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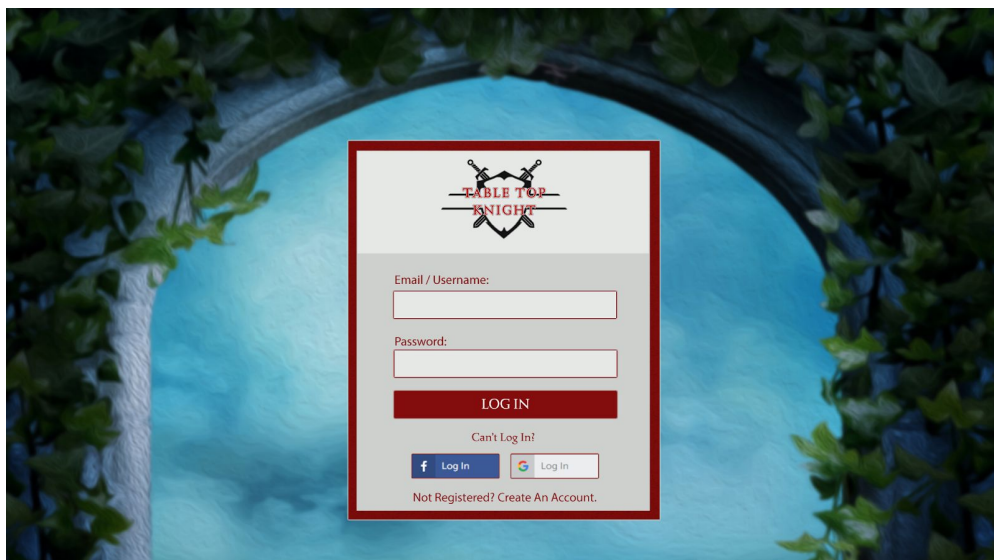
1.0 User Manual

1. Product Overview

- a. Table Top Knight is a social networking app that aims to connect board game players in order to make organizing game nights easier.
- b. Main Functions
 - i. Logging in
 - ii. Store list of user rated games in library
 - iii. Profile user/ management
 - iv. Friends list
 - v. Event notifications
 - vi. Create list of games owned by players attending (can be sorted/ searched)
 - vii. User can rank games on how much they want to play them
 - viii. Display top games and ask users to bring those games to events

