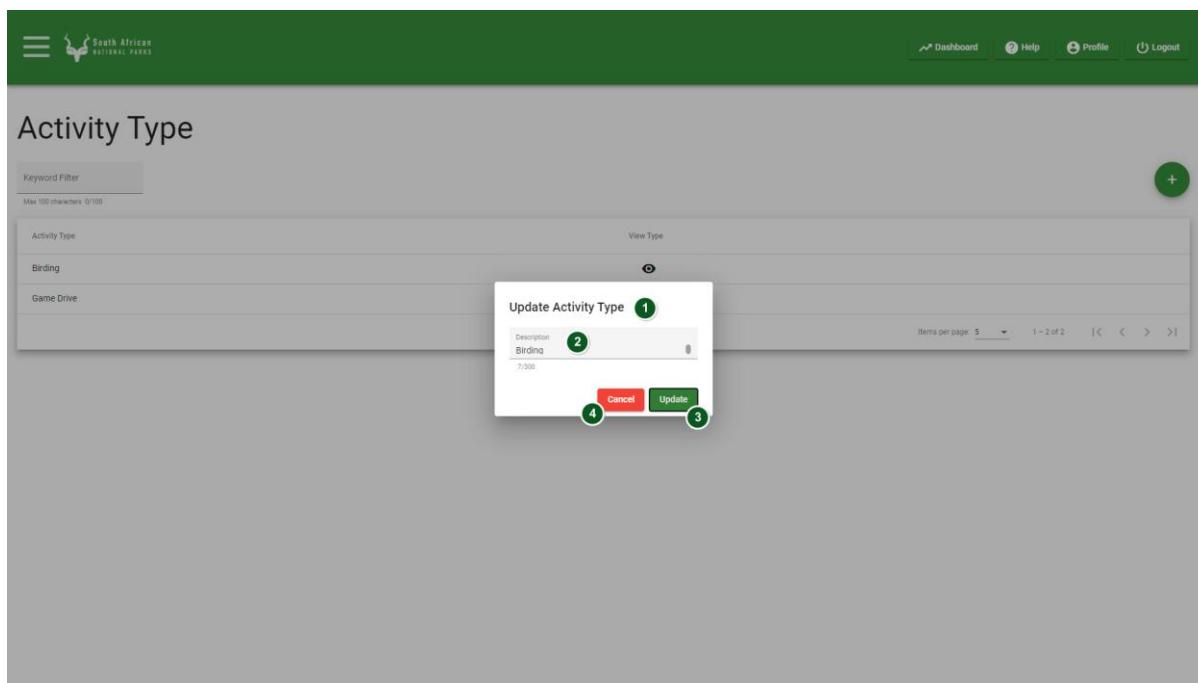
Drop Down	Activity
Drop Down Option	Activity Type
Home Screen	View Button of the Activity Type you want to update

The following screens indicate how a user can update a Activity Type.



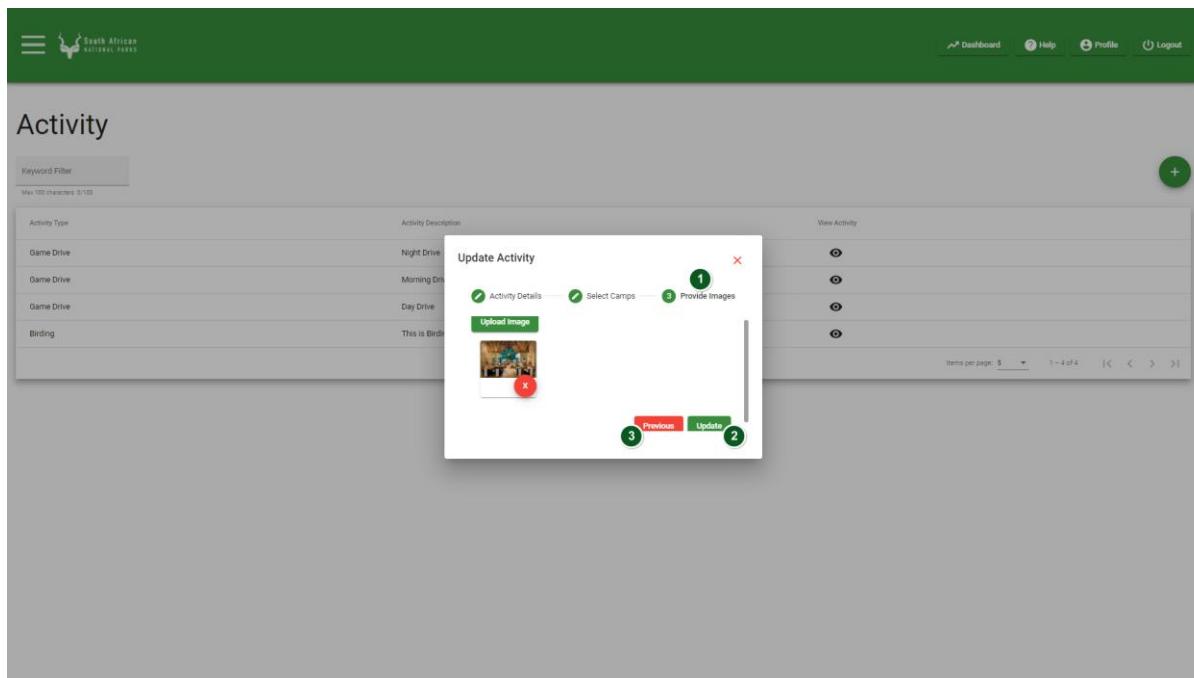
The screenshot shows the 'Activity Type' screen with a modal window titled 'View Activity Type'. The modal contains a single row with the description 'BIRDING'. At the bottom of the modal are two buttons: 'Update' (green) and 'Delete' (red). The number '1' is circled around the modal title, '2' is circled around the 'Update' button, and '3' is circled around the 'Delete' button.

Control Number	Control type	Control Description
1	<b>View Activity Type Model</b>	This is the View Activity Type Model
2	<b>Update Button</b>	This is a button that is used to update the Activity Type. Click this button if you want to update the selected Activity Type. <b>Re-directs to the Update Activity Type Model</b>
3	<b>Cancel Button</b>	Close View Activity Type model and return to the Activity Type Home Screen

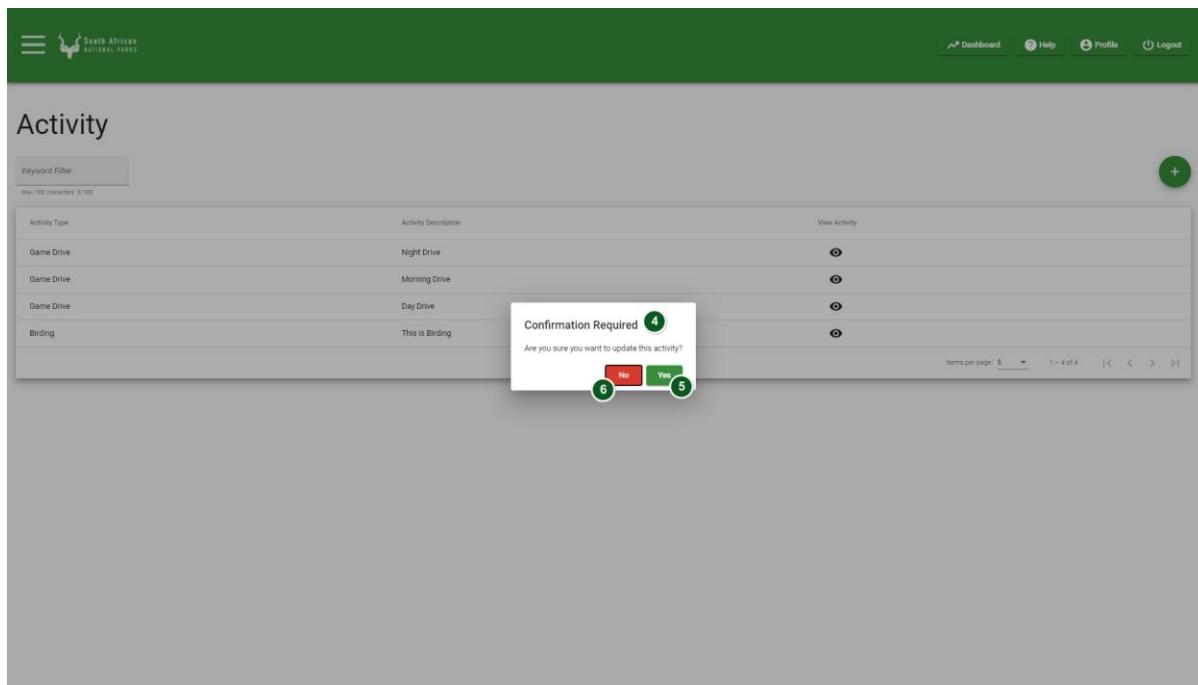


The screenshot shows the 'Activity Type' screen with a modal window titled 'Update Activity Type'. The modal contains a single row with the description 'BIRDING'. At the bottom of the modal are two buttons: 'Cancel' (red) and 'Update' (green). The number '1' is circled around the modal title, '2' is circled around the 'Update' button, and '3' is circled around the 'Cancel' button.

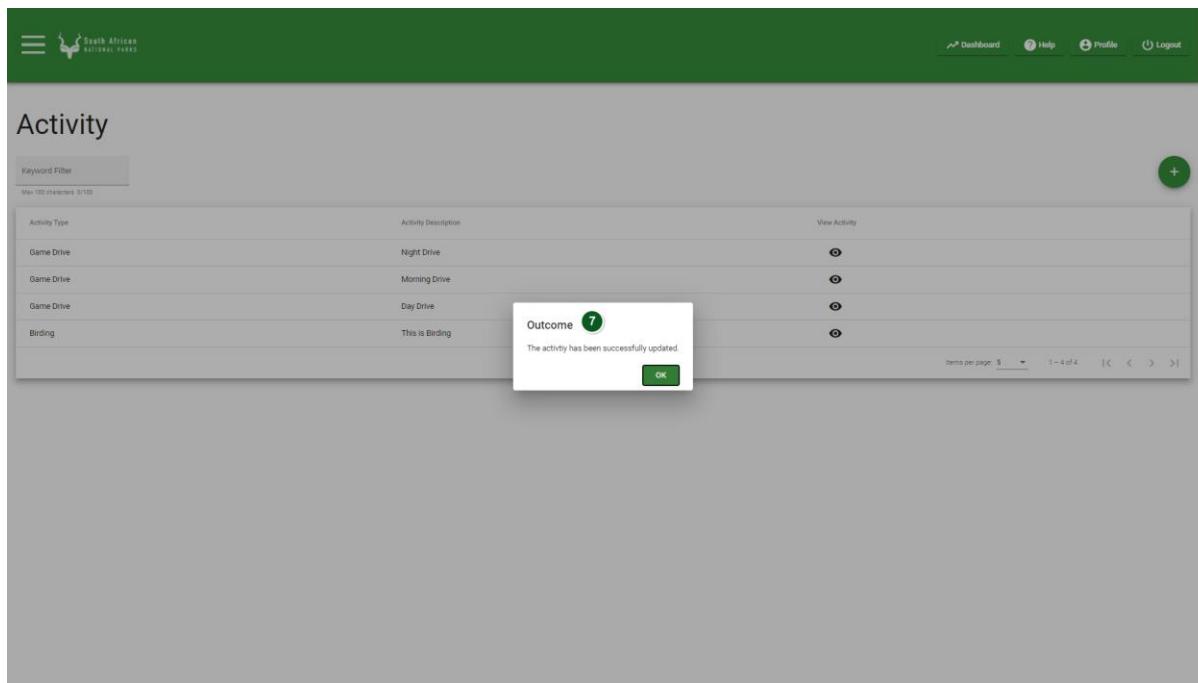
Control Number	Control type	Control Description
1	<b>Update Activity Type Model</b>	This is a Model where you can update the Activity Type information.
2	<b>Description Textbox</b>	Click here to update the Activity Type Description.
3	<b>Update Button</b>	This is a button that is used to submit the request to update a Activity Type. Click this button when all the required information is entered correctly in order to update the Activity Type. Re-directs to update <b>Confirmation Required Dialog</b> .
4	<b>Cancel Button</b>	This is a button that is used to cancel the updating of the Activity Type process. Click this button when there is no longer a need to update the Activity Type. Re-directs to termination <b>Confirmation Required Dialog</b> .



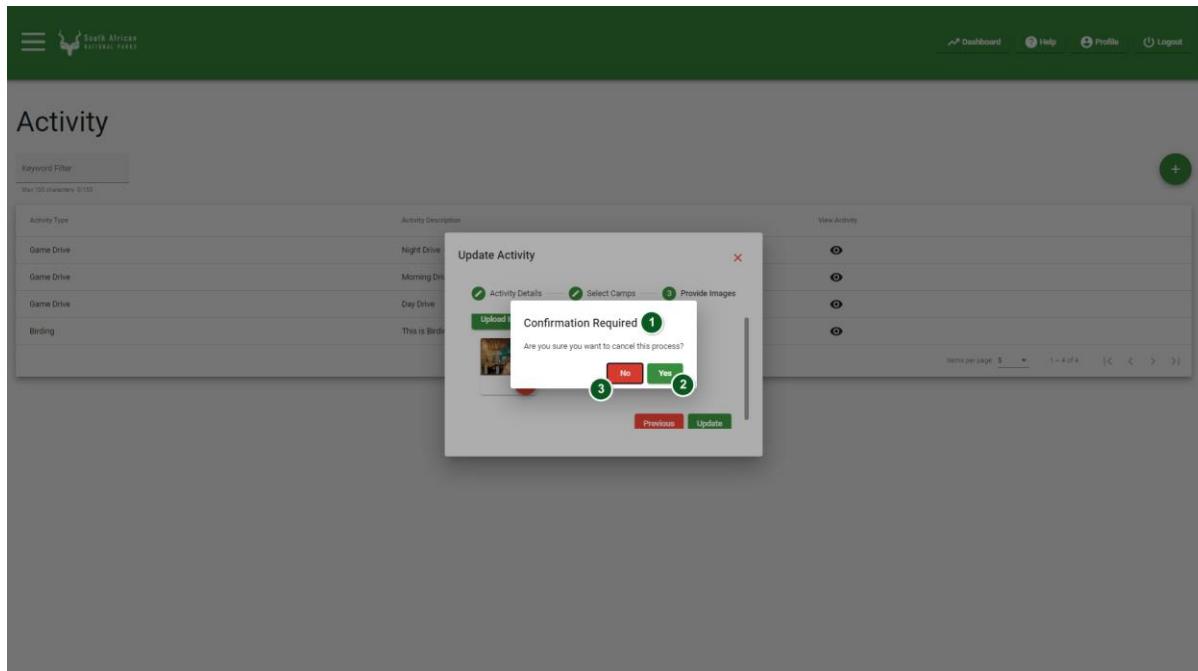
Control Number	Control type	Control Description
1	<b>Update Activity Type Model</b>	This is a Model where you can update the Activity Type information.
2	<b>Update Button</b>	This is a button that is used to submit the request to update a Activity Type. Click this button when all the required information is entered correctly in order to update the Activity Type. Re-directs to update <b>Confirmation Required Dialog</b> .
3	<b>Previous Button</b>	This is a button that is used to go back to the previous page. Re-directs to termination <b>Confirmation Required Dialog</b> .



Control Number	Control type	Control Description
4	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Activity Type.
5	<b>Yes Button</b>	This is a button that is used to confirm the update of the Activity Type. Click this button when you want to proceed to confirm the update of the Activity Type. Re-directs to an <b>Outcome Dialog</b> .
6	<b>No Button</b>	This is a button that is used to terminate the update of the Activity Type. Click this button when you want to terminate the update of the Activity Type. Re-directs to the <b>Activity Type Home Screen</b> .



Control Number	Control type	Control Description
7	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Activity Type Home Screen</b>



Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the update of the Activity Type.
2	Yes Button	This is a button that is used to terminate the update of the Activity Type.

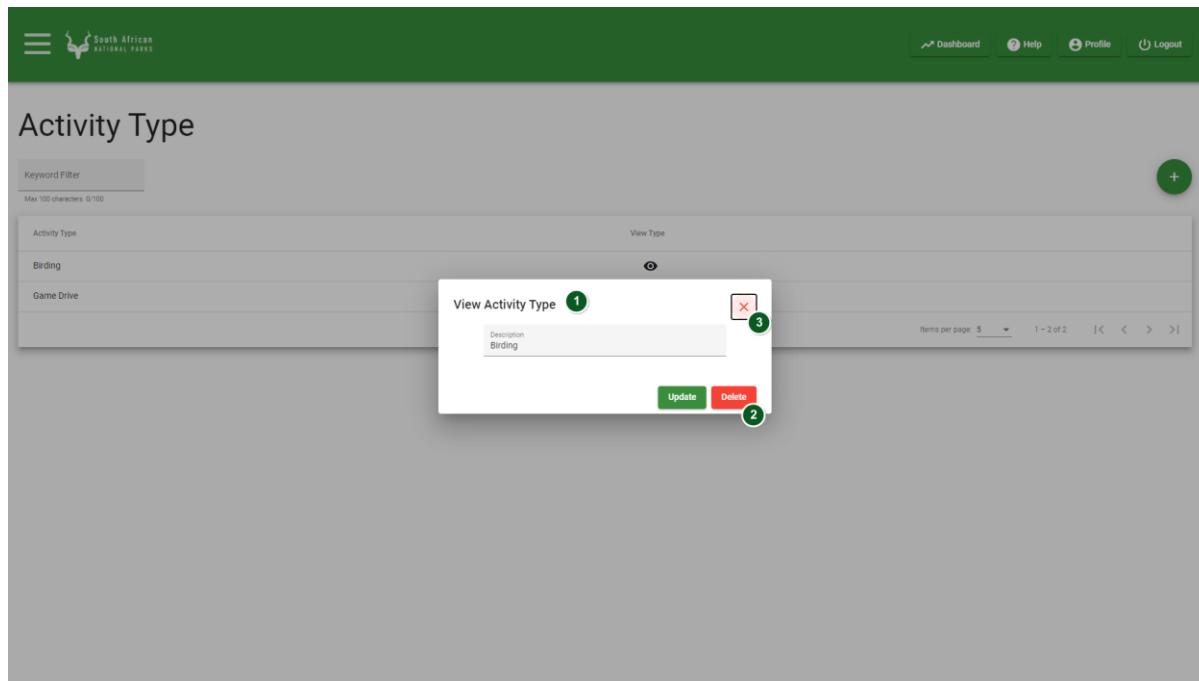
		Click this button when you want to terminate the update of the Activity Type. Re-directs back to the <b>Activity Type Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Activity Type. Click this button when you want to continue updating the Activity Type. Re-directs back to the <b>Update Activity Type Model</b> .

#### 6.3.21.4 Delete Activity Type

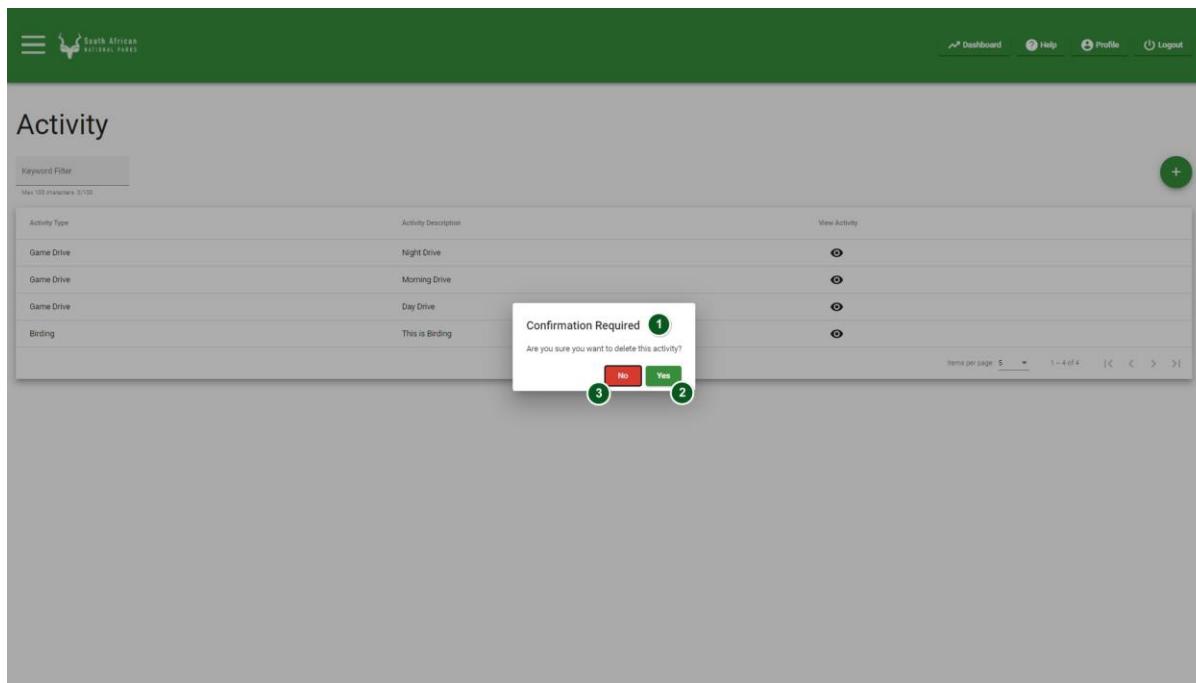
Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity Type
Home Screen	View Button of the Activity Type you want to delete

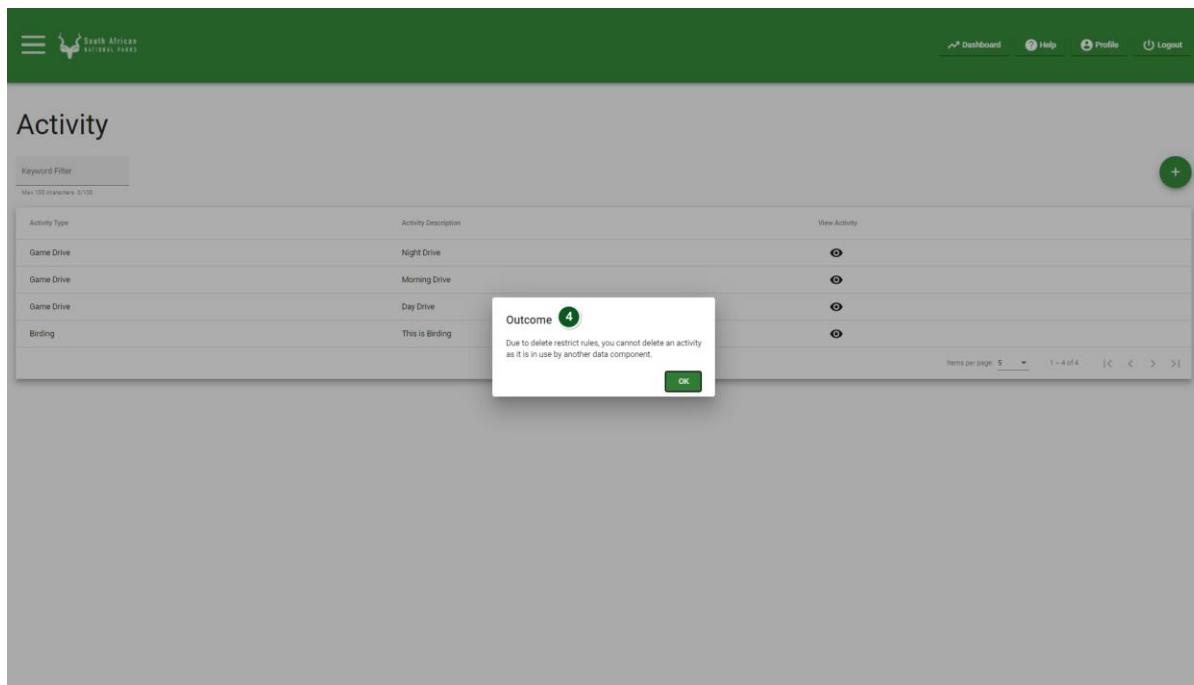
The following screens indicate how a user can delete a Activity Type.



Control Number	Control type	Control Description
<b>1</b>	<b>View Activity Type Model</b>	This is the View Activity Type Model
<b>2</b>	<b>Delete Button</b>	This is a button that is used to Delete the Activity Type. Click this button if you want to Delete the selected Activity Type. Re-directs to the <b>Delete Activity Type Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Activity Type model and return to the Activity Type Home Screen



Control Number	Control type	Control Description
1	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Activity Type.
2	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Activity Type. Click this button when you are sure you want to delete the selected Activity Type from the system. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the deletion of the Activity Type process. Click this button when you no longer want to delete the selected Activity Type. Re-directs back to the <b>Activity Type Home Screen</b> .



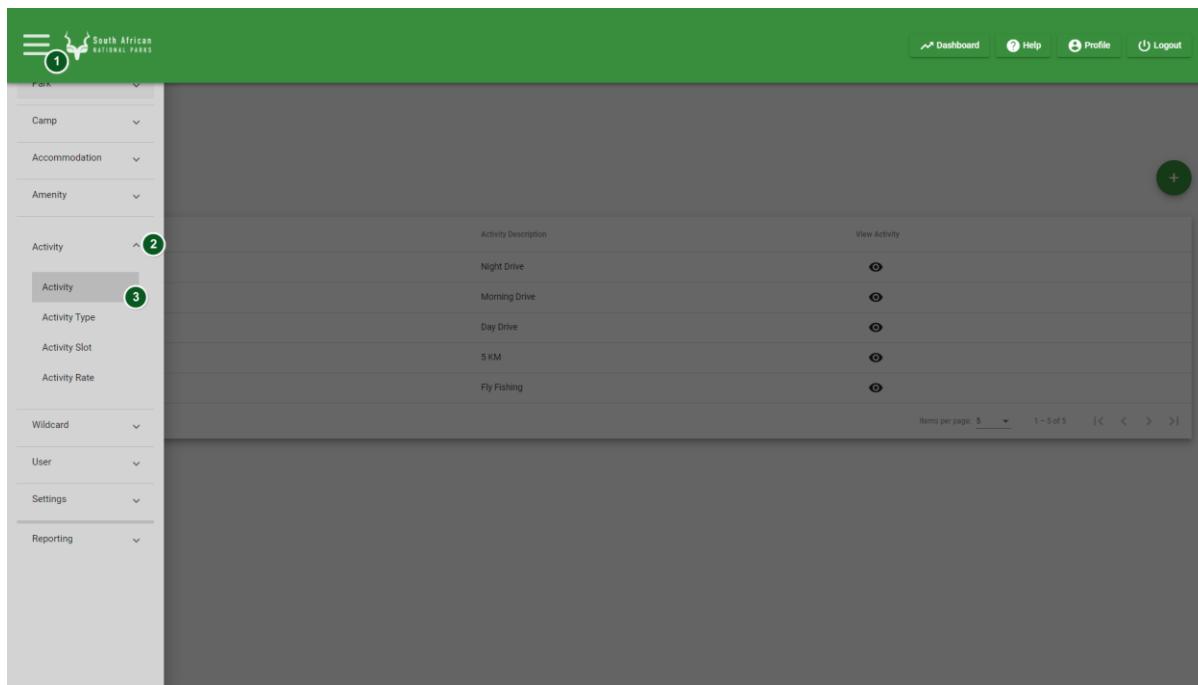
Control Number	Control type	Control Description
4	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Activity Type was successful/unsuccessful. Click the ok button to close the Outcome Dialog. Re-directs back to the <b>Activity Type Home Screen</b>

### 6.3.22 Activity Functionality

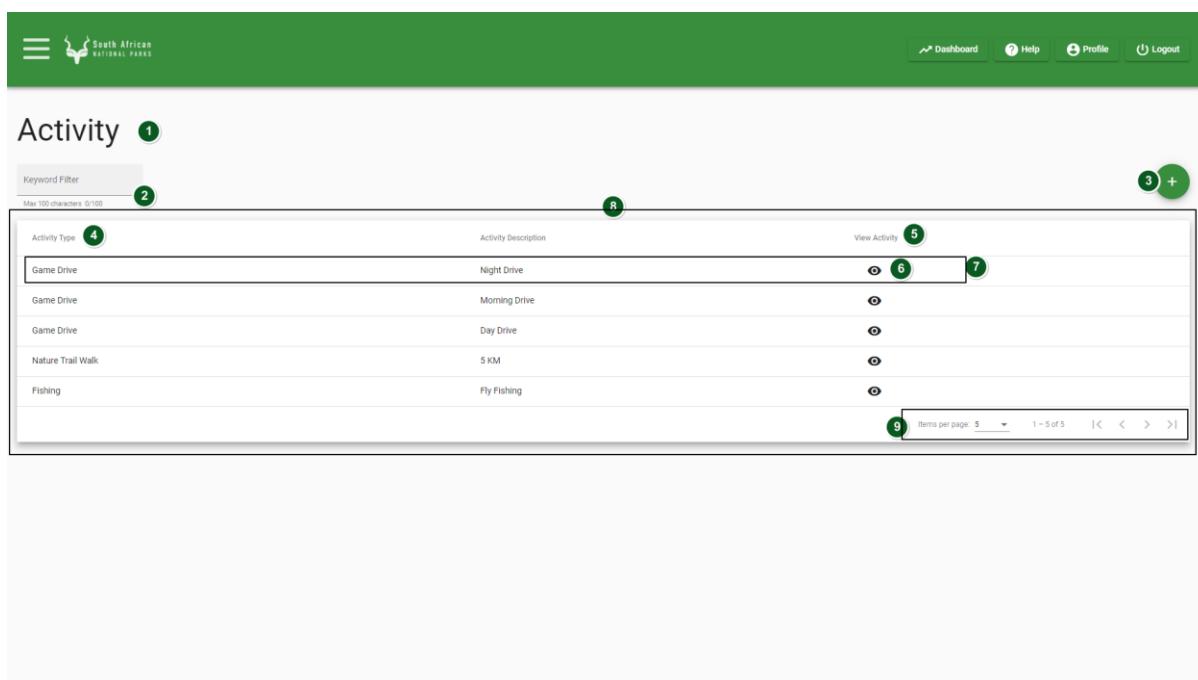
The Activity is created to identify specific activities within the activity type. E.g. The Game Drive activity type can have morning, day, and night game drive activities. The Activity functionality will encompass the creating, searching, updating, and deleting of the Activity.

#### 6.3.22.0 Activity Home Screen

The following screens indicate how a user can navigate to the Activity Home screen



Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Activity Drop Down Button	Click here to Open or Close the Activity Drop Down.
3	Activity Button	Re-directs the user to the <b>Activity Home Screen</b> . Click here to display the Activity Home Screen .



Control Number	Control type	Control Description
1	Header	Page Header

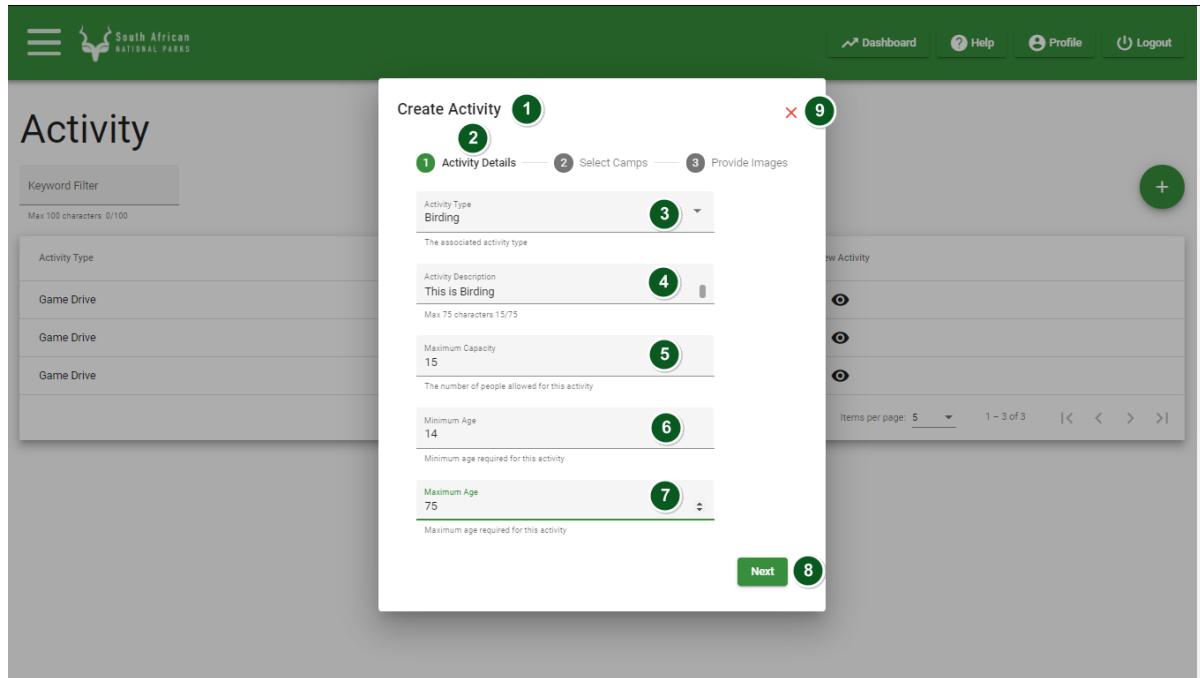
<b>2</b>	<b>Filter Functionality</b>	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific Activity
<b>3</b>	<b>Create Activity Button</b>	Re-directs the user to the <b>Create Activity Model</b> . Click here to display the Create Activity Model.
<b>4</b>	<b>Activity Type Table Column</b>	This displays the column of Activity Type.
<b>5</b>	<b>View Activity Table Column</b>	This displays View Activity Button for each Activity on the table.
<b>6</b>	<b>View Activity Button</b>	Re-directs the user to the <b>View Activity Model</b> . Click here to display the View Activity Model.
<b>7</b>	<b>Table Row</b>	This displays a row of a Activity in the table.
<b>8</b>	<b>Activity Table</b>	This tables displays the saved Activity's.
<b>9</b>	<b>Page Navigation</b>	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.22.1 Create Activity

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity
Home Screen	Green Plus Button

The following screens indicate how a user can create a new Activity.

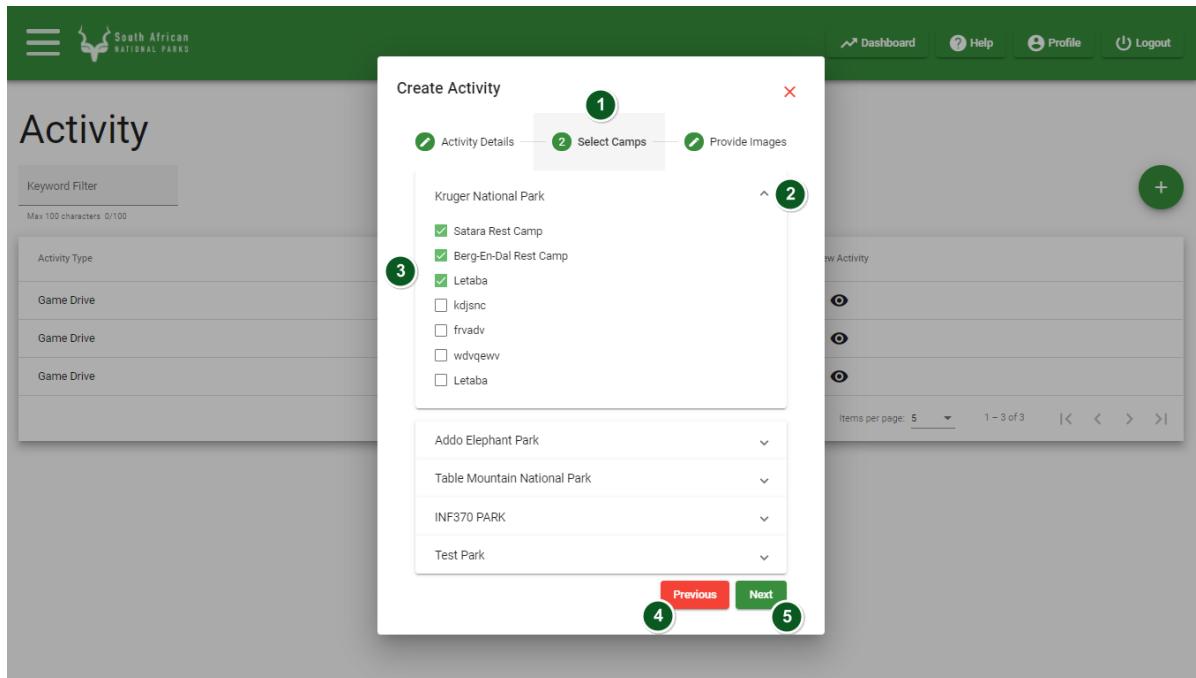


The screenshot shows the 'Create Activity' model interface. The main form has the following numbered controls:

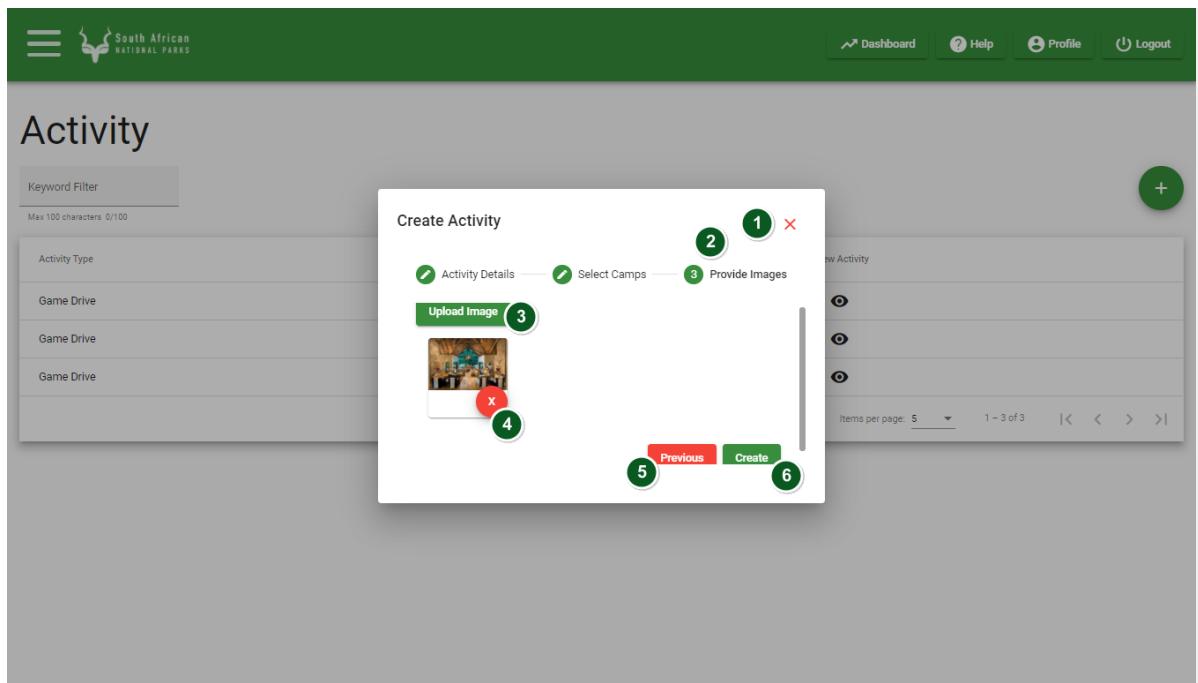
- 1**: Create Activity
- 2**: Activity Details
- 3**: Activity Type (BIRDING)
- 4**: Activity Description (This is Birding)
- 5**: Maximum Capacity (15)
- 6**: Minimum Age (14)
- 7**: Maximum Age (75)
- 8**: Next
- 9**: Close button

Control Number	Control type	Control Description
<b>1</b>	<b>Create Activity Model</b>	Name of the model
<b>2</b>	<b>Activity Details Page 1 Model Header</b>	Model page 1 header
<b>3</b>	<b>Activity Type Drop Down</b>	Click here to select a new Activity Type

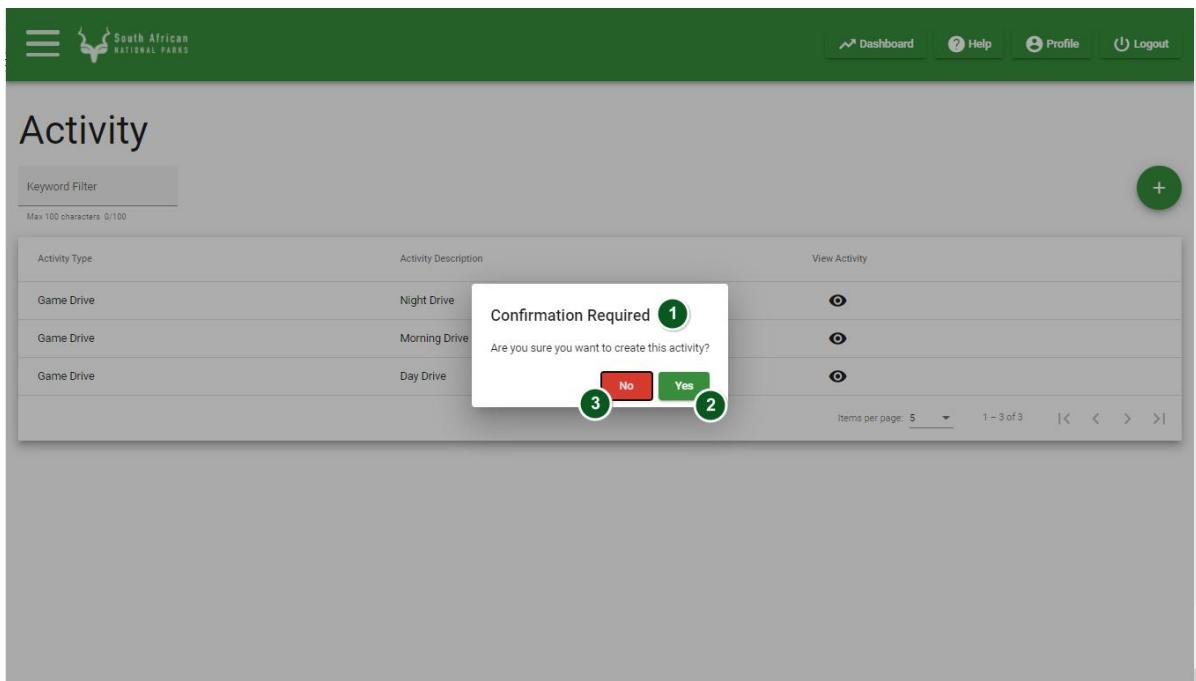
<b>4</b>	<b>Activity Description Textbox</b>	Click here to enter an Activity Description.
<b>5</b>	<b>Maximum Capacity Textbox</b>	Click here to enter maximum number
<b>6</b>	<b>Minimum Age Textbox</b>	Click here to enter a minimum age
<b>7</b>	<b>Maximum Age Textbox</b>	Click here to enter a maximum age.
<b>8</b>	<b>Next Button</b>	Click to proceed to the next page in the model.
<b>9</b>	<b>Cancel Button</b>	Click to cancel the create Activity process. Re-directs to termination <b>Confirmation Required Dialog</b> .



<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Select Camps Header</b>	Model page 2 header
<b>2</b>	<b>Park Drop Down Button</b>	Click here to collapse the Park drop down to show the camps in the park
<b>3</b>	<b>Camp Check Boxes</b>	Click here to select the camps in the Park that this Activity is available. Allowed to select options.
<b>4</b>	<b>Previous Button</b>	Click here to go back to the previous page in this model
<b>5</b>	<b>Next Button</b>	Click to proceed to the next page in the model.
<b>6</b>	<b>Cancel Button</b>	Click to cancel the create Activity process. Re-directs to termination <b>Confirmation Required Dialog</b> .

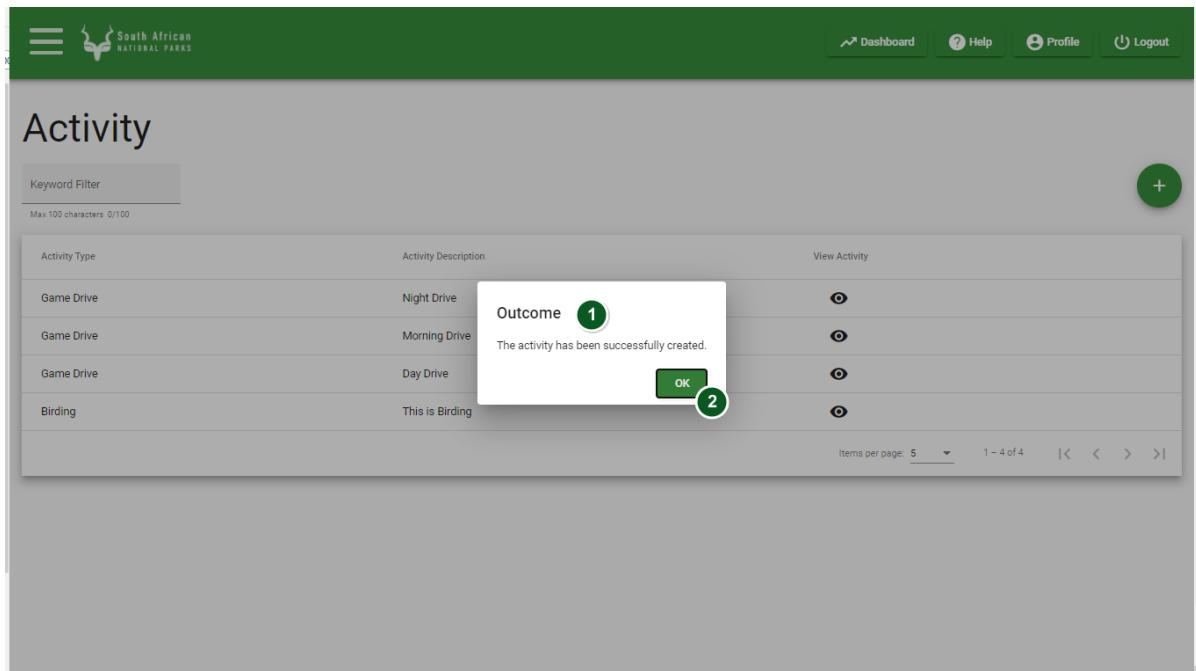


Control Number	Control type	Control Description
1	<b>Cancel Button</b>	Click to cancel the create Activity process. Re-directs to termination <b>Confirmation Required Dialog</b> .
2	<b>Provide Images Header</b>	Model page 3 header
3	<b>Upload Image Button</b>	Click here to access pictures saved to the computer which can be uploaded to this Activity
4	<b>Remove Button</b>	Click here to remove an unwanted upload
5	<b>Previous Button</b>	Click here to go back to the previous page in this model
6	<b>Create Button</b>	Click this button when all the required information is entered correctly in order to add the new Activity to the system. Re-directs to create <b>Confirmation Required Dialog</b> .



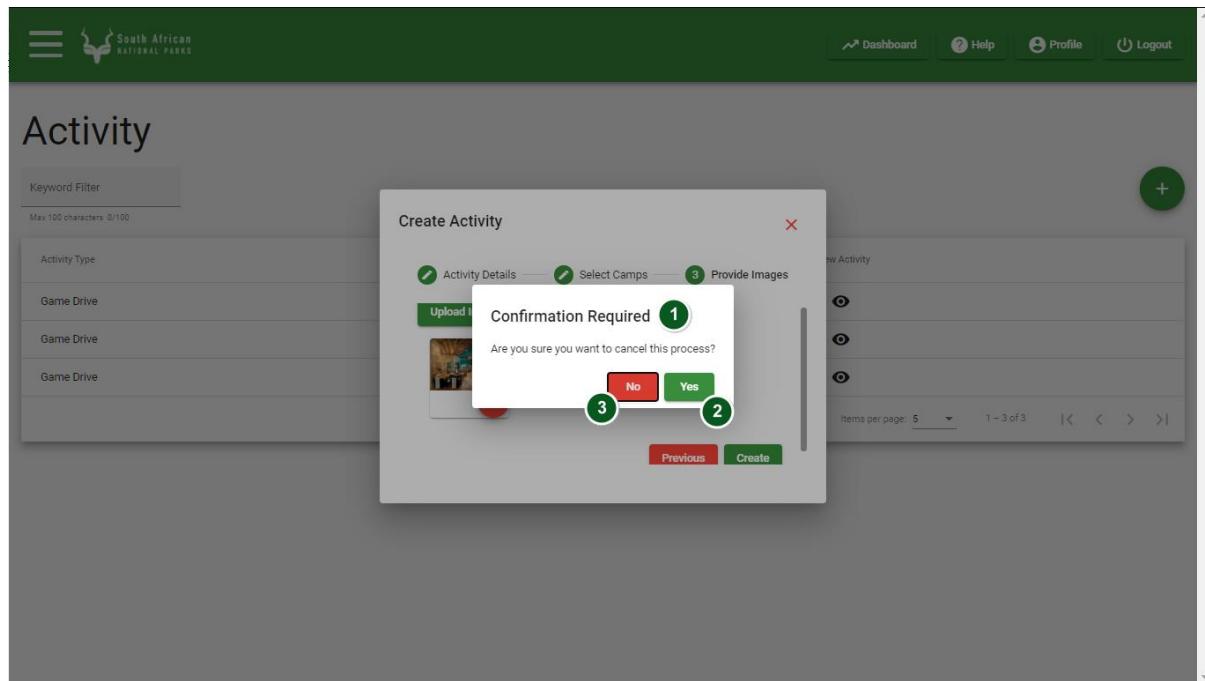
The screenshot shows the 'Activity' page of the Wild Cloud application. At the top, there is a navigation bar with the SAN Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the navigation bar, the title 'Activity' is displayed. On the left, there is a 'Keyword Filter' input field. In the center, there is a table with columns for 'Activity Type' and 'Activity Description'. The table contains several rows of activity entries. A modal dialog box is overlaid on the page, titled 'Confirmation Required' (1). It asks, 'Are you sure you want to create this activity?'. It has two buttons: 'No' (3) and 'Yes' (2). At the bottom right of the page, there are pagination controls and a message indicating '1 - 3 of 3' items per page.

