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|  | Portfolio |
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|  | William Joseph – n9937790  IFB299  Due Date:  10/6/17 |

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# Artefacts:

Below are the links to the Artefacts and the IFB299 group Github folder

<https://github.com/bonanaben/IFB299/tree/master/William>

<https://github.com/bonanaben/IFB299>

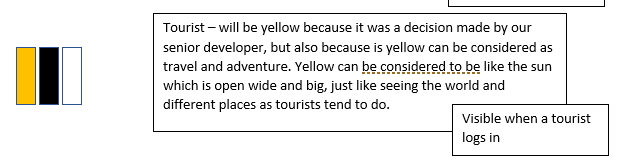
All artefacts will be referred to above links, all artefacts which have contributed to the project will be found in the IFB299 group, under the folder name “William”.

## Artefact – Colour Scheme

[Colour scheme.docx](https://github.com/bonanaben/IFB299/blob/master/William/Colour%20scheme.docx)

This is a document which is the rough colour scheme in which should be followed for the website as it helps the developers understand the colours which are appropriate, especially for different user types logging in. the scheme is rough (no exact colour #) however gives a basic understanding of what to expect.

Below is an example of a colour scheme, the colours on the left represent what is written on the right and the reason why. This document also contains other reason why other colours were used

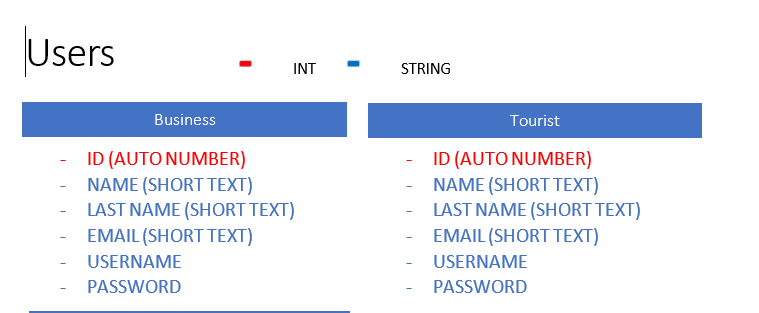


## Artefact – Information/Class diagram

[information.docx](https://github.com/bonanaben/IFB299/blob/master/William/information.docx)

Information or class diagram is simply a document which contains all the data and data types to be expected within the website, mainly for the database. (add how the database link and how they are related)

Below is the data for the user’s business and tourist, where is contains the data expected e.g. Name, Last Name. and the data type e.g. (Short text) also shows whether it is an integer or a string for developers (font colour).



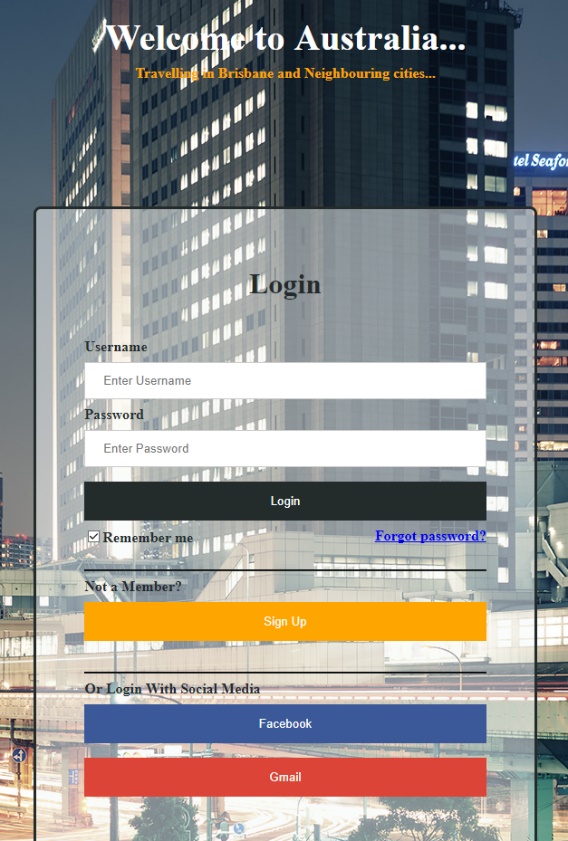
This artefact has contributed to the information systems students as well in completing IS related artefacts