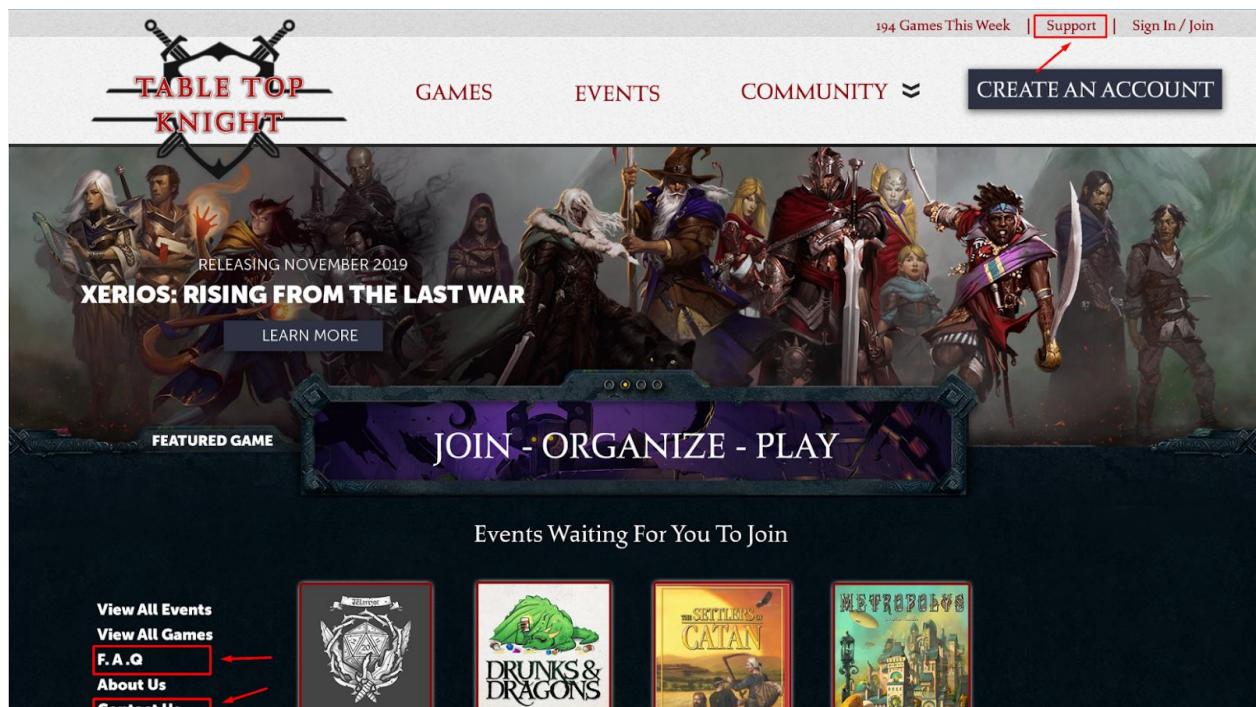
2. Getting Started

- a. Login
 - i. Login page allows for users to login. It has two fields, the Email/ Username and Password fields. (refer to image below)
 - ii. Clicking the Email/ Username textbox will allow for the user to input their username and clicking the Password textbox will allow for the user to input their password.
 - iii. Complete the login process by clicking the button titled "LOG IN."



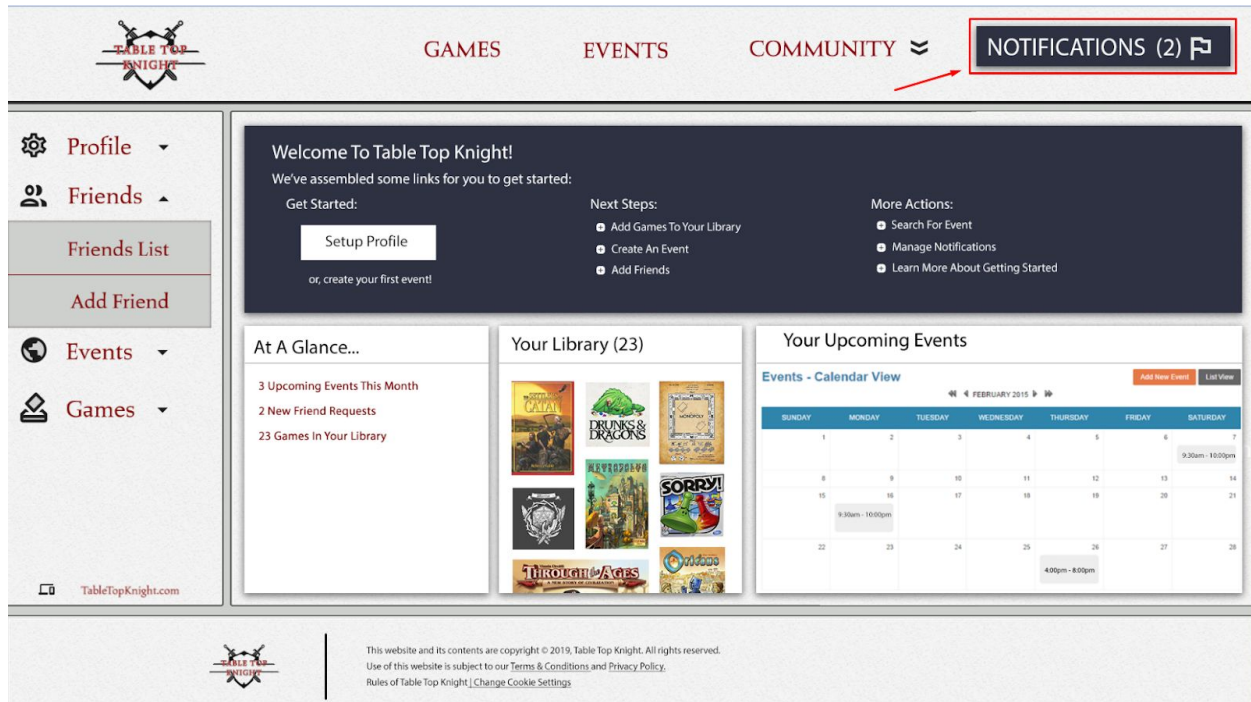
b. Help Mode

- i. To receive help or assistance, users may refer to the F.A.Q. (Frequently Asked Questions) tab, Contact Us tab on the left side of the main navigation page or the Support tab on the top of all pages.
- ii. Upon clicking the F.A.Q. tab, the user will be presented with a list of common questions and problems with their correlating answers.
- iii. Upon clicking the Contact Us tab, the user will be presented the contact information of the developers and management so that the user may contact them if there are any comments, questions, or concerns.
- iv. Upon clicking the Support tab, the user will be presented with links to the FAQ page, the Contact Us page and will also have a form to submit a ticket for bugs and other technical issues users may face.