Control Number	Control type	Control Description
1	<b>Create Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the creation of the Activity.
2	<b>Yes Button</b>	Click this button if you want to confirm the creation of the Activity. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	Click this button when you want to terminate the creation of the Activity. Re-directs to the <b>Activity Home Screen</b> .



The screenshot shows the 'Activity' page of the Wild Cloud application. The interface is identical to the previous screenshot, including the navigation bar, title, keyword filter, and table of activities. A modal dialog box is overlaid on the page, titled 'Outcome' (1). It displays the message, 'The activity has been successfully created.' It has a single 'OK' button (2). The bottom right of the page shows a message indicating '1 - 4 of 4' items per page.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Activity Home Screen</b> .



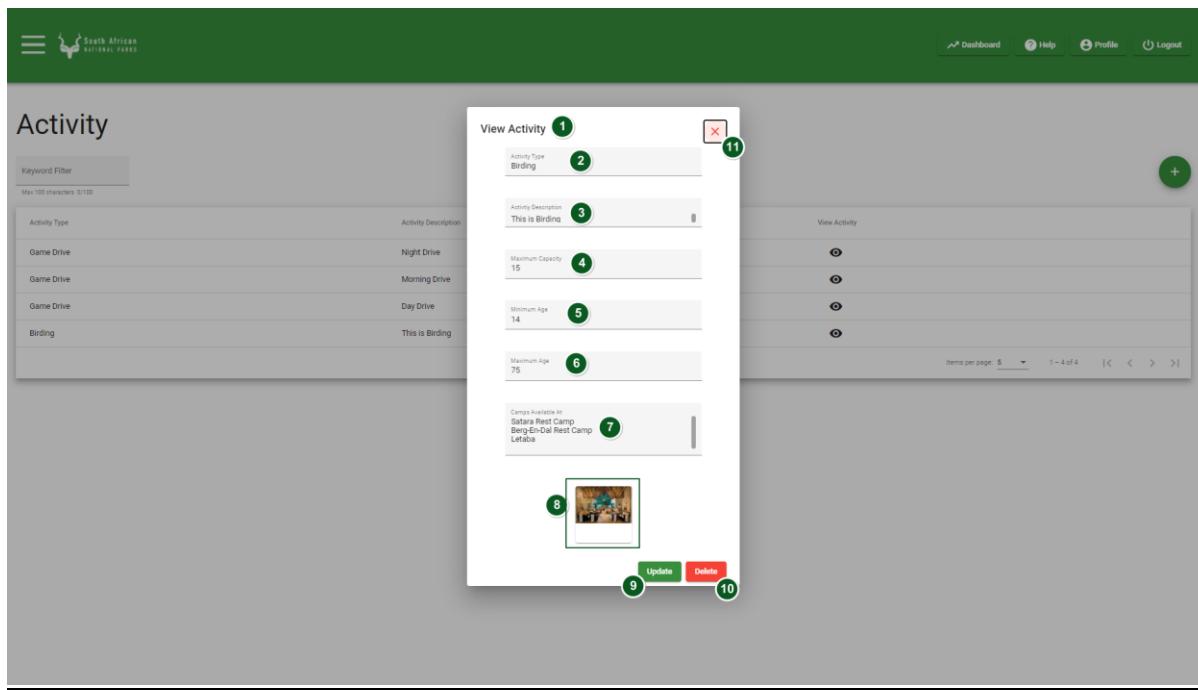
Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a Dialog that requires confirmation, to terminate the creation of the Activity.
2	Yes Button	Click this button when you want to terminate the creation of the Activity. Re-directs back to the <b>Activity Home Screen</b> .
3	No Button	Click this button when you want to continue the creation of the Activity. Re-directs back to the <b>Create Activity Model</b> .

### 6.3.22.2 Search Activity

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity
Home Screen	View Button of the Activity you want to view

The following screens indicate how a user can search a Activity.



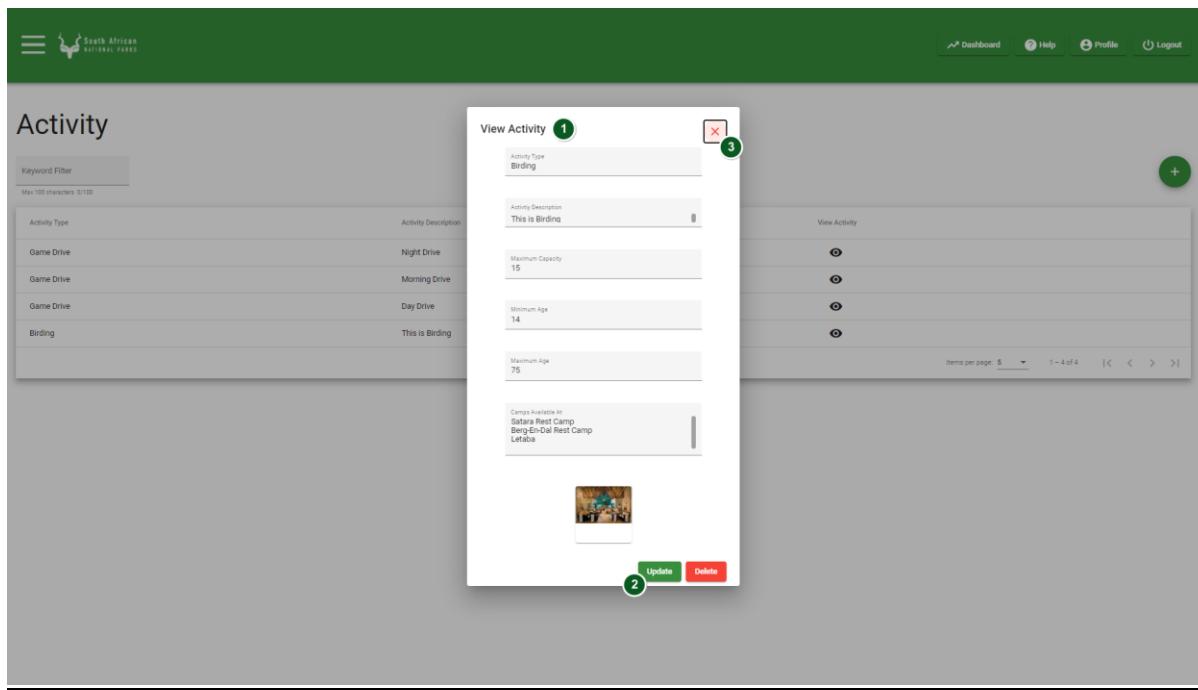
Control Number	Control type	Control Description
1	<b>Header</b>	View Activity
2	<b>Activity Type</b>	View Park Name
3	<b>Activity Description</b>	View Camp Name
4	<b>Maximum Capacity</b>	View Season
5	<b>Minimum Age</b>	View Opening Time
6	<b>Maximum Age</b>	View Closing Time
7	<b>Camps Available At</b>	The camps that the activity is available at.
8	<b>Image</b>	Uploaded images representing the activity
9	<b>Update Button</b>	Click here to proceed to the Update Activity process.
10	<b>Delete Button</b>	Click here to proceed to the Delete Activity process.
11	<b>Cancel Button</b>	Click to close the model of the View Activity.

### 6.3.22.3 Update Activity

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity
Home Screen	View Button of the Activity you want to update

The following screens indicate how a user can update a Activity.

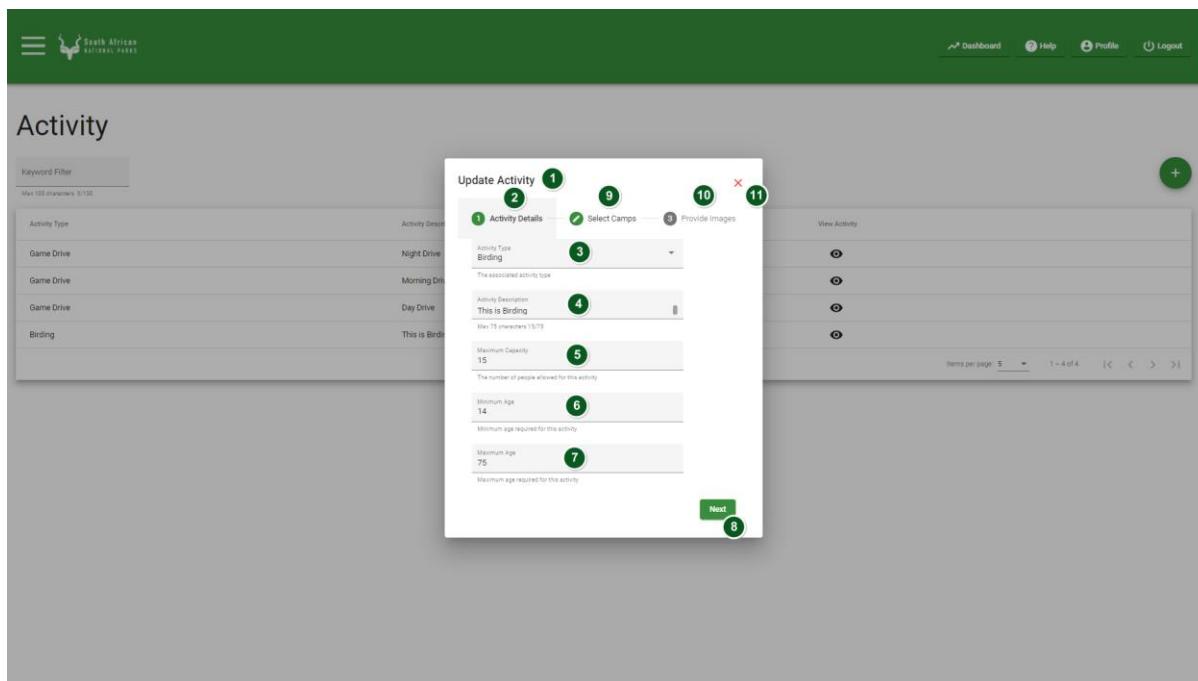


The screenshot shows the 'Activity' page with a modal window titled 'View Activity'. The activity details are as follows:

- Activity Type:** Birding (highlighted with a red box)
- Activity Description:** This is Birding
- Maximum Capacity:** 15
- Minimum Age:** 14
- Maximum Age:** 75
- Camps Available At:** Bafana Rest Camp, Berg-en-Dal Rest Camp, Letaba

At the bottom of the modal, there are 'Update' and 'Delete' buttons. The 'Delete' button is highlighted with a green circle.

Control Number	Control type	Control Description
1	<b>View Activity Model</b>	This is the View Activity Model
2	<b>Update Button</b>	This is a button that is used to update the Activity. Click this button if you want to update the selected Activity. Re-directs to the <b>Update Activity Model</b>
3	<b>Delete Button</b>	Close View Activity model and return to the Activity Home Screen

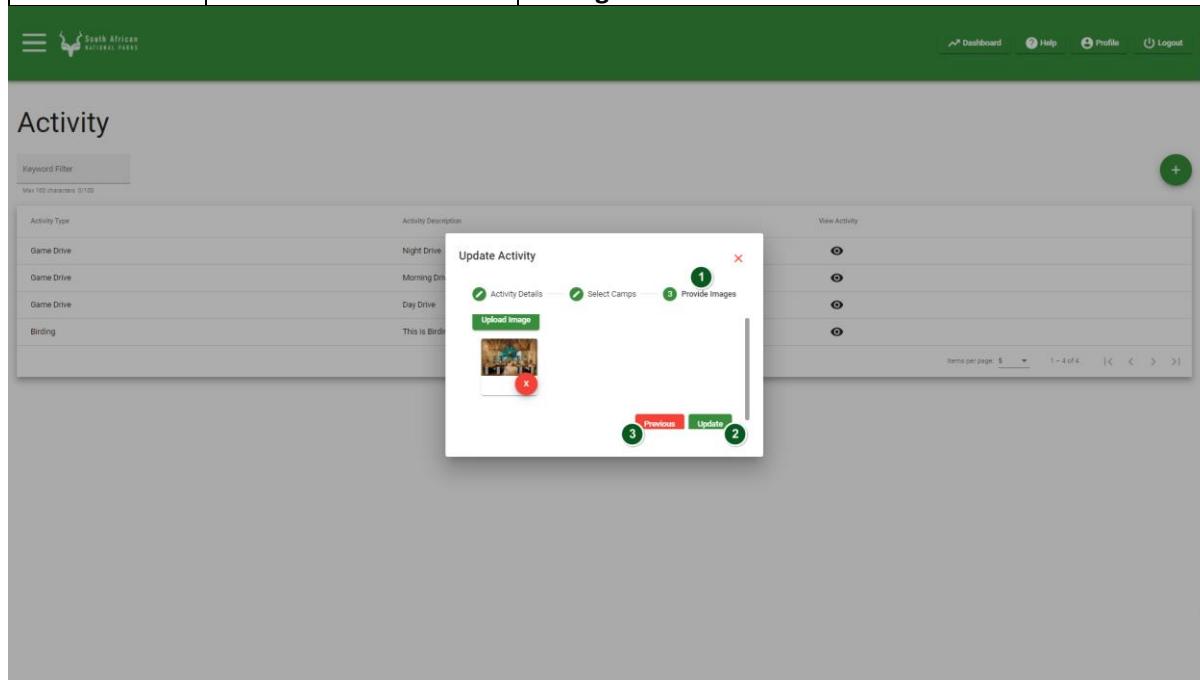


The screenshot shows the 'Activity' page with a modal window titled 'Update Activity'. The activity details are as follows:

- Activity Details:** Birding (highlighted with a green circle)
- Select Camps:** (highlighted with a green circle)
- Provide Images:** (highlighted with a green circle)
- Activity Description:** This is Birding
- Maximum Capacity:** 15
- Minimum Age:** 14
- Maximum Age:** 75
- Next:** (highlighted with a green circle)

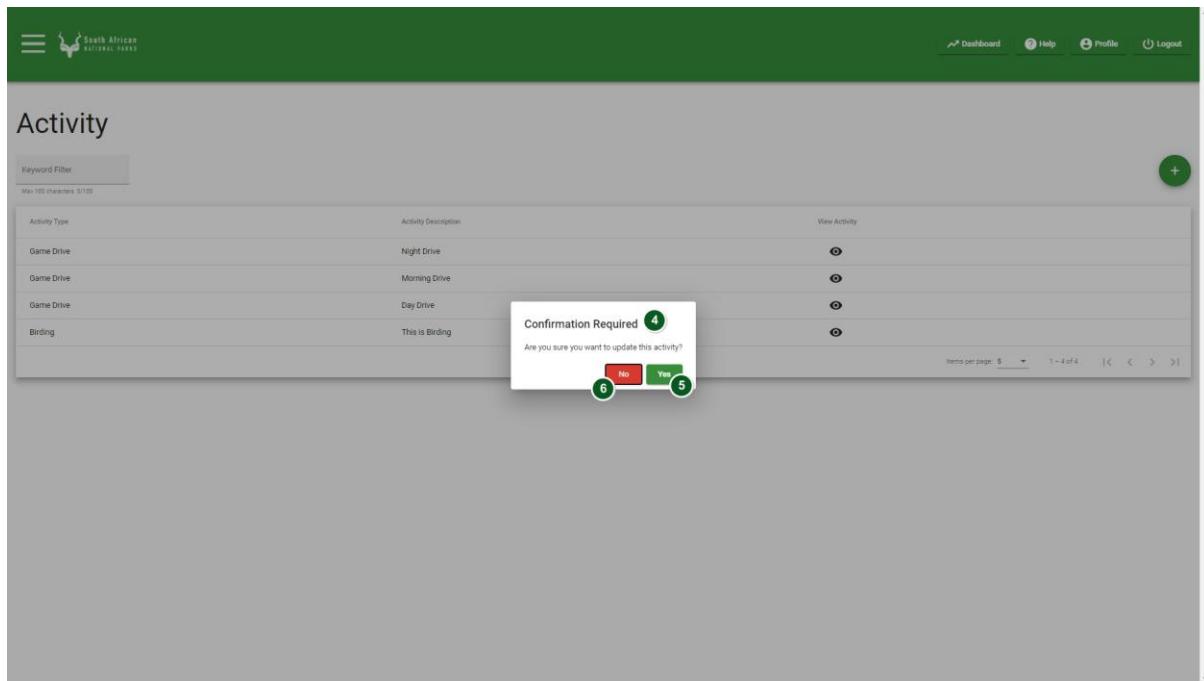
At the top right of the modal, there are 'Activity Details', 'Select Camps', and 'Provide Images' buttons. The 'Activity Details' button is highlighted with a green circle.

Control Number	Control type	Control Description
1	<b>Update Activity Model</b>	This is a Model where you can update the Activity information.
2	<b>Activity Details</b>	Model Page 1
3	<b>Activity Type Textbox</b>	Click here to update the Activity Type.
4	<b>Activity Description Textbox</b>	Click here to update the Activity Description.
5	<b>Maximum Capacity Textbox</b>	Click here to update Maximum Capacity the
6	<b>Minimum Age Textbox</b>	Click here to update the Minimum Age
7	<b>Maximum Age Textbox</b>	Click here to update the Maximum Age
8	<b>Next Button</b>	Click here to move to the next page of the model
9	<b>Select Camps Page</b>	Page 2 of Model
10	<b>Provide Images Page</b>	Page 3 of Model
11	<b>Cancel Button</b>	<p>This is a button that is used to cancel the updating of the Activity process.</p> <p>Click this button when there is no longer a need to update the Activity.</p> <p>Re-directs to termination <b>Confirmation Required Dialog</b>.</p>

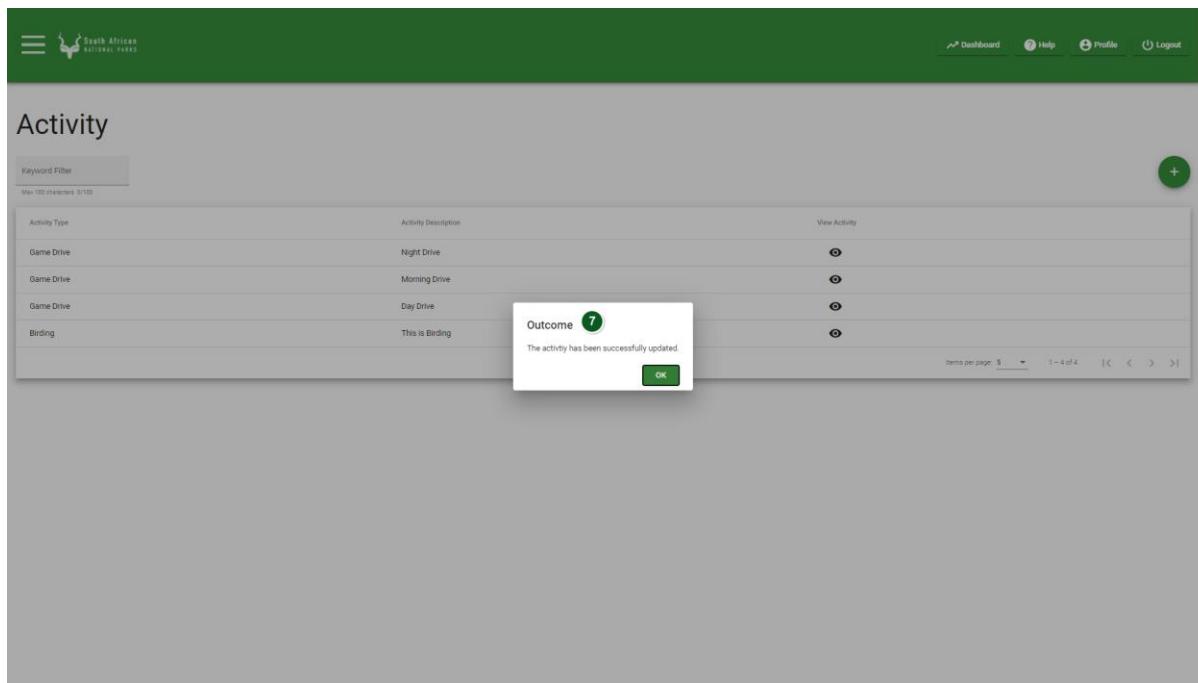


Control Number	Control type	Control Description
1	<b>Provide Images</b>	Page 3 of the Model
2	<b>Update Button</b>	<p>This is a button that is used to submit the request to update a Activity.</p> <p>Click this button when all the required information is entered correctly in order to update the Activity.</p> <p>Re-directs to update <b>Confirmation Required Dialog</b>.</p>

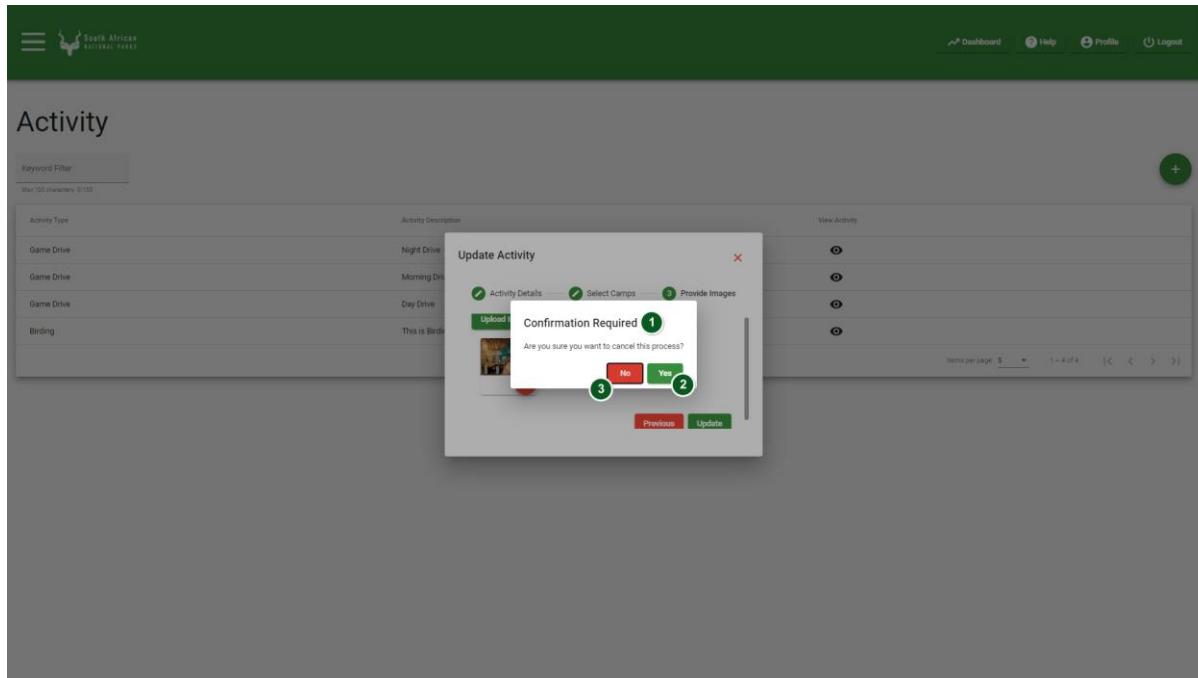
<b>3</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of the Activity process. Click this button when there is no longer a need to update the Activity. Re-directs to termination <b>Confirmation Required Dialog</b> .
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Control Number	Control type	Control Description
<b>4</b>	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Activity.
<b>5</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Activity. Click this button when you want to proceed to confirm the update of the Activity. Re-directs to an <b>Outcome Dialog</b> .
<b>6</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Activity. Click this button when you want to terminate the update of the Activity. Re-directs to the <b>Activity Home Screen</b> .



Control Number	Control type	Control Description
7	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Activity Home Screen</b>



Control Number	Control type	Control Description
1	Termination Confirmation Required Dialog	This is a dialog that requires confirmation, to terminate the update of the Activity.

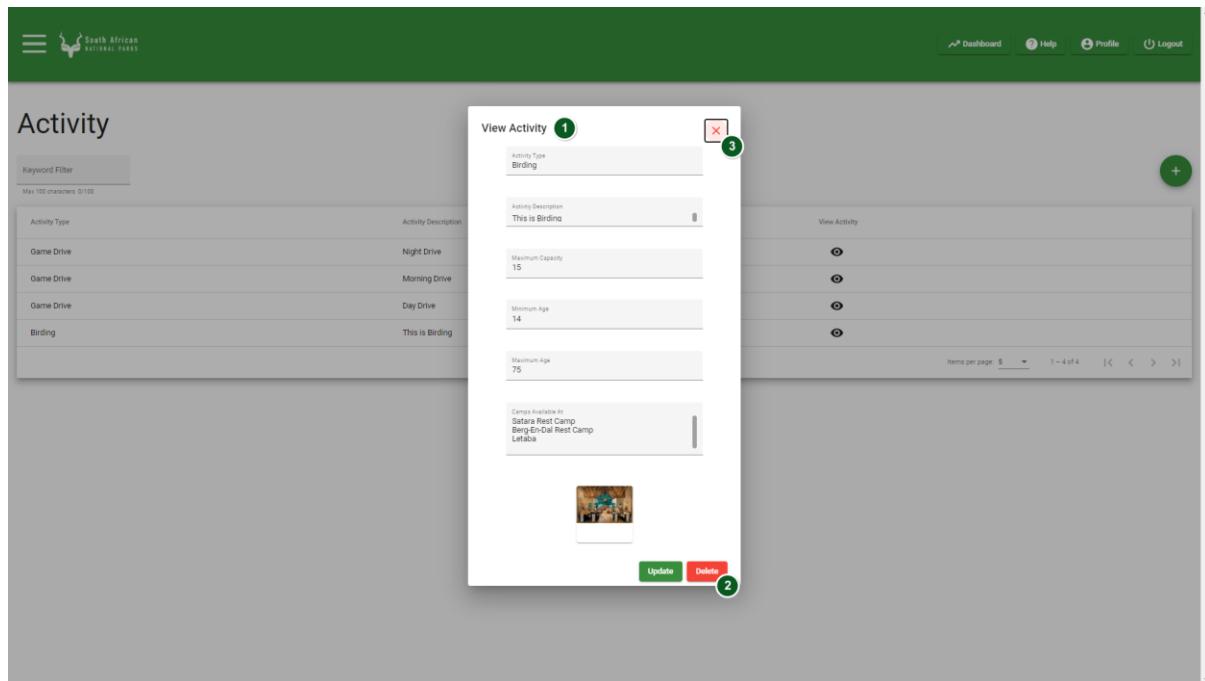
<b>2</b>	<b>Yes Button</b>	This is a button that is used to terminate the update of the Activity. Click this button when you want to terminate the update of the Activity. Re-directs back to the <b>Activity Home Screen</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to continue the process of updating the Activity. Click this button when you want to continue updating the Activity. Re-directs back to the <b>Update Activity Model</b> .

#### 6.3.22.4 Delete Activity

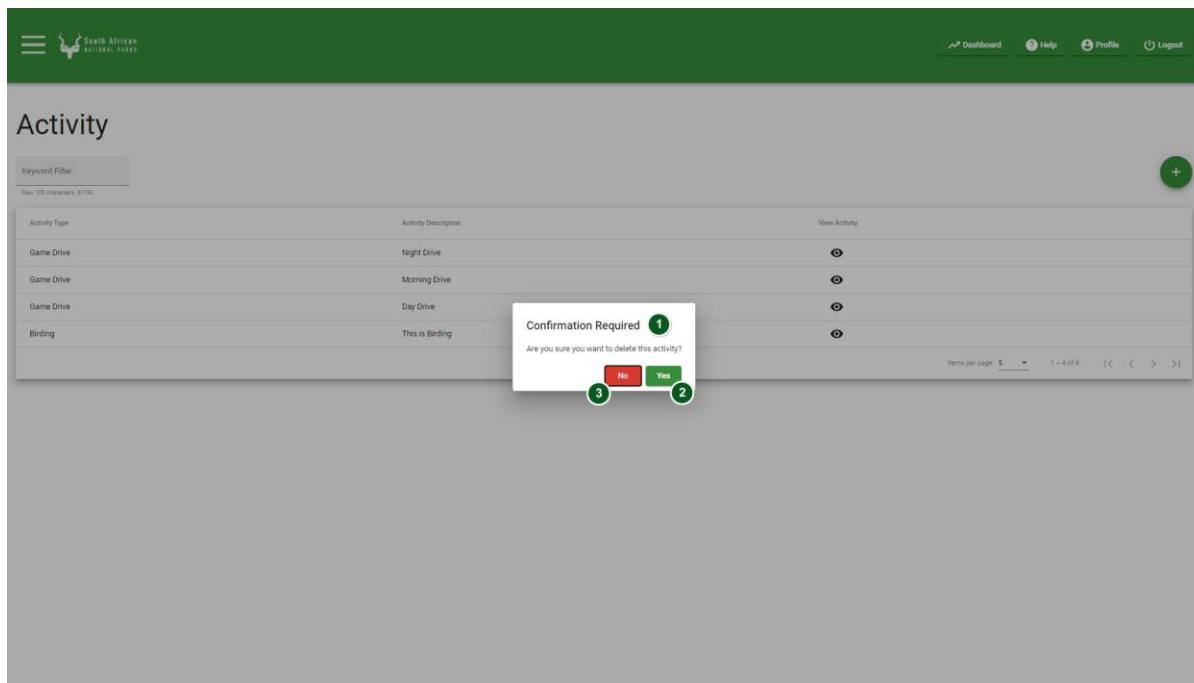
Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity
Home Screen	View Button of the Activity you want to delete

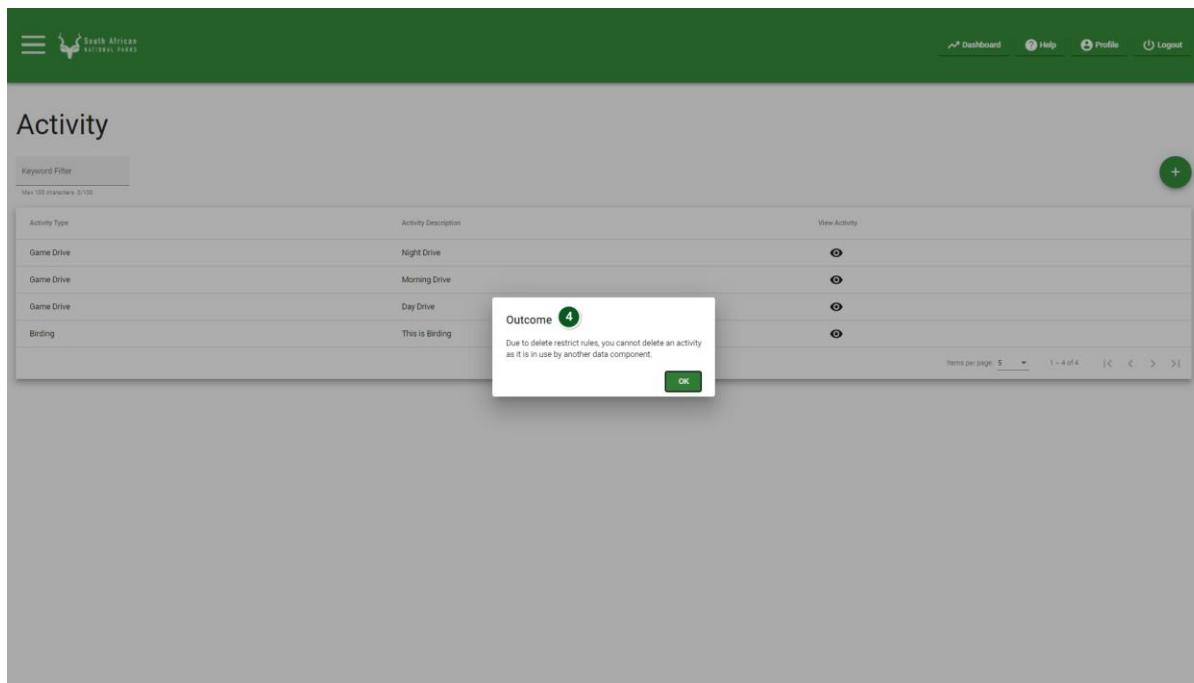
The following screens indicate how a user can delete a Activity.



Control Number	Control type	Control Description
<b>1</b>	<b>View Activity Model</b>	This is the View Activity Model
<b>2</b>	<b>Delete Button</b>	This is a button that is used to Delete the Activity. Click this button if you want to Delete the selected Activity. Re-directs to the <b>Delete Activity Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Activity model and return to the Activity Home Screen



Control Number	Control type	Control Description
1	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Activity.
2	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Activity. Click this button when you are sure you want to delete the selected Activity from the system. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	This is a button that is used to terminate the deletion of the Activity process. Click this button when you no longer want to delete the selected Activity. Re-directs back to the <b>Activity Home Screen</b> .



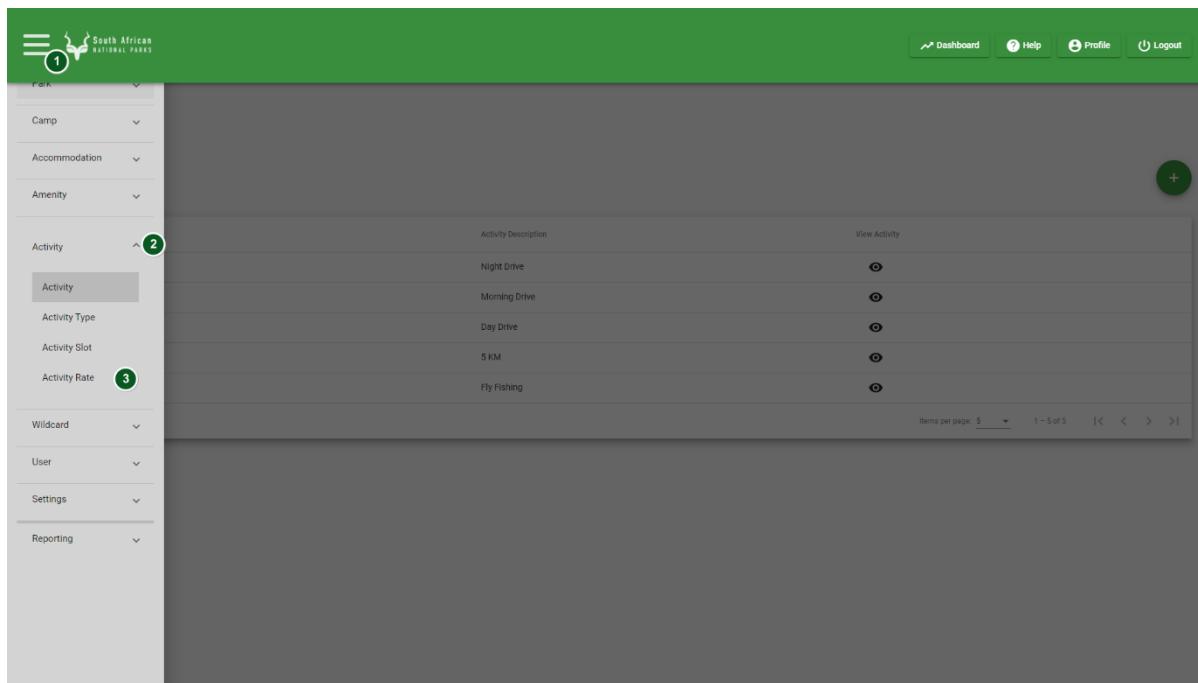
Control Number	Control type	Control Description
4	<b>Outcome Dialog</b>	This is an Outcome Dialog that gives feedback to the user that the deletion of the Activity was successful/unsuccessful. Click the ok button to close the Outcome Dialog. Re-directs back to the <b>Activity Home Screen</b>

### 6.3.23 Activity Rate Functionality

The Activity Rate is created to attach a purchase amount to each of the activities. The Activity Rate functionality will encompass the creating, searching, updating, and deleting of the Camp Gate Time.

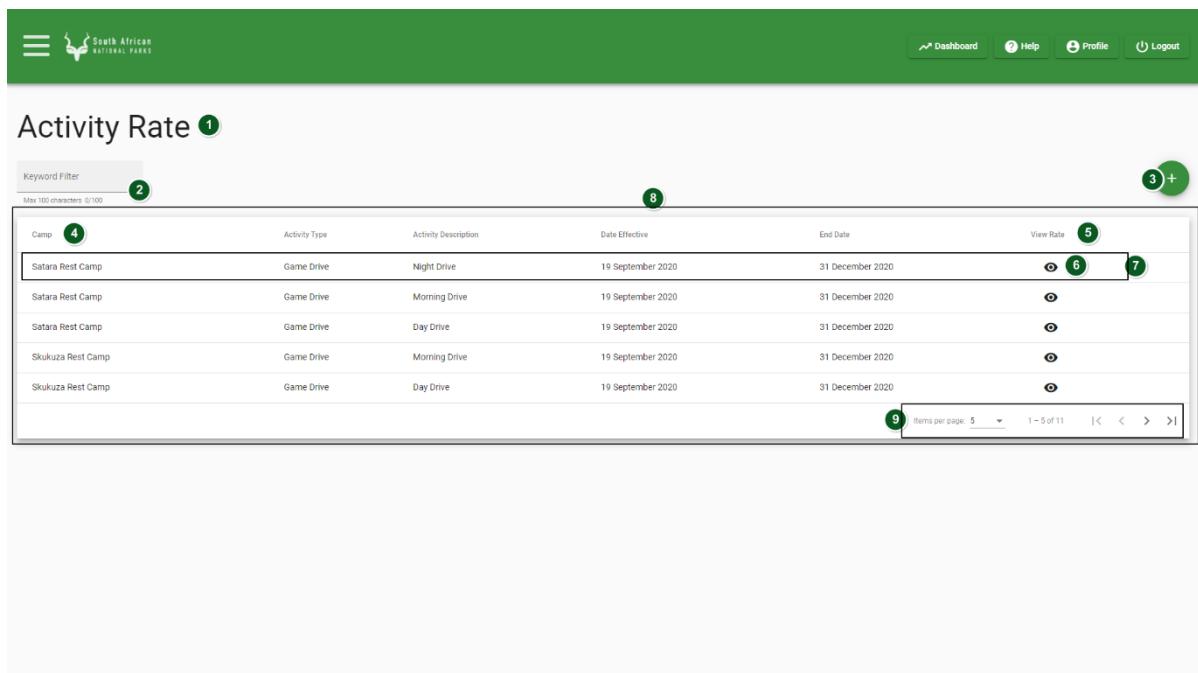
#### 6.3.23.0 Activity Home Screen

The following screens indicate how a user can navigate to the Camp Gate Time Home screen



Activity Description	View Activity
Night Drive	(1)
Morning Drive	(1)
Day Drive	(1)
5 KM	(1)
Fly Fishing	(1)

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Camp Drop Down Button</b>	Click here to Open or Close the Camp Drop Down.
3	<b>Camp Gate Time Button</b>	Re-directs the user to the Camp Gate Time <b>Home Screen</b> . Click here to display the Camp Gate Time Home Screen .



Camp	Activity Type	Activity Description	Date Effective	End Date	View Rate
Satara Rest Camp	Game Drive	Night Drive	19 September 2020	31 December 2020	(6) (7)
Satara Rest Camp	Game Drive	Morning Drive	19 September 2020	31 December 2020	(1)
Satara Rest Camp	Game Drive	Day Drive	19 September 2020	31 December 2020	(1)
Skukuza Rest Camp	Game Drive	Morning Drive	19 September 2020	31 December 2020	(1)
Skukuza Rest Camp	Game Drive	Day Drive	19 September 2020	31 December 2020	(1)

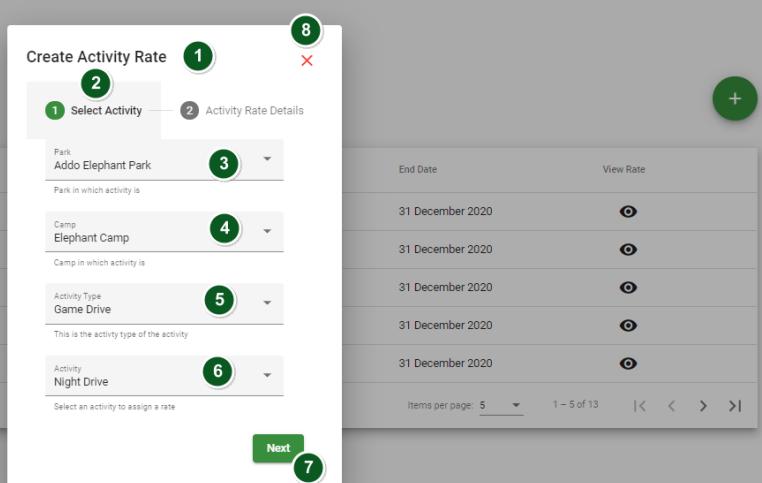
Control Number	Control type	Control Description
1	Header	Page Header
2	Filter Functionality	The filter functionality filters the rows in the table to be more specific depending on the input. Enter a specific word to filter the table to find a specific camp gate time.
3	Create camp gate time Button	Re-directs the user to the <b>Create Camp gate time Model</b> . Click here to display the Create Camp gate time Model.
4	Camp Name Table Column	This displays the column of Camp Names.
5	View Camp Table Column	This displays View Camp Button for each Camp on the table.
6	View Camp Button	Re-directs the user to the <b>View Camp Gate Time Model</b> . Click here to display the View Camp Gate Time Model.
7	Table Row	This displays a row of a Camp in the table.
8	Camp Table	This tables displays the saved Camps.
9	Page Navigation	Allows navigating (Forward and Backwards) between pages of the table. You can also choose how many rows you can view on the table.

### 6.3.23.1 Create Activity Rate

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity Rate
Home Screen	Green Plus Button

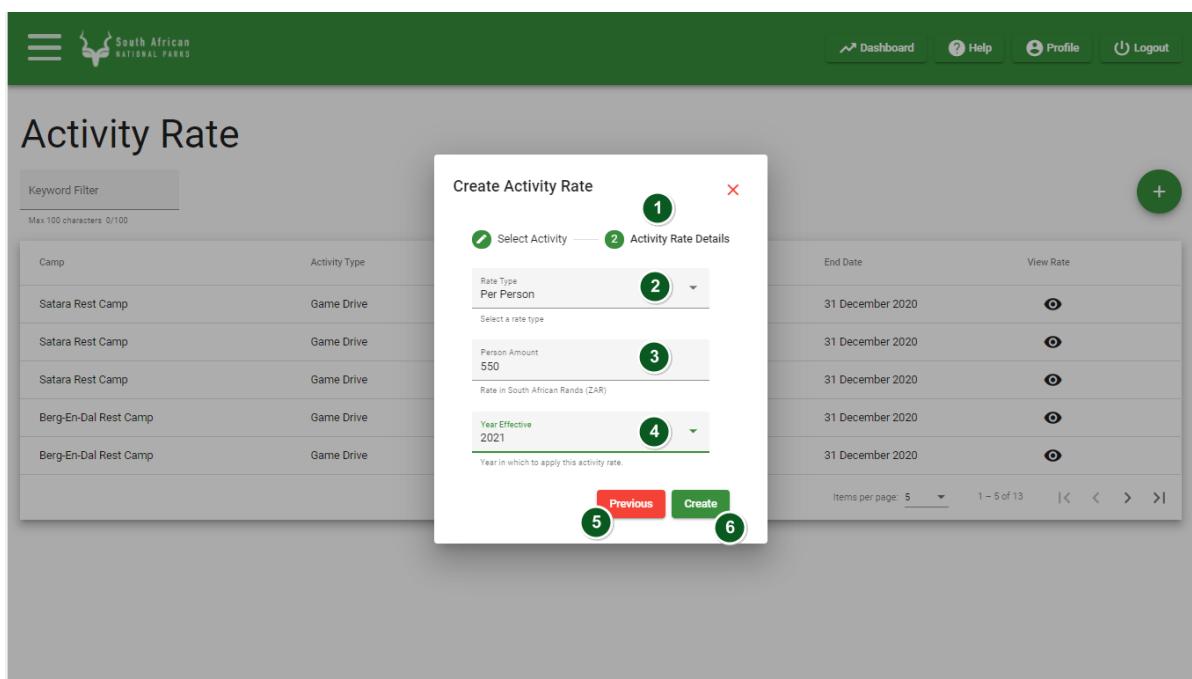
The following screens indicate how a user can create a new Activity Rate.



The screenshot shows the 'Create Activity Rate' interface. At the top, there's a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below that is a title 'Activity Rate' with a 'Keyword Filter' input field. The main area contains a table of existing activity rates and a 'Create Activity Rate' modal window. The modal is divided into two sections: 'Select Activity' and 'Activity Rate Details'. In the 'Select Activity' section, steps 1 through 6 are numbered: 1. Select Activity (dropdown for Park: Addo Elephant Park), 2. Activity Rate Details (dropdown for Park in which activity is: Elephant Camp), 3. Activity Type (dropdown for Activity Type: Game Drive), 4. Activity (dropdown for Activity: Night Drive). Step 8 is located at the top right of the modal. In the 'Activity Rate Details' section, step 7 is located at the bottom right of the modal. The table below the modal lists activity rates for various camps and activity types, with end dates ranging from 31 December 2020 to 31 December 2020.

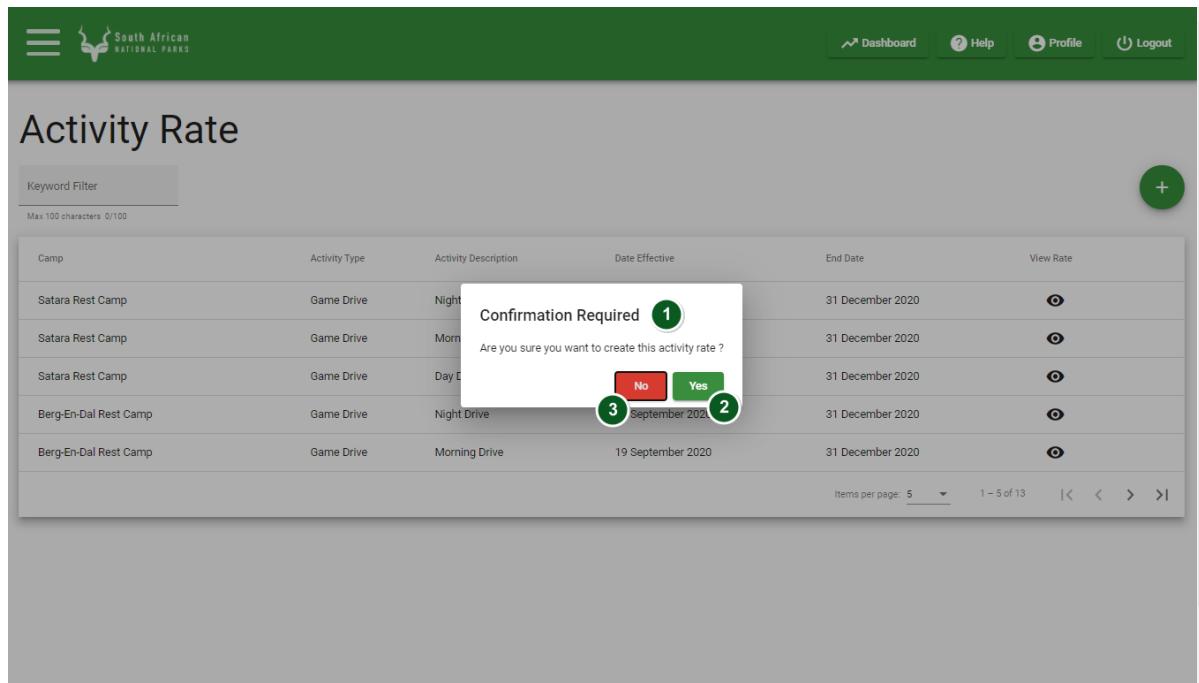
Control Number	Control type	Control Description
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<b>1</b>	<b>Create Activity Rate Model</b>	Name of the model
<b>2</b>	<b>Select Activity Page 1 Model Header</b>	Model page 1 header
<b>3</b>	<b>Park Drop Down</b>	Click here to select a Park
<b>4</b>	<b>Camp Drop Down</b>	Click here to select a Camp
<b>5</b>	<b>Activity Type Drop Down</b>	Click here to select a Activity Type
<b>6</b>	<b>Activity Drop Down</b>	Click here to select a Activity
<b>7</b>	<b>Next Button</b>	Click to proceed to the next page in the model.
<b>8</b>	<b>Cancel Button</b>	Click to cancel the create Activity Rate process. Re-directs to termination <b>Confirmation Required Dialog</b> .



The screenshot shows the SANParks Activity Rate creation interface. The main window displays a table of existing activity rates. A modal dialog titled "Create Activity Rate" is open, containing fields for "Rate Type" (set to "Per Person"), "Person Amount" (set to 550), and "Year Effective" (set to 2021). The modal also features a "Previous" button (circled 5) and a "Create" button (circled 6).

