By: Colin Harrison, Christian McMurtrie, Timothy Nakhisa, and Zachary Rivera

3/14/2016

Group 8

Cake Presents Pie



Fourth Iteration Report

Table of Contents

[Introduction 1](#_Toc445720433)

[Website 1](#_Toc445720434)

[Project Overview 1](#_Toc445720435)

[Problem and Solution 1](#_Toc445720436)

[Stakeholders 1](#_Toc445720437)

[Scope 2](#_Toc445720438)

[Project Management Plan 2](#_Toc445720439)

[Project Organization 2](#_Toc445720440)

[Risk Analysis 3](#_Toc445720441)

[Hardware and Software Resource Requirements 3](#_Toc445720442)

[Work Breakdown 3](#_Toc445720443)

[Project Schedule 3](#_Toc445720444)

[Requirements 4](#_Toc445720445)

[Development, Operation, and Maintenance Environments 4](#_Toc445720446)

[System Model 4](#_Toc445720447)

[Textual Use Cases 4](#_Toc445720448)

[User Interaction 5](#_Toc445720449)

[Functional Requirements 6](#_Toc445720450)

[Primary Requirements 6](#_Toc445720451)

[Secondary Requirements 6](#_Toc445720452)

[Nonfunctional Requirements 6](#_Toc445720453)

[Feasibility 7](#_Toc445720454)

[Architectural Design 7](#_Toc445720455)

[General Constraints 7](#_Toc445720456)

[Data Design 8](#_Toc445720457)

[Program Structure 8](#_Toc445720458)

[Alternatives Considered 8](#_Toc445720459)

[Detailed Design 9](#_Toc445720460)

[Component in Detail 9](#_Toc445720461)

[Page Descriptions 9](#_Toc445720462)

[Database Usage 9](#_Toc445720463)

[Current Methods 9](#_Toc445720464)

[Quality Assurance Plan 10](#_Toc445720465)

[Document Standards 10](#_Toc445720466)

[Coding Standards 10](#_Toc445720467)

[User Interface Guideline 11](#_Toc445720468)

[Change Control Process 11](#_Toc445720469)

[Testing Process 11](#_Toc445720470)

[System Testing 12](#_Toc445720471)

[Testing Process 12](#_Toc445720472)

[Requirements traceability 13](#_Toc445720473)

[Testing items 13](#_Toc445720474)

[Testing Schedule 13](#_Toc445720475)

[Recording Procedures 14](#_Toc445720476)

[Hardware and Software Requirements 14](#_Toc445720477)

[Constraints 14](#_Toc445720478)

[Test Cases 14](#_Toc445720479)

[Conclusion 15](#_Toc445720480)

[User Manual 17](#_Toc445720481)

[Appendix A 17](#_Toc445720482)

[Introduction 17](#_Toc445720483)

[Installation 17](#_Toc445720484)

[System Requirements 17](#_Toc445720485)

[Special Cases and Error Handling 18](#_Toc445720486)

[Quotation Marks in Text Fields 18](#_Toc445720487)

[Unsuccessful Queries 18](#_Toc445720488)

[Redirection to Database Connection Error Page 18](#_Toc445720489)

[Attempting to Access File Directories 18](#_Toc445720490)

[Accessing User Images through Address Bar 18](#_Toc445720491)

[Table of Figures 19](#_Toc445720492)

[1.1 Accessing PIE 20](#_Toc445720493)

[1.2 Basic Navigation 20](#_Toc445720494)

[1.3 Home Page 20](#_Toc445720495)

[1.4 About Page 20](#_Toc445720496)

[1.5 Help Page 22](#_Toc445720497)

[1.6 Registration 23](#_Toc445720498)

[1.7 Logging In 24](#_Toc445720499)

[1.8 Navigating Your Profile 24](#_Toc445720500)

[1.9 Viewing Profiles 25](#_Toc445720501)

[2.0 Events 26](#_Toc445720502)

[2.1 Connections 27](#_Toc445720503)

[2.2 Notifications 28](#_Toc445720504)

[2.3 Photos 29](#_Toc445720505)

[2.4 Signing Out 32](#_Toc445720506)

[Appendix B 34](#_Toc445720507)

[Use Cases 34](#_Toc445720508)

[Appendix C 37](#_Toc445720509)

[System Models 37](#_Toc445720510)

[Appendix D 40](#_Toc445720511)

[System Structure 40](#_Toc445720512)

# Introduction

Our team is Computer Applications: Knowledgeable Engineering (CAKE). The members of this team are Colin Harrison, Christian McMurtrie, Timothy Nakhisa, and Zachary Rivera. We are working with our client, Dr. Yvonne Chueh, to create a website similar to “Meal Train”. This website is intended to help the socially isolated in planning, organizing, and executing social events. This document will tell you more about how we will manage our project, a project overview, the requirements, and our plan for Quality Assurance.

# Website

For our team website, we elected to use the website building service at wix.com. This allowed us to quickly create a professional quality site without cost to our team. Two of the biggest reasons for choosing wix.com is the ease in updating and maintaining our site. This allows for visitors to have update to information on our project. Our website can be found at the address listed below.

<http://caketeamcwu.wix.com/cake>

# Project Overview

This project will aim to help people who are facing social isolation. A website will be created to promote social activities as well as more personal outings for our target demographic. It will allow for members of the local senior, disabled, and otherwise isolated communities and their distant friends and families to stay connected.