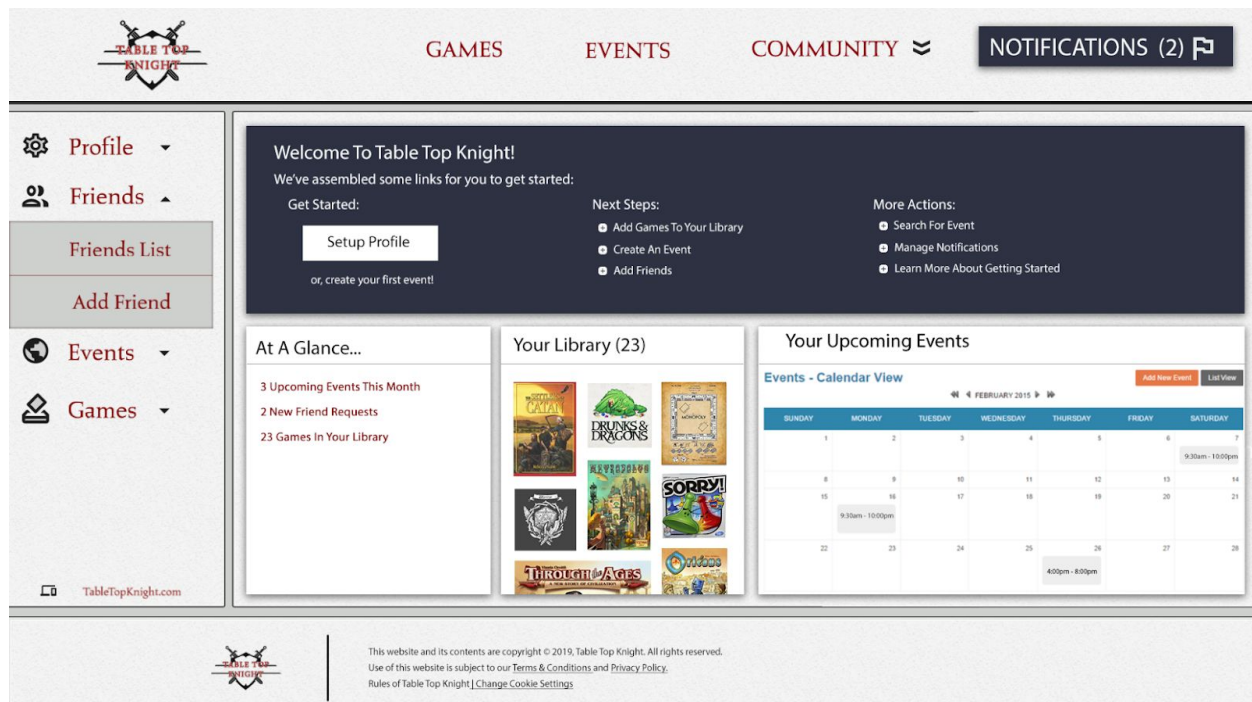
c. Event Notifications

- i. When navigating from any page except the login page and home page, the user may access their notifications and event notifications by clicking on the box. labelled “Notifications” on the top right hand corner of the page.
- ii. Upon clicking this box, the user will be redirected towards any and all notifications regarding the user’s account.



d. Account Management

- Either from the main navigation page or if the user is already logged in, the user can click on the top right box to access the dashboard.
- From there, the user can choose to access their profile settings, friends, events, and games.