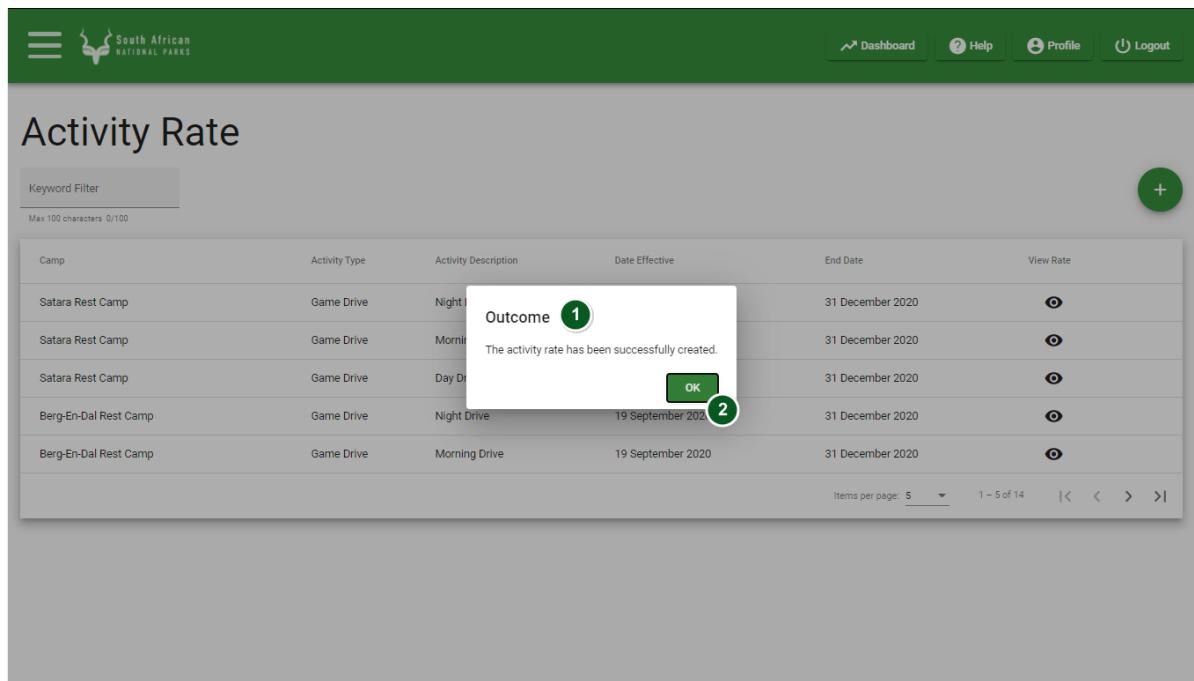
<b>Control Number</b>	<b>Control type</b>	<b>Control Description</b>
<b>1</b>	<b>Activity Rate Details Header</b>	Model page 2 header
<b>2</b>	<b>Rate Type Drop Down</b>	Click here to select the rate type.
<b>3</b>	<b>Person Amount Textbox</b>	Click here to enter the person amount in Rands
<b>4</b>	<b>Year Effective Drop Down</b>	Click here to select the year this activity rate will be effective from
<b>5</b>	<b>Previous Button</b>	Click here to go back to the previous page in this model
<b>6</b>	<b>Next Button</b>	Click to proceed to the next page in the model.



The screenshot shows a list of activity rates for various camps. A confirmation dialog box is overlaid on the screen, asking "Are you sure you want to create this activity rate?". The dialog has two buttons: "No" (red) and "Yes" (green). The number "1" is circled around the dialog box, "2" is circled around the "Yes" button, and "3" is circled around the date "September 2020" in the list.

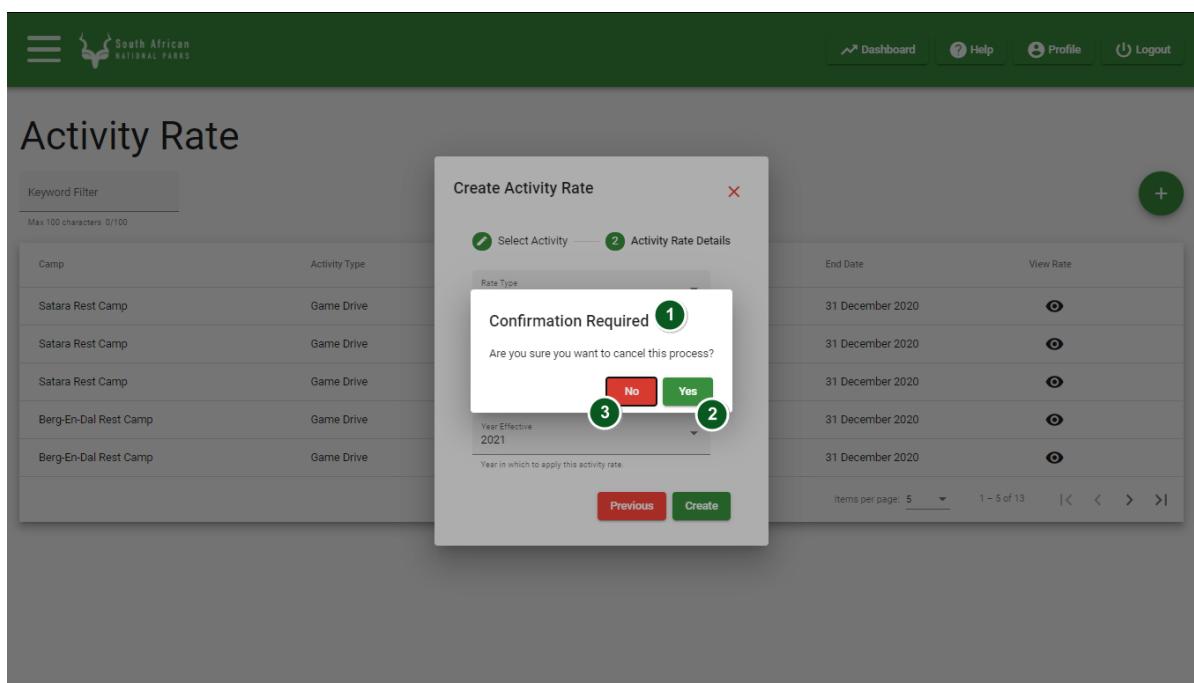
Camp	Activity Type	Activity Description	Date Effective	End Date	View Rate
Satara Rest Camp	Game Drive	Night		31 December 2020	
Satara Rest Camp	Game Drive	Morn		31 December 2020	
Satara Rest Camp	Game Drive	Day		31 December 2020	
Berg-En-Dal Rest Camp	Game Drive	Night Drive	3 September 2020	31 December 2020	
Berg-En-Dal Rest Camp	Game Drive	Morning Drive	19 September 2020	31 December 2020	

Control Number	Control type	Control Description
1	<b>Create Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to proceed with the creation of the Activity rate.
2	<b>Yes Button</b>	Click this button if you want to confirm the creation of the Activity Rate. Re-directs to the <b>Outcome Dialog</b> .
3	<b>No Button</b>	Click this button when you want to terminate the creation of the Activity Rate. Re-directs to the <b>Activity Rate Home Screen</b> .



The screenshot shows the 'Activity Rate' page of the SANParks system. At the top, there's a navigation bar with the SANParks logo, a search bar, and links for Dashboard, Help, Profile, and Logout. Below the header is a title 'Activity Rate' and a 'Keyword Filter' input field. The main area displays a table of activity rates with columns for Camp, Activity Type, Activity Description, Date Effective, End Date, and View Rate. A modal dialog box is overlaid on the table, containing the text 'The activity rate has been successfully created.' with an 'OK' button. The 'OK' button is circled with a green circle labeled '1'. The 'View Rate' column contains icons for each row. At the bottom of the table, there are pagination controls and a message 'Items per page: 5 | 1 - 5 of 14'.

Control Number	Control type	Control Description
1	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the create was successful.
2	Yes Button	Click this button to close the Outcome Dialog. Re-directs back to the <b>Activity Rate Home Screen</b> .



The screenshot shows the 'Activity Rate' page with a modal dialog titled 'Create Activity Rate'. The dialog has two tabs: 'Select Activity' (selected) and 'Activity Rate Details'. The 'Activity Rate Details' tab is shown, containing fields for 'Rate Type' (set to 'Yearly'), 'Confirmation Required' (with a note 'Are you sure you want to cancel this process?'), 'Year Effective' (set to '2021'), and 'Year in which to apply this activity rate'. There are 'No' and 'Yes' buttons at the bottom of the dialog, with 'Yes' circled with a green circle labeled '2'. The 'No' button is circled with a green circle labeled '3'. Below the dialog is a table of activity rates with columns for Camp, Activity Type, Activity Description, Date Effective, End Date, and View Rate. The 'View Rate' column contains icons for each row. At the bottom of the table, there are pagination controls and a message 'Items per page: 5 | 1 - 5 of 13'.

Control Number	Control type	Control Description

<b>1</b>	<b>Termination Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to terminate the creation of the Activity Rate.
<b>2</b>	<b>Yes Button</b>	Click this button when you want to terminate the creation of the Activity Rate. Re-directs back to the <b>Activity Rate Home Screen</b> .
<b>3</b>	<b>No Button</b>	Click this button when you want to continue the creation of the Activity Rate. Re-directs back to the <b>Create Activity Rate Model</b> .

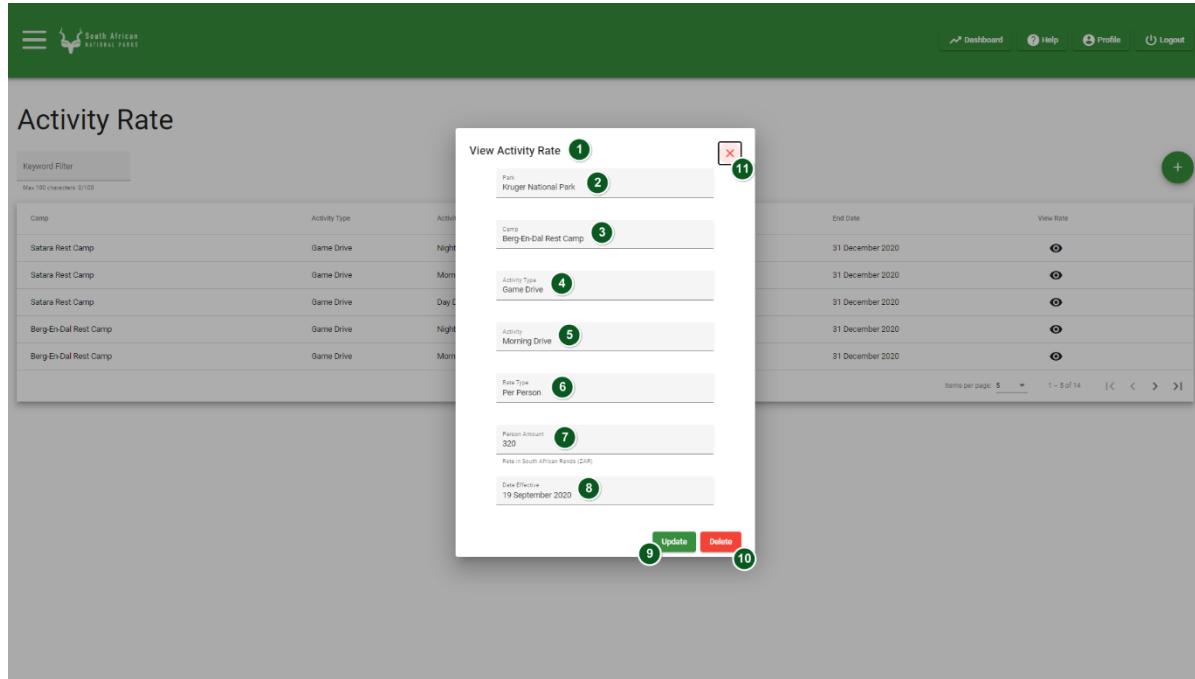
### 6.3.23.2 Search Activity Rate

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity Rate
Home Screen	View Button of the Activity Rate you want to view

The following

screens indicate how a user can search a Activity Rate.



Control Number	Control type	Control Description
<b>1</b>	<b>Header</b>	View Activity Rate
<b>2</b>	<b>Park Name</b>	View Park Name
<b>3</b>	<b>Camp Name</b>	View Camp Name
<b>4</b>	<b>Activity Type</b>	View Activity Type

<b>5</b>	<b>Activity</b>	View Activity
<b>6</b>	<b>Rate Type</b>	View Rate Type
<b>7</b>	<b>Rate Amount</b>	View Rate Amount
<b>8</b>	<b>Date Effective</b>	View Date Effective
<b>9</b>	<b>Update Button</b>	Click here to proceed to the Update Activity Rate process.
<b>10</b>	<b>Delete Button</b>	Click here to proceed to the Delete Activity Rate process.
<b>11</b>	<b>Cancel Button</b>	Click to close the model of the View Activity Rate.

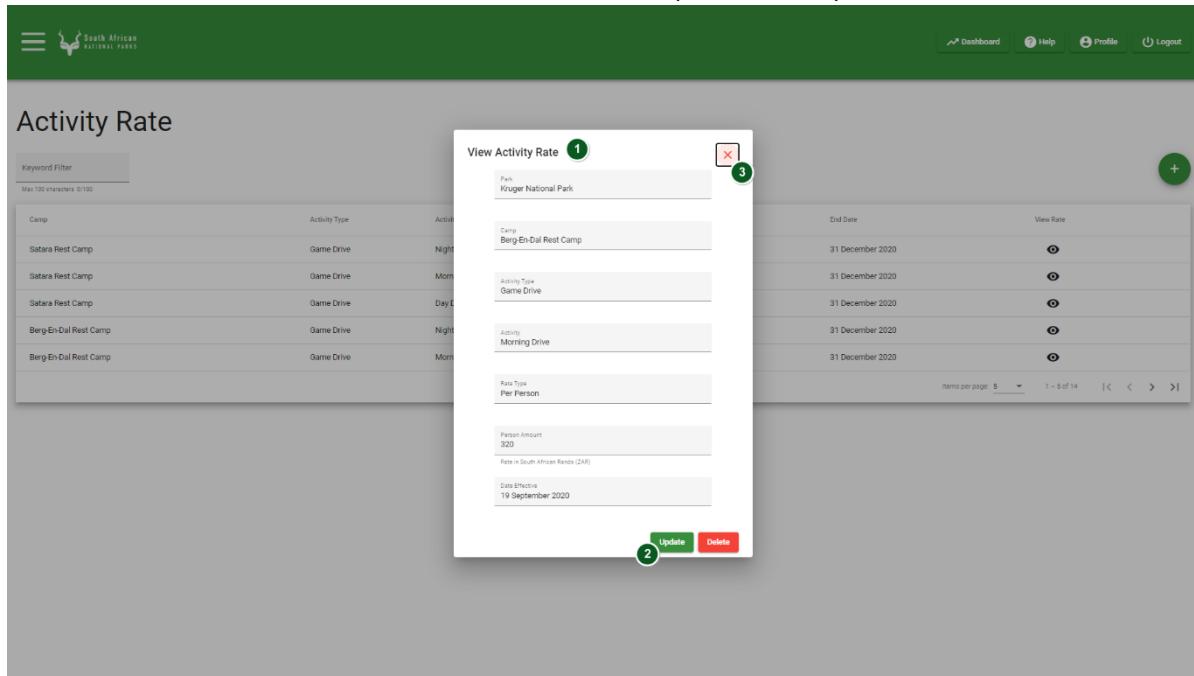
### 6.3.23.3 Update Activity Rate

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity Rate
Home Screen	View Button of the Activity Rate you want to update

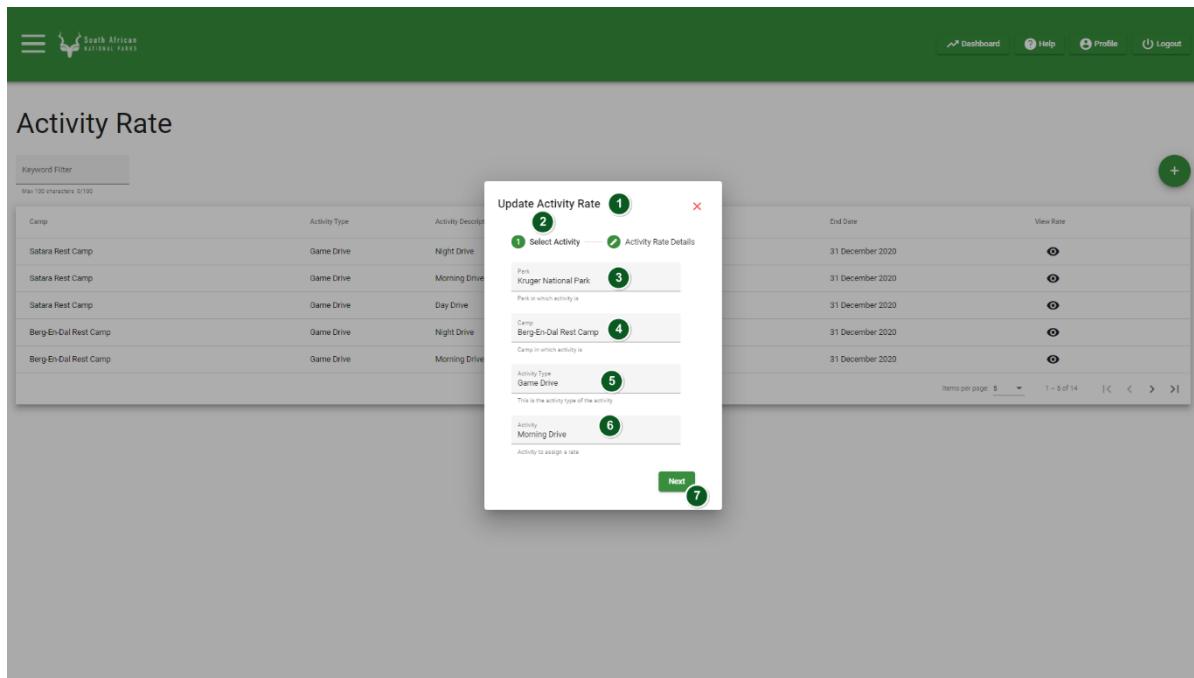
The following

screens indicate how a user can update a Activity Rate.

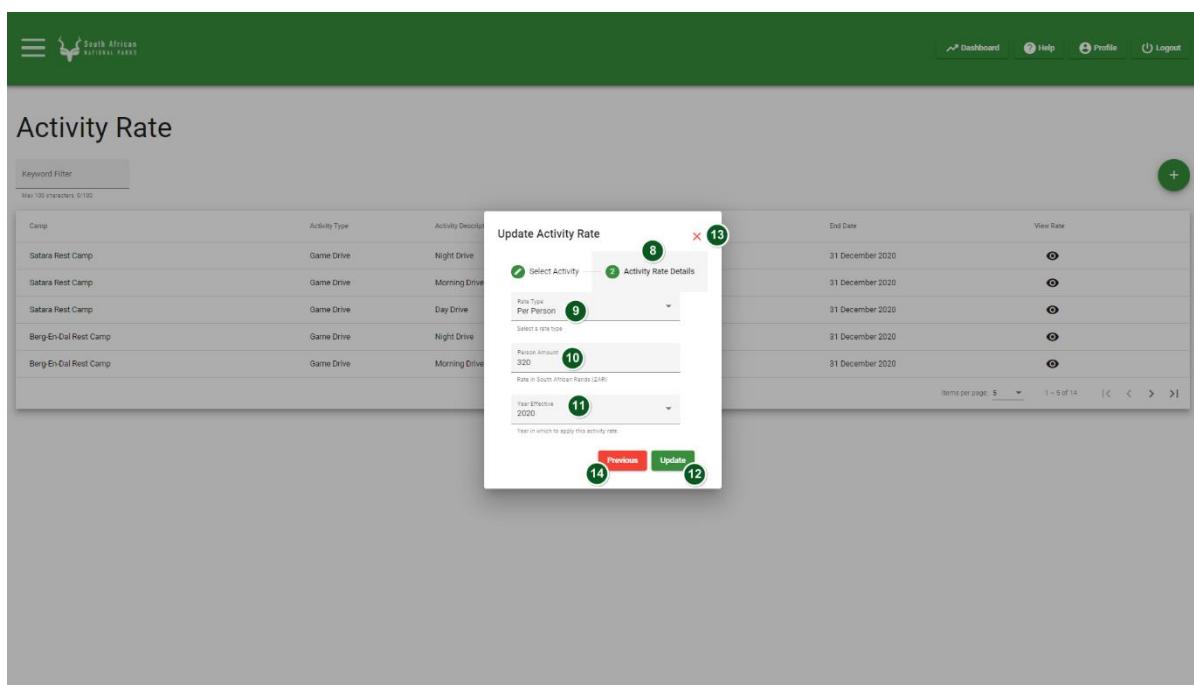


Control Number	Control type	Control Description
<b>1</b>	<b>View Activity Rate Model</b>	This is the View Activity Rate Model
<b>2</b>	<b>Update Button</b>	This is a button that is used to update the Activity Rate. Click this button if you want to update the selected Activity Rate. Re-directs to the <b>Update Activity Rate Model</b>

<b>3</b>	<b>Cancel Button</b>	Close View Activity Rate model and return to the Activity Rate Home Screen
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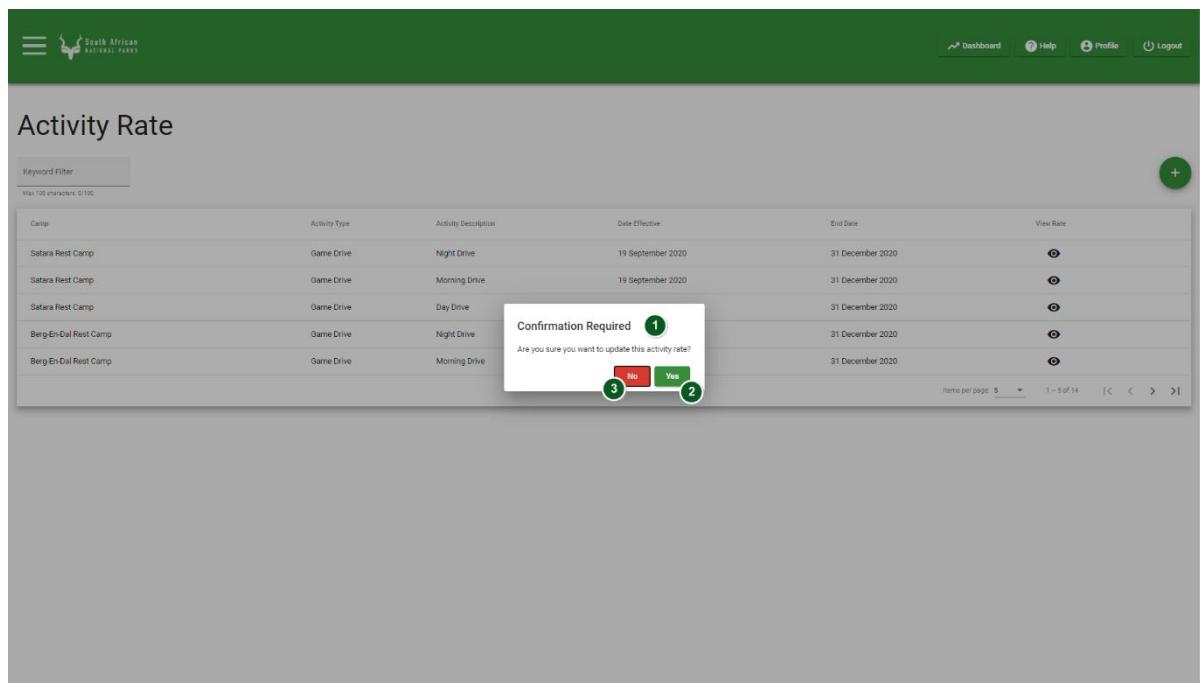
The screenshot shows the 'Activity Rate' update interface. A modal window titled 'Update Activity Rate' is open. Step 1 (Select Activity) has been completed, showing 'Kruger National Park' selected. Step 2 (Activity Type) is currently being worked on, with 'Game Drive' selected. Step 3 (Camp) is also being worked on, with 'Berg-En-Dal Rest Camp' selected. Step 4 (End Date) shows '31 December 2020'. Step 5 (Activity Details) shows 'Game Drive' and Step 6 (Activity Description) shows 'Morning Drive'. A 'Next' button at the bottom right of the modal is labeled with step 7.



The screenshot shows the 'Activity Rate' update interface continuing from the previous step. Step 8 (Activity Type) is now complete, showing 'Per Person'. Step 9 (Person Amount) is being worked on, with '320' entered. Step 10 (Rate in South African Rands (ZAR)) is being worked on, with '2020' entered. Step 11 (Year Effective) is being worked on, with '2020' selected. Step 12 (Update) is a green button at the bottom right. Step 13 (Activity Details) shows 'Per Person' and Step 14 (Activity Description) shows 'Morning Drive'. A 'Previous' button at the bottom left of the modal is labeled with step 14.

Control Number	Control type	Control Description
<b>1</b>	<b>Update Activity Rate Model</b>	This is a Model where you can update the Activity Rate information.
<b>2</b>	<b>Select Activity</b>	Page 1 of the model
<b>3</b>	<b>Park Textbox</b>	Click here to update the Park Name.
<b>4</b>	<b>Camp Textbox</b>	Click here to update the Camp.
<b>5</b>	<b>Activity Type</b>	Click here to update the Activity Type

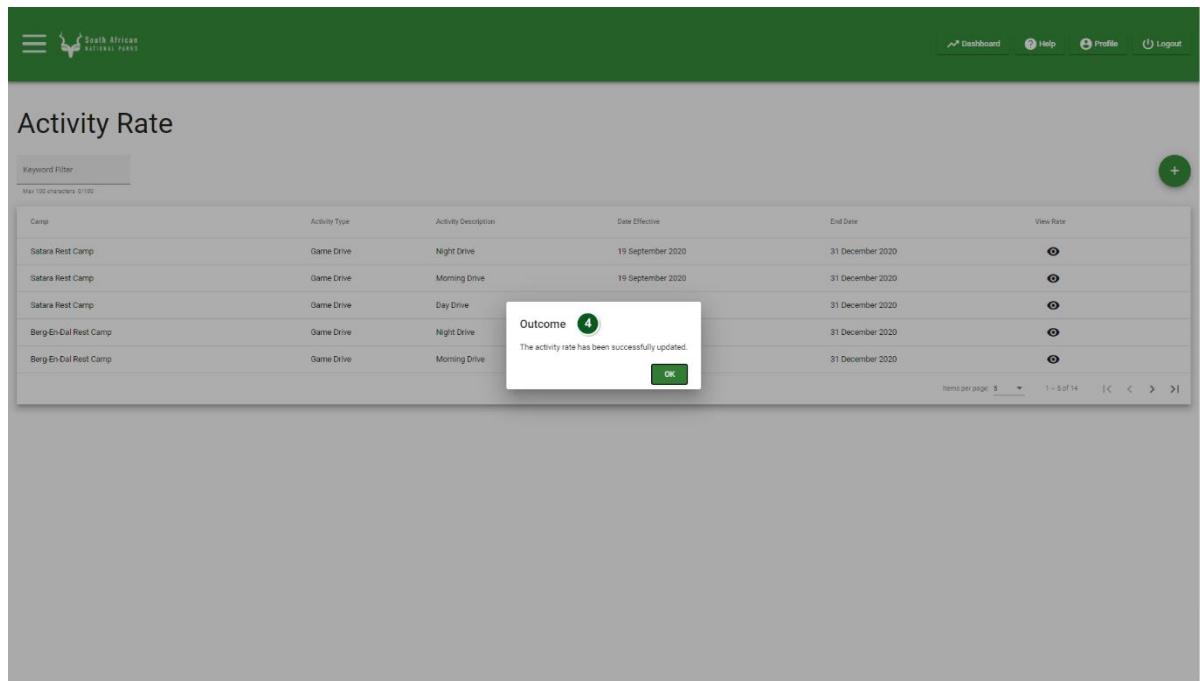
<b>6</b>	<b>Activity</b>	Click here to update the Activity
<b>7</b>	<b>Next Button</b>	Click this button to move onto page 2 of the model
<b>8</b>	<b>Activity Rate Details</b>	Pag 2 of the model
<b>9</b>	<b>Rate Type Textbox</b>	Click here to update the Rate Type
<b>10</b>	<b>Rate Amount</b>	Click here to update the rate amount
<b>11</b>	<b>Year Effective</b>	Click here to update the year effective
<b>12</b>	<b>Update Button</b>	This is a button that is used to submit the request to update a Activity. Click this button when all the required information is entered correctly in order to update the Activity. Re-directs to update <b>Confirmation Required Dialog</b> .
<b>13</b>	<b>Cancel Button</b>	This is a button that is used to cancel the updating of the Activity process. Click this button when there is no longer a need to update the Activity. Re-directs to termination <b>Confirmation Required Dialog</b> .
<b>14</b>	<b>Previous Button</b>	Go back to the previous page on the model



Camp	Activity Type	Activity Description	Date Effective	End Date	View Rate
Satara Rest Camp	Game Drive	Night Drive	19 September 2020	31 December 2020	(1)
Satara Rest Camp	Game Drive	Morning Drive	19 September 2020	31 December 2020	(1)
Satara Rest Camp	Game Drive	Day Drive		31 December 2020	(1)
Berg-En-Dal Rest Camp	Game Drive	Night Drive		31 December 2020	(1)
Berg-En-Dal Rest Camp	Game Drive	Morning Drive		31 December 2020	(1)

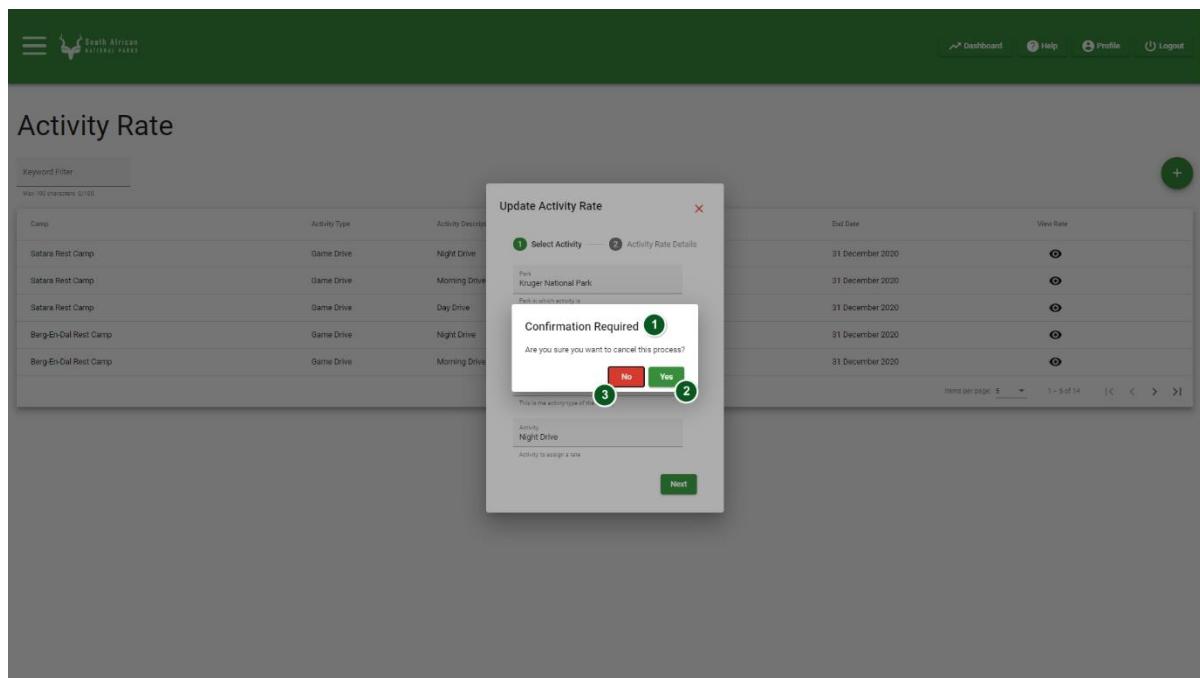
Control Number	Control type	Control Description
<b>1</b>	<b>Update Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to proceed with the update of the Activity Rate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the update of the Activity Rate. Click this button when you want to proceed to confirm the update of the Activity Rate. Re-directs to an <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the update of the Activity Rate.

		<p>Click this button when you want to terminate the update of the Activity Rate. Re-directs to the <b>Activity Rate Home Screen</b>.</p>
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The screenshot shows the 'Activity Rate' page of the SANParks system. At the top, there is a green header bar with the SANParks logo, a menu icon, and navigation links for Dashboard, Help, Profile, and Logout. Below the header is a search bar labeled 'Keyword Filter' with a character limit of 100. The main content area displays a table of activity rates. One row has been updated, and a modal dialog box is centered over the table. The dialog box has a green header 'Outcome 4' and a message 'The activity rate has been successfully updated.' It contains an 'OK' button. At the bottom of the table, there are pagination controls for items per page (5) and page number (1 - 5 of 14).

Control Number	Control type	Control Description
4	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the Update was successful. Click the Ok button to close the Outcome Dialog and re-directs back to the <b>Activity Rate Home Screen</b>



The screenshot shows the 'Activity Rate' page with a confirmation dialog box overlaid. The dialog is titled 'Confirmation Required 1' and asks 'Are you sure you want to cancel this process?'. It has two buttons: 'No' (red) and 'Yes' (green). The 'Yes' button is highlighted with a green circle and the number '2'. The 'No' button is highlighted with a green circle and the number '3'. In the background, the table of activity rates is visible, and a 'Next' button is at the bottom right of the dialog.

Control Number	Control type	Control Description
1	<b>Termination Confirmation Required Dialog</b>	This is a dialog that requires confirmation, to terminate the update of the Activity Rate.
2	<b>Yes Button</b>	This is a button that is used to terminate the update of the Activity Rate. Click this button when you want to terminate the update of the Activity Rate. Re-directs back to the <b>Activity Rate Home Screen</b> .
3	<b>No Button</b>	This is a button that is used to continue the process of updating the Activity Rate. Click this button when you want to continue updating the Activity Rate. Re-directs back to the <b>Update Activity Rate Model</b> .

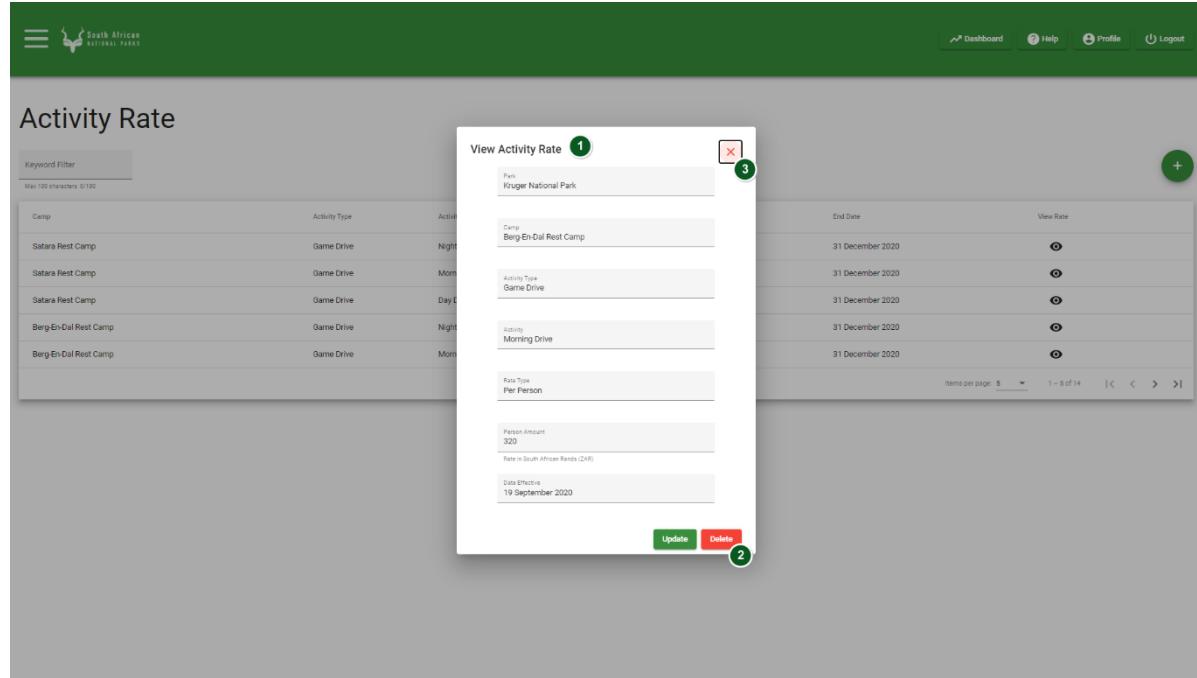
#### 6.3.23.4 Delete Activity Rate

Use the home screen guide to navigate to

Drop Down	Activity
Drop Down Option	Activity Rate
Home Screen	View Button of the Activity Rate you want to delete

The following

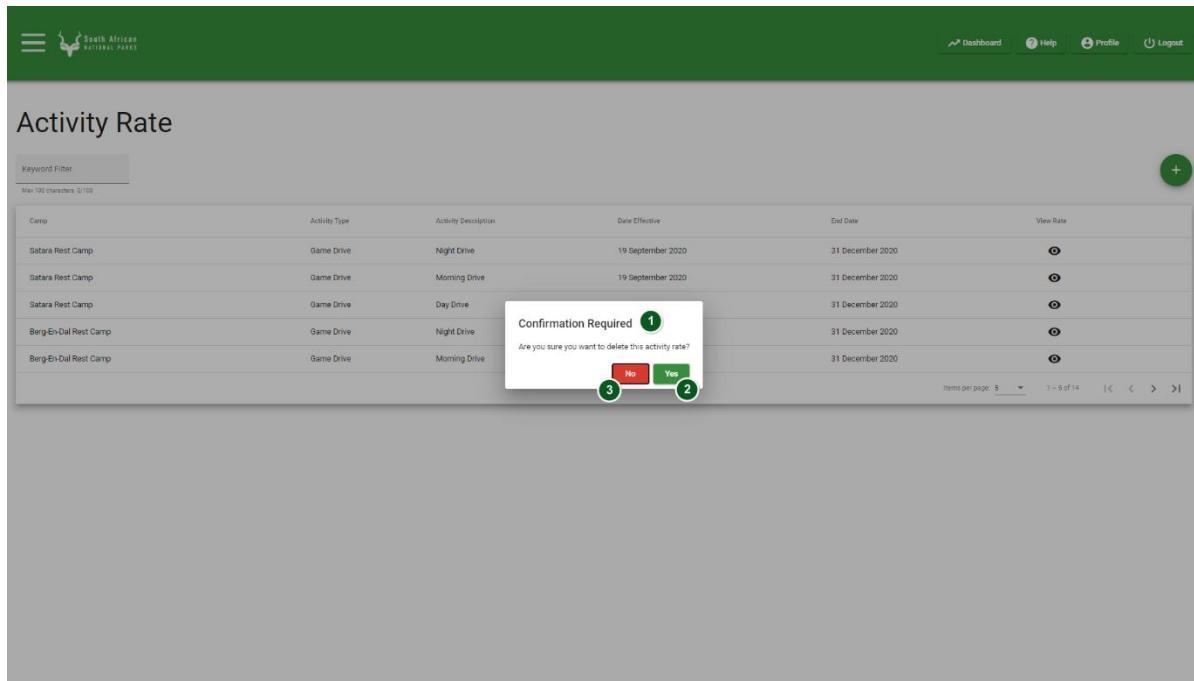
screens indicate how a user can delete a Activity Rate.



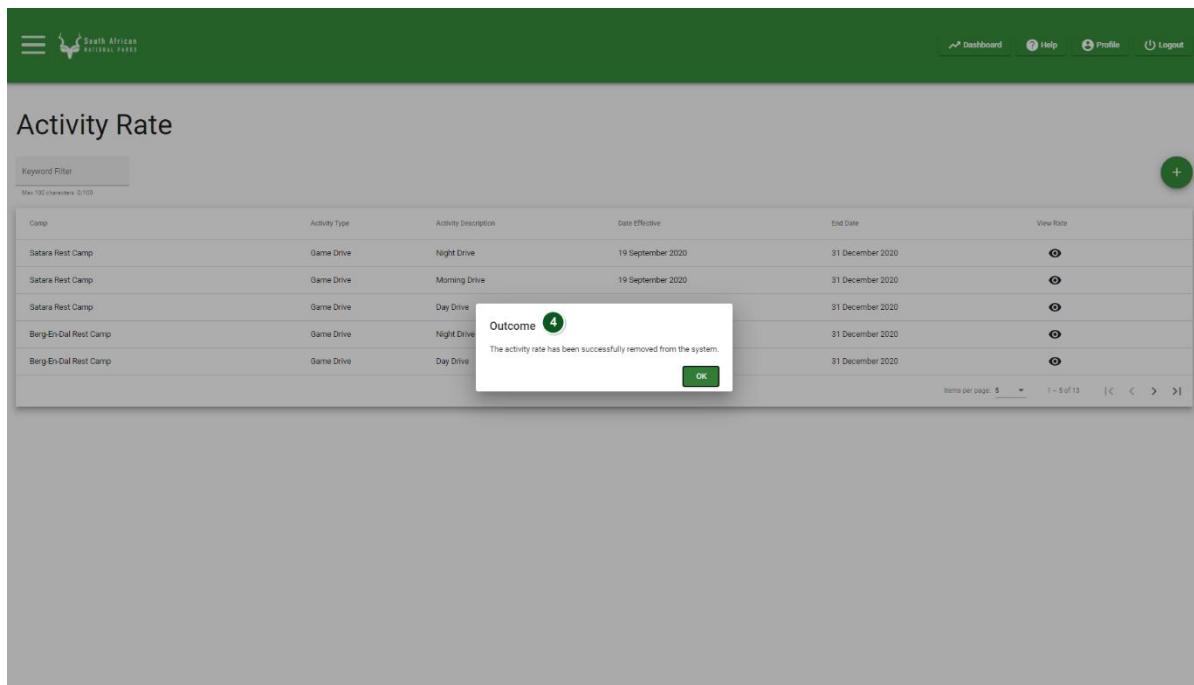
The screenshot shows the SANParks System interface for managing Activity Rates. On the left, there's a list of activity rates categorized by camp and activity type. In the center, a modal dialog titled "View Activity Rate" is open, showing details for a rate at Berg-En-Dal Rest Camp. The dialog includes fields for Camp, Activity Type, Rate Type, Person Amount, and Date Effective. At the bottom of the dialog are "Update" and "Delete" buttons. A red circle with the number "2" is placed over the "Delete" button. In the top right corner of the main page, there's a green "+" button. The top navigation bar includes links for Dashboard, Help, Profile, and Logout.

Control Number	Control type	Control Description
1	<b>View Activity Rate Model</b>	This is the View Activity Rate Model
2	<b>Delete Button</b>	This is a button that is used to Delete the Activity Rate.

		Click this button if you want to Delete the selected Activity Rate. Re-directs to the <b>Delete Activity Rate Model</b>
<b>3</b>	<b>Cancel Button</b>	Close View Activity Rate model and return to the Activity Rate Home Screen



Control Number	Control type	Control Description
<b>1</b>	<b>Delete Confirmation Required Dialog</b>	This is a Dialog that requires confirmation, to delete the selected Activity Rate.
<b>2</b>	<b>Yes Button</b>	This is a button that is used to confirm the deletion of the selected Activity Rate. Click this button when you are sure you want to delete the selected Activity Rate from the system. Re-directs to the <b>Outcome Dialog</b> .
<b>3</b>	<b>No Button</b>	This is a button that is used to terminate the deletion of the Activity Rate process. Click this button when you no longer want to delete the selected Activity Rate. Re-directs back to the <b>Activity Rate Home Screen</b> .



The screenshot shows a table of activity rates. One row for 'Berg-En-Dal Rest Camp' has been deleted, resulting in 5 rows remaining. A central modal dialog box displays the message: "Outcome 4 The activity rate has been successfully removed from the system." with an "OK" button.

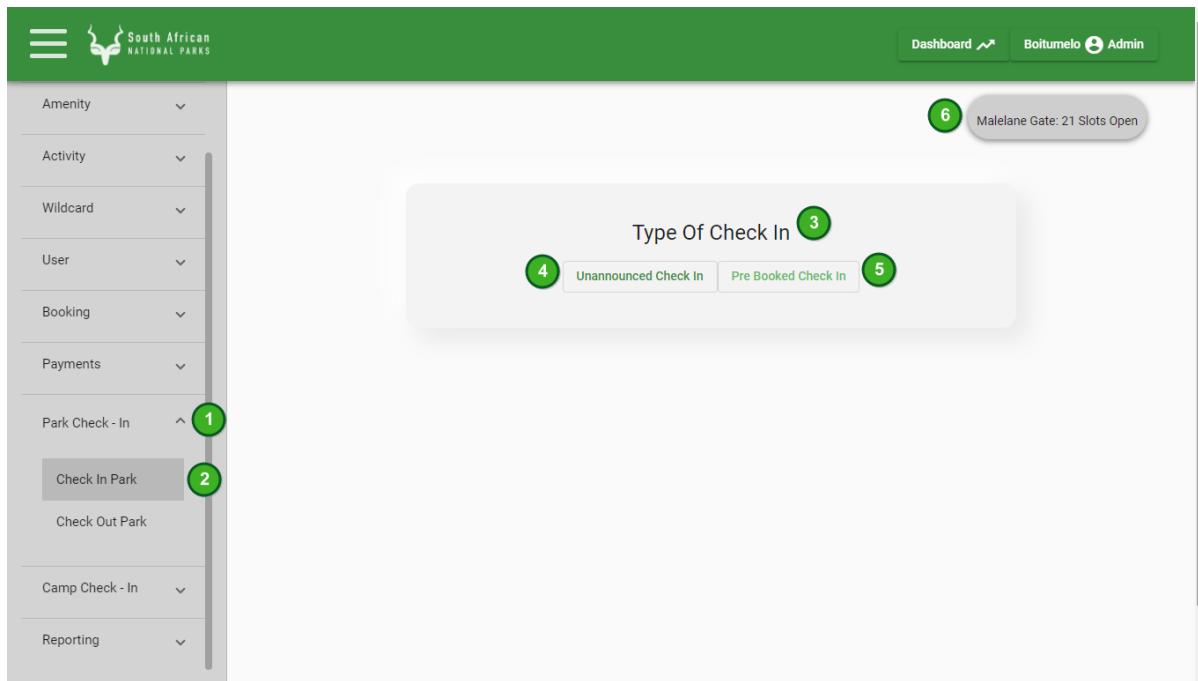
Camp	Activity Type	Activity Description	Date Effective	End Date	Action
Satara Rest Camp	Game Drive	Night Drive	19 September 2020	31 December 2020	
Satara Rest Camp	Game Drive	Morning Drive	19 September 2020	31 December 2020	
Satara Rest Camp	Game Drive	Day Drive		31 December 2020	
Berg-En-Dal Rest Camp	Game Drive	Night Drive		31 December 2020	
Berg-En-Dal Rest Camp	Game Drive	Day Drive		31 December 2020	

Control Number	Control type	Control Description
4	Outcome Dialog	This is an Outcome Dialog that gives feedback to the user that the deletion of the Activity Rate was successful/unsuccessful. Click the ok button to close the Outcome Dialog. Re-directs back to the <b>Activity Rate Home Screen</b>

## 6.4 Inspection

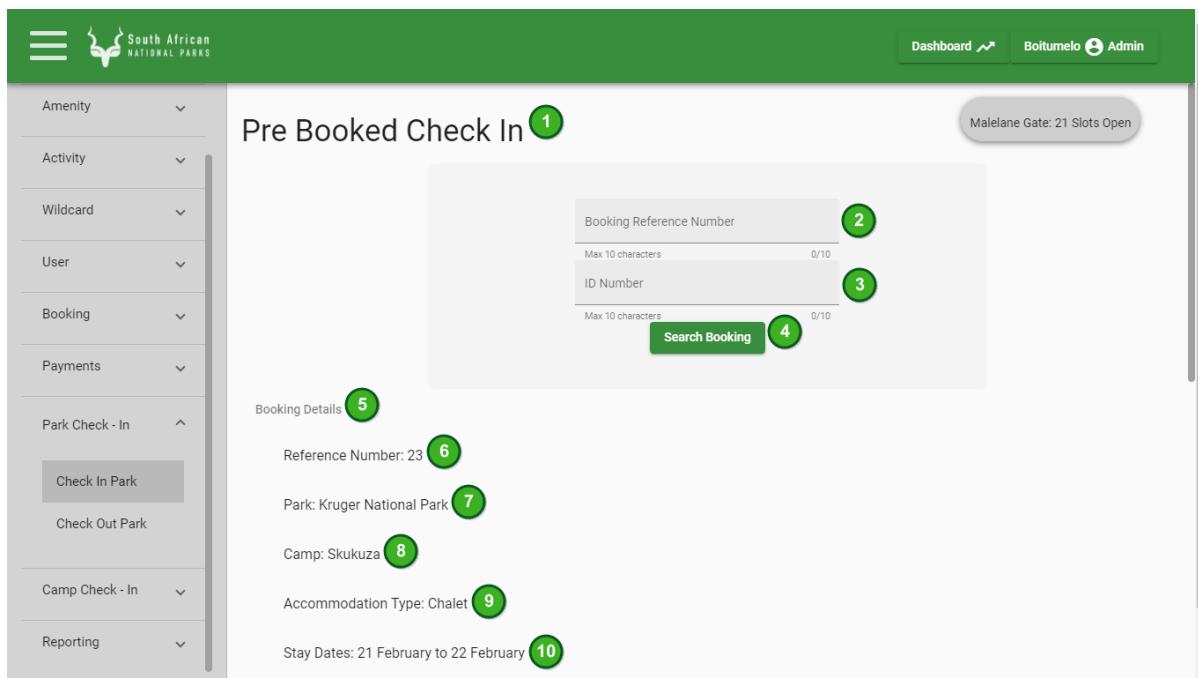
## 6.5 Check-In/Checkout

### 6.5.1 Check-In Park Gate



Screen Number and Name	Check in Park-Gate	
Requirement Number and Name	3.1	Check in Park-Gate
Screen Description	These screens allow the park guard to check in a client at a park gate. It caters for a client that has made a pre-booked day visit booking or an unannounced day visit booking.	
Control Number	Control Type	Control Description
1	Navigation bar expandable item button	Clicked to expand the Park Check-In navigation bar item.
2	Navigation bar sub items	Clicked to view the Check in Park page
3	Page header label	Type of Check-In
4	Button	“Unannounced Check-In”. For allowing the park guard to check in a client who has not made a pre-booked day visit.
5	Button	“Pre-Booked Check-In”. For allowing the park guard to check in a client who has made a pre-booked day visit.
6	Chip	Contains the number of available slots for this park gate.

