

# Planning Document Instructions

A planning document serves as a foundational blueprint for your project. It will outline the architecture, design, and key features of your application, guiding your development process.

Follow the instructions below to create a comprehensive planning document.

## Topic

Clearly and succinctly define the subject or theme of your project. Explain what your project is about and what sort of things you'll be cataloguing.

You do not need to be overly wordy, as your project specifications have already been provided to you. Instead, use plain language to quickly convey what you need to.

## Challenge Items

Decide which challenge items you'd like to implement. If you would like to create your own, you must speak with your instructor for feedback and approval.

## Page Features

Detail the pages your application will contain and the features on each page. Consider which snippets and scripts you may wish to include as a separate file.

Depending upon your challenge items, you may need more pages or fewer pages than your classmates.

## Directory Structure and Files

Define the file and folder hierarchy of your project by listing your directories and how the files within will be organised.

You may choose to create a diagram, use indented bullet points, or take a screenshot of your expanded folder structure in a program like VS Code.

## Table Design

Outline how your database will be set up, including the main tables and any applicable relationships. You will need to define the columns of each table, as well as their data types, lengths, and whether or not they're allowed to be null.

You can include a description, SQL snippet, or visual depiction of how the

database table(s) will be designed.

## Sample Item

You will create a sample item with all of the required information, including an image.

This sample item can be a drawing, a low-fidelity wireframe, a high-fidelity wireframe, or some other means of illustrating how the catalogued item will be displayed and laid out.