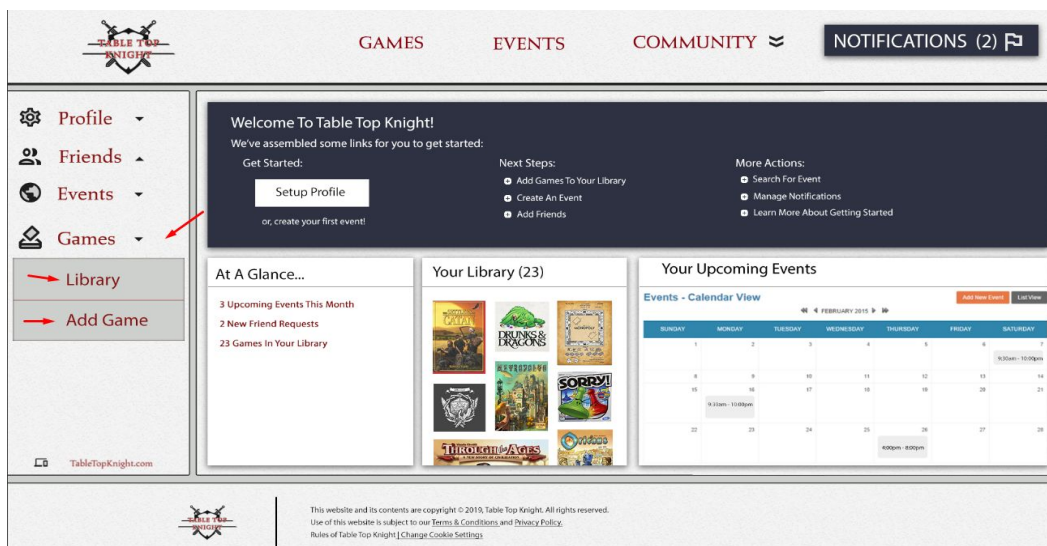
e. Changing Password

- i. Navigate to the dashboard, and click on Profile
- ii. Click on the password textbox and enter your new password.
- iii. Click Apply Changes
- iv. A new pop-up will appear; type in the current username and password to validate account, and confirm the new password.

The screenshot shows the Table Top Knight website interface. The top navigation bar includes the logo, 'GAMES', 'EVENTS', 'COMMUNITY', and a 'NOTIFICATIONS (2)' button. The left sidebar contains links for 'Profile', 'Friends', 'Friends List', 'Add Friend', 'Events', and 'Games'. The main content area is divided into two panels: 'Contact Info' and 'Profile'. The 'Profile' panel contains fields for 'Name', 'Birthday', 'Gender', and 'Password'. A red arrow labeled '1' points to the 'Password' field. Below the 'Password' field is an 'Apply Changes' button, with a red arrow labeled '2' pointing to it. The footer contains the website's copyright information and links to the Terms & Conditions and Privacy Policy.