### 6.5.2 Check-In Pre -Booked



Pre Booked Check In (1)

Booking Reference Number (2)  
Max 10 characters 0/10

ID Number (3)  
Max 10 characters 0/10

Search Booking (4)

Booking Details (5)

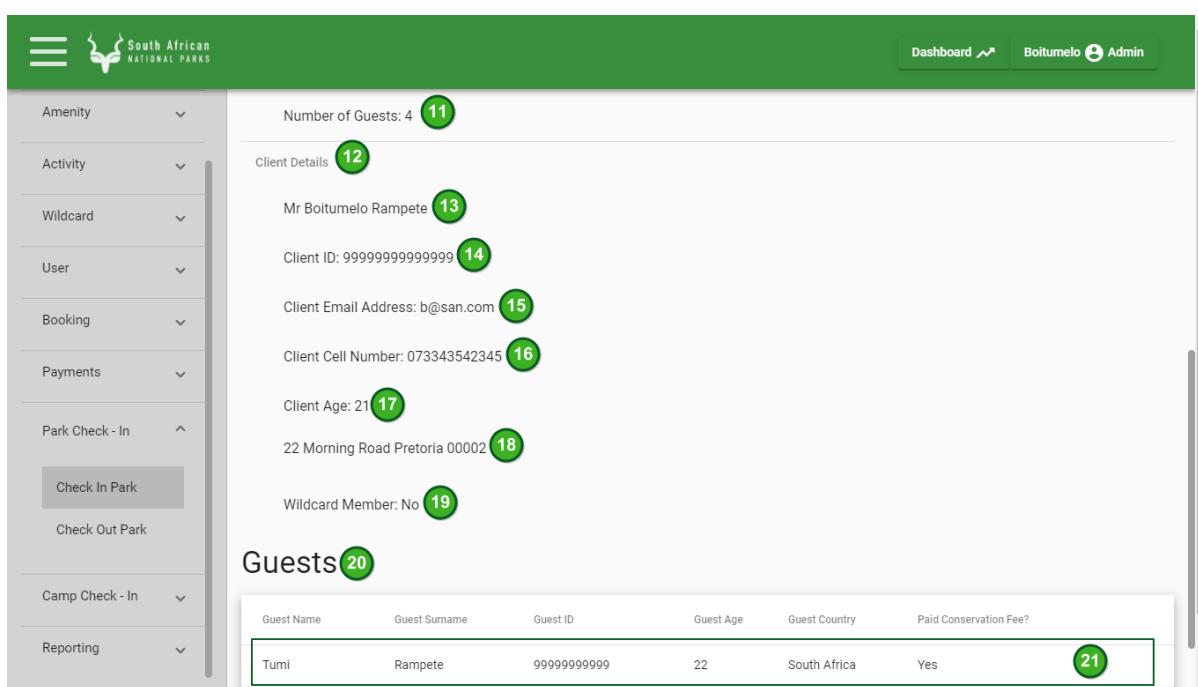
Reference Number: 23 (6)

Park: Kruger National Park (7)

Camp: Skukuza (8)

Accommodation Type: Chalet (9)

Stay Dates: 21 February to 22 February (10)



Number of Guests: 4 (11)

Client Details (12)

Mr Boltumelo Rampete (13)

Client ID: 9999999999999999 (14)

Client Email Address: b@san.com (15)

Client Cell Number: 073343542345 (16)

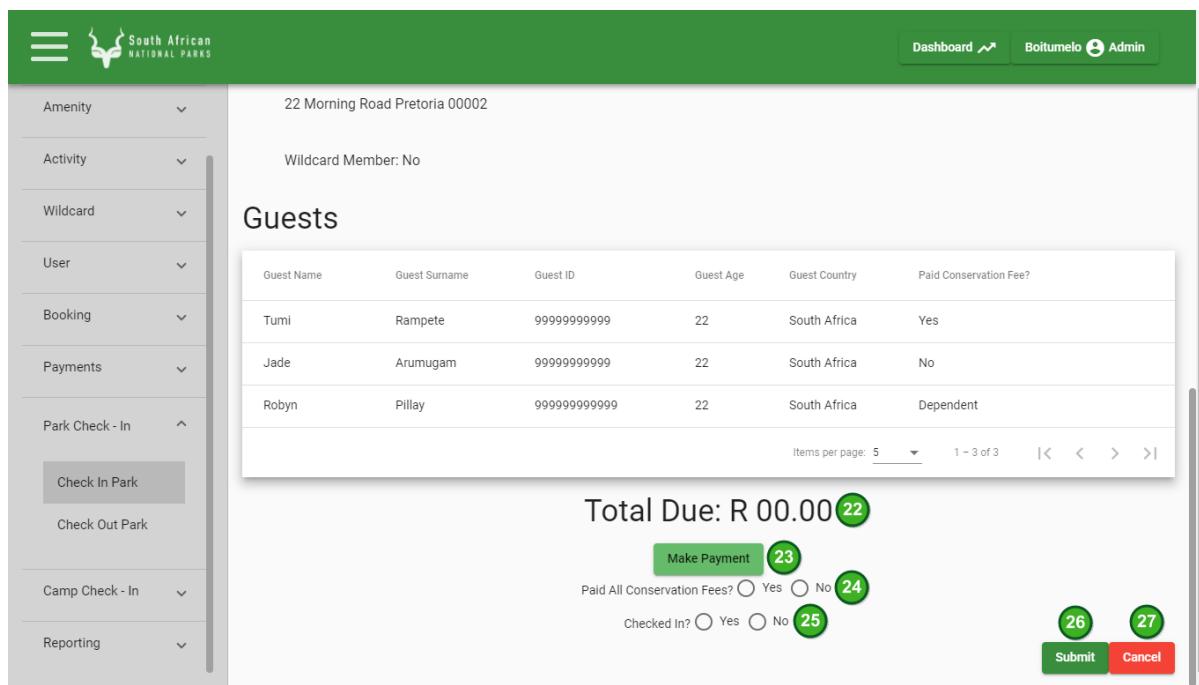
Client Age: 21 (17)

22 Morning Road Pretoria 00002 (18)

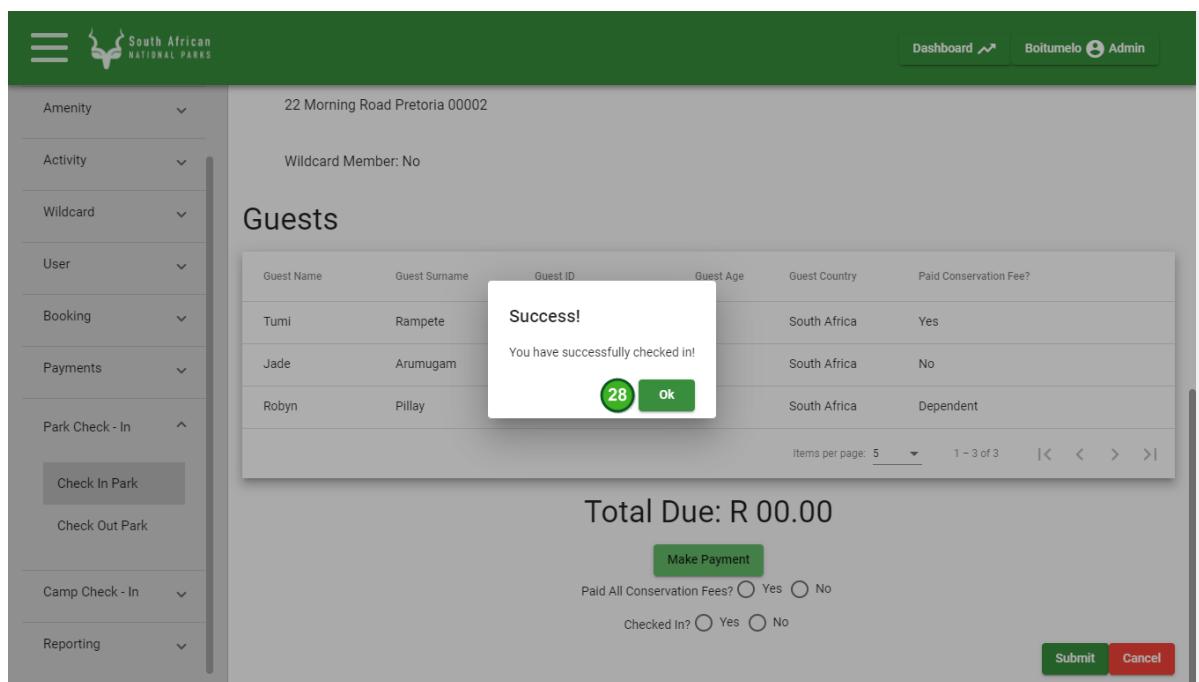
Wildcard Member: No (19)

**Guests** (20)

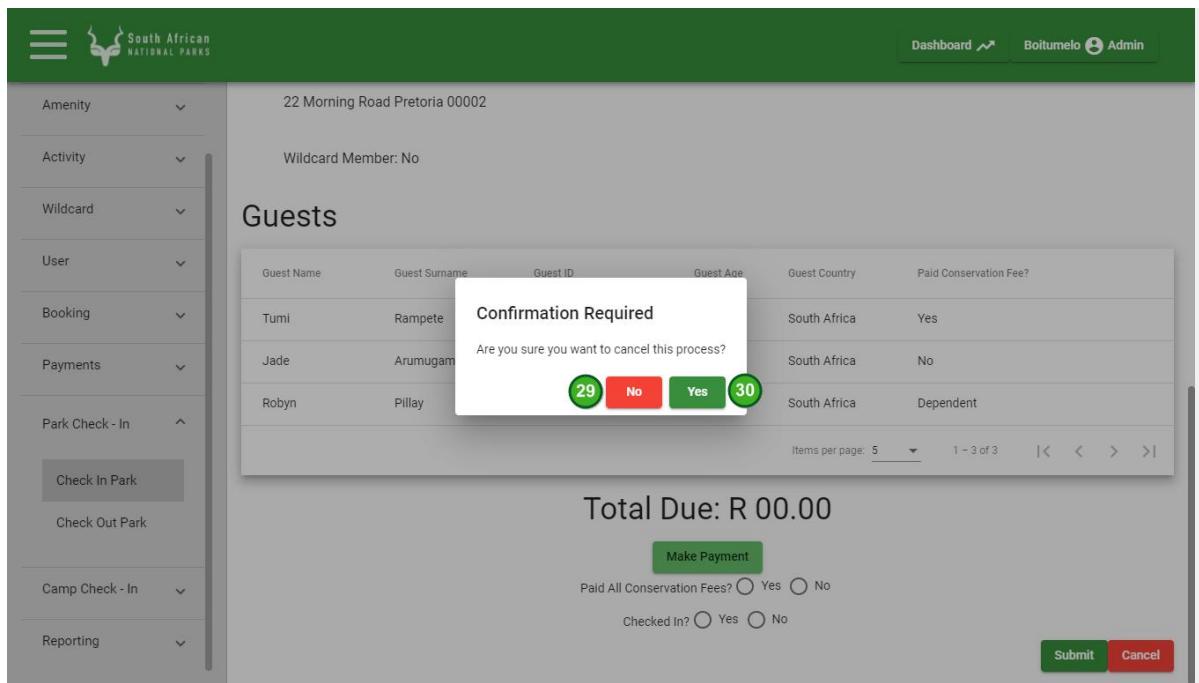
Guest Name	Guest Surname	Guest ID	Guest Age	Guest Country	Paid Conservation Fee?
Tumi	Rampete	9999999999	22	South Africa	Yes (21)



This screenshot shows the Wild Cloud system interface for guest check-in. On the left, a sidebar menu includes Amenity, Activity, Wildcard, User, Booking, Payments, Park Check - In (selected), Check In Park, Check Out Park, Camp Check - In, and Reporting. The main content area displays guest information: Address (22 Morning Road Pretoria 00002) and Wildcard Member status (No). Below this is a table titled "Guests" listing three guests: Tumi, Jade, and Robyn, along with their details like Guest Name, Surname, ID, Age, Country, and Paid Conservation Fee status. At the bottom, there's a summary of "Total Due: R 00.00" (circled 22), a "Make Payment" button (circled 23), and radio buttons for "Paid All Conservation Fees? Yes" (circled 24) and "No". There are also radio buttons for "Checked In? Yes" (circled 25) and "No". Finally, there are "Submit" and "Cancel" buttons.



This screenshot shows the Wild Cloud system after a guest has been successfully checked in. The interface is identical to the previous one, but a modal dialog box in the center says "Success!" and "You have successfully checked in!". This dialog has a close button labeled "28" and an "ok" button. The rest of the page content, including the guest list and payment options, remains the same.

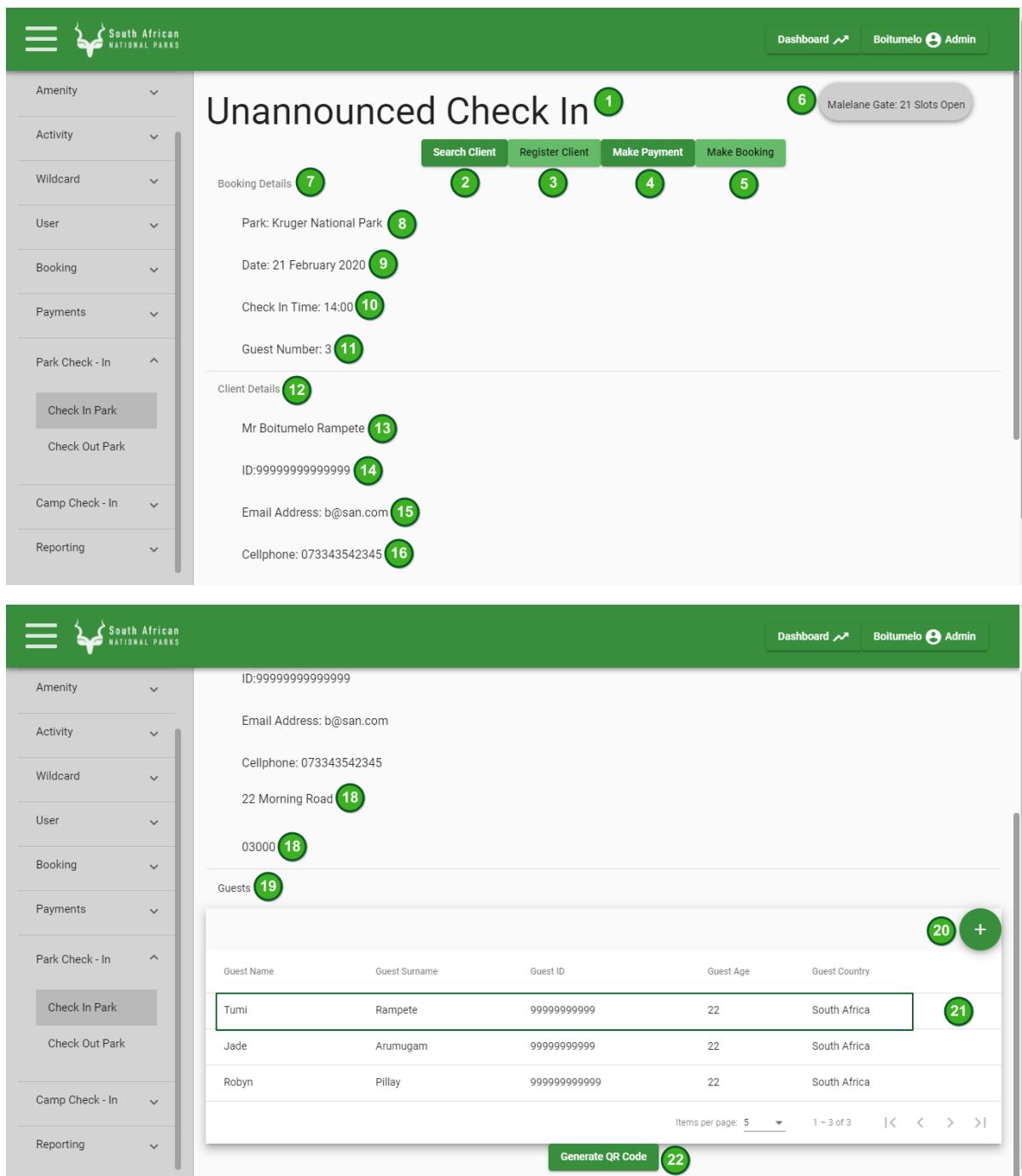


The screenshot shows the SANParks System interface for guest check-in. On the left, there's a sidebar with dropdown menus for Amenity, Activity, Wildcard, User, Booking, Payments, Park Check-In (selected), Check In Park, Check Out Park, Camp Check-In, and Reporting. The main area displays guest information: Address (22 Morning Road Pretoria 00002), Wildcard Member status (No), and a list of guests (Tumi, Jade, Robyn) with their details like Guest Name, Surname, Guest ID, Age, Country, and Paid Conservation Fee status. A modal dialog box titled "Confirmation Required" asks "Are you sure you want to cancel this process?" with "Yes" and "No" buttons. Below the modal, the total due amount is listed as "Total Due: R 00.00". There are buttons for "Make Payment", "Paid All Conservation Fees? Yes No", "Checked In? Yes No", "Submit", and "Cancel".

Screen Number and Name	Check-In Announced	
Requirement Number and Name	3.3	Check-In Announced
Screen Description	These screens allow the park guard to check in a client at a park gate. It caters for a client that has not made a pre-booked day visit.	
Control Number	Control Type	Control Description
1	Page header label	"Pre-Booked Check In"
2	Textbox	Contains the booking reference number for the clients pre-booked day visit.
3	Textbox	Contains the identity number of the employee.
4	Button	"Search Booking" button that is used to search a booking on the system.
5	Populated Label	Label is populated with the text "Booking Details".
6	Populated Label	Label is populated with the booking number.
7	Populated Label	Label is populated with the park name details.
8	Populated Label	Label is populated with the camp details.
9	Populated Label	Label is populated with the accommodation type details
10	Populated Label	Label is populated with the start date details
11	Populated Label	Label is populated with the number of guests
12	Populated Label	Label is populated with the text "Client Details"

13	Populated Label	Label is populated with the client name and surname.
14	Populated Label	Label is populated with the client identity number details.
15	Populated Label	Label is populated with the client email address details.
16	Populated Label	Label is populated with the client phone number details.
17	Populated Label	Label is populated with the client age details.
18	Populated Label	Label is populated with the client address details.
19	Populated Label	Label is populated with the text “Wildcard Member:” and the client wildcard membership status.
20	Populated Label	Label is populated with the text “Guest”
21	Search Result Row	Row populated with the client guest details.
22	Populated Label	Label is populated with the total due details.
23	Button	“Make Payment” button that is used to make a payment on the system.
24	Radio Button	Contains the text, “Paid All Conservation Fee?” and yes and no options.
25	Radio Button	Contains the text, “Checked In?” yes and no option.
26	Button	“Submit” button that is used to make a submit the check in on the system.
27	Button	“Cancel” button that is used to cancel the check in on the system.
28	Button	“OK” button that is used to acknowledge the successful check in on the system.
29	Button	“No” button that is used to not cancel the check in on the system.
30	Button	“Yes” button that is used to acknowledge the cancelling of the check in on the system.

### 6.5.3 Check-In Unannounced



**Unannounced Check In**

Booking Details

Park: Kruger National Park

Date: 21 February 2020

Check In Time: 14:00

Guest Number: 3

Client Details

Mr Boitumelo Rampete

ID: 9999999999999999

Email Address: b@san.com

Cellphone: 073343542345

Address: 22 Morning Road

Phone: 03000

Guests

Guest Name	Guest Surname	Guest ID	Guest Age	Guest Country
Tumi	Rampete	9999999999	22	South Africa
Jade	Arumugam	9999999999	22	South Africa
Robyn	Pillay	9999999999	22	South Africa

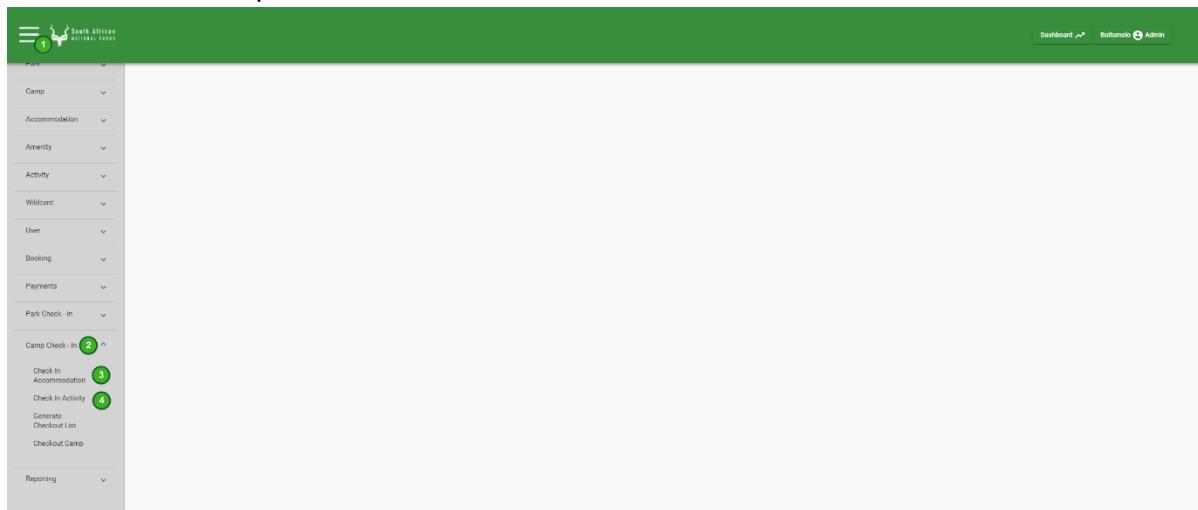
Items per page: 5 | 1 – 3 of 3 | < > >>

Generate QR Code

Screen Number and Name	Check-In Announced			
Requirement Number and Name	3.3	Check-In Announced		
Screen Description	These screens allow the park guard to check in a client at a park gate. It caters for a client that has not made a pre-booked day visit.			
Control Number	Control Type	Control Description		
1	Page header label	“Check-In Unannounced”		
2	Button	“Search Client” button that is used to search for a client on the system.		

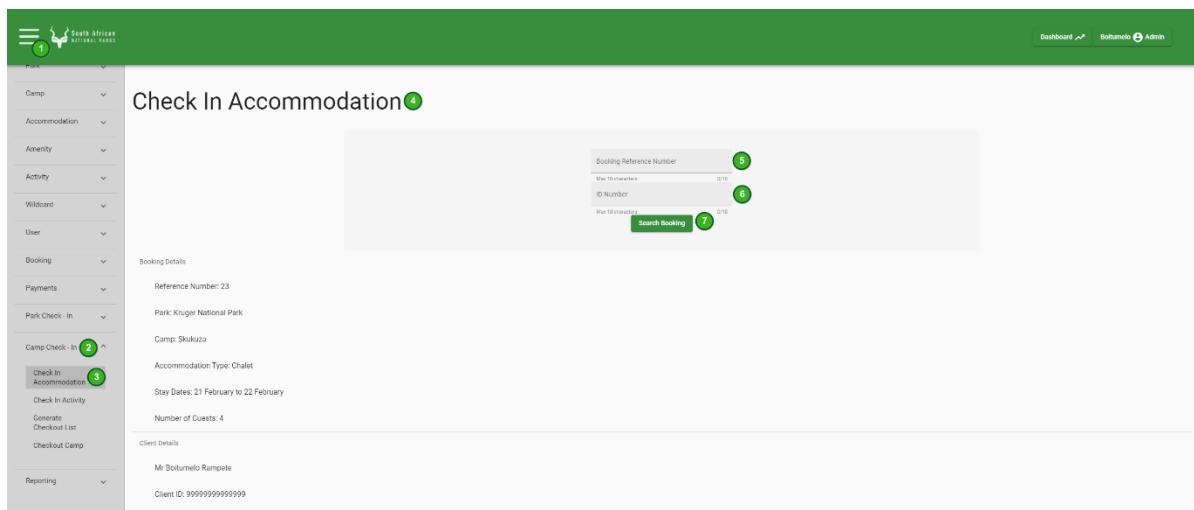
3	Button	“Register Client” button that is used to register for a client on the system.
4	Button	“Make Payment” button that is used to make a payment on the system.
5	Button	“Make Booking” button that is used to make a booking on the system.
6	Chip	Contains the number of available slots for this park gate.
7	Populated Label	Label is populated with the text “Booking Details”.
8	Populated Label	Label is populated with the park name details.
9	Populated Label	Label is populated with the date details.
10	Populated Label	Label is populated with the check in time details.
11	Populated Label	Label is populated with the number of guests’ details.
12	Populated Label	Label is populated with the text “Client Details”.
13	Populated Label	Label is populated with the client name details.
14	Populated Label	Label is populated with the client identity number details.
15	Populated Label	Label is populated with the client email address details.
16	Populated Label	Label is populated with the client phone number details.
17	Populated Label	Label is populated with the client address details.
18	Populated Label	Label is populated with the client postal code details.
19	Populated Label	Label is populated with the text “Guests”.
20	Button	“+” button that is used to make a add a new guest on the system.
21	Search Result Row	Row populated with the client guest details.
22	Button	“Generate QR Code” button that is used to make generate a new QR Code.

#### 6.5.4 Check-In Camp

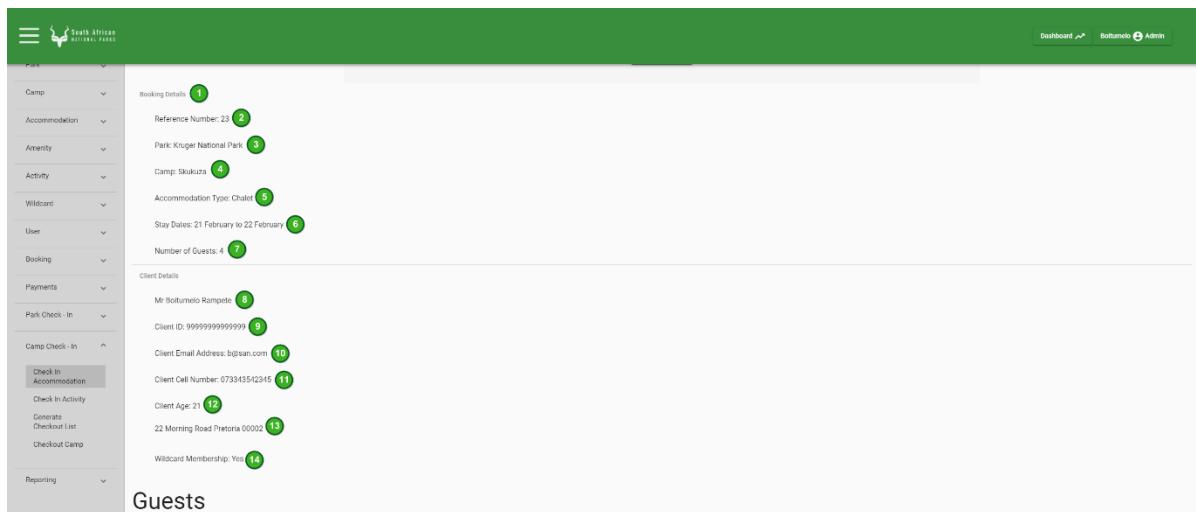


<b>Screen Number and Name</b>	Check-In Camp	
<b>Requirement Number and Name</b>	3.4	Check-In Camp
<b>Screen Description</b>	This screen allows the Camp Receptionist to navigate to the Check-In Accommodation and Check-In Activity	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
1	Menu Navigation bar	When clicked, expands and closes to show the Menu
2	Camp Check-In Sub Navigation bar	When clicked expands and/or closes the sub navigation bar for Camp Check-In
3	Check-In Accommodation Navigation Item Button	When clicked, navigates/Extends to the <b>Check-In Accommodation</b> Screen
4	Check-In Activity Navigation Item Button	When clicked, navigates/Extends to the <b>Check-In Activity</b> Screen

### 6.5.5 Check-In Accommodation



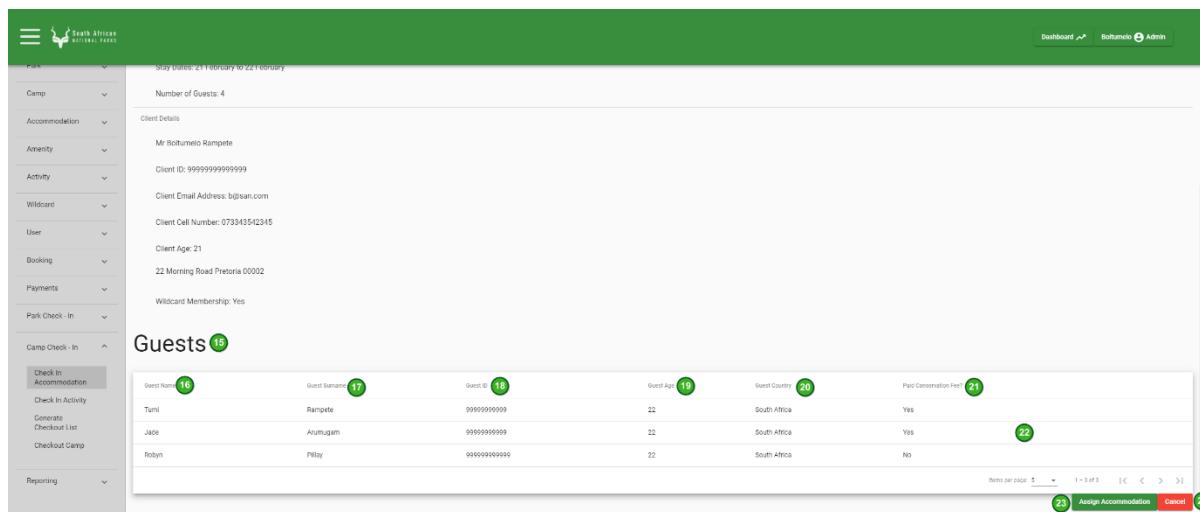
Screen Number and Name	Check in Accommodation Fields Screen	
Requirement Number and Name	3.5	Check-in Accommodation
Screen Description	This screen allows the Camp Receptionist to search for a client booking to check them into the Accommodation	
Control Number	Control Type	Control Description
1	Menu Navigation bar	When clicked, expands and closes to show the Menu
2	Camp Check-In Sub Navigation bar	When clicked expands and/or closes the sub navigation bar
3	Check-In Accommodation Navigation Item Button	When clicked, navigates to the Check in Accommodation Screen
4	Check -In Accommodation Heading	Displays the name and purpose of the screen
5	Booking Reference Textbox	Textbox field for the Booking Reference Number from the Booking table
6	ID Number Textbox	Textbox field for the ID Number from the Client table
7	Search Booking Textbox	When clicked, Search for the booking, depending on the entered textboxes



The screenshot shows the 'Check In Accommodation' screen. The left sidebar has a 'Check In Accommodation' button highlighted. The main area displays booking details for a client named Mr. Botsuanelo Rampete, including reference number, park, camp, accommodation type, stay dates, and number of guests. Below this, client details like name, ID, email, cell number, age, address, and wildcard membership status are listed.

Screen Number and Name	Check in Accommodation Client Booking Details Screen	
Requirement Number and Name	3.5	Check-in Accommodation
Screen Description	This screen allows the Camp Receptionist to view the clients booking details	
Control Number	Control Type	Control Description
1	Booking Details Heading	This show the name and purpose of the screen
2	Reference Number Label	This control is filled with the client booking details from the <b>Booking</b> Table
3	Park Label	This control is filled with the client booking details from the <b>Park</b> Table
4	Camp Label	This control is filled with the client booking details from the <b>Camp</b> Table
5	Accommodation Type label	This control is filled with the client booking details from the <b>AccommodationType</b> Table
6	Stay Dates Label	This control is filled with the client booking details from the <b>AccommodationDate</b> Table
7	Number of Guest Label	This control is filled with the client booking details from the <b>AccommodationGuest</b> Table
8	Client Name and Surname Label	This control is filled with the client details from the <b>Client</b> Table
9	Client ID Label	This control is filled with the client details from the <b>Client</b> Table
10	Client Email Address label	This control is filled with the client details from the <b>Client</b> Table

11	Client Cellphone Number label	This control is filled with the client details from the <b>Client Table</b>
12	Client Age Label	This control is filled with the client details from the <b>Client Table</b>
13	Client Address Label	This control is filled with the client details from the <b>Client Table</b>
14	Client Wildcard Membership Label	This control is filled with the client details from the <b>Wildcard Table</b>



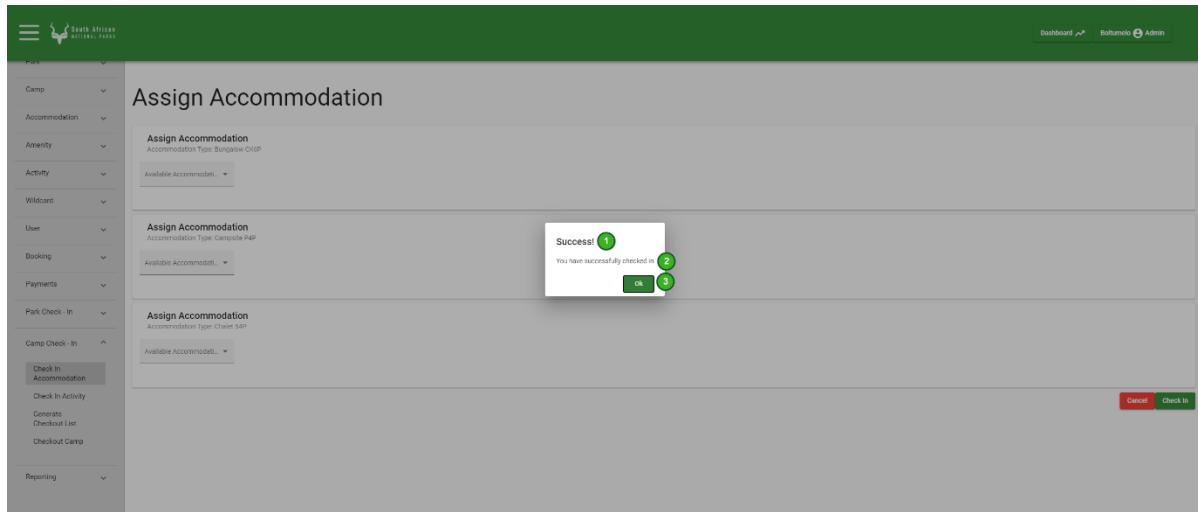
Screen Number and Name	Check in Accommodation Client Booking Details Screen	
Requirement Number and Name	3.5	Check-in Accommodation
Control Number	Control Type	Control Description
15	Guest Heading	This show the name and purpose of the screen
16	Guest Name Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
17	Guest Surname Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
18	Guest ID Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
19	Guest Age Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>

20	Guest Country Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
21	Guest Conservation Fees Paid Table Heading	This control is filled with the Guest details from the <b>Payment Table</b>
22	Guest Information Row in the Guest table	Filled with the guest details
23	Assign Accommodation Button	When Clicked, navigates to the <b>Assign Accommodation Screen</b>
24	Cancel Button	When Clicked, terminates the check-in process

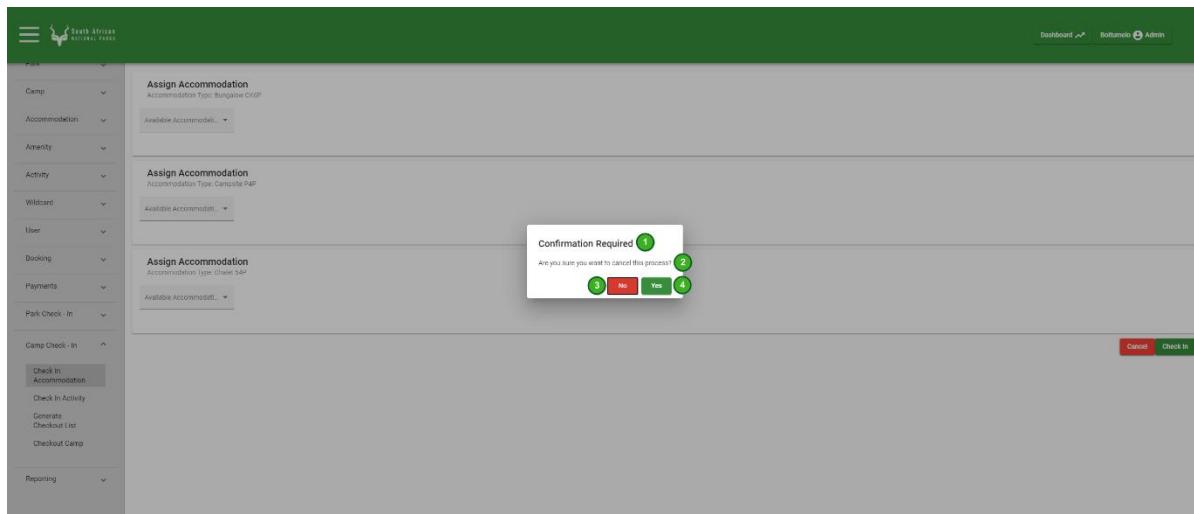


Screen Number and Name	Assign Accommodation Screen	
Requirement Number and Name	3.5	Check-in Accommodation
Control Number	Control Type	Control Description
1	Assign Accommodation Heading	Name and purpose of the screen
2	Assign Accommodation Label	Name of the control box
3	Accommodation Type Label	Display which accommodation type the client booked for from the <b>AccommodationType Table</b>
4	Available Units Drop Down	Displays the available units that the client can be assigned to, data pulled from the <b>Accommodation Table</b>
5	Cancel Button	When Clicked, Display the Cancel Confirmation Dialog

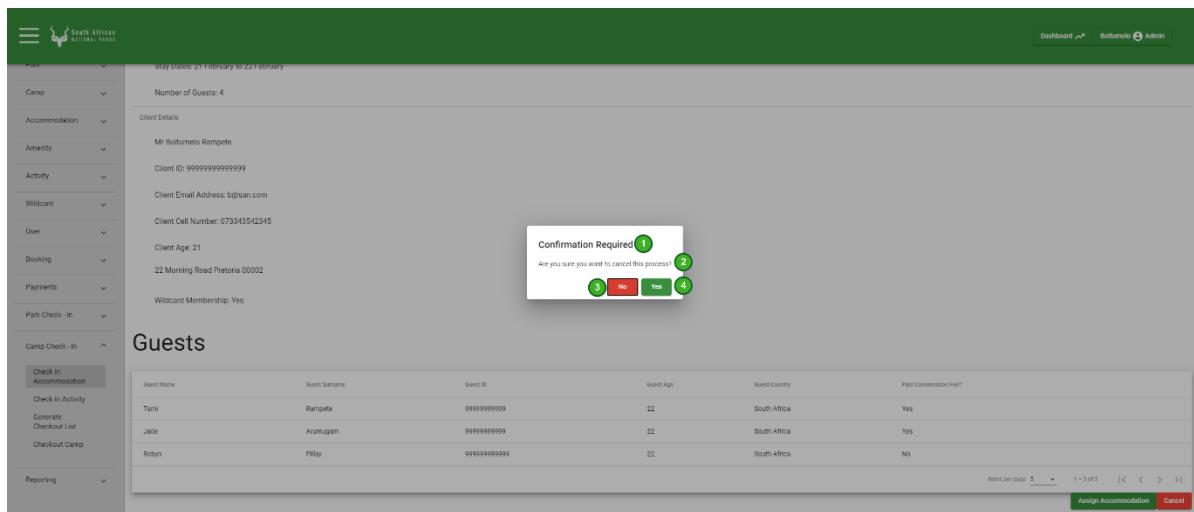
6	Check in Button	When Clicked, confirms and completes the check-in process.
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Screen Number and Name	Check in Accommodation Successful Outcome Screen	
Requirement Number and Name	3.5	Check-in Accommodation
Screen Description	This screen displays the outcome of the check-in camp to the camp receptionist	
Control Number	Control Type	Control Description
1	Outcome Dialog Heading	Show the heading of the dialog
2	Outcome Dialog description	Show the description of the outcome dialog
3	OK Button	When clicked, navigates to the Check-in Camp Screen



<b>Screen Number and Name</b>	Check in Accommodation cancel confirmation required dialog	
<b>Requirement Number and Name</b>	3.5	Check-in Accommodation
<b>Screen Description</b>	This dialog request confirmation to cancel the check-in camp process	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
1	Confirmation Required Dialog Heading	Show the heading of the Confirmation Required
2	Confirmation Required Dialog description	Show the description of the Confirmation Required dialog
3	No Button	When clicked, cancels the termination process.
4	Yes Button	When clicked, confirms the termination process.

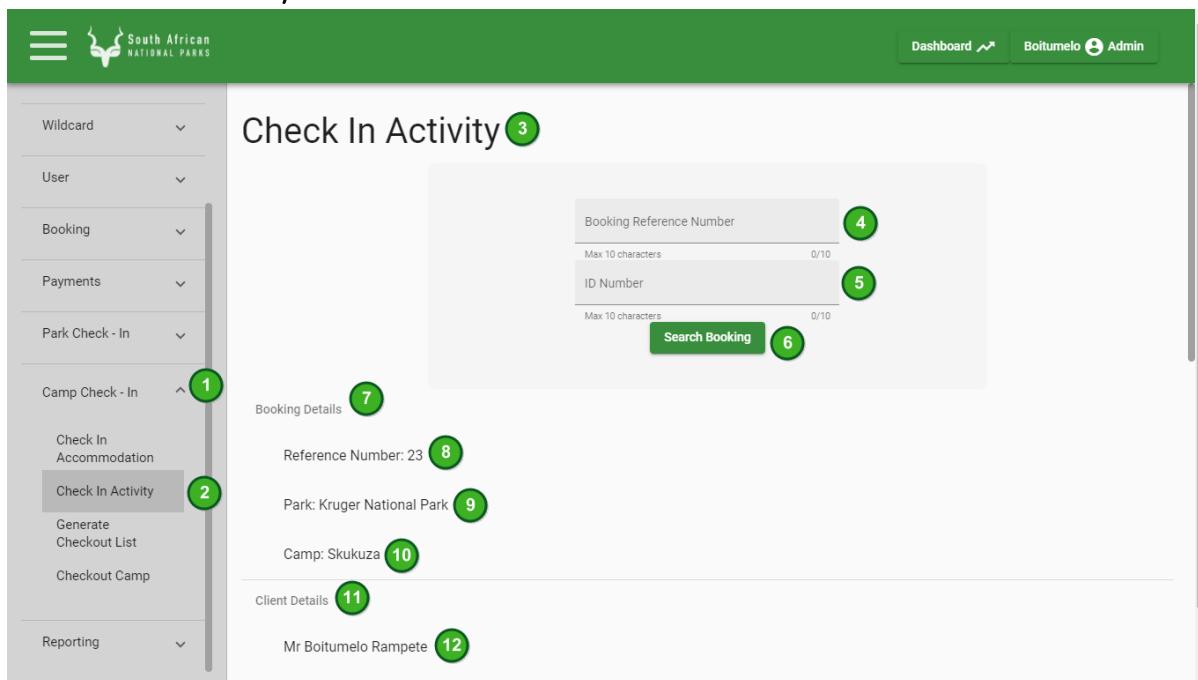


The screenshot shows the SANParks System interface. On the left is a sidebar with various menu items like Camp, Accommodation, Activity, etc. The main area displays a guest list titled 'Guests' with columns for Guest Name, Guest Surname, Guest ID, Guest Age, Guest Country, and Paid Accommodation Fee?.

A modal dialog box titled 'Confirmation Required' is overlaid on the screen. It contains the text 'Are you sure you want to cancel this process?' and four buttons: 'Cancel' (green), 'No' (grey), 'Yes' (red), and 'Assign Accommodation' (green).

<b>Screen Number and Name</b>	Check in Accommodation cancel confirmation required dialog		
<b>Requirement Number and Name</b>	3.5	Check-in Accommodation	
<b>Screen Description</b>	This dialog request confirmation to cancel the check-in camp process		
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>	
1	Confirmation Required Dialog Heading	Show the heading of the Confirmation Required	
2	Confirmation Required Dialog description	Show the description of the Confirmation Required dialog	
3	No Button	When clicked, cancels the termination process.	
4	Yes Button	When clicked, confirms the termination process.	

### 6.5.6 Check-In Activity

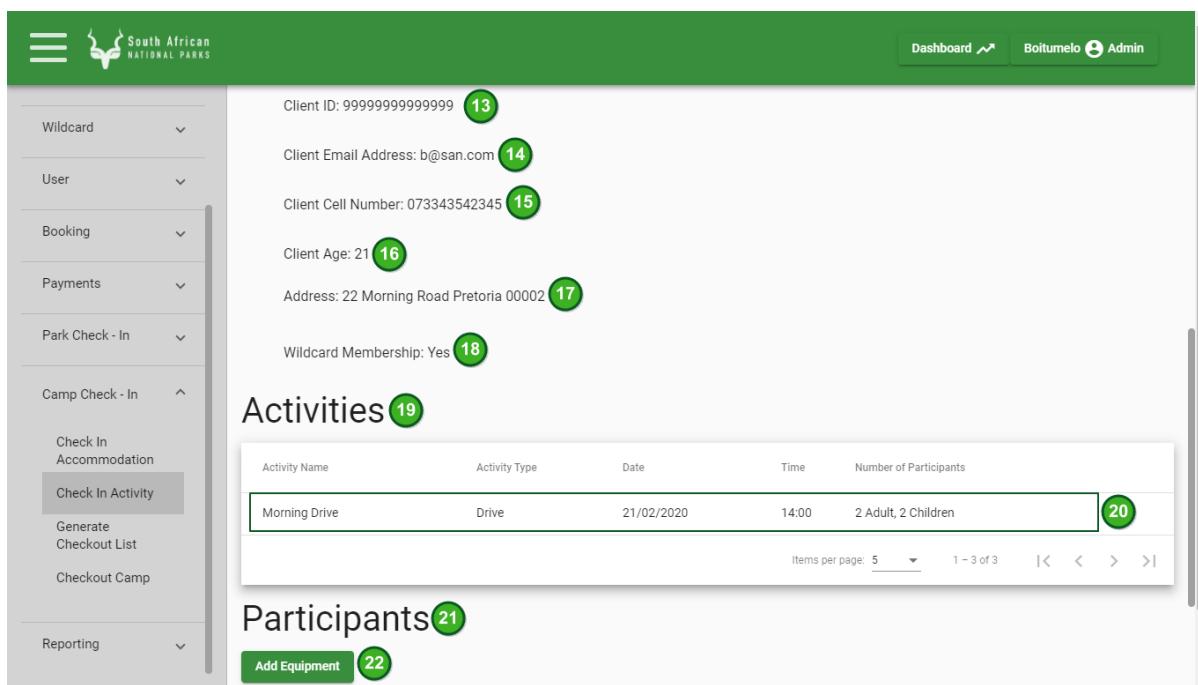


The screenshot shows the 'Check In Activity' page. The left sidebar has 'Check In Activity' selected (1). The main area shows 'Booking Details' (7) with fields for 'Reference Number: 23' (8), 'Park: Kruger National Park' (9), 'Camp: Skukuza' (10), and 'Client Details' (11) with 'Mr Boitumelo Rampete' (12).

**Booking Reference Number** (4)  
Max 10 characters 0/10

**ID Number** (5)  
Max 10 characters 0/10

**Search Booking** (6)



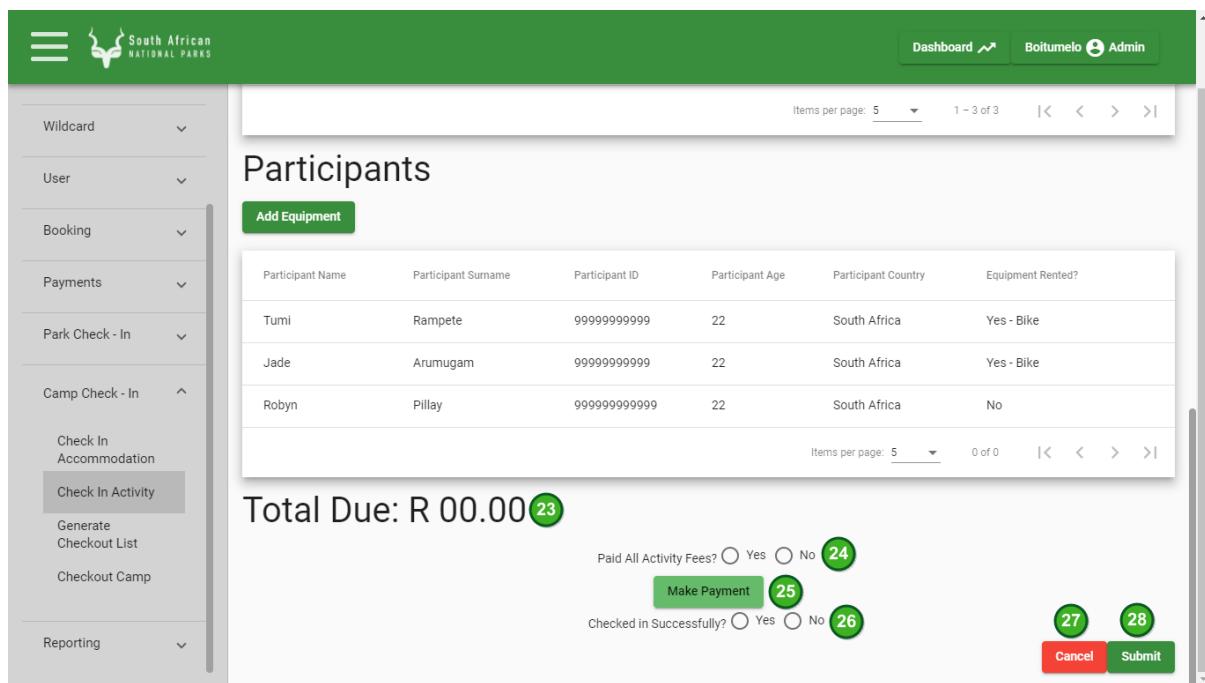
The screenshot shows the 'Check In Activity' page. The left sidebar has 'Check In Activity' selected (1). The main area shows 'Client Details' (13-18) with fields for Client ID, Email Address, Cell Number, Age, Address, and Wildcard Membership.