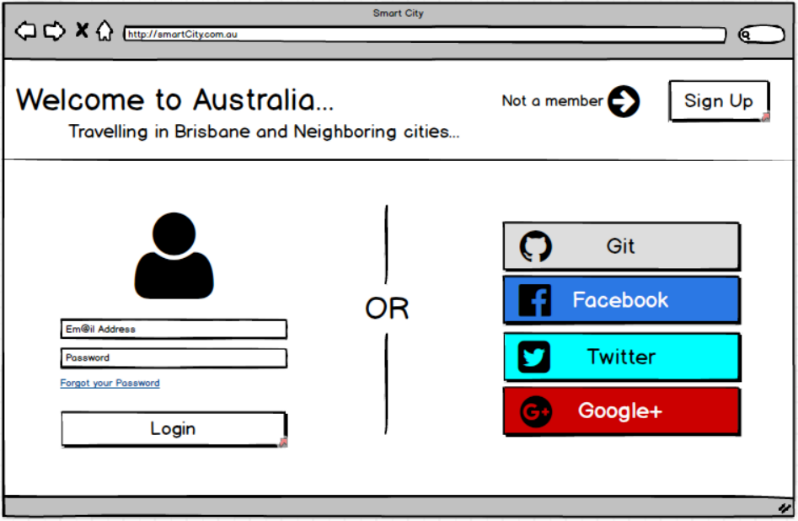
## Artefact – mock-ups

[mock-ups.pdf](https://github.com/bonanaben/IFB299/blob/master/William/mock-ups.pdf)

Mock-ups was the first thing that has been done to understand the website visually, although this is final, changes have been made slightly to fit the user experience. Although the mock-ups and the actual website are not the same, they do however have the same features on each page where you would expect

For example, the mock-up on this login page has the same features as the login page of the actual website below. In other words the mock-ups have given a basic visual understanding of what features the website should have





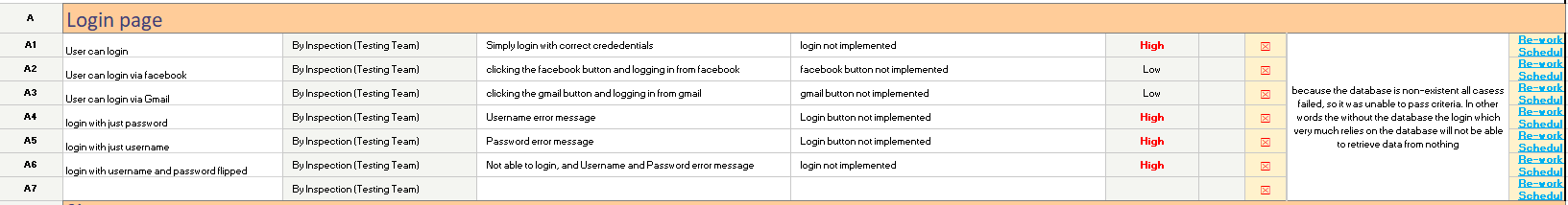
They both have looks either similar or close to, but overall have the same features

These mock-ups should have all the necessary functions and features which should appear in the actual website.

## Artefact – Test Report Functionality Report 01

Link?

Test report functionality is all about if the testing items/objects do what the items/objects are supposed to do and return the expected results comparing with the actual results. This helps in reducing the number of problems such as glitches and errors. This also shows if it has passed the criteria or failed. If the item/object failed it will be given a priority and will be later tested again for another test report functionality.



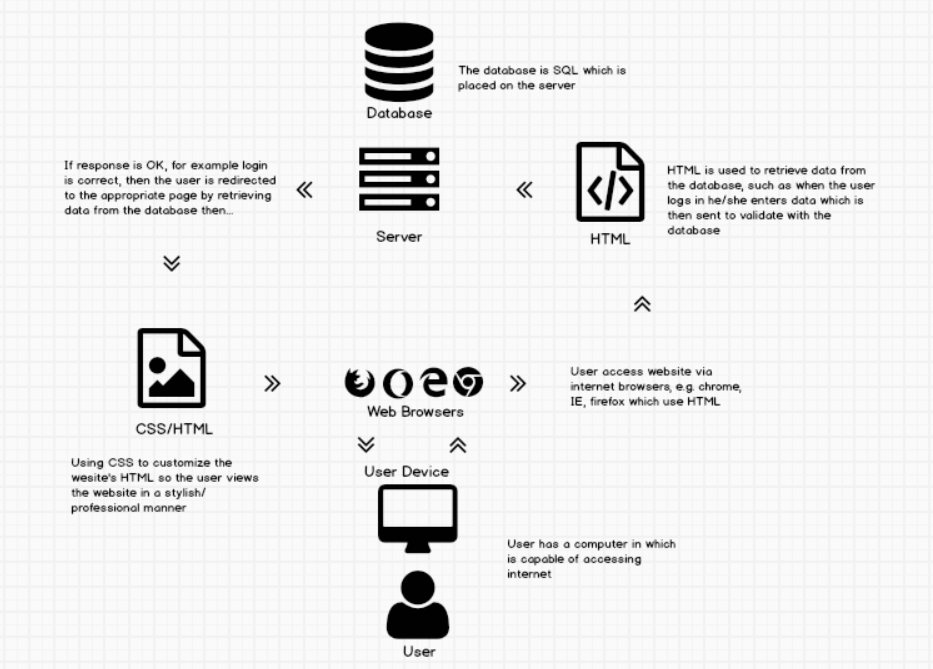
Above is an example of test cases for one of the pages “login page”