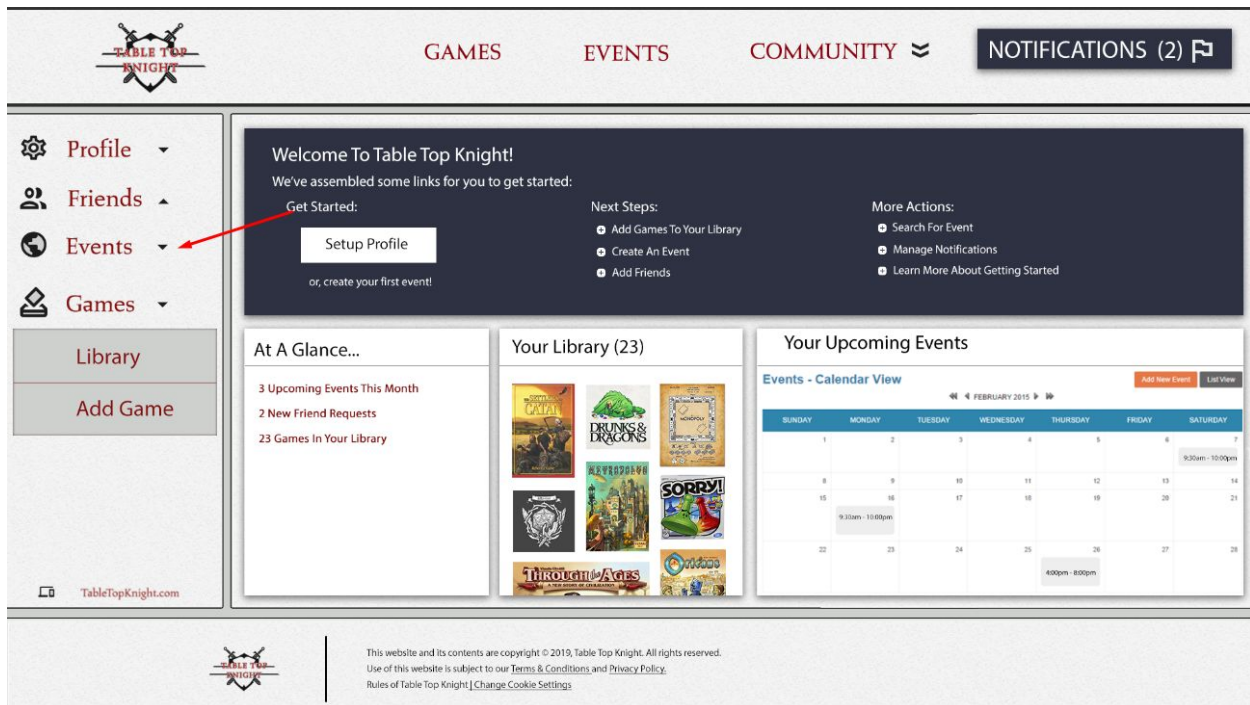
f. Add/ Manage Games

- i. From the dashboard, click on “Games”.
- ii. A drop down will appear with options “Library” for users to view all games in their library, and “Add Game” where users can search through a global store of all games available to add to their own library.



g. Create an Event & Inviting Friends

- i. Click on the Events Box from the account management page
- ii. A drop down bar will appear to create an event or invite friends to a previously created event
- iii. Clicking on the “create event” box will prompt the user to fill out a date, time, game list, and an invite list of users from the user’s friends list based on username or email address



3. Modes of Operation

a. Administrative mode

- i. Only developers and management are allowed to access this mode
 1. Special access to the website that allows for changes that will affect other user experiences.
 2. Is given total control to security and access to all files on the site.
 3. Would log on as a normal user, but is given more privileges

b. User mode

- i. Normal user access to the website
 1. Access to profile management, adding/removing games, creating events, and general website usage
 2. Without a user account, access is limited to viewing games.

2.0 Installation Procedure

1. Pre-Installation Requirements

- a. PostgreSQL 11.5
 - i. GNU make version 3.80 or newer is required; other make programs or older GNU make versions will *not* work.
 1. To test for GNU make enter: `make --version`
 - ii. An ISO/ANSI C compiler (at least C89-compliant).
 - iii. tar is required to unpack the source distribution, in addition to either gzip or bzip2.
 - iv. The GNU Readline library
 - v. The zlib compression library
- b. Hardware Requirements:
 - i. Minimum Requirements:
 1. OS: Windows 10
 2. RAM: 8gb
 3. Hard Disk Capacity: 64gb
- c. Other Installation Requirements:
 - i. Python 3.7.5
 - ii. Django 2.7.5

2. Installation and Configuring Procedure

- a. Download PostgreSQL 11
- b. Boot pgAdmin4, set up your master user and Server with whatever password you want and use the default server make process
- c. Expand the server you made (By default, the server is named PostgreSQL 11)
- d. Right click on Login/Group Roles, and click 'create'
- e. Set name to TTKAuth
- f. Click on Definition Tab, set Password to Group%20
- g. Click on Privileges Tab, Set everything to Yes
- h. Click Save
- i. Right Click on Databases > Create > Database
- j. Under General, set database to TTK

- k. Set Owner to TTKAuth
- l. Click Save
- m. Go to your terminal inside the TableTopKnights folder
- n. Make sure your pipenv is running: `pipenv shell`
- o. Make sure you have pulled the most recent version from Github
- p. Run `python manage.py migrate`

3.0 Software Maintenance

1. Maintenance of software is via bug reports as well as user reports.
 - a. Any user reports given to admins are checked through source code
 - b. Cross reference user reports with bug reports on Trello
 - c. Adjustments source code according to report
 - d. Control version with Github
 - e. Test source code
 - f. Push code to live testing

For example, take this source code of the class EventForm(ModelForm):

```

2. class EventForm(ModelForm):
3.     def __init__(self, userID, *args, **kwargs):
4.         super(EventForm, self).__init__(*args, **kwargs)
5.         self.fields['pendingPlayers'].queryset =
User.objects.get(pk=userID).profile.getFriends()
6.         class Meta:
7.             model = Event
8.             fields = ('eventDateTime', 'location', 'pendingPlayers')
9.             exclude = ['host', 'attendees', 'eventGames', 'event_state']
10.            labels = {
11.                'eventDateTime': _("Event's Date & Time"),
12.                'location': _("Event's Location"),
13.                'pendingPlayers': _("Add Friends")
14.            }
15.            help_texts = {
16.                'eventDateTime': _("MM/DD/YYYY HH:MI")
17.            }

```

- g. If a user or bug is reported regarding the labels, then the admin would access it and alter it according to the bug reported.

h. After altering the section of the source code involving the bug, the admin would push the code to Github as the version control before testing it and pushing it to the live server.