**Activities** (19)

Activity Name	Activity Type	Date	Time	Number of Participants
Morning Drive	Drive	21/02/2020	14:00	2 Adult, 2 Children

**Participants** (21)

**Add Equipment** (22)



**Participants**

Participant Name	Participant Surname	Participant ID	Participant Age	Participant Country	Equipment Rented?
Tumi	Rampete	9999999999	22	South Africa	Yes - Bike
Jade	Arumugam	9999999999	22	South Africa	Yes - Bike
Robyn	Pillay	9999999999	22	South Africa	No

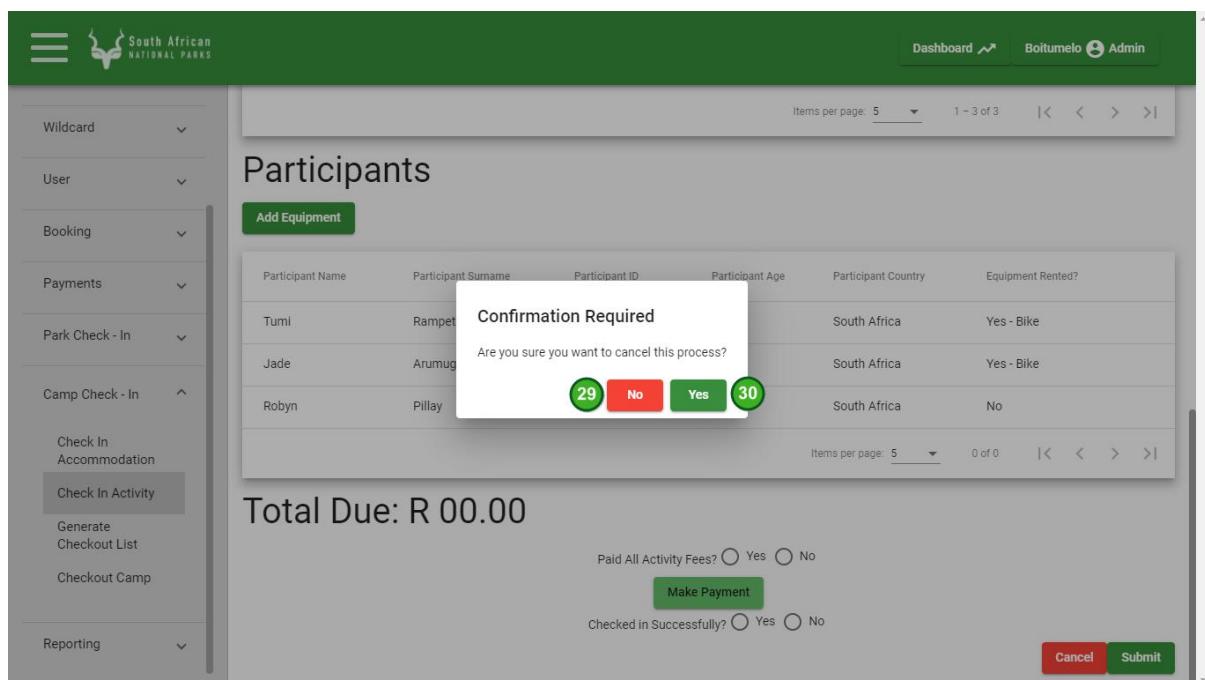
Total Due: R 00.00 23

Paid All Activity Fees?  Yes  No 24

**Make Payment** 25

Checked in Successfully?  Yes  No 26

27 28 Cancel Submit



**Participants**

Participant Name	Participant Surname	Participant ID	Participant Age	Participant Country	Equipment Rented?
Tumi	Rampete	9999999999	22	South Africa	Yes - Bike
Jade	Arumugam	9999999999	22	South Africa	Yes - Bike
Robyn	Pillay	9999999999	22	South Africa	No

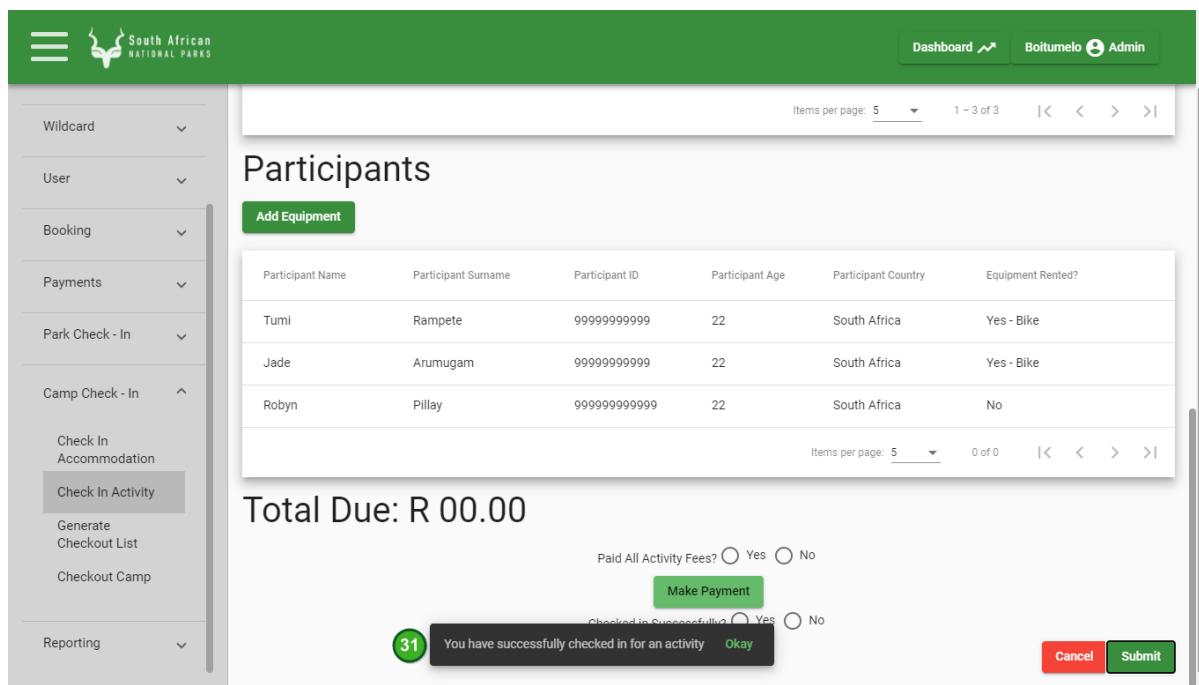
Total Due: R 00.00

Paid All Activity Fees?  Yes  No

**Make Payment**

Checked in Successfully?  Yes  No

29 Cancel Yes 30 Submit



**Participants**

Participant Name	Participant Surname	Participant ID	Participant Age	Participant Country	Equipment Rented?
Tumi	Rampete	9999999999	22	South Africa	Yes - Bike
Jade	Arumugam	9999999999	22	South Africa	Yes - Bike
Robyn	Pillay	9999999999	22	South Africa	No

Total Due: R 00.00

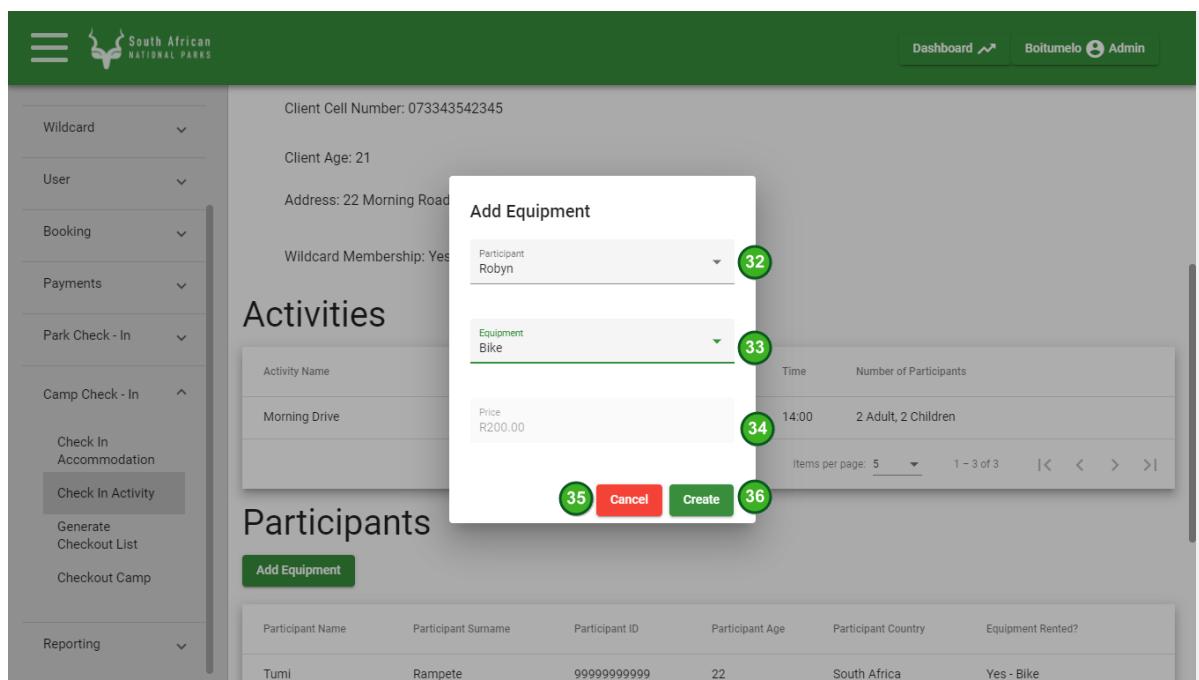
Paid All Activity Fees?  Yes  No

**Make Payment**

Checked in Successfully  Yes  No

**31 You have successfully checked in for an activity Okay**

**Cancel** **Submit**



**Add Equipment**

Participant: Robyn **32**

Equipment: Bike **33**

Time: 14:00 Number of Participants: 2 Adult, 2 Children **34**

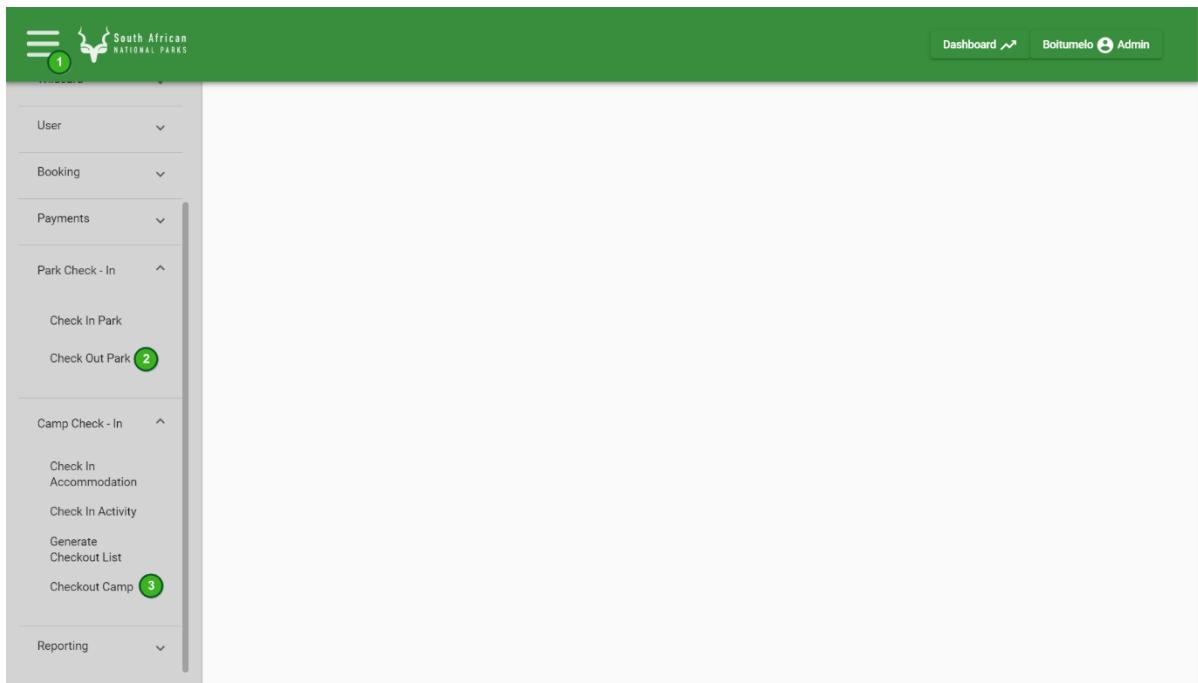
**35 Cancel** **36 Create**

Screen Number and Name	Check-In Activity		
Requirement Number and Name	3.6	Check-In Activity	
Screen Description	These screens allow the camp reception to check in a client for an activity.		
Control Number	Control Type	Control Description	
1	Navigation bar expandable item button	Clicked to expand the Camp Check-In navigation bar item.	
2	Navigation bar sub items	Clicked to view the Check In Activity page	
3	Page header label	“Check-In Activity”	

4	Textbox	Contains the booking reference number for the clients pre-booked day visit.
5	Textbox	Contains the identity number of the employee.
6	Button	“Search Booking” button is used to search for a booking.
7	Populated Label	Label is populated with the text “Booking Details”
8	Populated Label	Label is populated with the booking reference number
9	Populated Label	Label is populated with the park name details.
10	Populated Label	Label is populated with the camp details.
11	Populated Label	Label is populated with the text “Client Details”
12	Populated Label	Label is populated with the client name and surname.
13	Populated Label	Label is populated with the client identity number details.
14	Populated Label	Label is populated with the client email address details.
15	Populated Label	Label is populated with the client phone number details.
16	Populated Label	Label is populated with the client age details.
17	Populated Label	Label is populated with the client address details.
18	Populated Label	Label is populated with the text “Wildcard Member:” and the client wildcard membership status.
19	Populated Label	Label is populated with the text “Activities”
20	Search Result Row	Row populated with the activity details.
21	Populated Label	Label is populated with the text “Participants”.
22	Button	“Add Equipment” button that is used to add equipment.
23	Populated Label	Label is populated with the total that is due by the client.
24	Radio Button	Contains the text, “Paid All Activities Fee?” and yes and no options.
25	Button	“May Payment” button is used to make a payment.
26	Radio Button	Contains the text, “Checked-In Successfully?” yes and no option.
27	Button	“Cancel” button that is used to cancel the check in on the system.

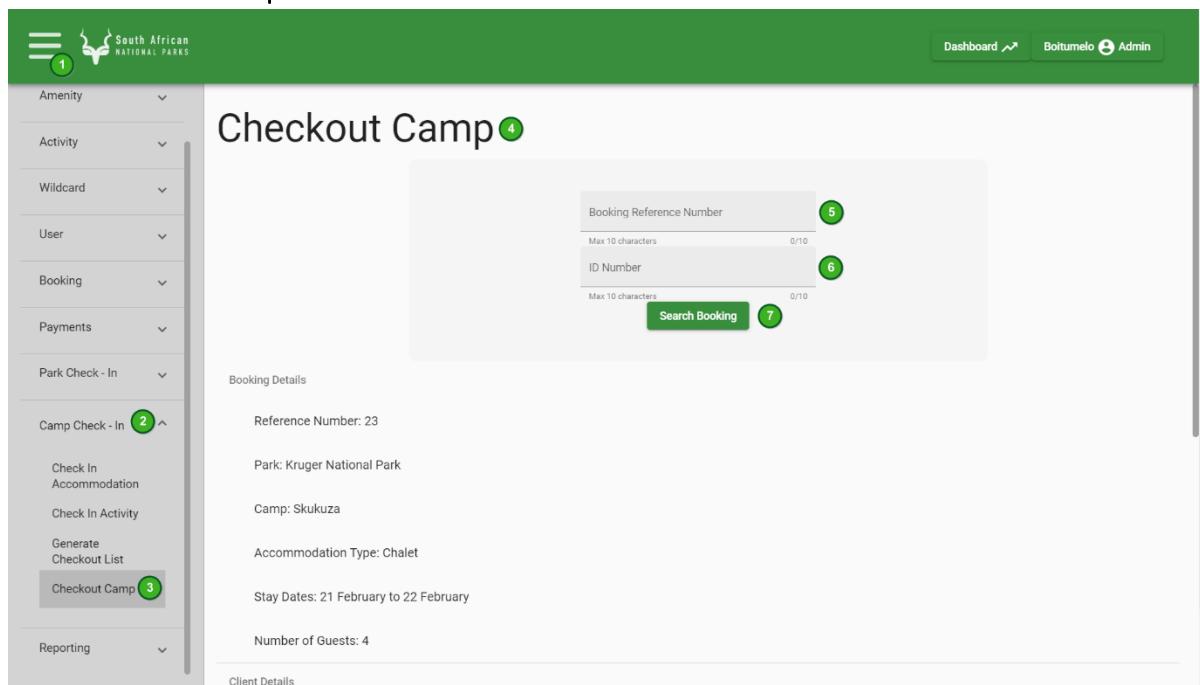
28	Button	“Submit” button that is used to make a submit the check in on the system.
29	Button	“No” button that is used to not cancel the check in on the system.
30	Button	“Yes” button that is used to acknowledge the cancelling of the check in on the system.
31	Snack bar	Contains the text “You have successfully checked in for an activity.” And the button “Okay”.
32	Select	This is used to select a participant
33	Select	This is used to select an equipment
34	Textbox	This is used to indicate the price and has been disabled
35	Button	For cancelling the process of adding an equipment
36	Button	For creating an equipment request

### 6.5.7 Checkout

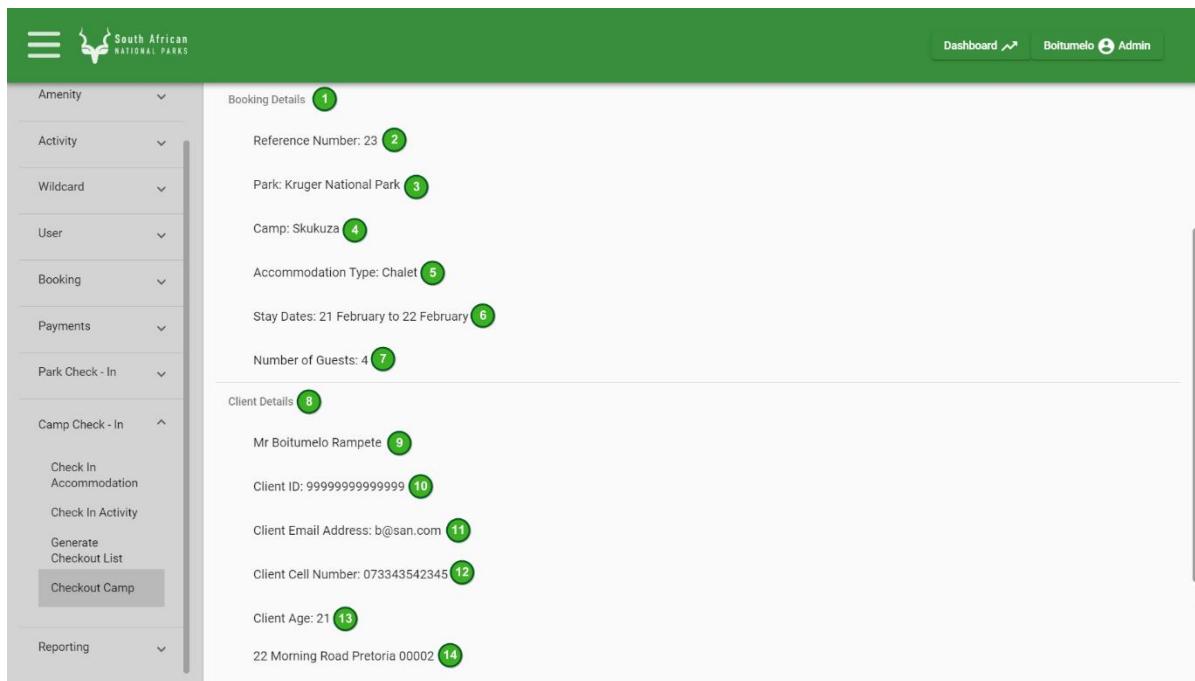


Screen Number and Name	Checkout Screen Extends	
Requirement Number and Name	3.7	Checkout
Control Number	Control Type	Control Description
1	Menu Navigation bar	When clicked, expands and closes to show the Menu
2	Checkout Park Navigation Item Button	When clicked, navigates/Extends to the <b>Checkout Park</b> Screen
3	Checkout Camp Navigation Item Button	When clicked, navigates/Extends to the <b>Checkout Camp</b> Screen

### 6.5.8 Checkout Camp



Screen Number and Name	Checkout Camp Fields Screen	
Requirement Number and Name	3.8	Checkout Camp
Control Number	Control Type	Control Description
1	Menu Navigation bar	When clicked, expands and closes to show the Menu
2	Camp Checkout Sub Navigation bar	When clicked expands and/or closes the sub navigation bar
3	Checkout Camp Navigation Item Button	When clicked, navigates to the Checkout Camp Screen
4	Checkout Camp Heading	Displays the name and purpose of the screen
5	Booking Reference Textbox	Textbox field for the Booking Reference Number from the Booking table
6	ID Number Textbox	Textbox field for the ID Number from the Client table
7	Search Booking Textbox	When clicked, Search for the booking, depending on the entered textboxes

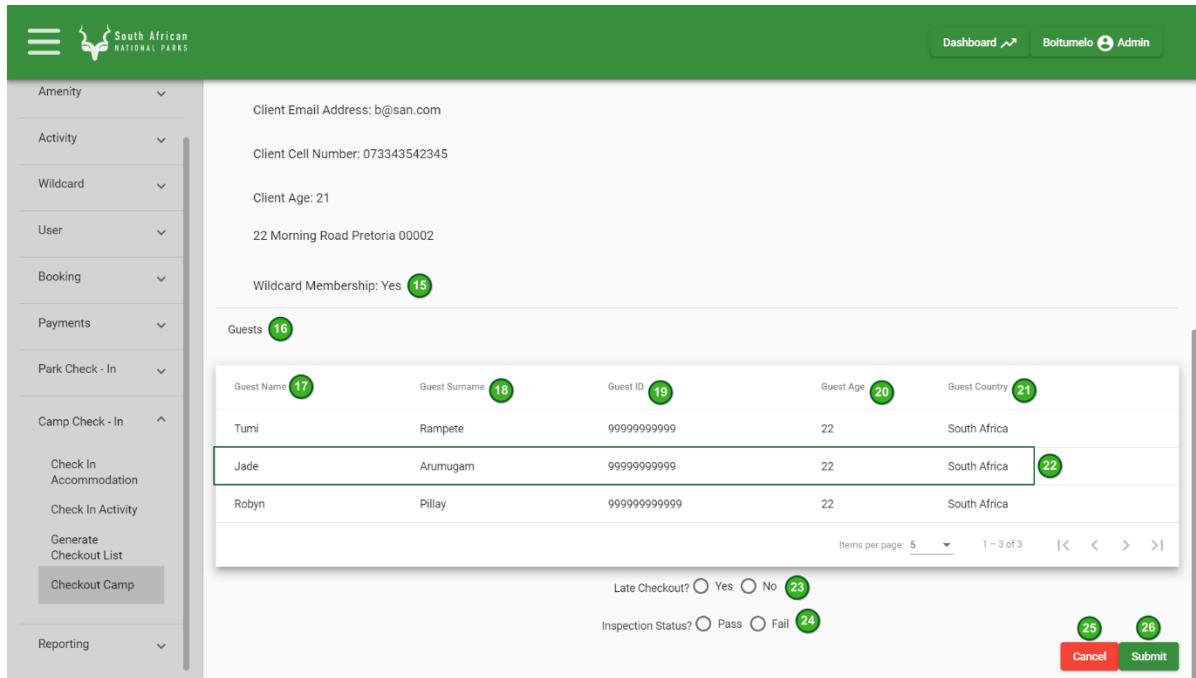


The screenshot shows the SANParks System interface with the following details:

- Booking Details:**
  - Reference Number: 23 (2)
  - Park: Kruger National Park (3)
  - Camp: Skukuza (4)
  - Accommodation Type: Chalet (5)
  - Stay Dates: 21 February to 22 February (6)
  - Number of Guests: 4 (7)
- Client Details:**
  - Mr Boitumelo Rampete (9)
  - Client ID: 9999999999999999 (10)
  - Client Email Address: b@san.com (11)
  - Client Cell Number: 073343542345 (12)
  - Client Age: 21 (13)
  - 22 Morning Road Pretoria 00002 (14)

Screen Number and Name	Checkout Camp Client Booking Details Screen	
Requirement Number and Name	3.8	Checkout Camp
Screen Description	This screen displays the client's details	
Control Number	Control Type	Control Description
1	Booking Details Heading	This show the name and purpose of the screen
2	Reference Number Label	This control is filled with the client booking details from the <b>Booking</b> Table
3	Park Label	This control is filled with the client booking details from the <b>Park</b> Table
4	Camp Label	This control is filled with the client booking details from the <b>Camp</b> Table
5	Accommodation Type label	This control is filled with the client booking details from the <b>AccommodationType</b> Table
6	Stay Dates Label	This control is filled with the client booking details from the <b>AccommodationDate</b> Table
7	Number of Guest Label	This control is filled with the client booking details from the <b>AccommodationGuest</b> Table
8	Client Details Heading	This show the name and purpose of the screen
9	Client Name and Surname Label	This control is filled with the client details from the <b>Client</b> Table

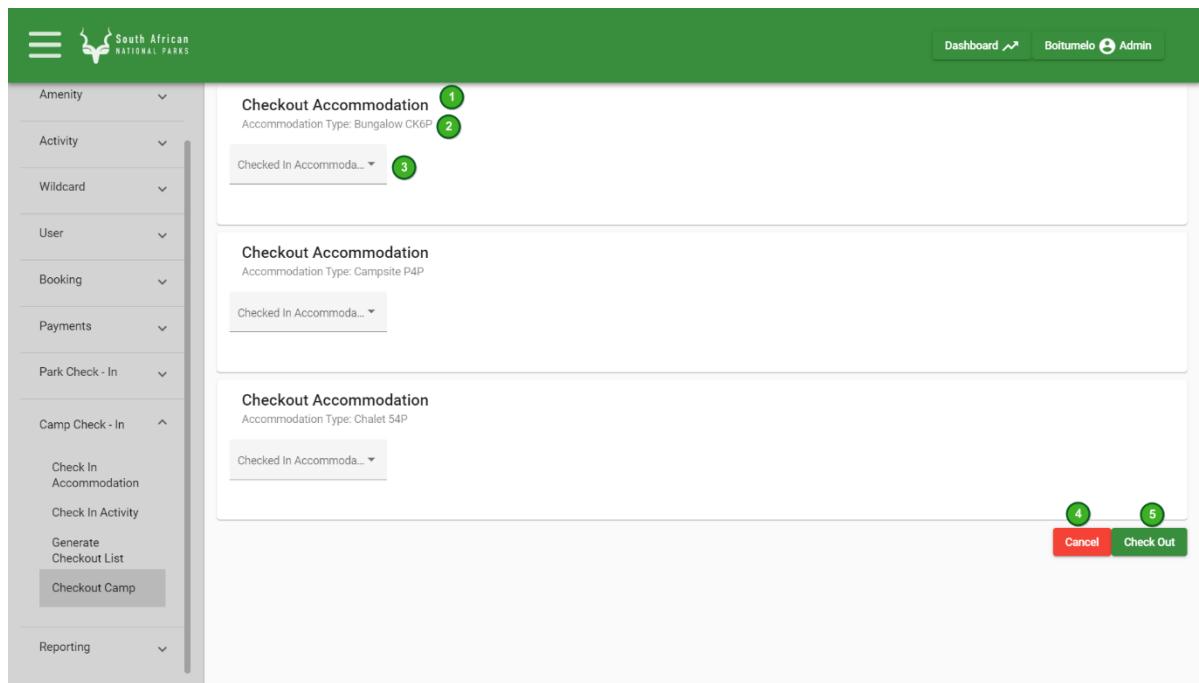
10	Client ID Label	This control is filled with the client details from the <b>Client</b> Table
11	Client Email Address label	This control is filled with the client details from the <b>Client</b> Table
12	Client Cellphone Number label	This control is filled with the client details from the <b>Client</b> Table
13	Client Age Label	This control is filled with the client details from the <b>Client</b> Table
14	Client Address Label	This control is filled with the client details from the <b>Client</b> Table



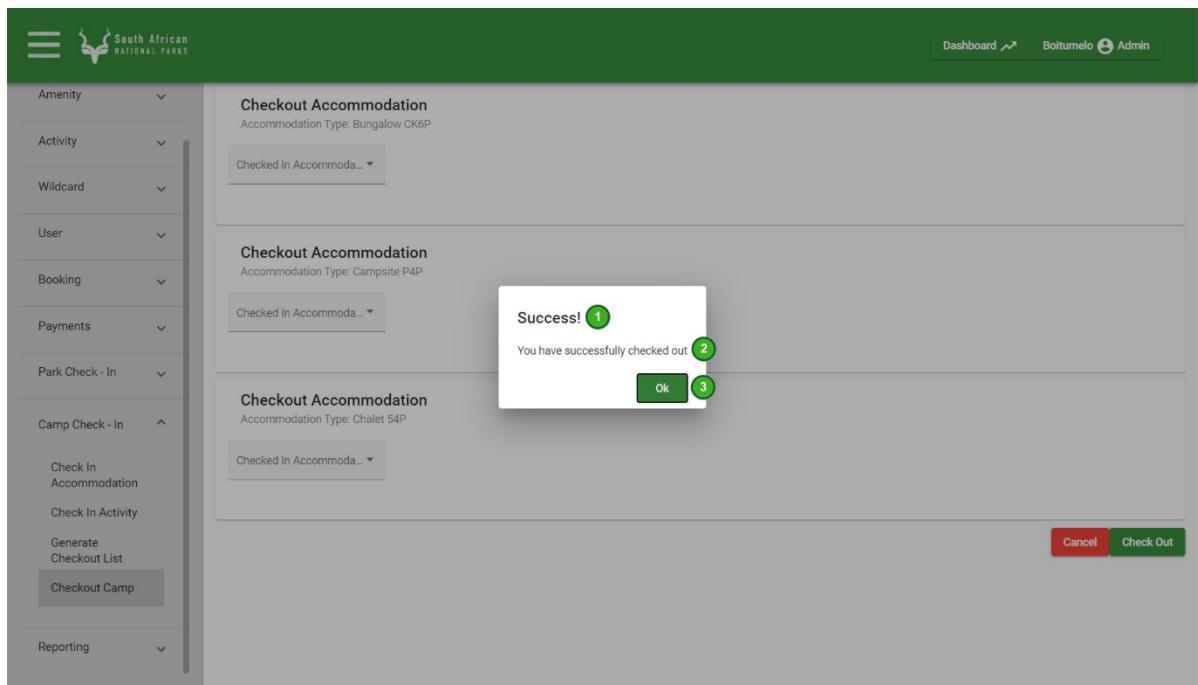
The screenshot shows the SANParks System interface. On the left is a navigation sidebar with dropdown menus: Amenity, Activity, Wildcard, User, Booking, Payments, Park Check-In, Camp Check-In (expanded), Check In Accommodation, Check In Activity, Generate Checkout List, Checkout Camp (selected), and Reporting. The main content area displays client information: Client Email Address: b@san.com, Client Cell Number: 073343542345, Client Age: 21, and address: 22 Morning Road Pretoria 00002. Below this is a section for Wildcard Membership, which is Yes (highlighted with a green circle). The Guests section lists three individuals: Tumi, Jade, and Robyn, each with their surname, guest ID, age, and country (all listed as South Africa). At the bottom are checkboxes for Late Checkout? (Yes or No) and Inspection Status? (Pass or Fail), both of which are checked. There are also 'Cancel' and 'Submit' buttons.

Screen Number and Name	Checkout Camp Client Booking Details Screen	
Requirement Number and Name	3.8	Checkout Camp
Screen Description	This screen allows the Camp Receptionist to view the clients booking details	
Control Number	Control Type	Control Description
15	Client Wildcard Membership Label	This control is filled with the client details from the <b>Wildcard</b> Table
16	Guest Heading	

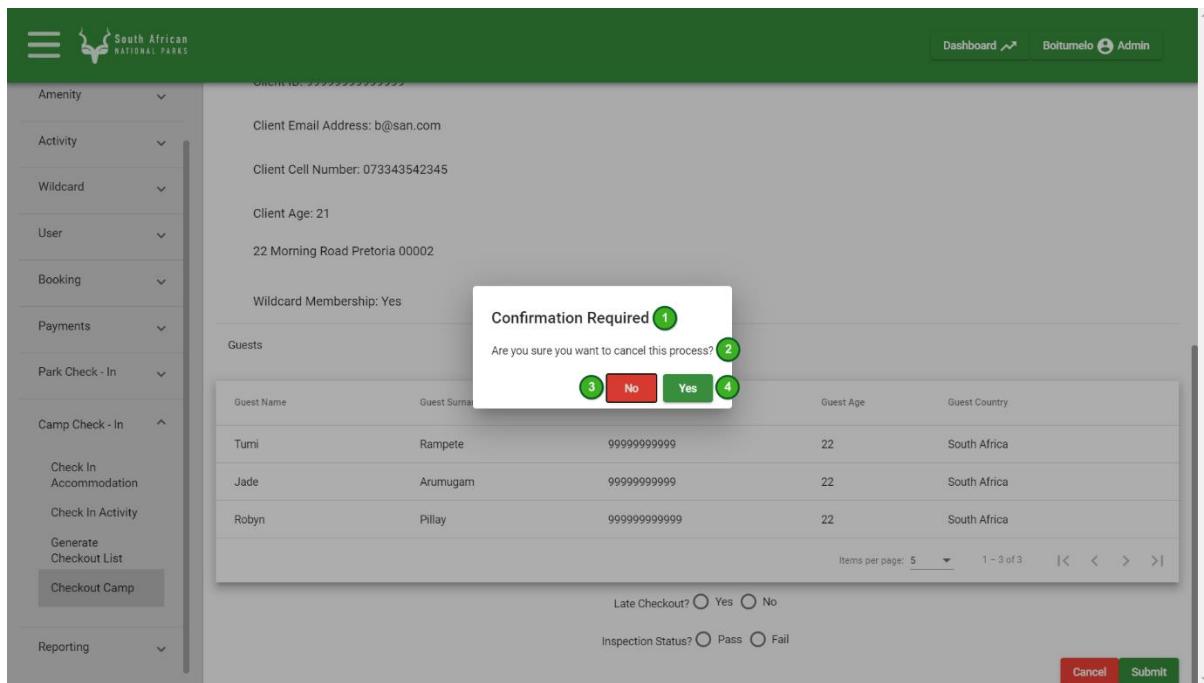
17	Guest Name Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
18	Guest Surname Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
19	Guest ID Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
20	Guest Age Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
21	Guest Country Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
22	Guest Information Row in the Guest table	Filled with the guest details
23	Late checkout Yes / No Radio Boxes	Yes, radio Check Box is checked if the client checked out late And No, if the client checkout on time
24	Inspection Status Pass/Failed Radio Boxes	Passed, radio Check Box is checked if the client has passed the inspection and there were no damages And Failed, radio check box is checked if the client failed the inspection and there was damages found in his accommodation
25	Cancel Button	When Clicked, terminates the checkoutprocess
26	Submit Button	When clicked, complete the checkout camp process



<b>Screen Number and Name</b>	Checkout Client from Accommodation Screen	
<b>Requirement Number and Name</b>	3.8	Checkout Camp
<b>Screen Description</b>	This screen allows the Camp Receptionist to check out the client for their accommodation.	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
1	Assign Accommodation Label	Name of the control box
2	Accommodation Type Label	Display which accommodation type the client booked for from the <b>AccommodationType</b> Table
3	Available Units Drop Down	Displays the available units that the client needs to be checkout form, data pulled from the <b>Accommodation</b> Table
4	Cancel Button	When Clicked, Display the Cancel Confirmation Dialog
5	Check in Button	When Clicked, confirms and completes the checkout Camp process.

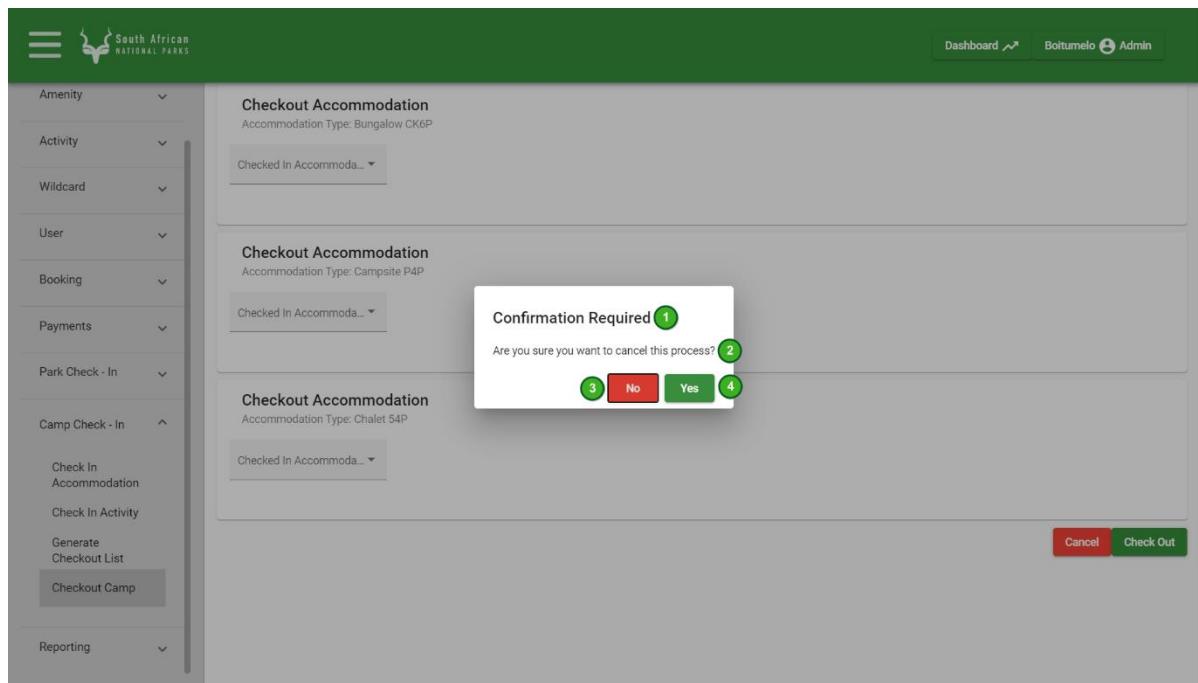


<b>Screen Number and Name</b>	Checkout Camp Successful Outcome Screen	
<b>Requirement Number and Name</b>	3.8	Checkout Camp
<b>Screen Description</b>	This screen displays the outcome of the checkout camp to the camp receptionist	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
1	Outcome Dialog Heading	Show the heading of the dialog
2	Outcome Dialog description	Show the description of the outcome dialog
3	OK Button	When clicked, navigates to the <b>Checkout Camp</b> Screen



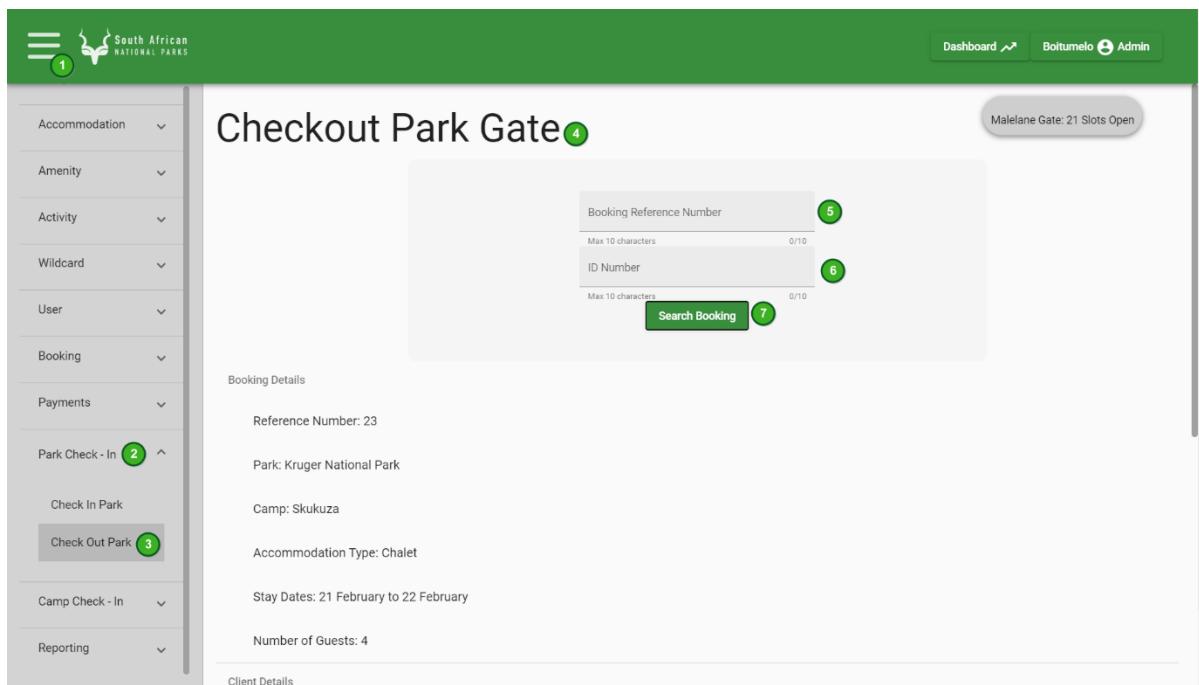
The screenshot shows a user interface for managing guest information. On the left, there is a sidebar with various menu items like Amenity, Activity, Wildcard, User, Booking, Payments, Park Check-In, Camp Check-In, Check In Accommodation, Check In Activity, Generate Checkout List, and Checkout Camp. The 'Checkout Camp' option is highlighted. The main area displays client details: Client Email Address (b@san.com), Client Cell Number (073343542345), Client Age (21), and Address (22 Morning Road Pretoria 00002). Below this, a 'Wildcard Membership' field is set to 'Yes'. A 'Guests' table lists three individuals: Tumi, Jade, and Robyn, with their respective details like Guest Name, Surname, ID number, Age, and Country. Overlaid on the page is a 'Confirmation Required' dialog box with the question 'Are you sure you want to cancel this process?'. It features four numbered buttons: 1 (top left), 2 (top right), 3 (bottom left), and 4 (bottom right). At the bottom of the page are buttons for 'Cancel' and 'Submit'.

<b>Screen Number and Name</b>	Checkout Camp cancel confirmation required dialog	
<b>Requirement Number and Name</b>	3.8	Checkout Camp
<b>Screen Description</b>	This dialog request confirmation to cancel the checkout camp process	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
1	Confirmation Required Dialog Heading	Show the heading of the Confirmation Required
2	Confirmation Required Dialog description	Show the description of the Confirmation Required dialog
3	No Button	When clicked, cancels the termination process.
4	Yes Button	When clicked, confirms the termination process.

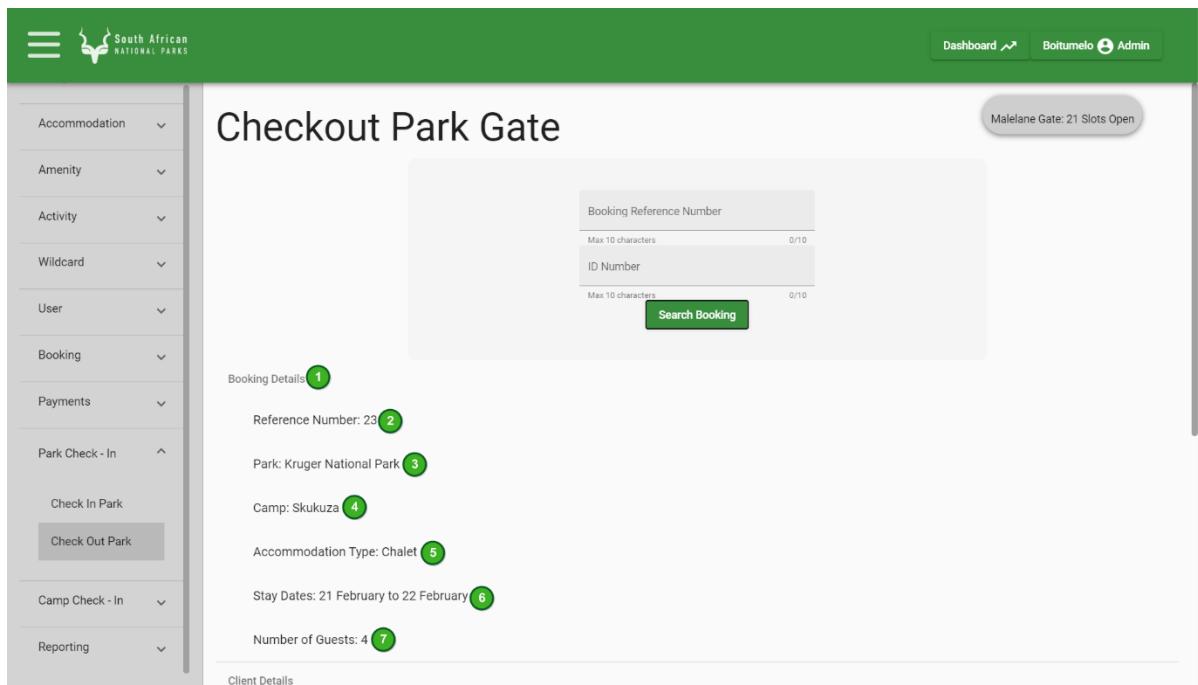


<b>Screen Number and Name</b>	Checkout Camp cancel confirmation required dialog	
<b>Requirement Number and Name</b>	3.8	Checkout Camp
<b>Screen Description</b>	This dialog request confirmation to cancel the checkout camp process	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
1	Confirmation Required Dialog Heading	Show the heading of the Confirmation Required
2	Confirmation Required Dialog description	Show the description of the Confirmation Required dialog
3	No Button	When clicked, cancels the termination process.
4	Yes Button	When clicked, confirms the termination process.

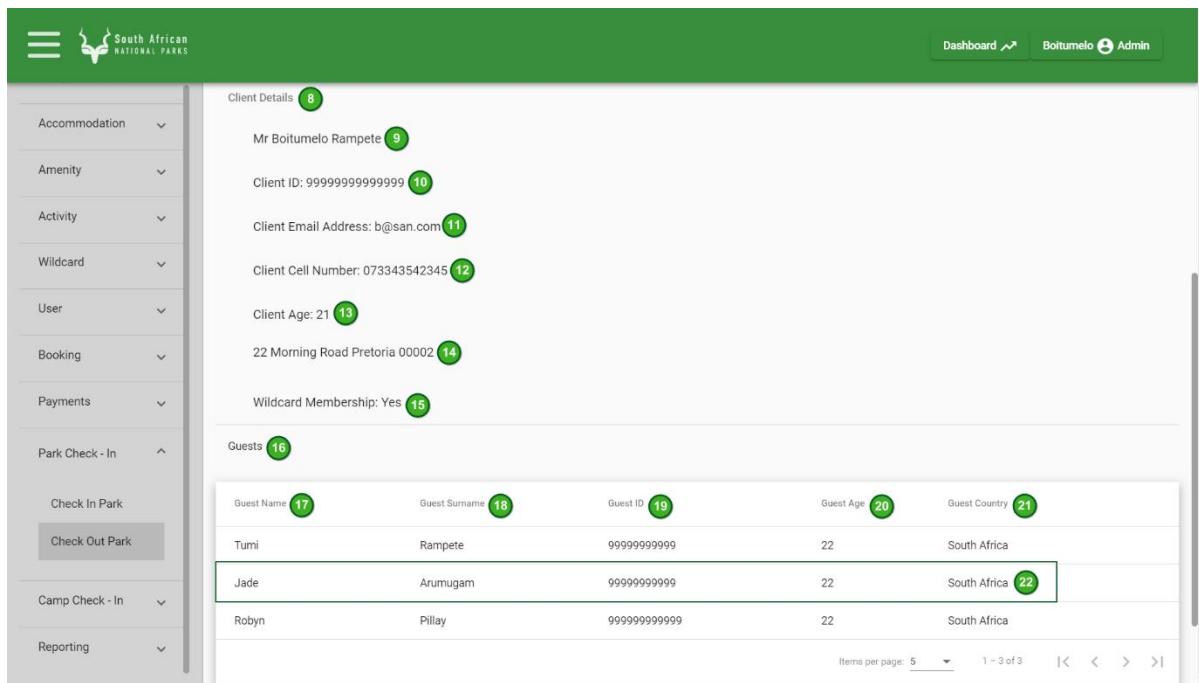
## 6.5 .9 Checkout Park Gate



Screen Number and Name	Checkout Park Gate Fields Screen	
Requirement Number and Name	3.9	Checkout Gate
Screen Description	This screen allows the system administrator to search for a booking of the client who checking out.	
Control Number	Control Type	Control Description
1	Menu Navigation bar	When clicked, expands and closes to show the Menu
2	Park Check-In Sub Navigation bar	When clicked expands and/or closes the sub navigation bar
3	Check Out Park Navigation Item Button	When clicked, navigates to the Checkout Park Gate Screen
4	Checkout Park Gate Heading	Displays the name and purpose of the screen
5	Booking Reference Textbox	Textbox field for the Booking Reference Number from the Booking table
6	ID Number Textbox	Textbox field for the ID Number from the Client table
7	Search Booking Textbox	When clicked, Search for the booking, depending on the entered textboxes



Screen Number and Name	Client Booking Details Screen	
Requirement Number and Name	3.9	Checkout Park Gate
Control Number	Control Type	Control Description
1	Booking Details Heading	This show the name and purpose of the screen
2	Reference Number Label	This control is filled with the client booking details from the <b>Booking</b> Table
3	Park Label	This control is filled with the client booking details from the <b>Park</b> Table
4	Camp Label	This control is filled with the client booking details from the <b>Camp</b> Table
5	Accommodation Type label	This control is filled with the client booking details from the <b>AccommodationType</b> Table
6	Stay Dates Label	This control is filled with the client booking details from the <b>AccommodationDate</b> Table
7	Number of Guest Label	This control is filled with the client booking details from the <b>AccommodationGuest</b> Table



The screenshot shows the 'Client Details' section of the SANParks System. On the left, a sidebar lists various categories: Accommodation, Amenity, Activity, Wildcard, User, Booking, Payments, Park Check-In, Check In Park, Check Out Park, Camp Check-In, and Reporting. The 'Check Out Park' button is highlighted. The main area displays client details and guests.