Test report functionality is submitting test data and expecting results in return, these results can be anything as it can help developers understand where holes or missed areas that needs to be fixed. This report helps the website become less buggy, more stable and professional. Small and accidental mistakes which can possibly turn into major problems such as security issues which can cause the website being hacked. This is to be avoided/reduced at all costs.

## Artefact – Backend

[backend.pdf](https://github.com/bonanaben/IFB299/blob/master/William/backend.pdf)

backend is a document which shows how the website runs in the backend of the development, this is something a normal user will not see as it is “behind the scenes” of how the website works. This helps a developer or user understand how the website runs when a user interacts with the website in any manner, for example retrieving data when logging in.

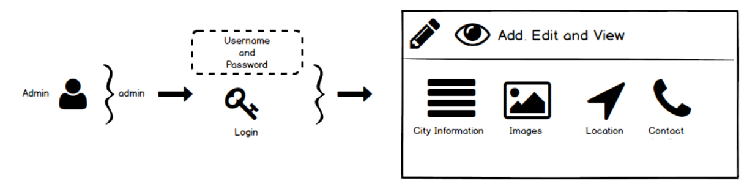


This backend diagram helps developers understand how the website works on the internet visually.

## Artefact – UML Diagram

[UML Use Case Diagram.pdf](https://github.com/bonanaben/IFB299/blob/master/William/UML%20Use%20Case%20Diagram.pdf)

Use case diagram is a UML diagram in which shows how the user interacts with the website, and in this case what the options/abilities the user has.



This helps understand what are the user’s capabilities and what sort of access each user could have, for example the Administration will have the abilities to edit information on the website at any time, no other user will have this ability except admin. This is the importance of user types within a system this allows developers defines what each user is and what the user can do when using the website

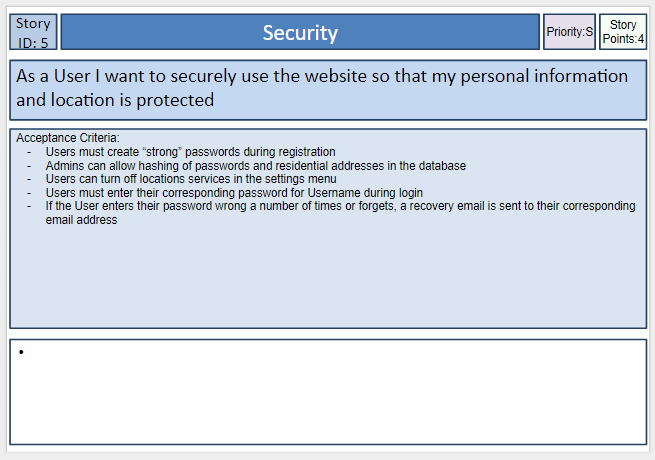
## Delete Artefact – User Stories ideas

[usr stories.docx](https://github.com/bonanaben/IFB299/blob/master/William/usr%20stories.docx)

This document was a ideas for helping with the creation of user stories, this document has ideas which helped in making more user stories, although not all of them were not used, it however gave some ideas to the making of actual user stories (not all of them worded exactly the same in the actual user stories, this was considered just ideas)

Below is an example of one of the ideas and it being used in the actual user stories

* In the usr stories.docx
* As a user I want for my account information to be kept secure, and not given to the public at any circumstances
* And in the Final User stories



Although it is differently worded, however there is a similarity and but are related

## Delete Artefact – User Stories

Link?

User stories which is part of the first submission of the project, user stories in which I have completed which had contributed to the project which how the user understands, wants, feels the website should have, e.g. account information being secure.