**Client Details:**

- Mr Boitumelo Rampete (8)
- Client ID: 99999999999999 (9)
- Client Email Address: b@san.com (10)
- Client Cell Number: 073343542345 (11)
- Client Age: 21 (12)
- 22 Morning Road Pretoria 00002 (13)
- Wildcard Membership: Yes (14)

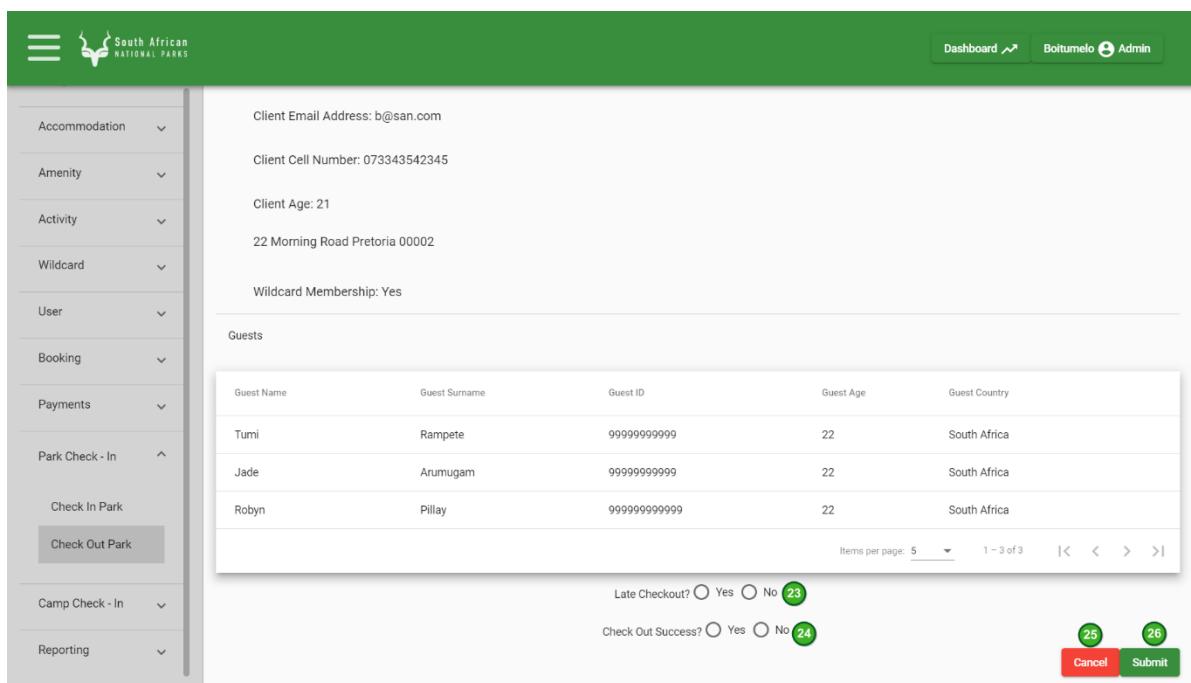
**Guests:**

Guest Name (15)	Guest Surname (16)	Guest ID (17)	Guest Age (18)	Guest Country (19)
Tumi	Rampete	999999999999	22	South Africa
Jade	Arumugam	999999999999	22	South Africa (20)
Robyn	Pillay	999999999999	22	South Africa

Items per page: 5 | 1 - 3 of 3 | < > >>

Screen Number and Name	Client Booking Details Screen		
Requirement Number and Name	3.9	Checkout Park Gate	
Screen Description	This screen displays the searched client booking details to the Park Guard		
Control Number	Control Type	Control Description	
8	Client Details Heading	This show the name and purpose of the screen	
9	Client Name and Surname Label	This control is filled with the client details from the <b>Client</b> Table	
10	Client ID Label	This control is filled with the client details from the <b>Client</b> Table	
11	Client Email Address label	This control is filled with the client details from the <b>Client</b> Table	
12	Client Cellphone Number label	This control is filled with the client details from the <b>Client</b> Table	
13	Client Age Label	This control is filled with the client details from the <b>Client</b> Table	
14	Client Address Label	This control is filled with the client details from the <b>Client</b> Table	
15	Client Wildcard Membership Label	This control is filled with the client details from the <b>Wildcard</b> Table	

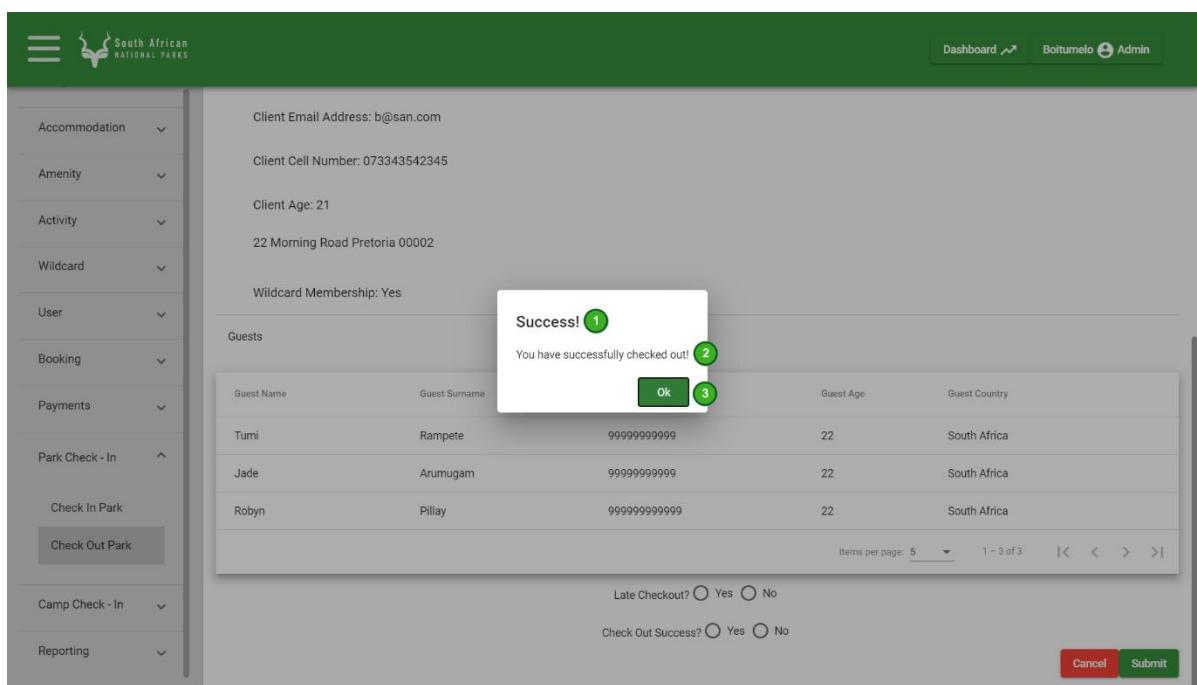
16	Guest Heading	This show the name and purpose of the screen
17	Guest Name Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
18	Guest Surname Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
19	Guest ID Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
20	Guest Age Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
21	Guest Country Table Heading	This control is filled with the Guest details from the <b>Guest Table</b>
22	Row in the Guest Table	Filled with the guest details



The screenshot shows a user interface for managing guest bookings. On the left, there's a sidebar with dropdown menus for Accommodation, Amenity, Activity, Wildcard, User, Booking, Payments, Park Check-In (with 'Check In Park' and 'Check Out Park' options selected), Camp Check-In, and Reporting. The main area has sections for Client Email Address (b@san.com), Client Cell Number (073343542345), Client Age (21), and address (22 Morning Road Pretoria 00002). It also shows Wildcard Membership status (Yes). Below this is a 'Guests' section containing a table with three rows of guest information: Tumi (Rampete, 9999999999, 22, South Africa), Jade (Arumugam, 9999999999, 22, South Africa), and Robyn (Pillay, 9999999999, 22, South Africa). At the bottom, there are radio buttons for 'Late Checkout?' (Yes or No, with 'No' checked) and 'Check Out Success?' (Yes or No, with 'No' checked). There are also buttons for 'Cancel' (red) and 'Submit' (green).

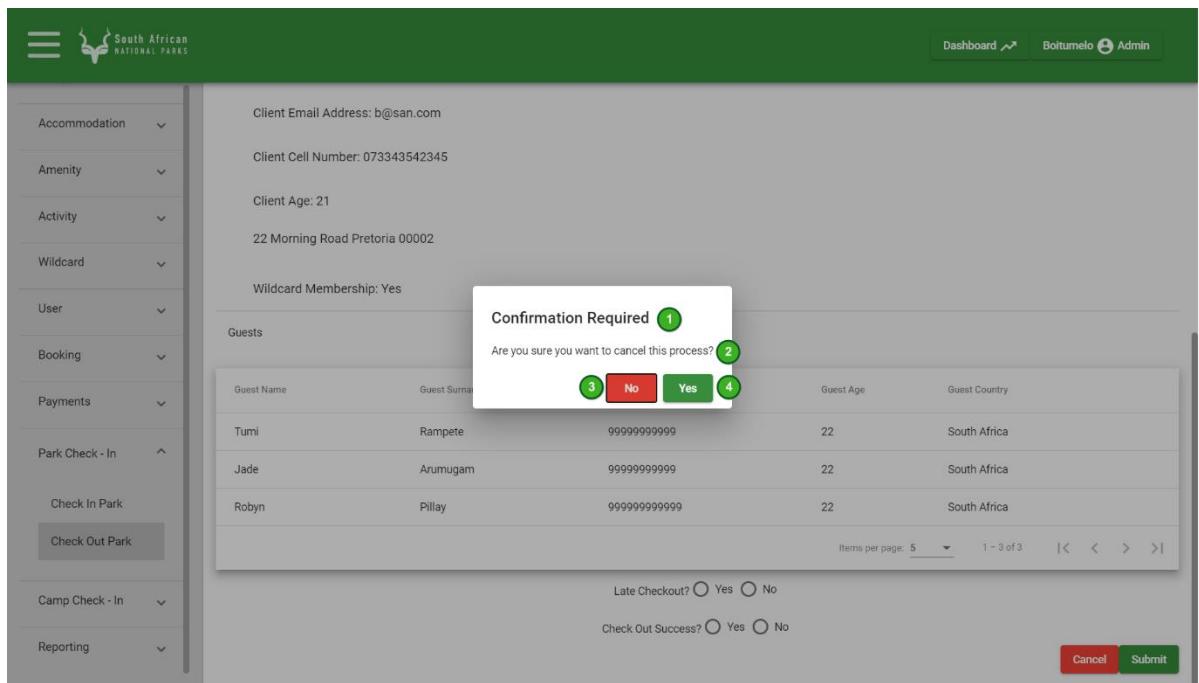
<b>Screen Number and Name</b>	Client Booking Details Screen	
<b>Requirement Number and Name</b>	3.9	Checkout Park Gate
<b>Screen Description</b>	This screen displays the searched client booking details to the Park Guard	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
23	Late checkout Yes / No Radio Boxes	Yes, radio Check Box is checked if the client checked out late And

		No, if the client checkout on time
24	Checkout Successful Yes/No Radio Boxes	Yes, radio Check Box is checked if the client checked out successfully And No, if the client's checkout was not successful
25	Cancel Button	When clicked Navigates back to the, <b>Checkout Park Gate Fields Screen</b>
26	Submit Button	When Clicked, confirms the checkout process



The screenshot shows the SANParks System interface. On the left is a sidebar with various dropdown menus: Accommodation, Amenity, Activity, Wildcard, User, Booking, Payments, Park Check - In, Check In Park, Check Out Park, Camp Check - In, and Reporting. The 'Check Out Park' button is highlighted. The main content area displays client information: Email Address: b@san.com, Client Cell Number: 073343542345, Client Age: 21, Address: 22 Morning Road Pretoria 00002, and Wildcard Membership: Yes. Below this is a table titled 'Guests' listing three guests: Tumi, Jade, and Robyn, along with their guest numbers, ages, and countries. A modal dialog box is centered over the table, displaying 'Success! 1' and 'You have successfully checked out! 2'. It contains an 'Ok' button labeled '3'. At the bottom of the screen, there are buttons for 'Late Checkout? Yes No', 'Check Out Success? Yes No', and navigation buttons for items per page (5), page (1 - 3 of 3), and 'Cancel' and 'Submit'.

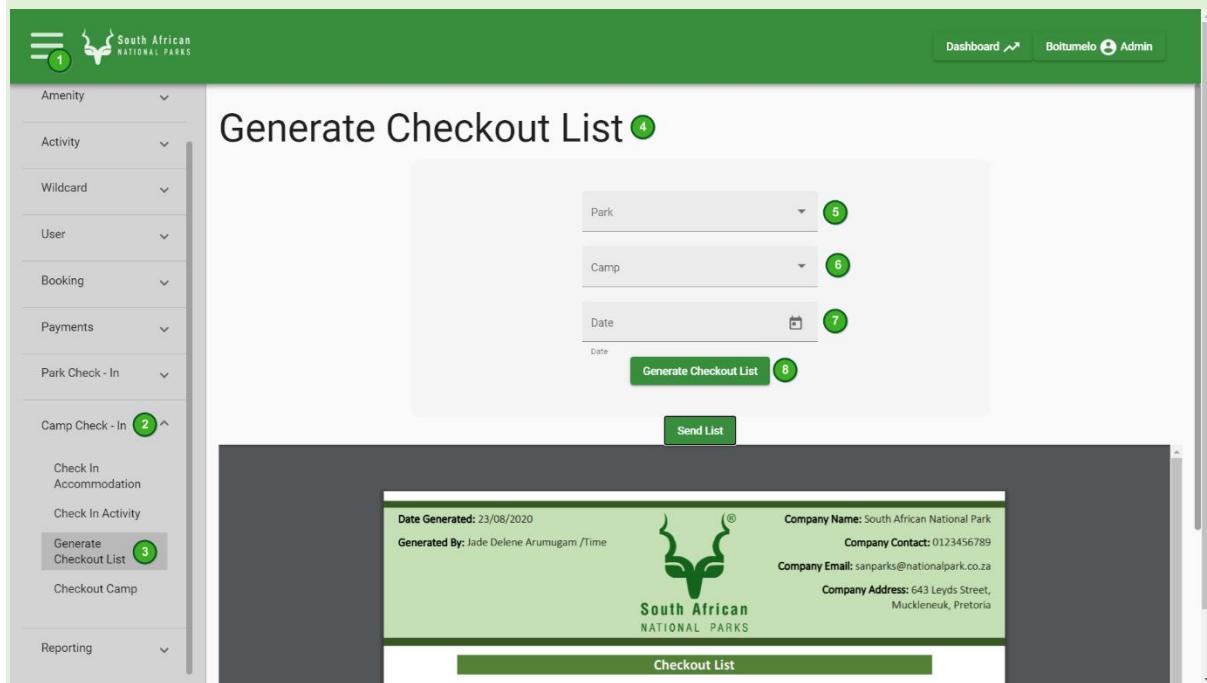
<b>Screen Number and Name</b>	Checkout Park gate Success Dialog	
<b>Requirement Number and Name</b>	3.9	3.9
<b>Screen Description</b>	Display a success dialog is the client was checked out successfully	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
1	Outcome Dialog	Outcome Dialog for the checkout park gate process
2	Outcome Description Label	Outcome Description of the dialog
3	OK Button	When Clicked, Navigated back to <b>Checkout Park Gate Fields Screen</b>



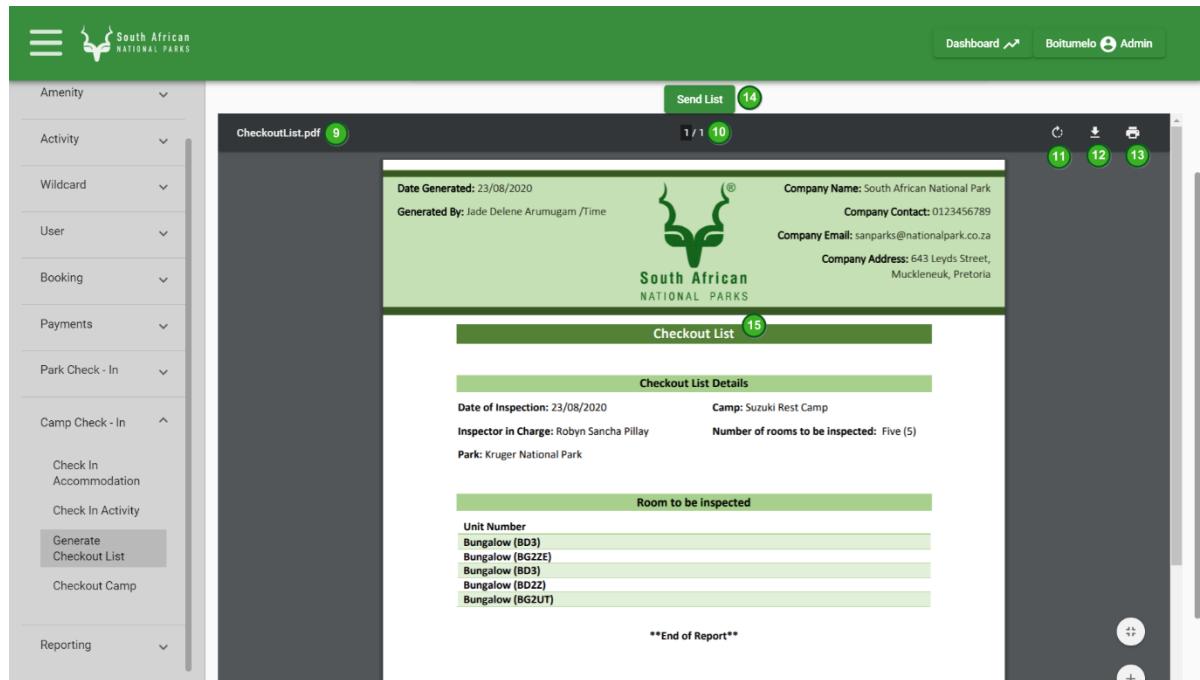
The screenshot shows a user interface for managing park bookings. On the left, there's a sidebar with various menu items like Accommodation, Amenity, Activity, Wildcard, User, Booking, Payments, Park Check-In, Check In Park, Check Out Park (which is selected), Camp Check-In, and Reporting. The main content area displays client information: Client Email Address (b@san.com), Client Cell Number (073343542345), Client Age (21), and Address (22 Morning Road Pretoria 00002). It also shows Wildcard Membership status (Yes) and a list of guests (Tumi, Jade, Robyn) with their details. A modal dialog box titled "Confirmation Required" asks "Are you sure you want to cancel this process?" with "Yes" and "No" buttons. Below the modal, there are checkboxes for "Late Checkout?", "Yes" (unchecked) and "No" (unchecked), and "Check Out Success?", "Yes" (unchecked) and "No" (unchecked). At the bottom right are "Cancel" and "Submit" buttons.

<b>Screen Number and Name</b>	Checkout Park Gate Cancel Confirmation Requirement Dialog	
<b>Requirement Number and Name</b>	3.9	
<b>Screen Description</b>	This screen allows the Park Guard to cancel the checkout park gate process.	
<b>Control Number</b>	<b>Control Type</b>	<b>Control Description</b>
2	Dialog Heading Label – Confirmation Requirement	Confirmation Requirement for cancelling the checkout park gate process
3	Label	Description of the cancel confirmation required dialog
4	No Button	When Selected, terminated the cancel process
5	Yes Button	When Selected, confirms the cancel process

### 1.3.11 Generate Checkout List



Screen Number and Name	Generate Checkout List	
Requirement Number and Name	3.11	Generate Checkout List
Screen Description	This screen allows the system administrator to input parameters and to generate a checkout list based on those parameters	
Control Number	Control Type	Control Description
1	Menu Navigation Bar	When clicked expands expand or closes the main navigation bar
2	Camp Check-In Sub Navigation Bar	When clicked expands expand or closes the Listing sub navigation bar
3	Generate Checkout List Button	When clicked, navigates to <b>Checkout List</b> Screen
4	Checkout List Heading	Display the name and functionality of the screen
5	Park Drop down	Select a <b>Park</b> to generate the list on
6	Camp Drop Down	Select a <b>Camp</b> to generate the list on
7	Date DateTimePicker	Select a data to generate the list on
8	Generate Checkout List Button	When clicked, Generate a <b>Checkout List</b> .

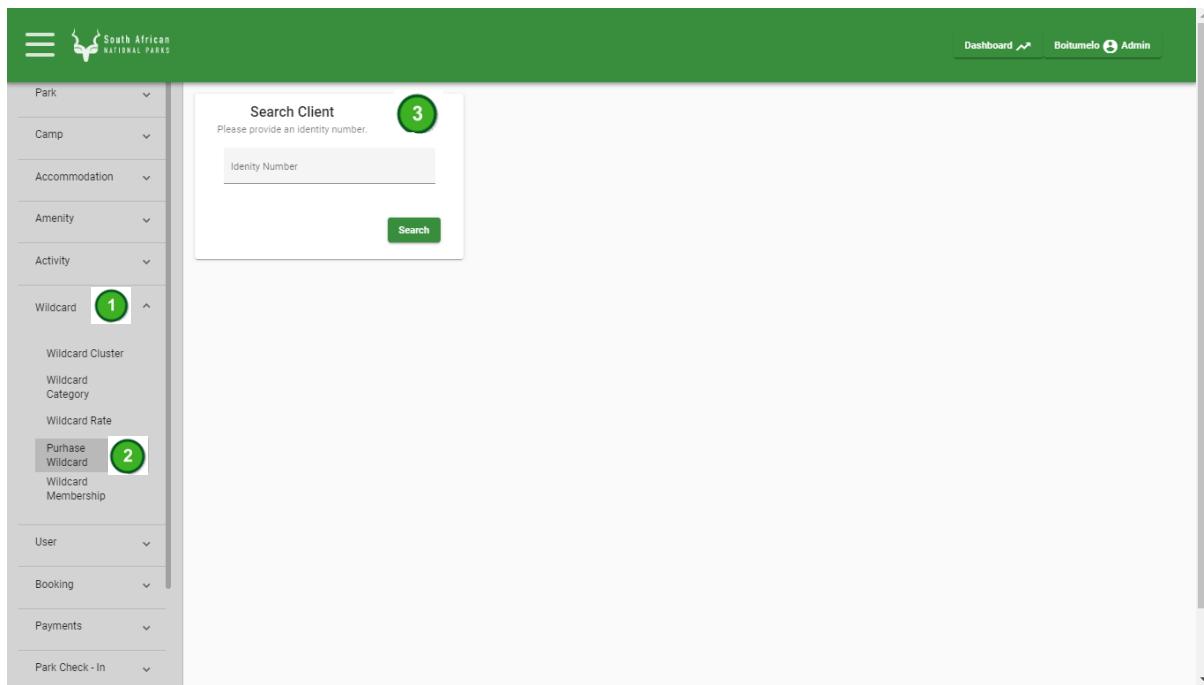


Screen Number and Name	Generate Checkout List	
Requirement Number and Name	3.11	Generate Checkout List
Screen Description	This screen shows the generated Checkout List	
Control Number	Control Type	Control Description
9	Checkout List Name.pdf	The name of the generated list
10	Number of Pages in the list Textbox	The number of pages in the generated list
11	Page Rotator Button	When clicked rotates the page of the generated list
12	Download Button	When clicked, downloads the generate list
13	Print Button	When clicked, prints the generated list
14	Send Button	When clicked, sends the generated list to the respective inspector
15	Checkout List	The generated list

## 6.6 Wildcard

### 6.6.1 Call In To Purchase Wild Card Membership Functionality

This process exhibits the purchase of a wildcard membership when a client calls in and a call center agent does it on their behalf



Dashboard  Boitumelo  Admin

Park

Camp

Accommodation

Amenity

Activity

Wildcard  **1**

- Wildcard Cluster
- Wildcard Category
- Wildcard Rate 
- Purchase Wildcard  2**
- Wildcard Membership

User

Booking

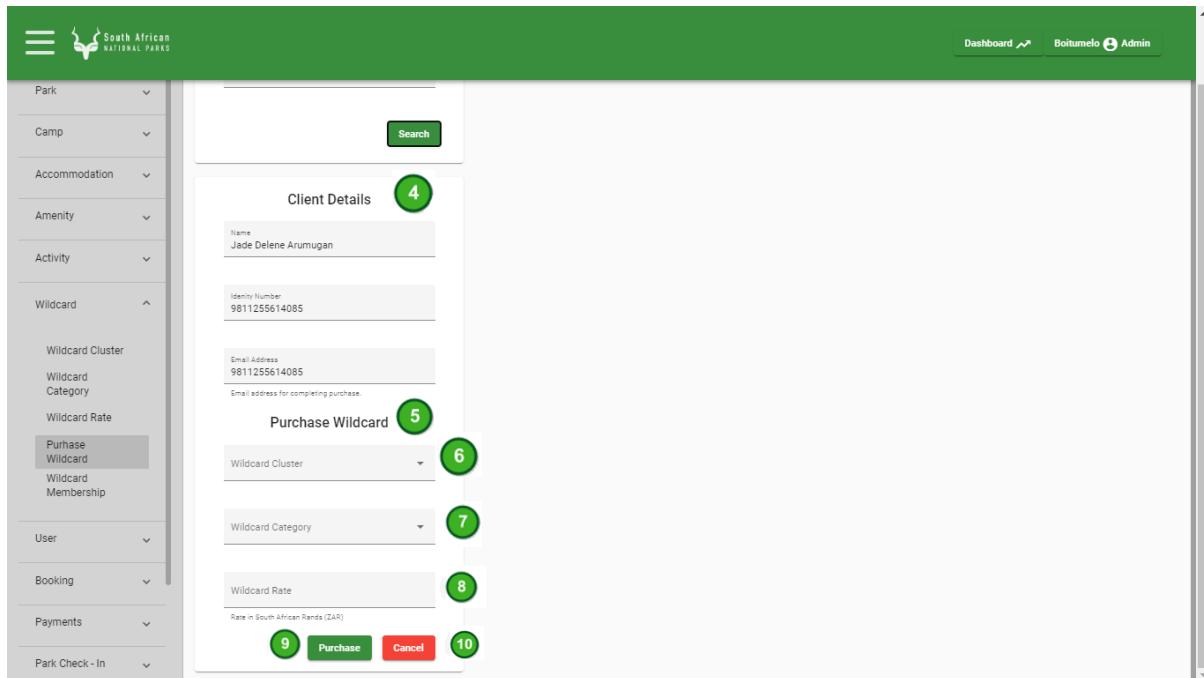
Payments

Park Check - In

Search Client  
Please provide an identity number.

Identity Number

Search



Dashboard  Boitumelo  Admin

Park

Camp

Accommodation

Amenity

Activity

Wildcard 

- Wildcard Cluster
- Wildcard Category
- Wildcard Rate  **5**
- Purchase Wildcard  **6**
- Wildcard Membership

User

Booking

Payments

Park Check - In

Name  
**Jade Delene Arumugan**

Identity Number  
**9811255614085**

Email Address  
**9811255614085**

Client Details **4**

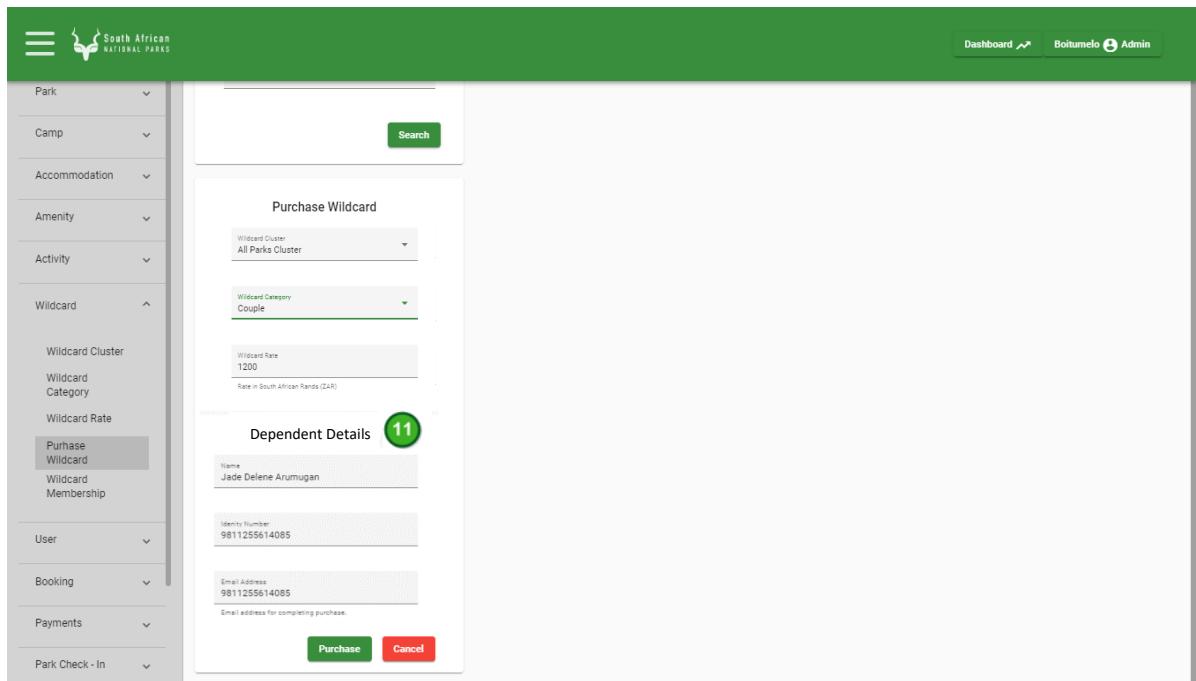
Wildcard Cluster **5**

Wildcard Category **6**

Wildcard Rate **7**

Rate in South African Rands (R20) **8**

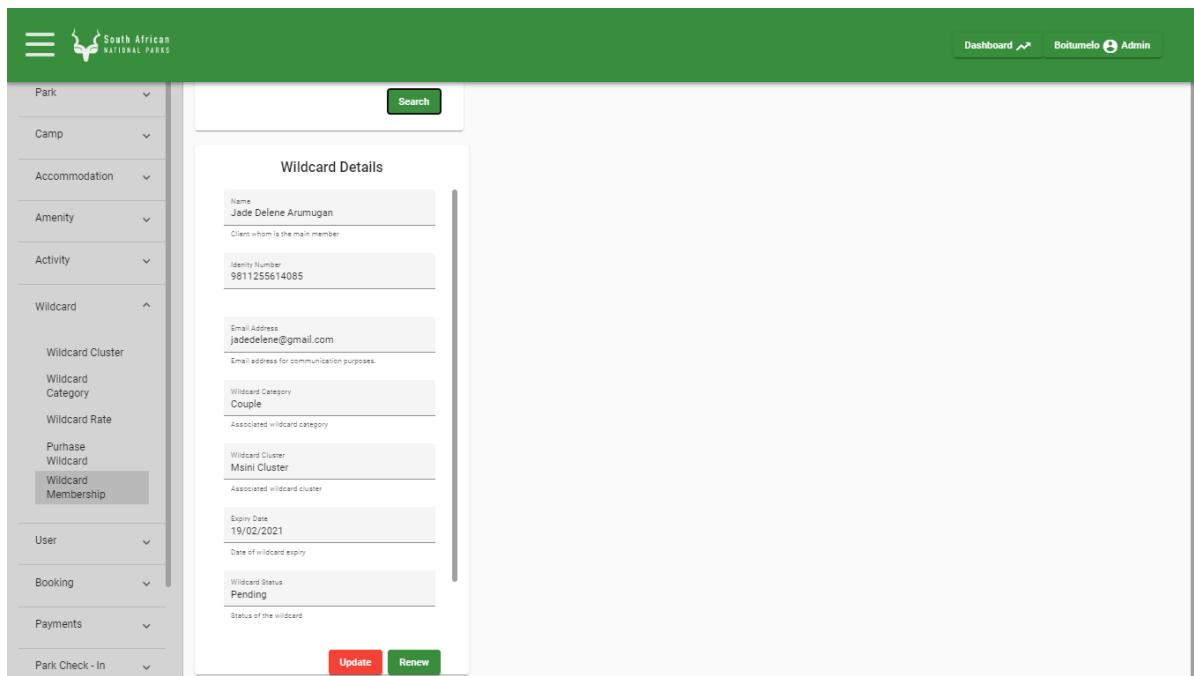
**9** Purchase **Cancel** **10**



Control Number	Control Type	Control Description
1	Navigation bar item	Wildcard Navbar option
2	Navbar drop down option	Purchase Wildcard Navbar option
3	Search client	Search client modal used by the call centre agent to search for a client who wishes to purchase a wildcard. Search using ID number
4	Client details	Successfully searched client information
5	Purchase Wildcard	Header
6	Wildcard Cluster Drop down	Drop down populated with the wildcard cluster options
7	Wildcard category Drop down	Drop down populated with the wildcard category options
8	Wildcard Rate Amount textbox	Populated with the wildcard rate that is a combination of the selected wildcard cluster and category.
9	Purchase button	Selects to purchase the selected wildcard
10	Cancel Button	Cancels the process
11	Add Dependent	Dependent details are captured: name, ID Number, and email address.

### 6.6.2 Update Wildcard Membership Status Functionality

This process occurs when a client has paid for the wildcard and submits a proof of payment, the call centre agent searches for the client and changes their wildcard status to activated.



Wildcard Details

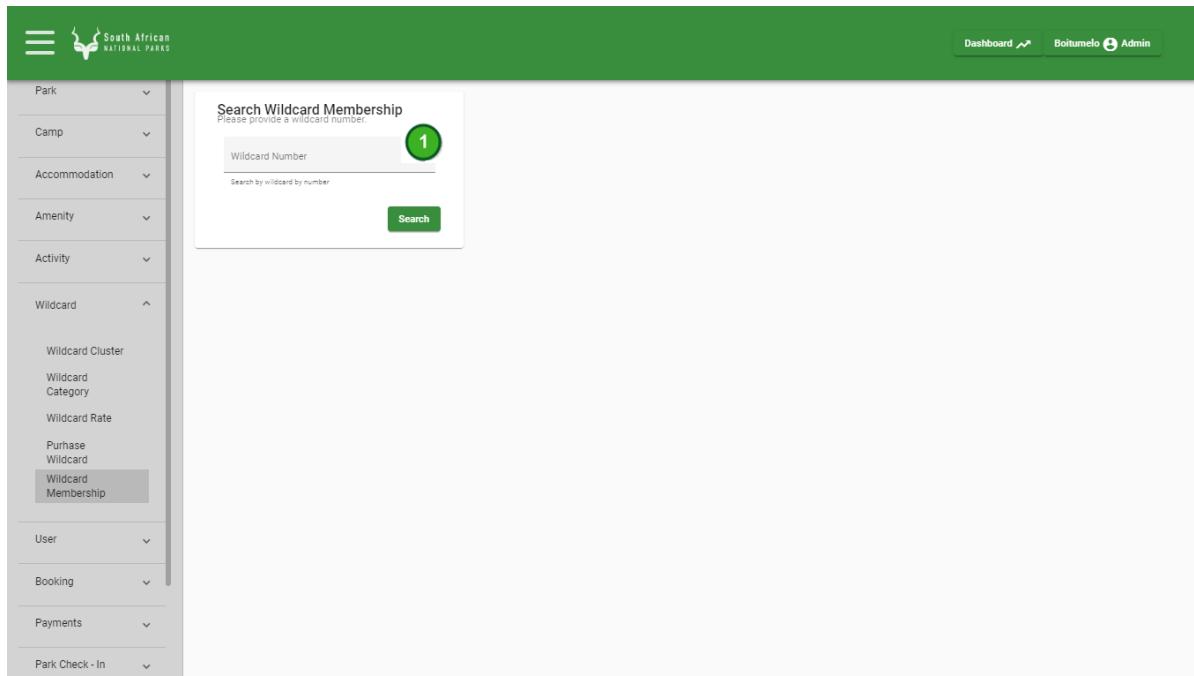
Name Jade Delene Arumugan	
Client whom is the main member	
Identity Number 9811255614085	
Email Address jadedelene@gmail.com	
Smal address for communication purposes.	
Wildcard Category Couple	
Associated wildcard category	
Wildcard Cluster Molini Cluster	
Associated wildcard cluster	
Expiry Date 19/02/2021	
Date of wildcard expiry	
Wildcard Status Pending	
Status of the wildcard	

**Update** **Renew**

Control Number	Control Type	Control Description
1	Wildcard Status textbox	Wildcard status updates to expired after one year cycle.

### 6.6.3 Search Wildcard Membership Functionality

This process occurs when a call centre agent wishes to search for a wildcard membership on the system.

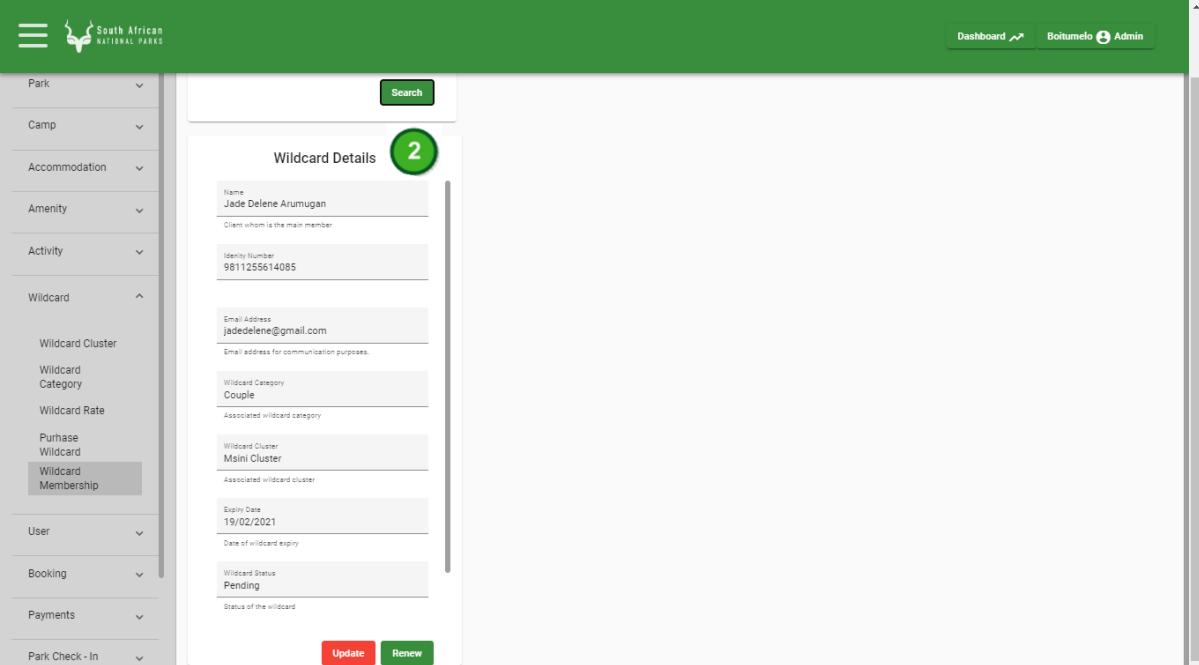


Search Wildcard Membership  
Please provide a wildcard number.

Wildcard Number  
**1**

Search by wildcard by number

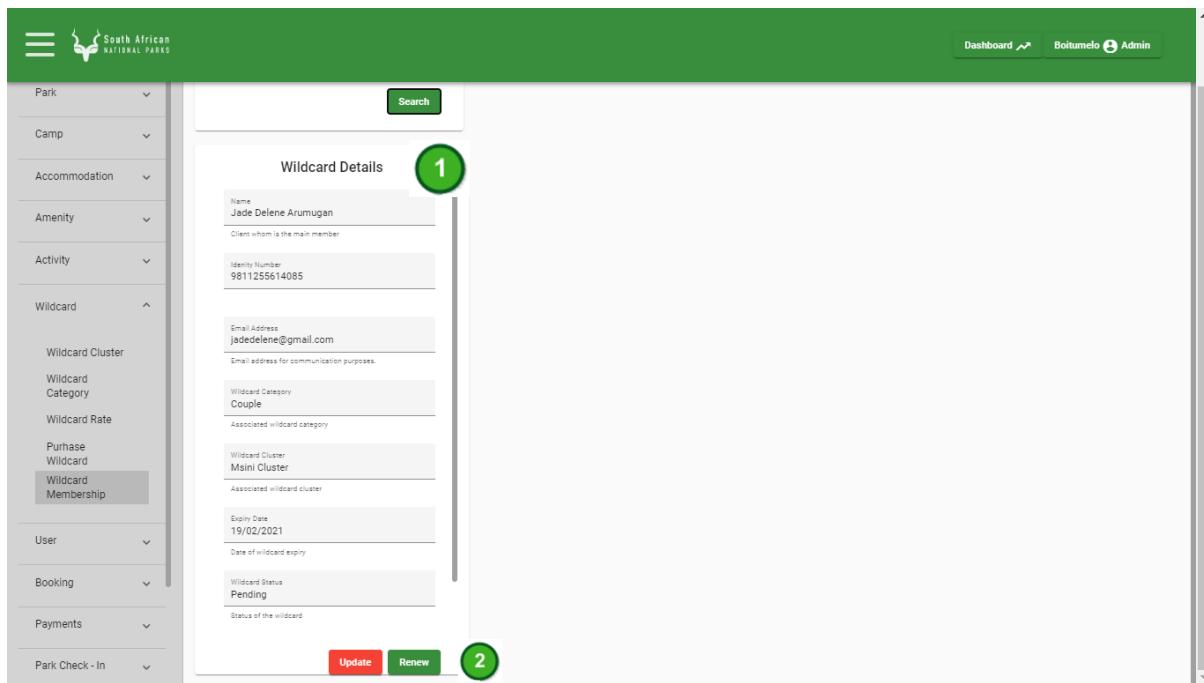
Search



Control Number	Control Type	Control Description
1	Search Wildcard Membership Modal	Call centre agent searches for the clients' wildcard of which they will update. Search by wildcard number.
2	Search results – Wildcard Details	Display the details of the searched wildcard

#### 6.6.4 Call in to Renew Wildcard Membership Functionality

This process occurs when a client calls in to renew their wildcard which will be done on behalf of a call centre agent.



**Wildcard Details**

Name: Jade Delene Arumugan

Client whom is the main member

Identity Number: 9811255614085

Email Address: jadedelene@gmail.com

Email address for communication purposes.

Wildcard Category: Couple

Associated wildcard category

Wildcard Cluster: Molini Cluster

Associated wildcard cluster

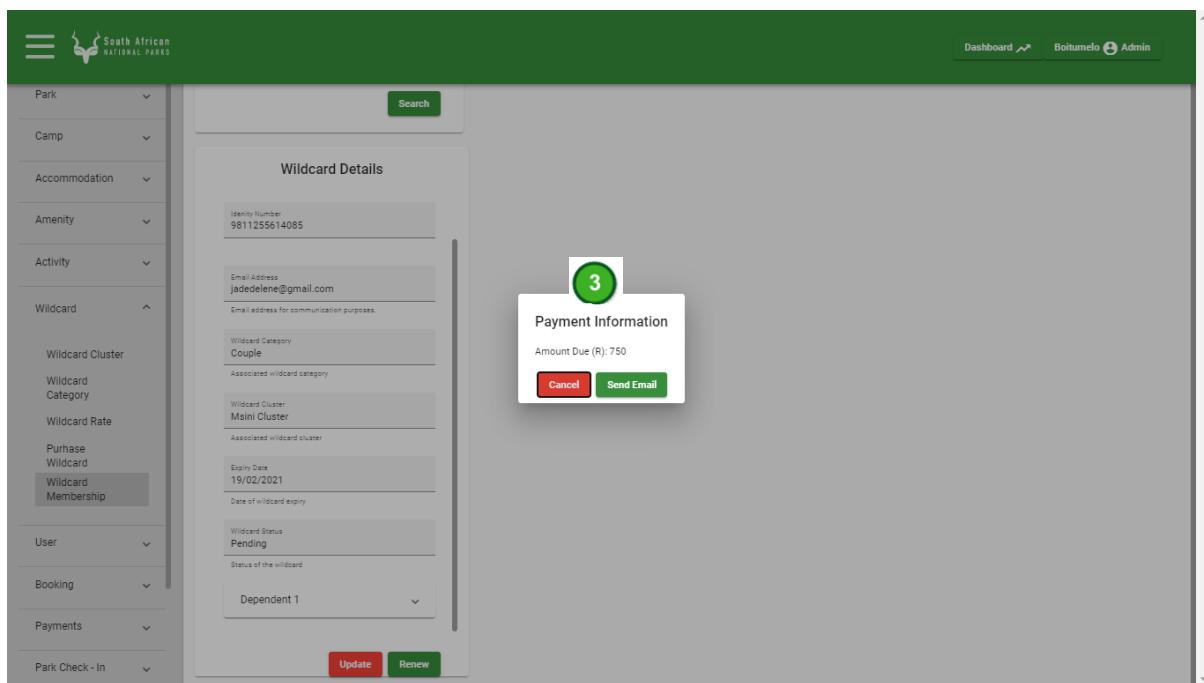
Expiry Date: 19/02/2021

Date of wildcard expiry

Wildcard Status: Pending

Status of the wildcard

**Update** **Renew**



**Wildcard Details**

Identity Number: 9811255614085

Email Address: jadedelene@gmail.com

Email address for communication purposes.

Wildcard Category: Couple

Associated wildcard category

Wildcard Cluster: Molini Cluster

Associated wildcard cluster

Expiry Date: 19/02/2021

Date of wildcard expiry

Wildcard Status: Pending

Status of the wildcard

Dependent 1

**Update** **Renew**

**Payment Information**

Amount Due (R): 750

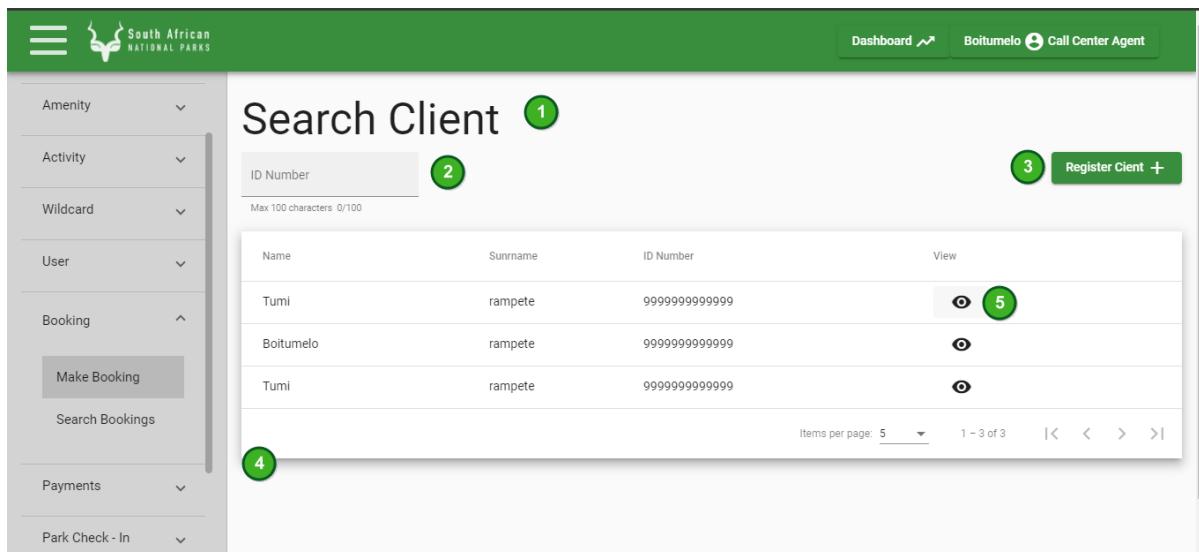
**Cancel** **Send Email**

Control Number	Control Type	Control Description
1	Search Wildcard details	Call centre agent searches the clients wildcard details
2	Renew Button	Call centre agent clicks the renew button to renewal the clients membership for a further one year cycle.
3	Payment Information	Display the following payment information modal which is emailed to the client so they can make the payment.

## 6.7 Booking

### 6.7.1 Call in To Make Booking

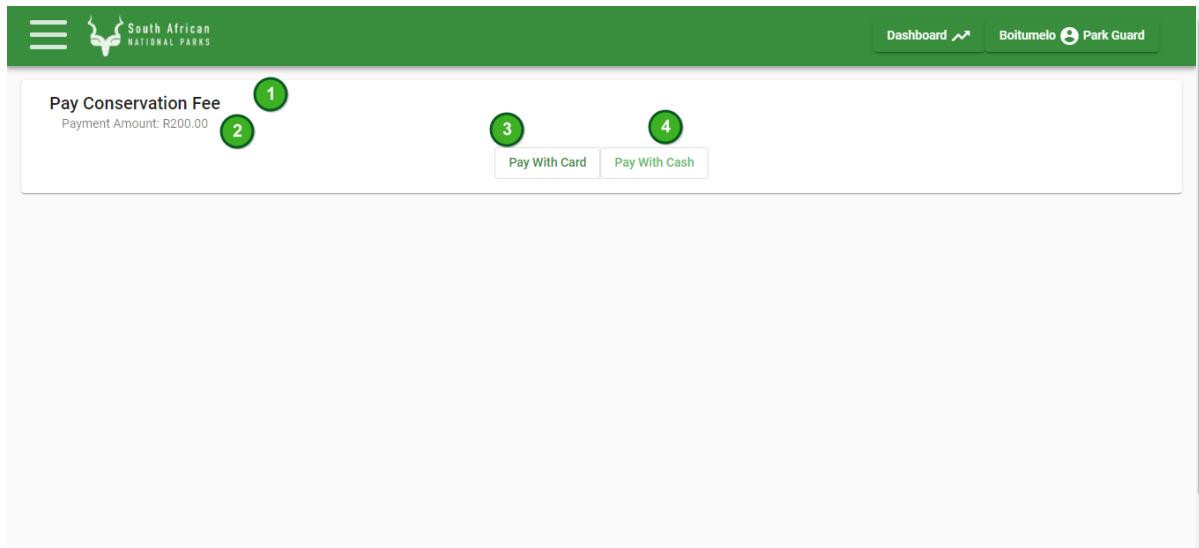
Allows for the call centre agent to search for a client to make a booking.



Control Number	Control Type	Control Description
1	Heading	Search Client Heading
2	Text Box	ID number text box for search purposes
3	Button	Button to register client in case they don't have an account
4	Table	The table holds the searched client info
5	Button icon	This button helps the call centre agent view client details and make a booking

### 6.7.2 Pay Conservation Fee

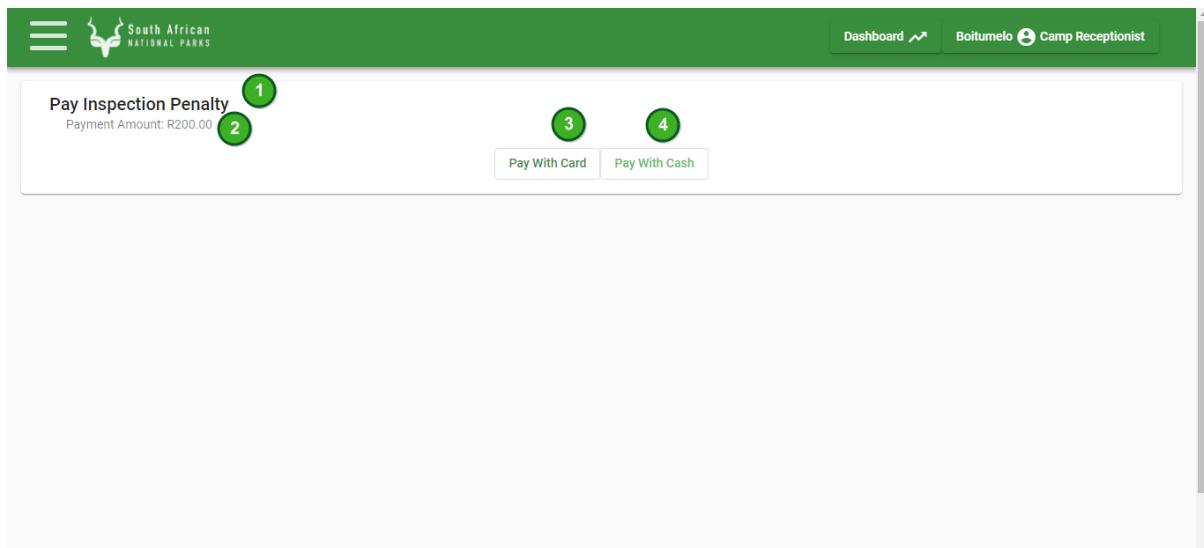
This screen allows the park guard to process payments onsite and on the system



Control Number	Control Type	Control Description
1	<b>Heading</b>	None
2	<b>Paragraph text</b>	This is the text that would show the amount due for the conservation fee booking.
3	<b>Button</b>	Clicked when the client wishes to pay the booking via the virtual card service.
4	<b>Button</b>	Clicked when the client wishes to pay the booking via cash.

### 6.7.3 Pay Inspection Penalty

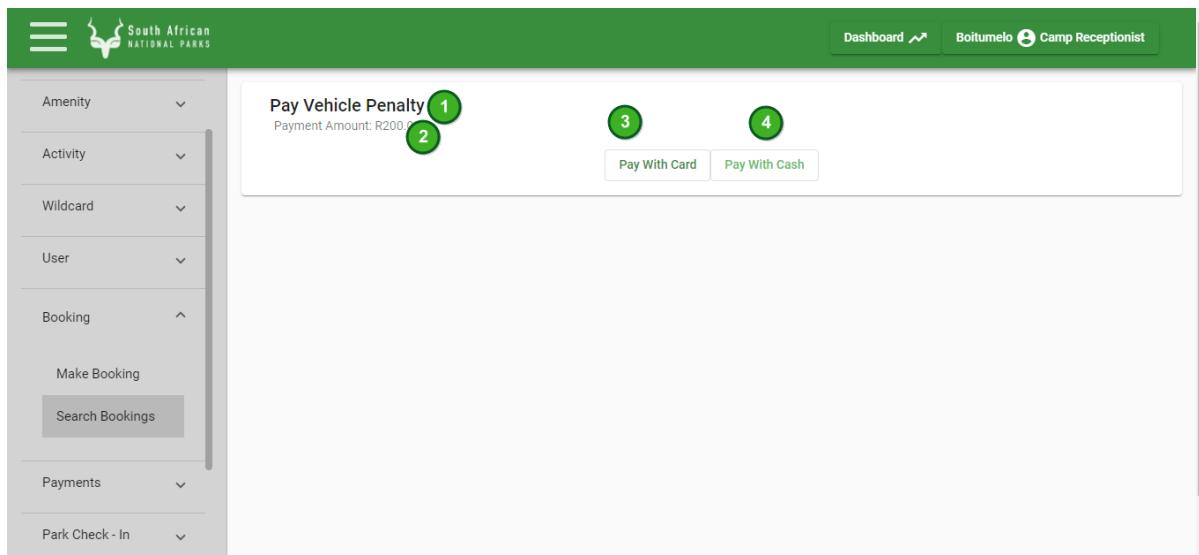
This screen allows the camp receptionist to interface with clients to accept payments in cash or through the virtual card service



Control Number	Control Type	Control Description
1	<b>Heading</b>	None
2	<b>Paragraph text</b>	This is the text that would show the amount due for the conservation fee booking.
3	<b>Button</b>	Clicked when the client wishes to pay the booking via the virtual card service.
4	<b>Button</b>	Clicked when the client wishes to pay the booking via cash.

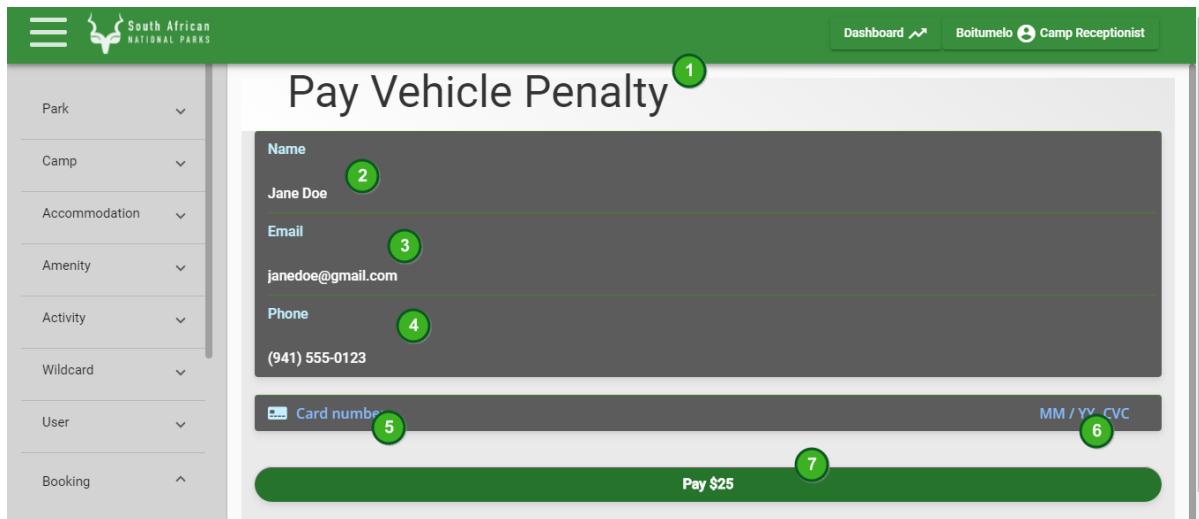
### 6.7.4 Pay Vehicle Penalty

This screen allows the camp receptionist to interface with clients to accept payments in cash or through the virtual card service.



The screenshot shows the SANParks System dashboard. On the left is a sidebar with dropdown menus for Amenity, Activity, Wildcard, User, Booking (selected), Payments, and Park Check - In. Below the sidebar are buttons for 'Make Booking' and 'Search Bookings'. The main area features a large button labeled 'Pay Vehicle Penalty' with the text 'Payment Amount: R200.00'. Four green circles with numbers 1 through 4 are overlaid on the interface: circle 1 is at the top right of the button, circle 2 is below it, circle 3 is to the right, and circle 4 is further to the right. At the bottom right of the button are two smaller buttons: 'Pay With Card' and 'Pay With Cash'.

Control Number	Control Type	Control Description
1	<b>Heading</b>	None
2	<b>Paragraph text</b>	This is the text that would show the amount due for the conservation fee booking.
3	<b>Button</b>	Clicked when the client wishes to pay the booking via the virtual card service.
4	<b>Button</b>	Clicked when the client wishes to pay the booking via cash.

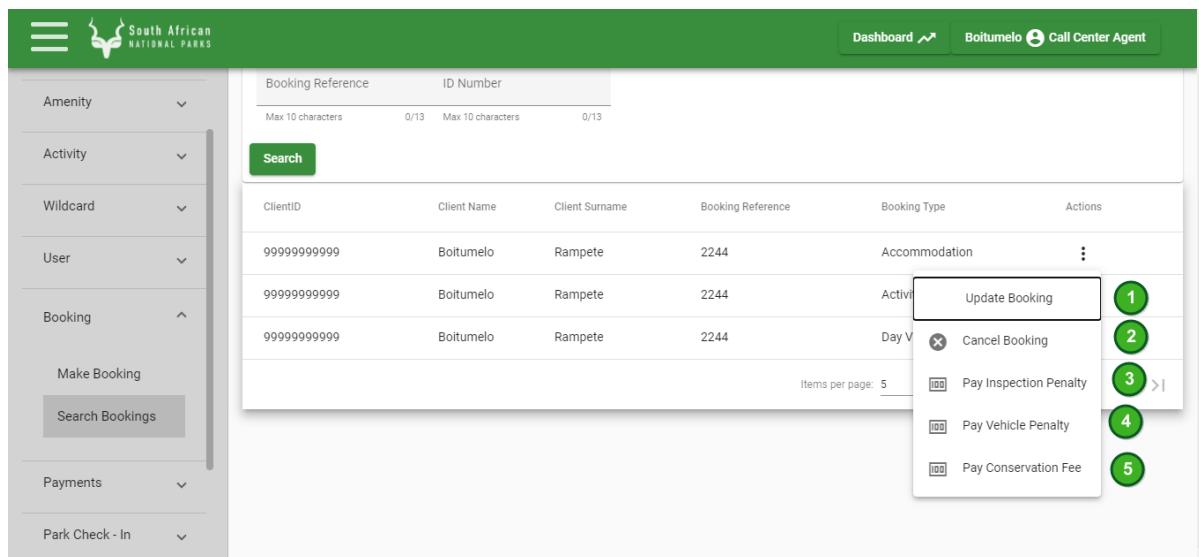


The screenshot shows the 'Pay Vehicle Penalty' form. On the left is a sidebar with dropdown menus for Park, Camp, Accommodation, Amenity, Activity, Wildcard, User, and Booking. The main form has fields for Name (2, Jane Doe), Email (3, janedoe@gmail.com), and Phone (4, (941) 555-0123). Below these is a field for Card number (5) and a MM / YY / CVC field (6). At the bottom is a large green button labeled 'Pay \$25' (7).

Control Number	Control Type	Control Description
1	<b>Heading</b>	None
2	<b>Textbox</b>	Client name
3	<b>Text Box</b>	Client surname
4	<b>Text box</b>	Client Phone number
5	<b>Text box</b>	Client card number
6	<b>Text box</b>	CVV Number attached to card
7	<b>Button</b>	Button to make payment

### 6.7.5 Search Booking

This screen is an alternative screen where a call centre agent would access searching a booking to be able to assist a client. In this case the menu options are exposed for the users to use accordingly

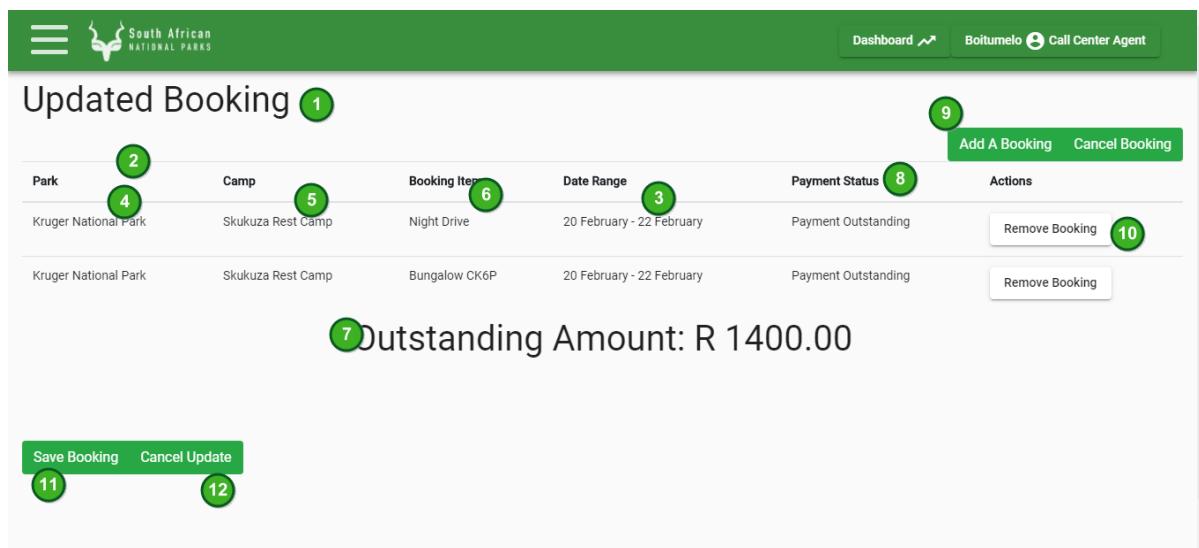


The screenshot shows a search results page for bookings. On the left, there's a sidebar with dropdown menus for Amenity, Activity, Wildcard, User, and Booking, along with buttons for Make Booking, Search Bookings, Payments, and Park Check - In. The main area has fields for Booking Reference and ID Number, both with character limits. A 'Search' button is present. The results table includes columns for ClientID, Client Name, Client Surname, Booking Reference, Booking Type, and Actions. The third row in the table is highlighted, and a context menu is open over it, containing five numbered options: 1. Update Booking, 2. Cancel Booking, 3. Pay Inspection Penalty, 4. Pay Vehicle Penalty, and 5. Pay Conservation Fee.

Control Number	Control Type	Control Description
1	Menu Option	Updates the specific booking instance
2	Menu Option	Cancels the booking instance from the booking
3	Menu Option	Proceeds to pay for the inspection penalty
4	Menu Option	Proceeds to pay for the vehicle penalty
5	Menu Option	Proceeds to pay for the conservation fee

### 6.7.6 Call in To Update Booking

This screen is where the call centre agent has administered a booking update and proceeds to finalize the booking update.



The screenshot shows an updated booking screen. At the top, there's a header with the SANParks logo, a dashboard link, and a user profile. Below the header, the title 'Updated Booking' is displayed with a circled number 1 above it. The main content area shows a table of bookings with columns for Park, Camp, Booking Item, Date Range, Payment Status, and Actions. The second row in the table is highlighted, and a context menu is open over it, containing numbered options: 1. Add A Booking, 2. Remove Booking, 3. Remove Booking, 4. Remove Booking, 5. Remove Booking, 6. Remove Booking, 7. Outstanding Amount: R 1400.00, 8. Remove Booking, 9. Remove Booking, and 10. Remove Booking. At the bottom, there are buttons for Save Booking (circled 11) and Cancel Update (circled 12).

Control Number	Control Type	Control Description
1	Heading	None

2	<b>Table</b>	This Table will contain the detailed information of a client's single booking. A booking instance can be an accommodation, activity or day visit.
3	<b>Column</b>	This is the paragraph text that describes the clients booking span in terms of dates
4	<b>Column</b>	This column will have the park information
5	<b>Column</b>	This column will have the camp information
6	<b>Column</b>	This column will contain the name of the booking item that was booked
7	<b>Paragraph text</b>	This text will contain how much that specific booking will cost.
8	<b>Column</b>	This column will display the Booking status name
9	<b>Button</b>	This button will add another booking instance onto the clients booking
10	<b>Button</b>	This button will remove a booking instance.
11	<b>Button</b>	This button will redirect the client to the pay / refund booking page or save the booking if no payments required.
12	<b>Button</b>	None

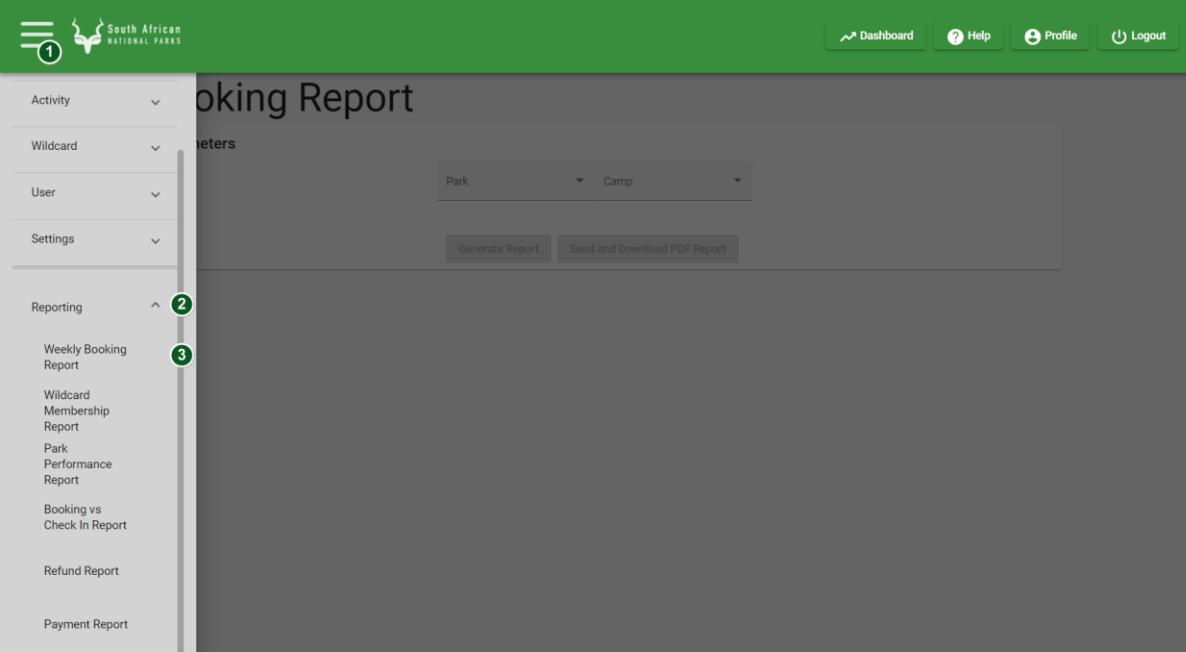
## 6.8 Reporting

### 6.8.1 Weekly Booking Report Functionality

This report will show the data of the bookings that clients has made over a selected period, for a selected park with all the camps or a selected park with a selected camp. It will show data such as when the client made a booking for an accommodation and/or an activity and pre-booked day visit, when that booking takes place and how much that booking costs. It will show the overall bookings made and the associated cost for the week's accommodation and that week's activities separately. It will also show graphs base on the data approximated.

### Weekly Booking Report

The following screens indicate how a user can navigate to the Weekly Booking Report Home screen, generate, download and send the report to the manager.



Activity

Wildcard

User

Settings

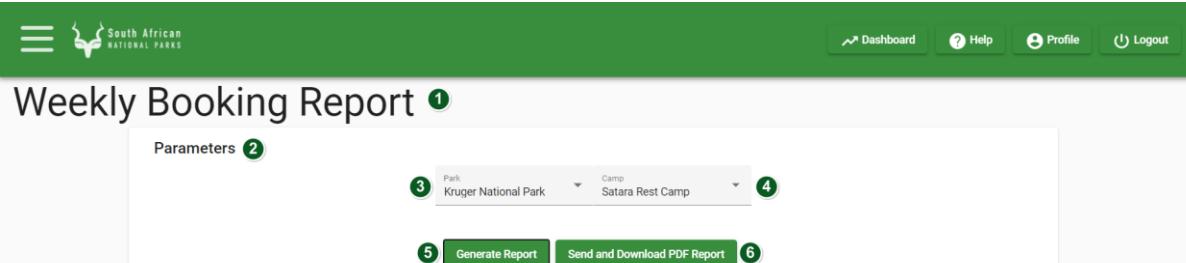
Reporting

- Weekly Booking Report** (3)
- Wildcard Membership Report
- Park Performance Report
- Booking vs Check In Report
- Refund Report
- Payment Report

Park Camp

Generate Report Send and Download PDF Report

Control Number	Control type	Control Description
1	<b>Menu Drop Down Button</b>	Click here to Open or Close the Menu Bar.
2	<b>Reporting Drop Down Button</b>	Click here to Open or Close the Reporting Drop Down.
3	<b>Weekly Booking Report Button</b>	Re-directs the user to the <b>Weekly Booking Report Home Screen</b> . Click here to display the Weekly Booking Report Home Screen .



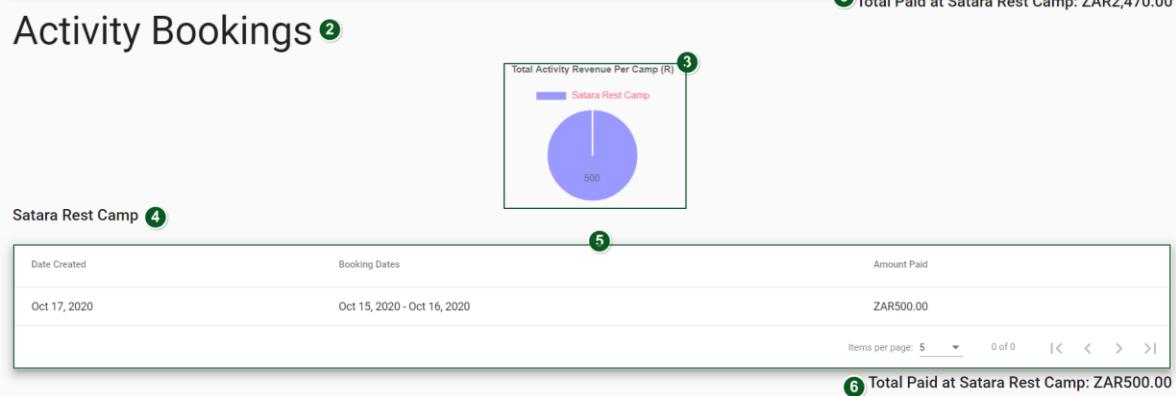
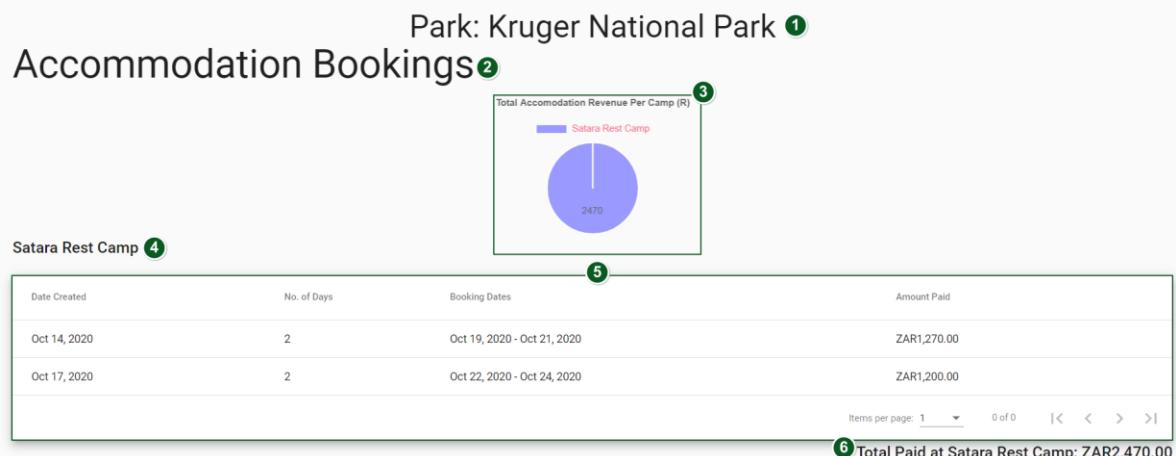
Parameters (2)

Park: Kruger National Park Camp: Satara Rest Camp (3) (4)

Generate Report Send and Download PDF Report (5) (6)

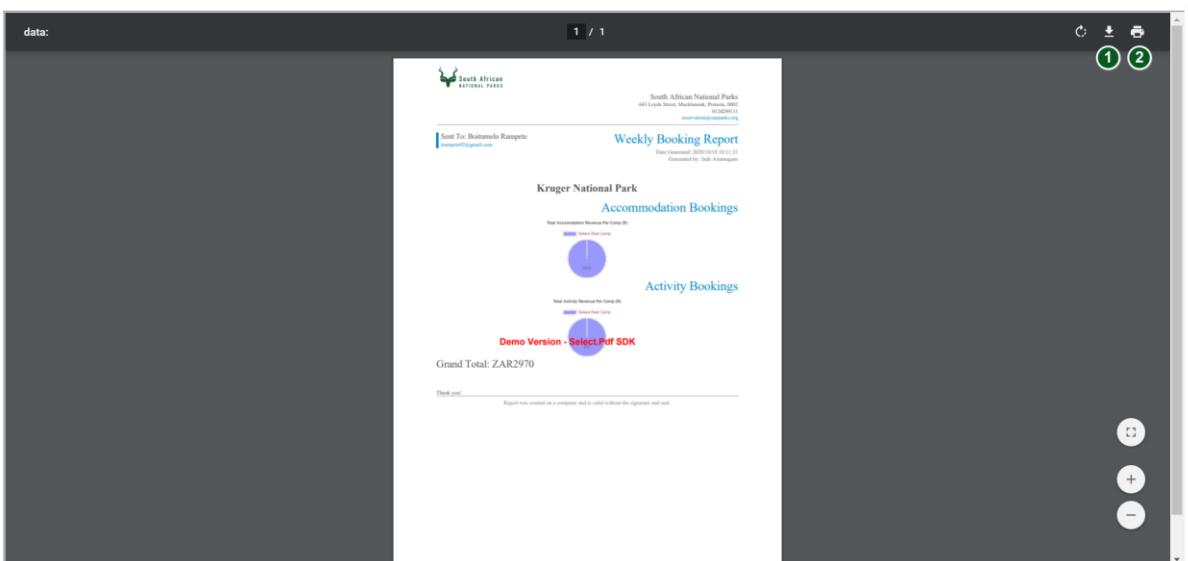
Control Number	Control type	Control Description
1	<b>Weekly Booking Report Screen</b>	This is the Weekly Booking Report Screen.
2	<b>Parameters control box</b>	This is a control box, that contains the different parameters for the report.
3	<b>Park Dropdown</b>	This control is filled with all the Parks in the system. Select a Park to generate a report on.
4	<b>Camp Dropdown</b>	This control is filled with all the Camps in the system. Select a Camp to generate a report on.

<b>5</b>	<b>Generate Report Button</b>	When this button is clicked it generates the on-screen report with all the report data.
<b>6</b>	<b>Send and Download PDF Report</b>	When this button is clicked it sends the report to the manager and it also opens up a pdf tab where you can print and download the report from.

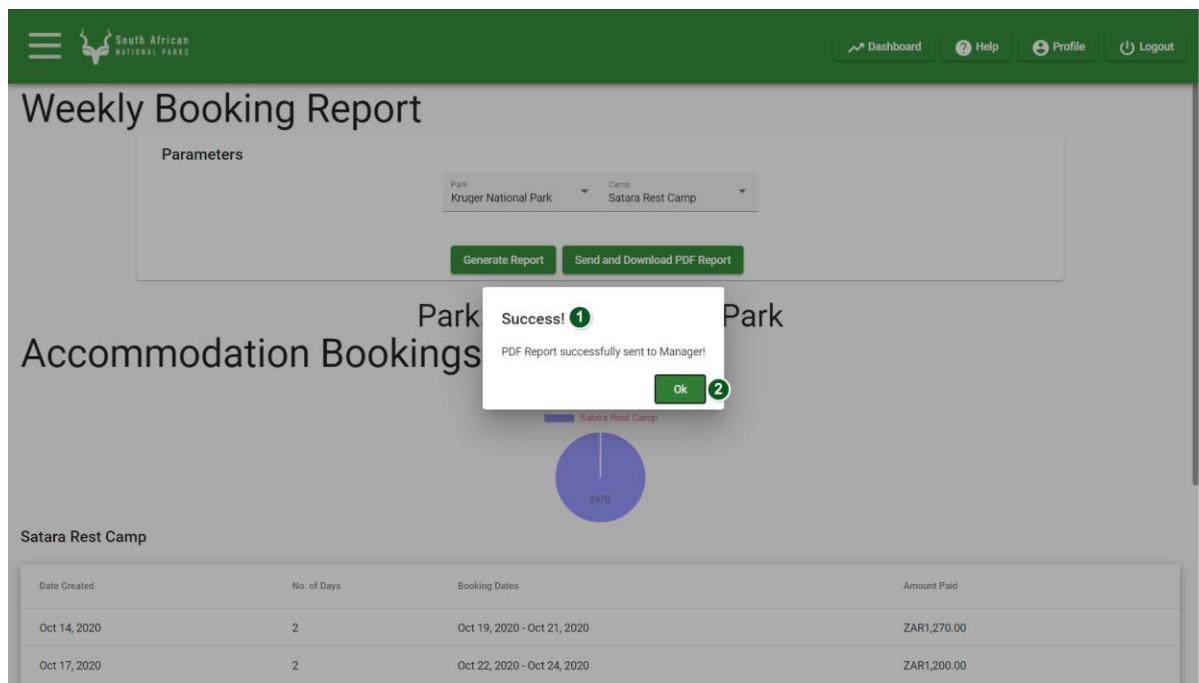


**7** Grand Total at Kruger National Park: ZAR2,970.00

Control Number	Control type	Control Description
<b>1</b>	<b>Park Label</b>	This is the Park that the report is generated on.
<b>2</b>	<b>Booking Type Label</b>	This is a label that shows what type of booking it is. It can be Accommodation, Activity and Day Visit Bookings
<b>3</b>	<b>Graphical Representation Picture</b>	This is a graphical representation that represents the tabulated data on the booking type. It shows the total revenue per camp.
<b>4</b>	<b>Camp Label</b>	This is the Camp that the report is generated on.
<b>5</b>	<b>Tabulated Data</b>	This is the tabulated data that is on the specific booking type.
<b>6</b>	<b>Total Paid Label</b>	This is the total paid at the a camp for each booking type.



Control Number	Control type	Control Description
1	Download Button	This button is used to download the report.
2	Print Button	This button is used to print the report.



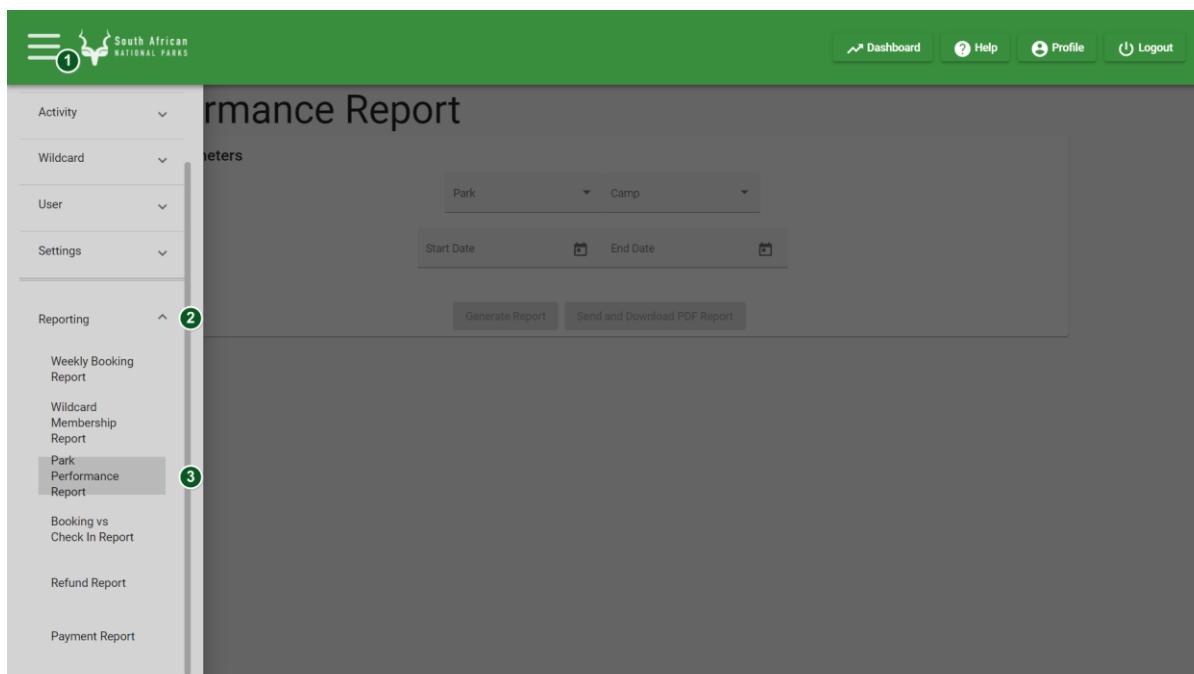
Control Number	Control type	Control Description
1	Success Dialog	This is a dialog to show that the report was successfully sent to the manager.
2	OK Button	This is a button that, when clicked takes you back to the <b>Weekly Bookings Report Home Screen</b> .

### 6.8.2 Park performance Report Functionality

This report will show the data of a Park Performance. It will show data such as when the client created the booking, what accommodation type or activity they booked for and how much it cost. It also includes Pre-booked day visit and Unannounced Day Visit. It shows separate data for the accommodation and the activities, pre-booked day visit, and unannounced day visit for all the camps within a selected within a valid filter period. It will compare all the Park Camps data against each other in term of the accommodation and the activities and the cost.

#### Park Performance Report

The following screens indicate how a user can navigate to the Park Performance Report Home screen, generate, download and send the report to the manager.

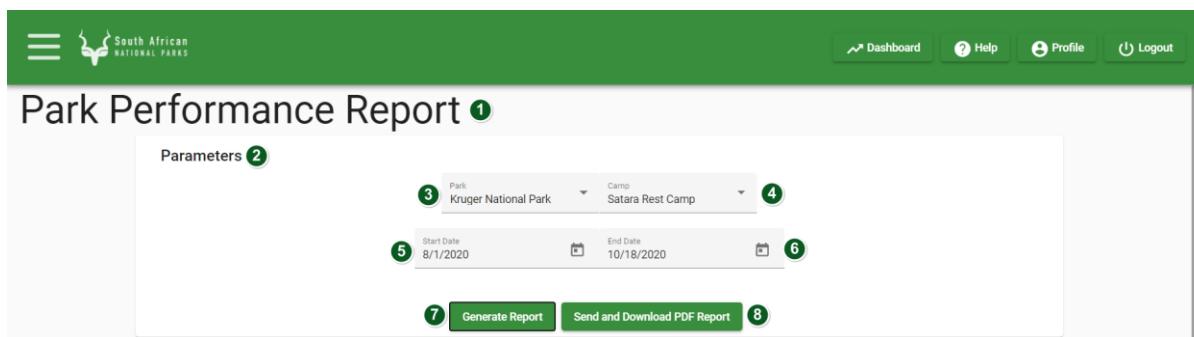


**Control Number**

**Control type**

**Control Description**

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Report Drop Down Button	Click here to Open or Close the Reporting Drop Down.
3	Park Performance Report Button	Re-directs the user to the <b>Park Performance Report Home Screen</b> . Click here to display the Park Performance Report Home Screen .



Control Number	Control type	Control Description
1	Park Performance Report Screen	This is the Park Performance Report Screen.
2	Parameters control box	This is a control box, that contains the different parameters for the report.
3	Park Dropdown	This control is filled with all the Parks in the system. Select a Park to generate a report on.
4	Camp Dropdown	This control is filled with all the Camps in the system. Select a Camp to generate a report on.
5	Start Date Date Picker	Selected the start date the you want to generate the report from.
6	End Date Date Picker	Selected the End date the you want to generate the report Till.
7	Generate Report Button	When this button is clicked it generates the on-screen report with all the report data.
8	Send and Download PDF Report	When this button is clicked it sends the report to the manager and it also opens up a pdf tab where you can print and download the report from.

 SAN PARKS
[Dashboard](#)
[Help](#)
[Profile](#)
[Logout](#)

### Park: Kruger National Park 1

#### Accommodation Bookings 2

Total Accommodation Revenue Per Camp (R)


  
Satara Rest Camp 4

Date Created	No. of Days	Booking Dates	Amount Paid
Sep 26, 2020	3	Oct 9, 2020 - Oct 12, 2020	ZAR1,880.00
Sep 29, 2020	3	Oct 12, 2020 - Oct 15, 2020	ZAR1,800.00
Sep 20, 2020	1	Oct 16, 2020 - Oct 17, 2020	ZAR1,053.00
Sep 26, 2020	0	Oct 18, 2020 - Oct 18, 2020	ZAR10.00
Oct 14, 2020	2	Oct 19, 2020 - Oct 21, 2020	ZAR1,270.00
Sep 29, 2020	2	Oct 26, 2020 - Oct 28, 2020	ZAR1,270.00
Sep 29, 2020	1	Nov 19, 2020 - Nov 20, 2020	ZAR670.00

6 Total Paid at Satara Rest Camp: ZAR12,084.00

#### Activity Bookings 2

Total Activity Revenue Per Camp (R)


  
Satara Rest Camp 4

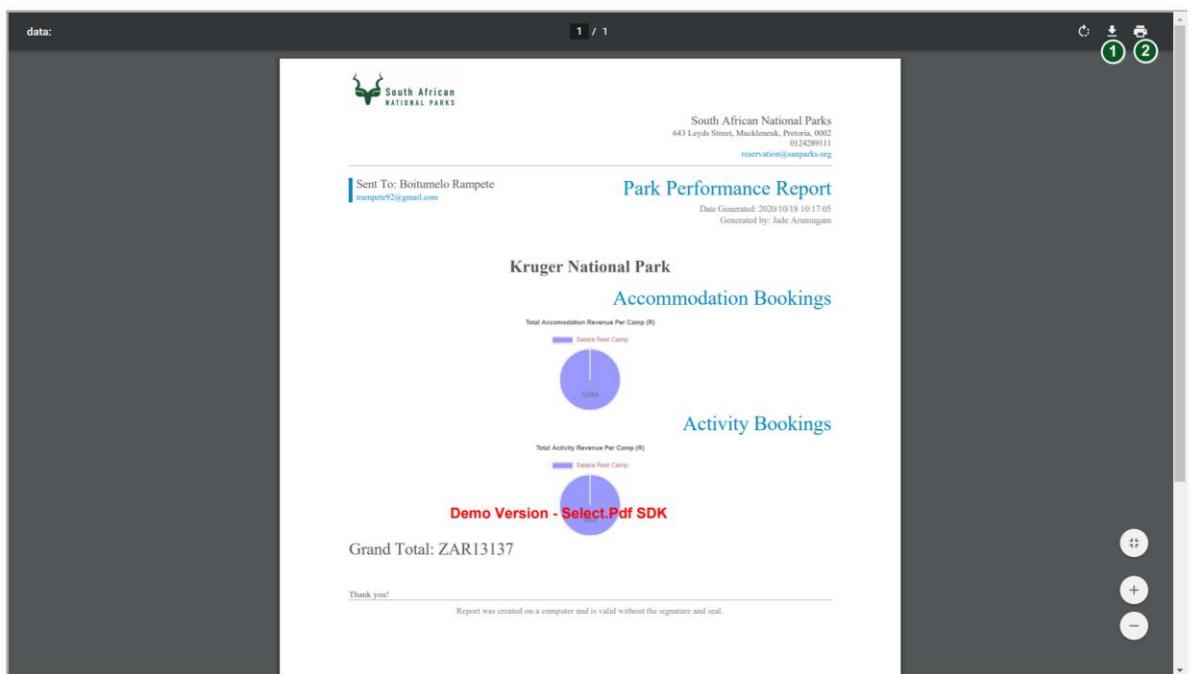
Date Created	Booking Dates	Amount Paid
Sep 20, 2020	Oct 2, 2020 - Oct 3, 2020	ZAR1,053.00

6 Total Paid at Satara Rest Camp: ZAR1,053.00

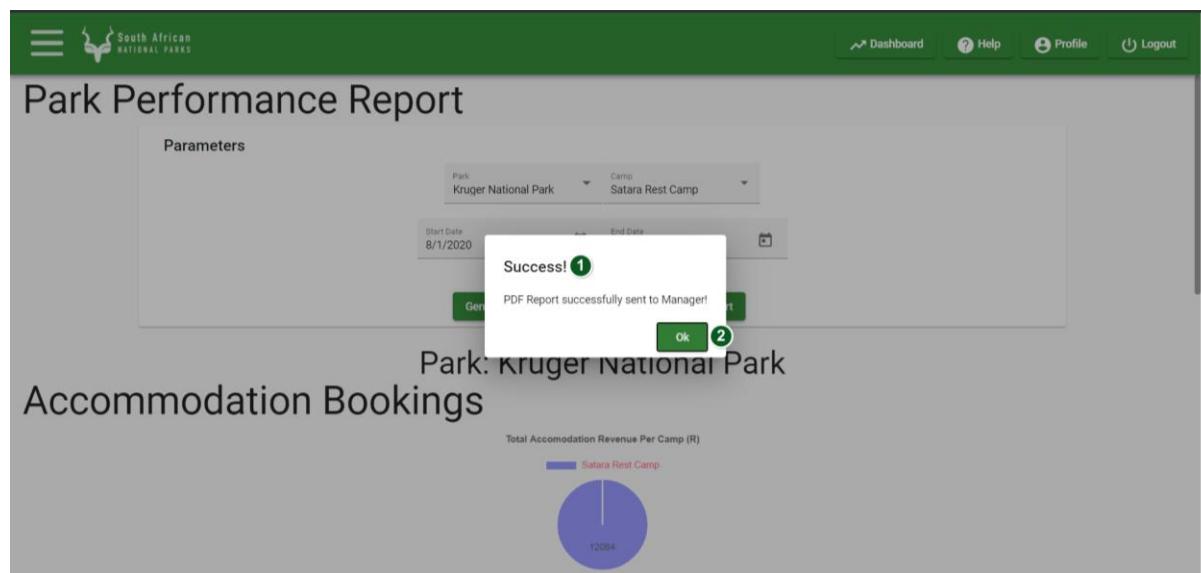
7 Grand Total at Kruger National Park: ZAR13,137.00

Control Number	Control type	Control Description
1	<b>Park Label</b>	This is the Park that the report is generated on.
2	<b>Booking Type Label</b>	This is a label that shows what type of booking it is. It can be Accommodation, Activity and Day Visit Bookings
3	<b>Graphical Representation Picture</b>	This is a graphical representation that represents the tabulated data on the booking type. It shows the total revenue per camp.
4	<b>Camp Label</b>	This is the Camp that the report is generated on.
5	<b>Tabulated Data</b>	This is the tabulated data that is on the specific booking type for a specific camp.
6	<b>Total Paid Label</b>	This is the total paid at a camp for each booking type.
7	<b>Grand Total Label</b>	This is the total amount of all the total paid amounts for the different booking types at the different camps.

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Control Number	Control type	Control Description
1	Download Button	This button is used to download the report.
2	Print Button	This button is used to print the report.



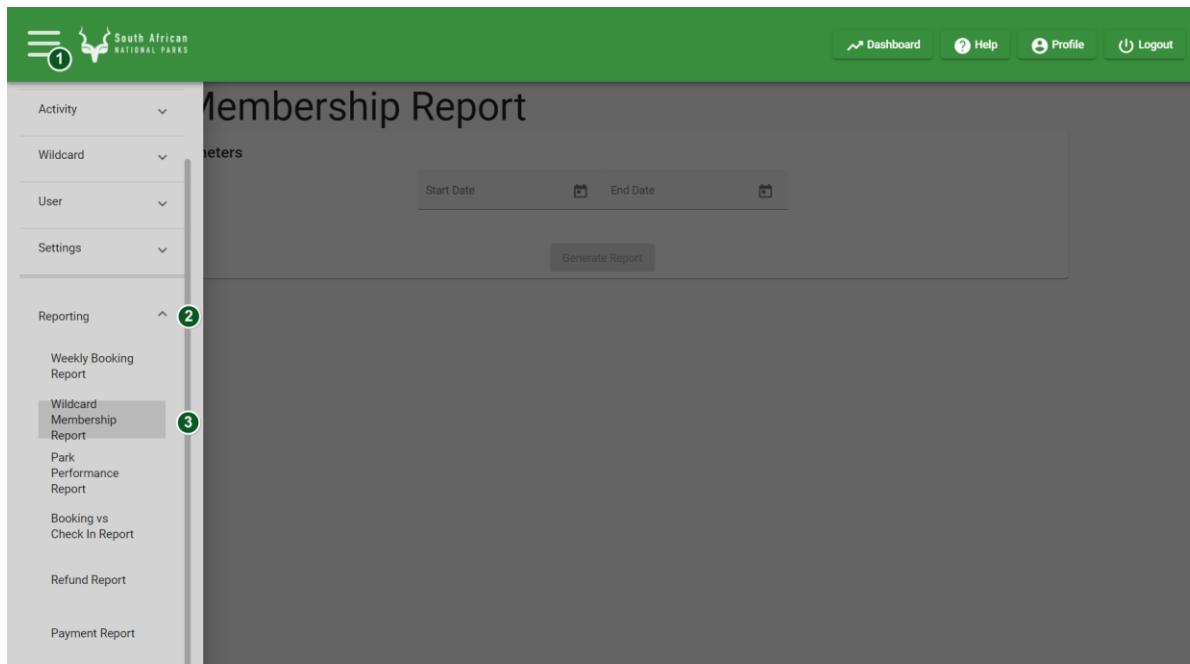
Control Number	Control type	Control Description
1	Success Dialog	This is a dialog to show that the report was successfully sent to the manager.
2	OK Button	This is a button that, when clicked takes you back to the <b>Park Performance Report Home Screen</b> .

### 6.8.3 Wildcard Membership Report Functionality

This report will show the data of the Booking vs Check-In . It will show the data on how many wildcards were purchases during a selected year and it will show all three categories for that specific year, separated by the wildcard cluster.

#### Wildcard Membership Report

The following screens indicate how a user can navigate to the Wildcard Membership Report Home screen, generate, download and send the report to the manager.



Membership Report

Parameters

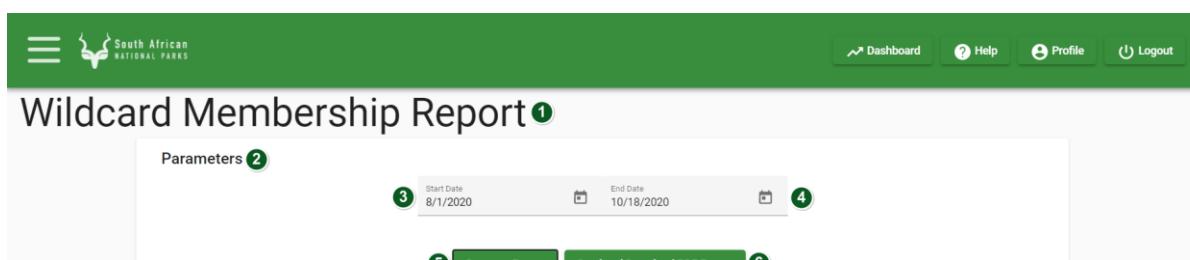
Start Date: 8/1/2020 End Date: 10/18/2020

Generate Report

Navigation: Dashboard, Help, Profile, Logout

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Report Drop Down Button	Click here to Open or Close the Reporting Drop Down.
3	Wildcard Membership Report Button	Re-directs the user to the <b>Wildcard Membership Report Home Screen</b> . Click here to display the Wildcard Membership Report Home Screen .

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Report Drop Down Button	Click here to Open or Close the Reporting Drop Down.
3	Wildcard Membership Report Button	Re-directs the user to the <b>Wildcard Membership Report Home Screen</b> . Click here to display the Wildcard Membership Report Home Screen .



Wildcard Membership Report

Parameters

Start Date: 8/1/2020 End Date: 10/18/2020

Generate Report

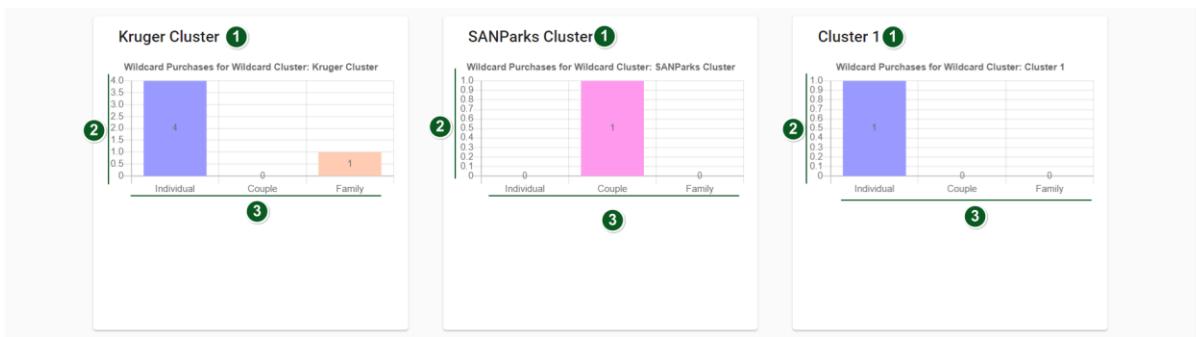
Send and Download PDF Report

Print

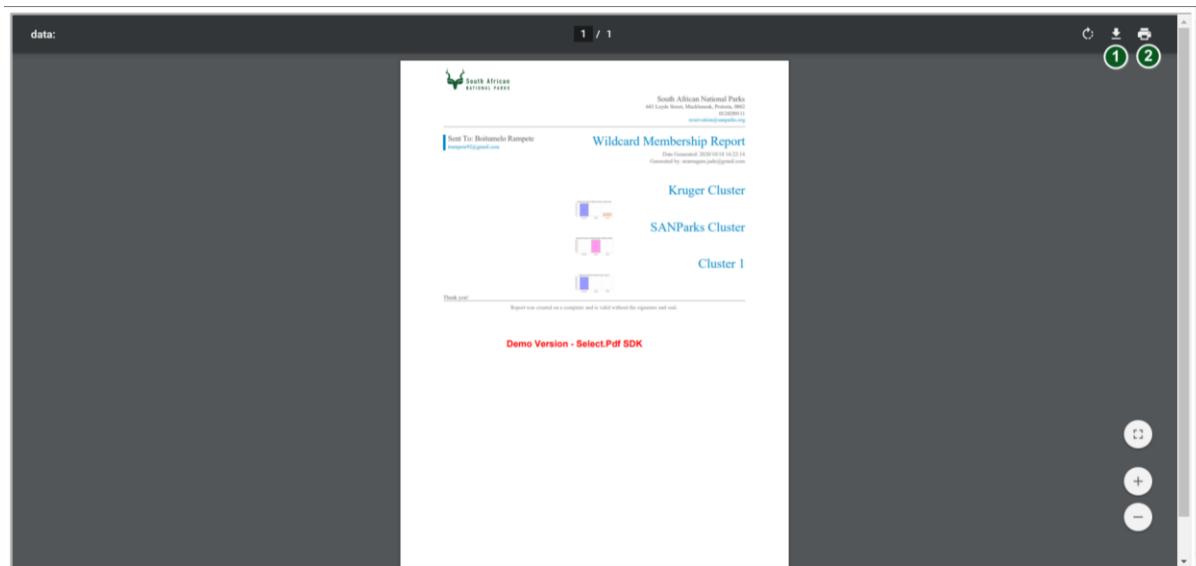
Navigation: Dashboard, Help, Profile, Logout

Control Number	Control type	Control Description
1	Wildcard Membership Report Screen	This is the Wildcard Membership Report Screen.

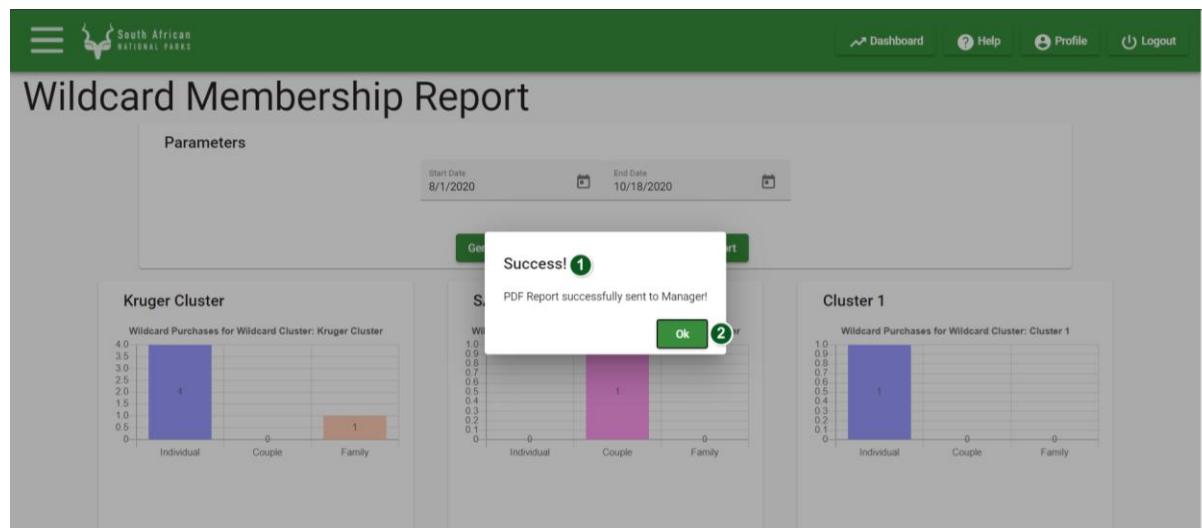
<b>2</b>	<b>Parameters control box</b>	This is a control box, that contains the different parameters for the report.
<b>3</b>	<b>Start Date Date Picker</b>	Selected the start date the you want to generate the report from.
<b>4</b>	<b>End Date Date Picker</b>	Selected the End date the you want to generate the report Till.
<b>5</b>	<b>Generate Report Button</b>	When this button is clicked it generates the on-screen report with all the report data.
<b>6</b>	<b>Send and Download PDF Report</b>	When this button is clicked it sends the report to the manager and it also opens up a pdf tab where you can print and download the report from.



Control Number	Control type	Control Description
1	Wildcard Cluster	This is the Wildcard Cluster that people have purchased.
2	Number of purchased Memberships	This is the number of wildcards purchased for a specific cluster with a specific category.
3	Wildcard Category	This represent the different wildcard categories for the specific wildcard clusters



Control Number	Control type	Control Description
1	Download Button	This button is used to download the report.
2	Print Button	This button is used to print the report.



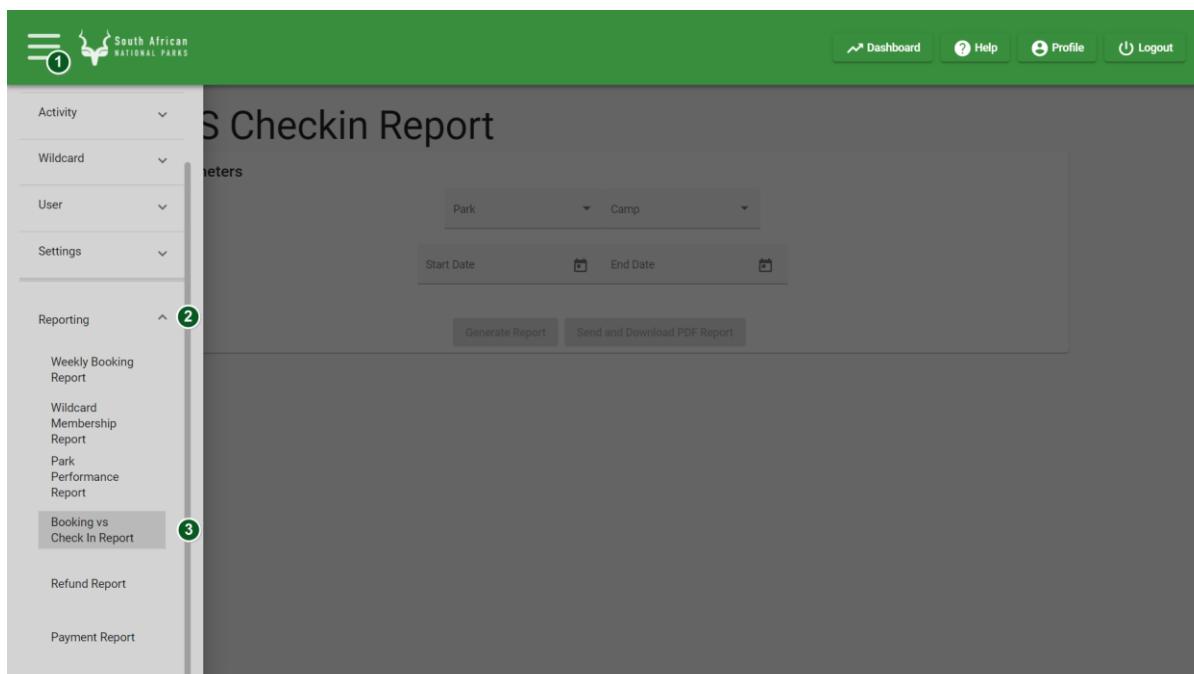
Control Number	Control type	Control Description
1	Success Dialog	This is a dialog to show that the report was successfully sent to the manager.
2	OK Button	This is a button that, when clicked takes you back to the <b>Wildcard Membership Report Home Screen</b> .

#### 6.8.4 Booking vs Check-In Report Functionality

This report will show the data of the bookings that clients have made vs if they checked-in for those bookings, it will contain Accommodation Booking-booked day visit booking and Activity Booking. The data it will show is when the date of when the booking was created, date of booking reservation, checked-in date and time, booking amount and if the client checked in on time, checked-in late or did not show for their booking at all. It will show the data for the selected Park and all the camps or the selected park and a selected camp.

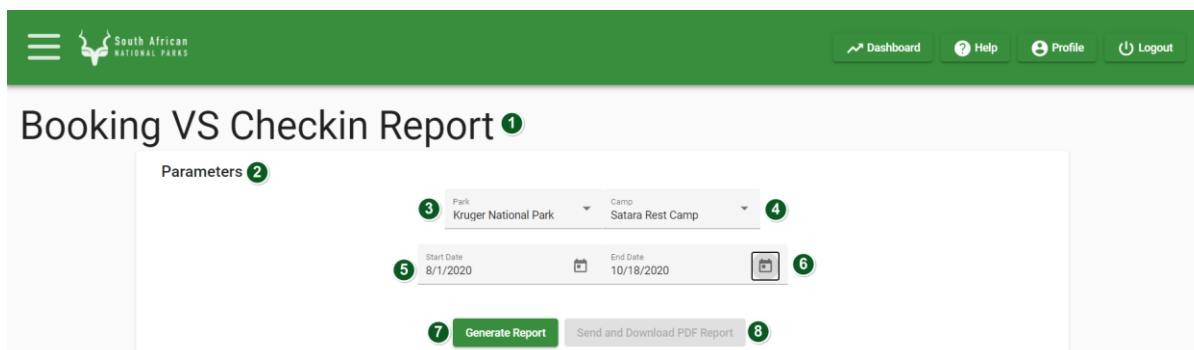
##### Booking vs Check-In Report

The following screens indicate how a user can navigate to the Booking vs Check-In Report Home screen, generate, download and send the report to the manager.



The screenshot shows the SANParks system interface. At the top, there is a green header bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. On the left, there is a vertical sidebar with a menu. The 'Reporting' section is expanded, showing options like Weekly Booking Report, Wildcard Membership Report, Park Performance Report, and Booking vs Check In Report. The 'Booking vs Check In Report' option is highlighted with a red circle. Other options like Refund Report and Payment Report are also listed.

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Report Drop Down Button	Click here to Open or Close the Reporting Drop Down.
3	Booking vs Check-In Report Button	Re-directs the user to the <b>Booking vs Check-In Report Home Screen</b> . Click here to display the Booking vs Check-In Report Home Screen .



The screenshot shows the 'Booking VS Checkin Report' home screen. At the top, there is a green header bar with the South African National Parks logo, a menu icon, and links for Dashboard, Help, Profile, and Logout. Below the header, the title 'Booking VS Checkin Report' is displayed with a help icon. A 'Parameters' button is shown. The main area contains a form with fields for 'Park' (Kruger National Park) and 'Camp' (Satara Rest Camp), a date range from 'Start Date' (8/1/2020) to 'End Date' (10/18/2020), and a 'Generate Report' button. There are also 'Send and Download PDF Report' and other buttons. Various controls are numbered: 2 (Parameters button), 3 (Park dropdown), 4 (Camp dropdown), 5 (Start Date field), 6 (End Date field), 7 (Generate Report button), and 8 (Send and Download PDF Report button).

Control Number	Control type	Control Description
1	<b>Booking vs Check-In Report Screen</b>	This is the Booking vs check-in Report Screen.
2	<b>Parameters control box</b>	This is a control box, that contains the different parameters for the report.
3	<b>Park Dropdown</b>	This control is filled with all the Parks in the system. Select a Park to generate a report on.
4	<b>Camp Dropdown</b>	This control is filled with all the Camps in the system. Select a Camp to generate a report on.
5	<b>Start Date Date Picker</b>	Selected the start date the you want to generate the report from.
6	<b>End Date Date Picker</b>	Selected the End date the you want to generate the report Till.
7	<b>Generate Report Button</b>	When this button is clicked it generates the on-screen report with all the report data.
8	<b>Send and Download PDF Report</b>	When this button is clicked it sends the report to the manager and it also opens a pdf tab where you can print and download the report from.

 South African NATIONAL PARKS
[Dashboard](#)
[Help](#)
[Profile](#)
[Logout](#)

### Park: Kruger National Park 1

## Accommodation Bookings 2

3

Accommodation Bookings And Check In

Bookings Made	No Show	Late
5	5	0

On Time

Date Created	Booking Date	Check In Date1	Check In Status
Sep 20, 2020	2020-09-18T00:00:00		No Show
Sep 26, 2020	2020-10-09T00:00:00		No Show
Sep 29, 2020	2020-10-12T00:00:00		No Show
Sep 20, 2020	2020-10-16T00:00:00		No Show
Sep 20, 2020	2020-10-02T00:00:00		No Show

## Activity Bookings 2

3

Activity Bookings And Check In

Bookings Made	No Show	Late
2	0	2

On Time

Date Created	Booking Date	Check In Date	Check In Status
Sep 20, 2020	Oct 2, 2020		No Show
Oct 17, 2020	Oct 15, 2020		No Show

## Day Visit Bookings Bookings 2

3

Day Visit Bookings And Check In

Bookings Made	No Show	Late
3	0	3

On Time

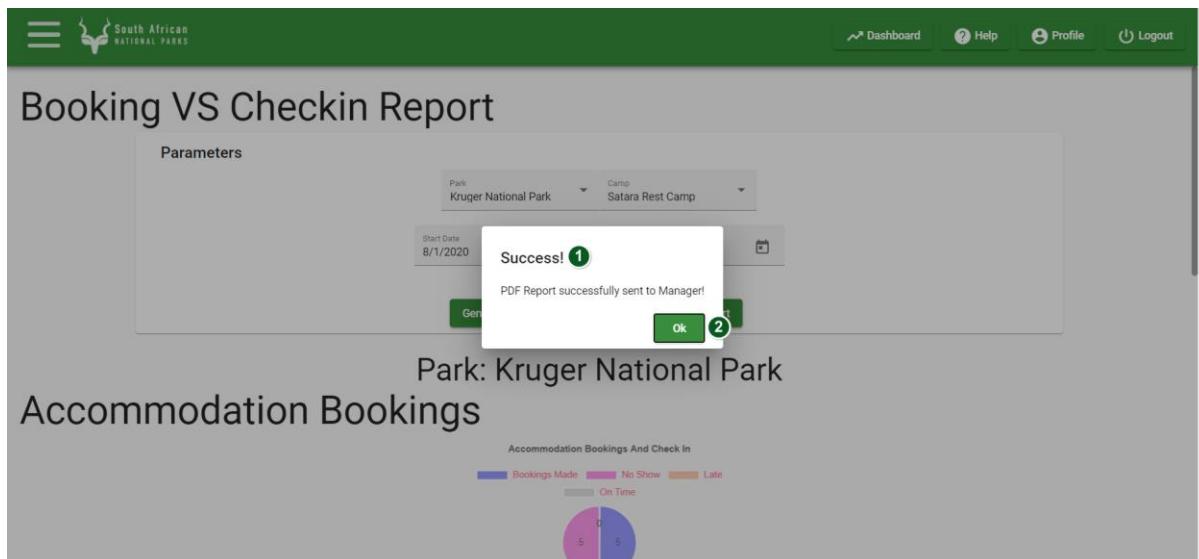
Date Created	Booking Dates	Check In Date	Check In Status
Sep 29, 2020	Sep 29, 2020		No Show
Oct 14, 2020	Oct 13, 2020		No Show
Oct 16, 2020	Oct 16, 2020		No Show

Control Number	Control type	Control Description
1	Park Label	This is the Park that the report is generated on.
2	Booking Type Label	This is a label that shows what type of booking it is. It can be Accommodation, Activity and Day Visit Bookings
3	Graphical Representation Picture	This is a graphical representation that represents the tabulated data on the booking type. It shows the total revenue per camp.
4	Camp Label	This is the Camp that the report is generated on.
5	Tabulated Data	This is the tabulated data that is on the specific booking type for a specific camp.

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Control Number	Control type	Control Description
1	Download Button	This button is used to download the report.
2	Print Button	This button is used to print the report.



Success! ①  
PDF Report successfully sent to Manager!

② Ok

Park: Kruger National Park  
Accommodation Bookings

Accommodation Bookings And Check In

Status	Count
Bookings Made	5
No Show	5
Late	0
On Time	5

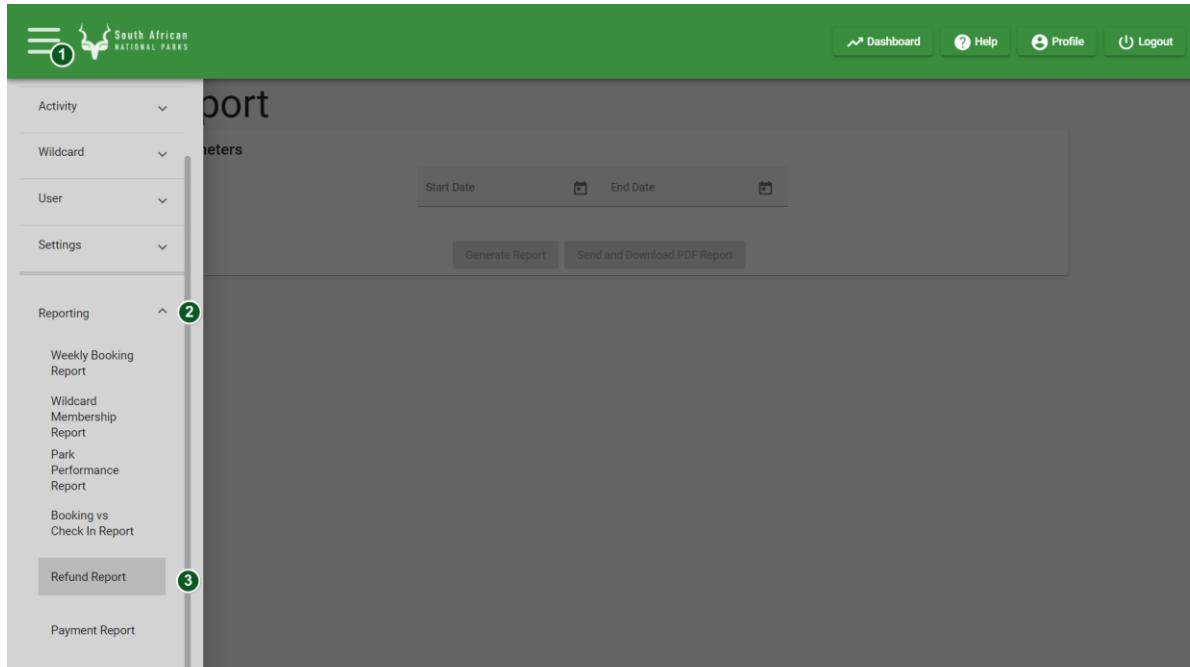
Control Number	Control type	Control Description
1	Success Dialog	This is a dialog to show that the report was successfully sent to the manager.
2	OK Button	This is a button that, when clicked takes you back to the <b>Booking vs Check-In Report Home Screen</b> .

### 6.8.5 Refund Report Functionality

This report will show the refunded that occurred in the system. This could occur if someone has cancelled their booking.

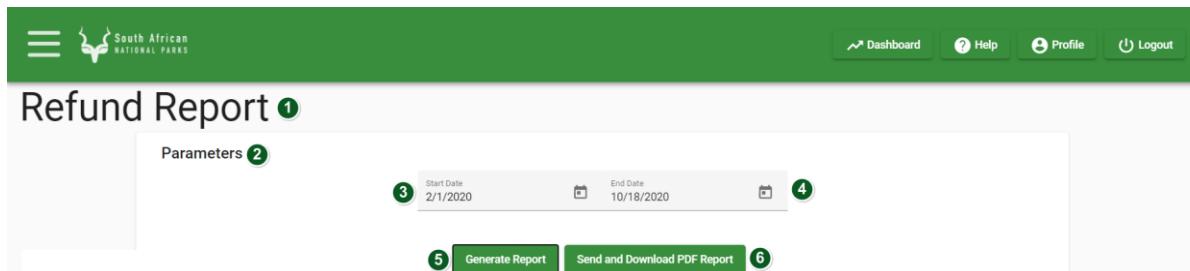
#### Refund Report

The following screens indicate how a user can navigate to the Refund Report Home screen, generate, download and send the report to the manager.



The screenshot shows the SANParks system interface. The top navigation bar includes links for Dashboard, Help, Profile, and Logout. On the left, a vertical menu bar is open, showing sections for Activity (Wildcard, User, Settings), Reporting (Weekly Booking Report, Wildcard Membership Report, Park Performance Report, Booking vs Check In Report), and Refund Report (highlighted with a red box and number 3). The main content area is titled 'Refund Report' and contains fields for Start Date (2/1/2020) and End Date (10/18/2020), along with 'Generate Report' and 'Send and Download PDF Report' buttons.

Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Reporting Drop Down Button	Click here to Open or Close the Reporting Drop Down.
3	Refund Report Button	Re-directs the user to the <b>Refund Report Home Screen</b> . Click here to display the Refund Report Home Screen .



The screenshot shows the 'Refund Report' home screen. The top navigation bar includes links for Dashboard, Help, Profile, and Logout. The main content area is titled 'Refund Report' and contains a 'Parameters' section with date fields (Start Date: 2/1/2020, End Date: 10/18/2020) and buttons for 'Generate Report' (number 5) and 'Send and Download PDF Report' (number 6).

Control Number	Control type	Control Description
1	Refund Report Screen	This is the Refund Report Screen.

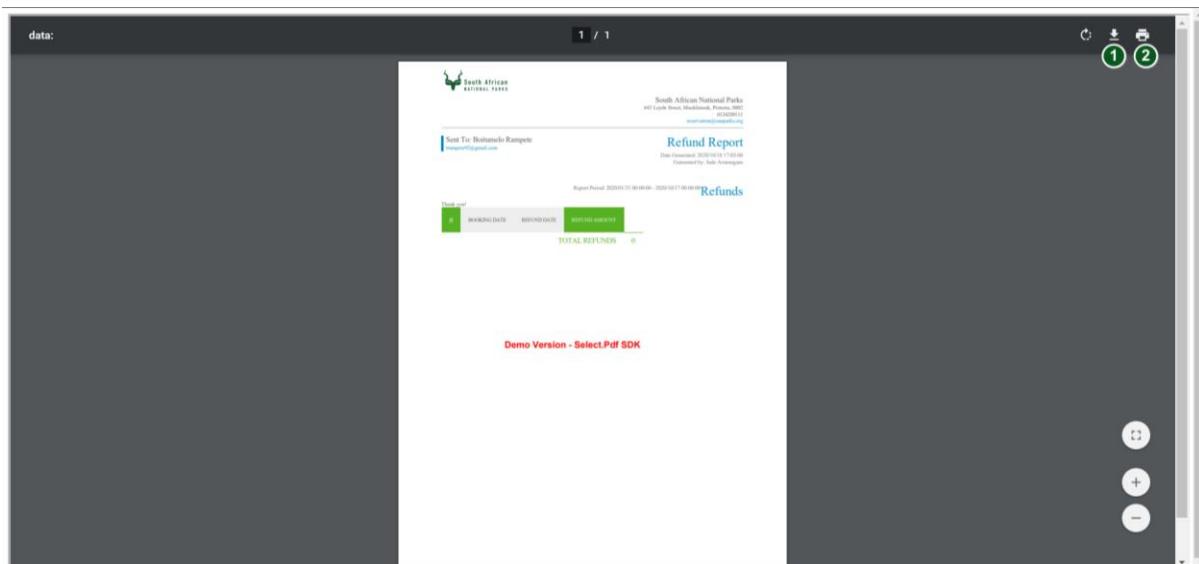
<b>2</b>	<b>Parameters control box</b>	This is a control box, that contains the different parameters for the report.
<b>3</b>	<b>Start Date Date Picker</b>	Selected the start date the you want to generate the report from.
<b>4</b>	<b>End Date Date Picker</b>	Selected the End date the you want to generate the report Till.
<b>5</b>	<b>Generate Report Button</b>	When this button is clicked it generates the on-screen report with all the report data.
<b>6</b>	<b>Send and Download PDF Report</b>	When this button is clicked it sends the report to the manager and it also opens a pdf tab where you can print and download the report from.

## Refunds①

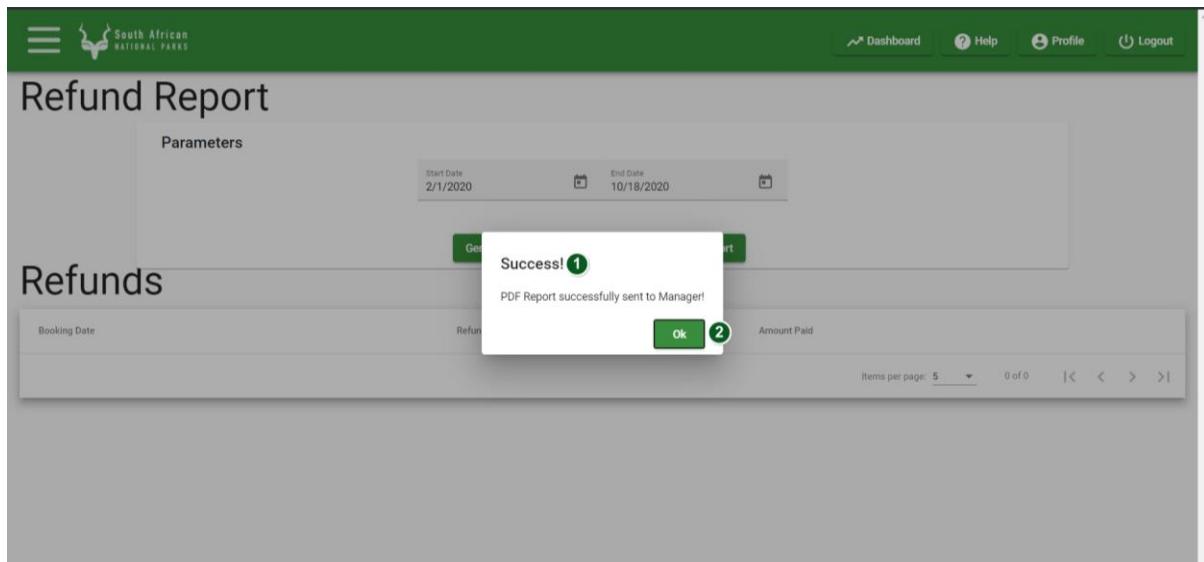
Booking Date	Refund Date	Amount Paid

Items per page: 5 | < < > >| 0 of 0

Control Number	Control type	Control Description
1	Report Name	This is the what the report is generated on.
2	Tabulated Data	This is the tabulated data that is on the refunds that occurred in the system.



Control Number	Control type	Control Description
1	Download Button	This button is used to download the report.
2	Print Button	This button is used to print the report.



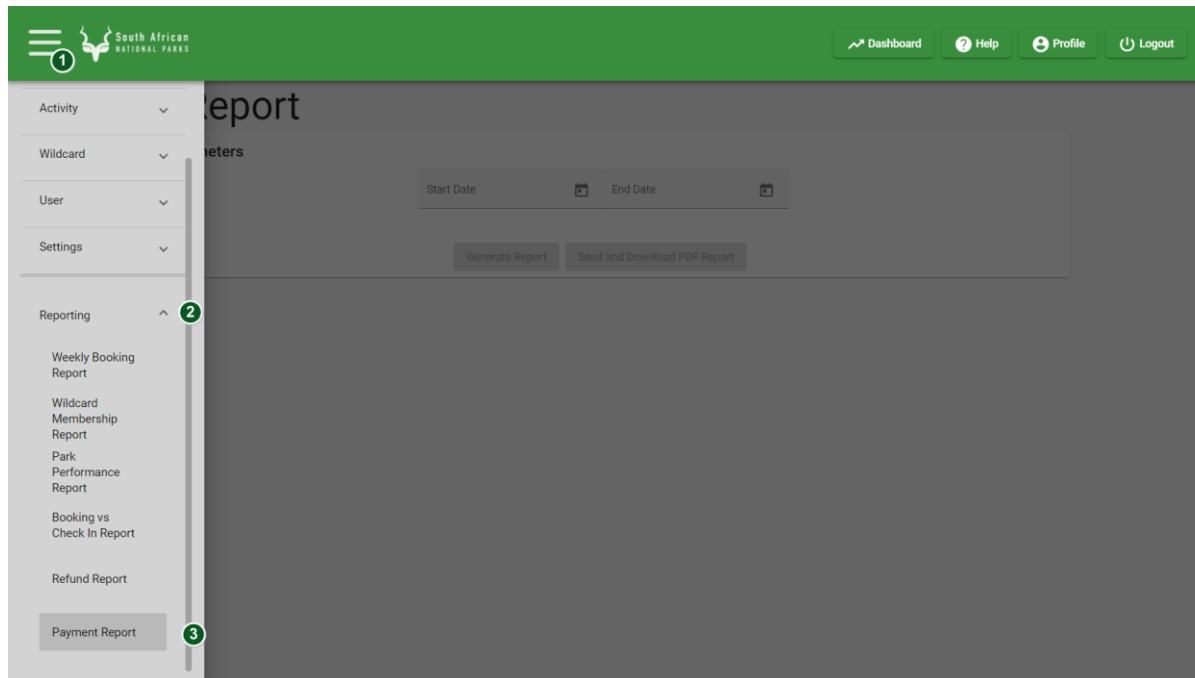
Control Number	Control type	Control Description
1	Success Dialog	This is a dialog to show that the report was successfully sent to the manager.
2	OK Button	This is a button that, when clicked takes you back to the <b>Refund Report Home Screen</b> .

### 6.8.6 Payments Report Functionality

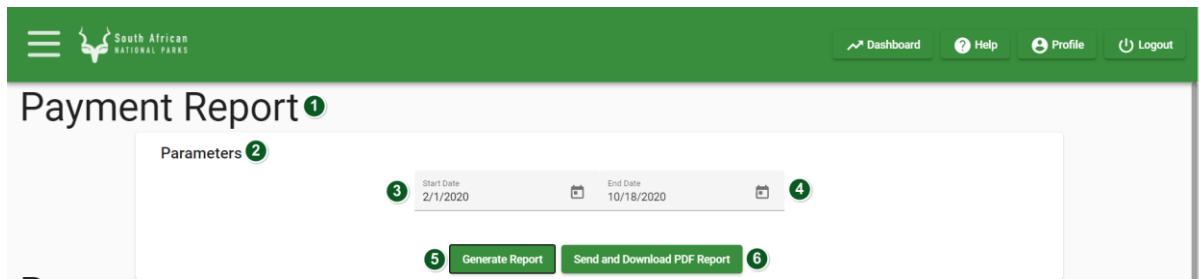
This report will show the Payments that occurred in the system.

#### Payments Report

The following screens indicate how a user can navigate to the Payments Report Home screen, generate, download and send the report to the manager.



Control Number	Control type	Control Description
1	Menu Drop Down Button	Click here to Open or Close the Menu Bar.
2	Reporting Drop Down Button	Click here to Open or Close the Reporting Drop Down.
3	Payments Report Button	Re-directs the user to the <b>Payments Report Home Screen</b> . Click here to display the Payments Report Home Screen .



Control Number	Control type	Control Description
1	<b>Payments Report Screen</b>	This is the Payments Report Screen.
2	<b>Parameters control box</b>	This is a control box, that contains the different parameters for the report.
3	<b>Start Date Date Picker</b>	Selected the start date the you want to generate the report from.
4	<b>End Date Date Picker</b>	Selected the End date the you want to generate the report Till.
5	<b>Generate Report Button</b>	When this button is clicked it generates the on-screen report with all the report data.
6	<b>Send and Download PDF Report</b>	When this button is clicked it sends the report to the manager and it also opens a pdf tab where you can print and download the report from.

## Payments ①

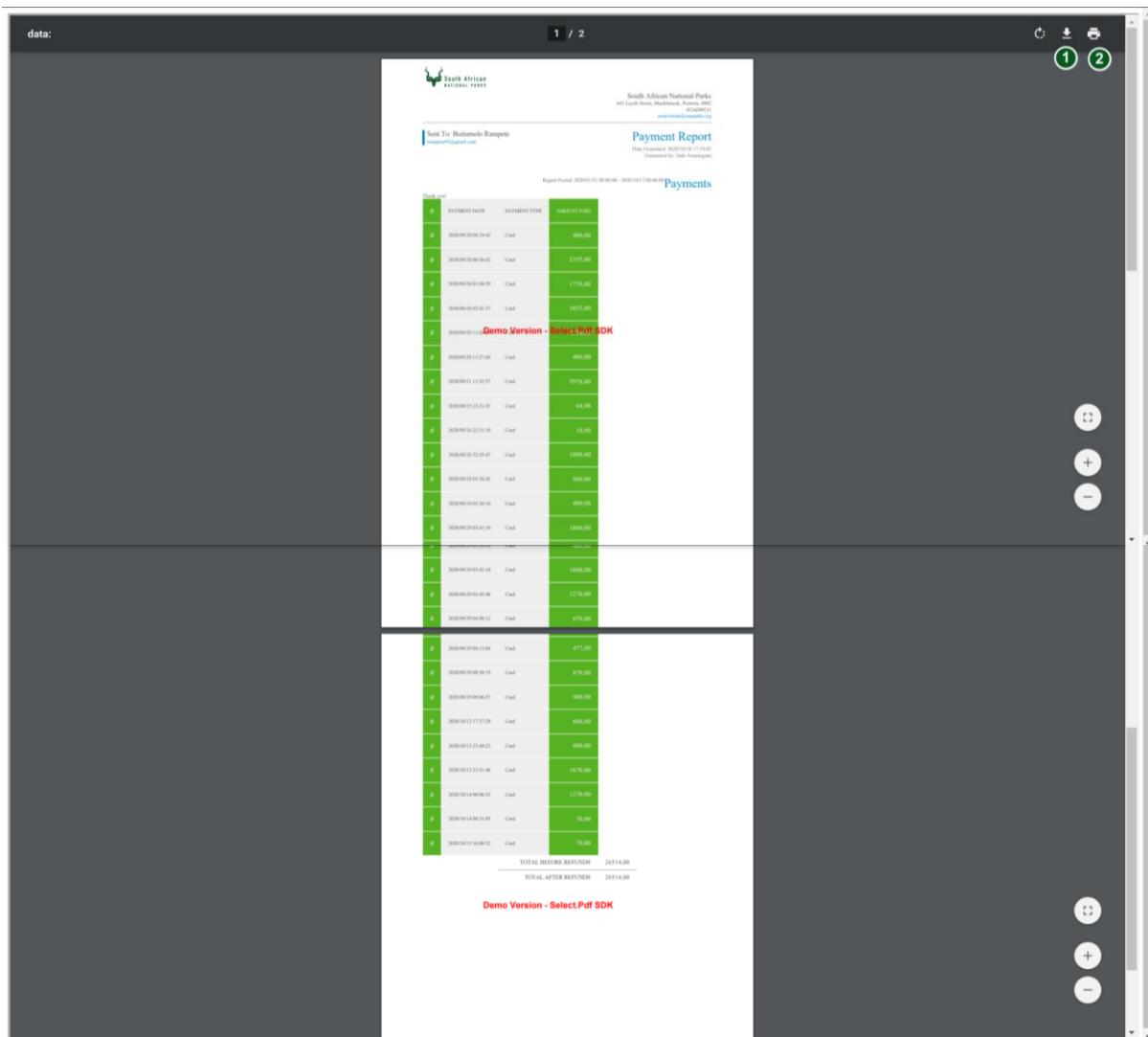
Payment Date	PaymentType	Amount Paid
Sep 20, 2020	Card	ZAR400.00
Sep 20, 2020	Card	ZAR2,355.00
Sep 20, 2020	Card	ZAR1,776.00
Sep 20, 2020	Card	ZAR1,053.00
Sep 20, 2020	Card	ZAR1,331.00
Sep 20, 2020	Card	ZAR400.00
Sep 21, 2020	Card	ZAR5,978.00
Sep 25, 2020	Card	ZAR64.00
Sep 26, 2020	Card	ZAR100.00
Sep 29, 2020	Card	ZAR1,800.00
Sep 29, 2020	Card	ZAR1,270.00
Sep 29, 2020	Card	ZAR670.00
Sep 29, 2020	Card	ZAR477.00
Sep 29, 2020	Card	ZAR870.00
Sep 29, 2020	Card	ZAR400.00
Oct 12, 2020	Card	ZAR600.00
Oct 13, 2020	Card	ZAR600.00
Oct 13, 2020	Card	ZAR1,870.00
Oct 14, 2020	Card	ZAR1,270.00
Oct 14, 2020	Card	ZAR70.00
Oct 15, 2020	Card	ZAR70.00

Items per page: 5 | < < > >| 0 of 0

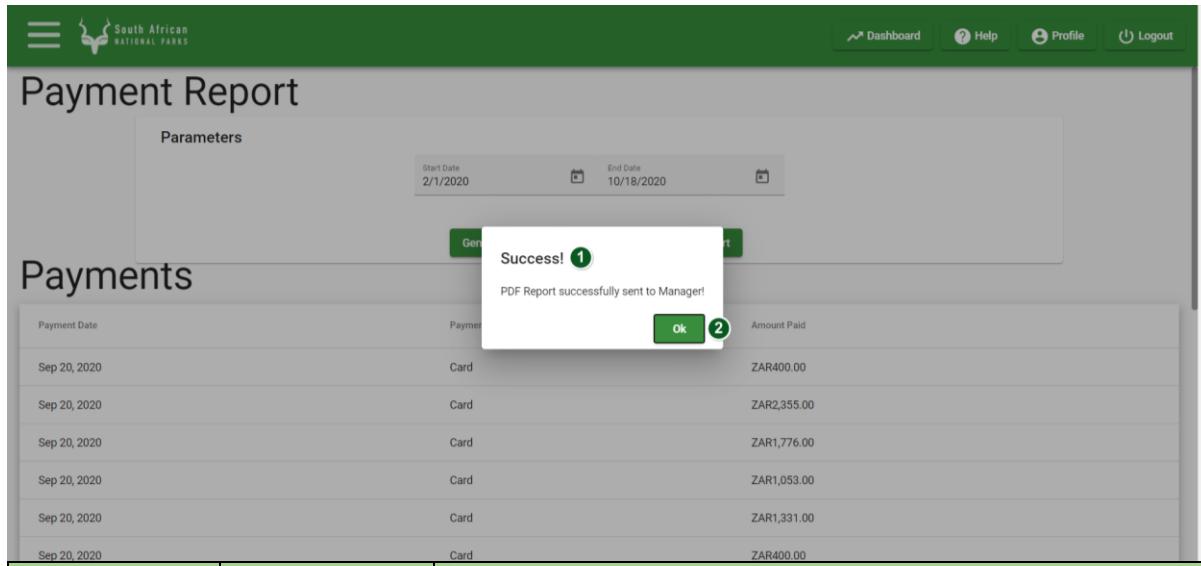
③ Total Paid before Refunds ZAR26,514.00

④ Total Paid after Refunds ZAR26,514.00

Control Number	Control type	Control Description
1	<b>Report Name Label</b>	This is the what the report is generated on.
2	<b>Tabulated Data</b>	This is the tabulated data that is on the Payments that occurred in the system.
3	<b>Total Paid before refunds Label</b>	This shows the amount before the refunds are paid.
4	<b>Total Paid after refunds Label</b>	This shows the amount after the refunds are paid.



Control Number	Control type	Control Description
1	<b>Download Button</b>	This button is used to download the report.
2	<b>Print Button</b>	This button is used to print the report.



The screenshot shows a web-based application interface for the SANParks Admin-Side system. At the top, there is a navigation bar with icons for Dashboard, Help, Profile, and Logout. Below the navigation bar, the title "Payment Report" is displayed. Underneath the title, there is a section titled "Parameters" with fields for "Start Date" (2/1/2020) and "End Date" (10/18/2020). The main content area is titled "Payments" and lists several payment entries. A modal dialog box is overlaid on the page, containing the message "Success! 1 PDF Report successfully sent to Manager!" with an "Ok" button. To the right of the "Ok" button, there is a circled number "2". Below the table, there is a legend table:

Control Number	Control type	Control Description
1	<b>Success Dialog</b>	This is a dialog to show that the report was successfully sent to the manager.
2	<b>OK Button</b>	This is a button that, when clicked takes you back to the <b>Payments Report Home Screen</b> .

### Conclusion

This section contained the explanation and display of the systems controls and functionality for the Admin-Side(backend) system.

## 7. Feedback Explanation

### Introduction

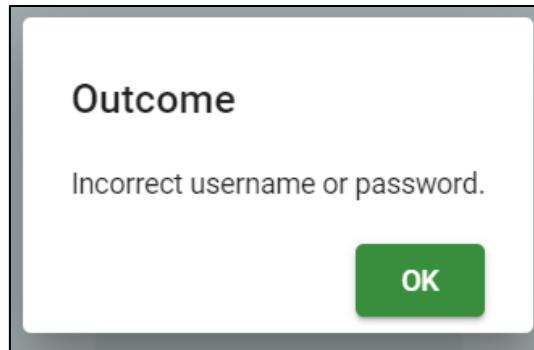
This section will contain all the error messages from the backend system.

#### 7.1 Error Messages

This error message will be displayed when the data has been entered incorrectly, in the wrong format, if the required fields have been left empty or an action cannot be performed because of dependencies.

##### 7.1.1 Incorrect username or password Message:

This message appears when a user enters their username or password incorrectly.



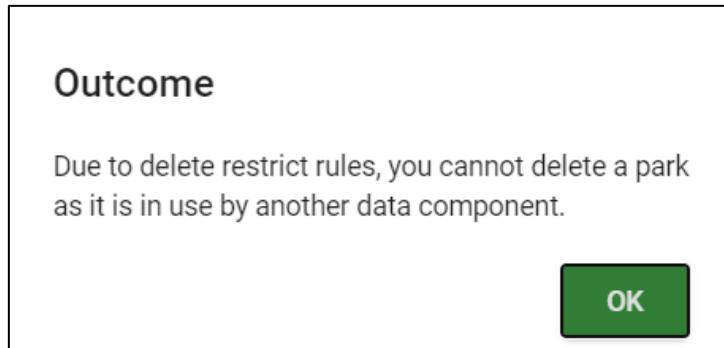
##### 7.1.2 Incorrect data format and Empty fields Message:

This message appears when the data is entered correctly or there was no data entered in the fields at all.

The entered details are not in the correct format. Please try again. **OK**

##### 7.1.3 Item in use Message:

This message appears when there is an item being removed and is restricted from being removed because it has data stored in other tables in the database that is currently being used.



#### 7.1.4 Servers not Reachable Message:

This message is showed when the servers are unreachable.

Our servers are currently unreachable. Please try again later. **OK**

#### 7.1.5 Date Validation Error Message:

This message appears when the dates are incorrectly entered by the user or the dates are not valid.

##### Server Error

Invalid dates, choose different dates

**OK**

#### Conclusion

This section contained all the error messages that are used in the backend system.

## 8. Glossary

### Introduction

The glossary contains the most important terminology in the system.

### 8.1 Glossary

	<b>Term</b>	<b>Definition</b>	<b>Page Reference</b>
<b>A</b>	<b>Accommodation</b>	A room, groups of rooms, or building in which someone may live or stay in.	9, 19, 20, 21, 28, 51, 55
	<b>Accommodation Base Rate</b>	Accommodation Base Rate is a minimum rate assigned to an Accommodation.	N/A
	<b>Accommodation Type</b>	Accommodation Type is a type of accommodation. It describes how many bedrooms, bathrooms, base rate adults, children and maximum capacity an accommodation can have. Its associated to a park and camp.	N/A
	<b>Accommodation Type Add Rate</b>	Accommodation Type Add Rate is the Maximum Rate assigned to an Accommodation Type.	N/A
	<b>Activity</b>	An activity is a thing that a person or group has done or will do. An Activity has an associated Activity Type. It also contains the Maximum amount of people and minimum and maximum ages and camps that its available at.	9, 10, 11, 15, 18, 25, 34, 54
	<b>Activity Rate</b>	An Activity Rate is a Rate that is assigned to an Activity. It has an association with a Park, Camp, Activity Type, and activity.	N/A
	<b>Activity Slot</b>	An Activity Slot is the time and date that the activity takes place. It associated to a Park, Camp, Activity Type and Activity.	11, 18, 54, 70
	<b>Activity Type</b>	Activity Type is just a description describing the Activity. E.g. Game Drive (Type), Morning Game Drive (Activity)	10,18
	<b>Amenity</b>	An amenity is an item found in the accommodation units belonging to a Camp.	N/A
	<b>Amenity Penalty</b>	An Amenity penalty is the fee that is charged upon the damage of a specific item in the booked accommodation.	N/A
	<b>Amenity Type</b>	An amenity type is the category in which a group of specific items(amenities) fall under.	N/A
<b>C</b>	<b>Camp</b>	A camp is a place/location where the accommodation and other facilities are located. Associated with a park.	9, 10, 18, 19,28, 29, 37, 49, 51
	<b>Camp Gate Time</b>	The camp gate time is the specified time of closing and opening of the various camp gates which is affected by factors such as the seasons.	N/A
	<b>Camp Type</b>	A camp type is categorical group in which various camps can belong to.	N/A

	<b>Check Availability</b>	Describes the process by which a user of the system proceeds to check for the un-booked accommodations, activities for that specified selected period.	8,9,10,16,19,26, 29, 35
	<b>Check-In</b>	Describes the process in which a client makes their presences at the park, camp known to the employees.	18, 19,28
	<b>Checkout</b>	Describes the process in which a client follows to leave the camp, park.	N/A
	<b>Client</b>	A person/group in which SANParks renders the service to.	8,9,10
	<b>Create</b>	To bring something into existence and to add it to the system.	N/A
D	<b>Daily Conservation Fee</b>	The contribution made by clients (park visitors) toward assisting to conserve the park's natural and cultural heritage.	16,19,26,
	<b>Delete</b>	Remove, obliterate or erase something from the system so that it doesn't show anymore	N/A
E	<b>Employee</b>	A person who works is under a contractual obligation to perform the duties specified by SANParks in exchange for wages or a salary.	29, 35
G	<b>Guest</b>	The person specified that is brought/invited by the client for the specified booking.	N/A
I	<b>Inspection</b>	The process followed by the employees to carefully check for damages or missing items in an accommodation.	N/A
	<b>Inspection Penalty</b>	The fee incurred when the inspection assessment was not passed by the client which made the booking at the specified accommodation units.	8,9,10
L	<b>Login</b>	The process by which a user attempts to verify their identity by using a username and password to request access to the system.	N/A
	<b>Logout</b>	The process by which a user requests that the system revokes the access granted.	N/A
P	<b>Park</b>	The protected area devoted to containing wildlife at a specified location approved by the government for heritage, cultural and tourism purposes.	16,18,19
	<b>Park Gate</b>	The designated area by which people can gain access to the park.	18,19
	<b>Park Gate Time</b>	The specified opening and closing time affected by factors such as season.	11, 18, 54, 70
	<b>Password</b>	A secret phrase/ string of characters associated with a username that is used to gain access to the system.	12,24, 30, 39
	<b>Pre-Booked</b>	The term used to describe the booking of something (accommodation, activities) in advance.	21, 35, 42
R	<b>Register</b>	The process by which a user's information is put on the official record/list in the SANParks database.	9, 19, 20, 21, 28, 51, 55
	<b>Search</b>	Try to find something by looking for it or otherwise seeking carefully through the system.	11, 18, 54, 70
S	<b>Season</b>	A division in the calendar/year of the company marked by the number of visitors. Used to influence	N/A

		the prices of accommodation, activities, conservation fees. E.g. High Season (greatest number of visitors with the highest prices)	
<b>U</b>	<b>Unannounced</b>	The unexpected/without previous notice arrival of a client.	32, 43,
	<b>Update</b>	Make the function more modern or up to date.	13, 23, 32, 43, 53, 62, 72
	<b>User Role</b>	A group of assigned privileges on the system.	N/A
<b>V</b>	<b>Vehicle Penalty</b>	The fee incurred by a client or guest when they park their car at a camp without previous permission granted by the camp staff.	N/A
<b>W</b>	<b>Wildcard Category</b>	Describes the maximum amount of people that can be added to the wildcard E.g. Individual(x1), couple(x2), Family(x7)	N/A
	<b>Wildcard Cluster</b>	Describes the access granted to the specified parks belong to that cluster by card holder.	N/A
	<b>Wildcard Rate</b>	The amount the card owner should pay in order for the card to remain active for the specified period according to the specified cluster and category.	N/A

### Conclusion

The glossary contained the most important terminology in the system.

## Document Conclusion

This User Manual contained the controls used in the system, the help functionality, who to contact when help is needed, system implementation procedure, backup and restore procedure, system functionality of the Admin-Side(backend) system and possible error messages and a glossary with a signoff by the client and the team.