## Problem and Solution

Rapidly advancing technology has allowed people to remain connected even when half a world apart. A person in Seattle can speak with and see a person in London in real time. Better yet, fly from New York to Los Angeles in just a few hours. These advances have allowed people to move freely around the world and still remain in touch with family and friends from their hometowns.

These changes have also led to a group of increasingly isolated individuals. As more families choose to relocate for work or personal reasons, the parents and grandparents often stay put in their hometowns. As they age and mobility diminishes, socializing becomes more difficult if not nearly impossible. Other target groups follow similar trends. A lack of socializing can lead to reclusion which can contribute to deteriorating health, both mentally and physically.

The solution is to promote social outings for the isolated population, whether by organizing group outings or having the other community members to step in when a family is not available. The vision of Dr. Chueh is to have an online site where such activities can be arranged. This would include having a system where families away from relatives can contribute towards funding events or meal outings that allow the friends and family members to socialize outside of their own home.

While software promoting social activities is not unique, it often misses some of the most vulnerable demographics. This software would solely focus on those who may not be familiar with or able to use computers or the internet well and who may have trouble getting out on their own.

## Stakeholders

The client is Dr. Chueh. She is a Professor of Mathematics at Central Washington University in Ellensburg, WA. She was inspired to do something for the isolated community during a trip to the east coast. During this trip, she attended a funeral where the family of the departed received food and condolences from members of an online site called “Meal Train”. She recognized the good that can come from a community banding together in times of need and thought of her own family. She saw the limitations of the Meal Train site and wanted to create something that was more proactive.

The socially isolated in communities across the globe are also stakeholders. For this project, we will limit this to the isolated in Ellensburg. They currently cope with the problem of isolation by attending (when possible) small gatherings at churches, event halls, or sometimes events hosted by local retirement homes. There is no prevailing solution.

The friends and families of the isolated who do not necessarily live near-by and are unable to visit regularly are also groups of stakeholders. These people care for their friends and family members but are rooted in homes across the country making their ability to help impractical with current resources. This site would give them a tool that will allow them to help their friends and relatives maintain healthy social lives.

## Scope

The software will help alleviate the problem by providing a dedicated site to increasing social health among the socially isolated. It will provide an easy to use, senior and disabled friendly interface that will help people connect to other members of the community.

It will also create a place where distant family members can help their loved ones stay healthy and connected to society. This should reduce some of the stress that can be caused worrying about a friend or family member.

The site will provide a much needed tool to promote healthy social living, but the weight of utilizing the tool will still rely on people. Family members and other connections will have the ability to donate to the isolated, who may not have sufficient income to pay for their own outings. Other members of the community will be allowed to volunteer their time, and friends and family members will need to use good judgement when accepting a request to take out the isolated individual.

# Project Management Plan

Our project management plan will follow a Kanban/Agile method of development described below in more detail. We chose this style because of its focus on quality over pushing out code as fast as we could. This will help us to ensure the client receives the product that they have requested at a highest potential quality.

## Project Organization

We will be using an agile Kanban method for solving our problem to keep it organized. This will make it so we can pair program, keep in contact, and have a good developer to quality assurance ratio to constantly push out a refined product each sprint for the client. To manage our Kanban board we will use a tool called “Trello”. Our board will have six columns a backlog, defined, and developer finished for the developers to use on the left side of the board. The right side will consist of accepted and deployed for the quality assurance. Each person will be assigned one task at a time, and this task will not leave a column until it is finished, but it can move from one column to another if it needs to. This will help our client see a consistent growth, and help us keep on track of where are project is at, where it’s going, and what changes might have to be made. Currently we will have three developers (Christian, Tim, and Colin) and one quality assurance tester (Zach). We also have designated our scrum master to be Zach, our documentation manager is Colin, and version control system manager is Tim. We will be rotating these rolls every four weeks to make sure that everyone can experience each roll.

## Risk Analysis

A large risk for our project would be feature overload. To make this website fully functional we must implement a lot of features, but we most focus on them one at a time. The agile Kanban organizational method will help us to not get overwhelmed, and consistent interactions with our client to be able to update, and manage expectations. Below in Figure 1 is a list of different risks that could arise, the impact on the product, the feasibility to overcome, and the priority to get the risk resolved.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue** | **Impact** | **Feasibility** | **Priority** | **Resolution Strategy** |
| Compatibility | HIGH | HIGH | HIGH | Use multiple systems and common browsers for testing |
| Readable Text | HIGH | HIGH | HIGH | Larger and user sizable text |
| Volunteers | HIGH | MED | MED | Talk to sociology department and Elmview workers for connections |
| Share Photos | MED | HIGH | HIGH | Look into a server that could handle larger photos |
| Paid Option | LOW | MED | LOW | Research how to implement paid options |
| Languages | LOW | LOW | LOW | Add Google Translate to the page |

Figure 1

## Hardware and Software Resource Requirements

For our project we will each need a computer with the most widely used browsers installed, such as Firefox, Chrome, Edge, and Safari to be able to test our website on. There are also third party programs we can use that would let us tap into a multitude of different browser and operating system configurations called Sauce Labs. Furthermore, we will be using “GitHub” for our repository and Microsoft Office for reports and presentations. We will also need html editors such as IntelliJ, and MySQL or another way to manage databases of user information. Our target installation will be at least the main browsers Firefox and Chrome, then hopefully expanding to others as the project goes on. The user will also need a reasonably low specification computer described in the requirements section later in this document.

## Work Breakdown

We will be using an iteration “onion layering” breakdown where we will start by trying to get a homepage set up. After that we will populate the home page, and get tab placeholders for the next pages. We will tackle each feature one task at a time to get the project done efficiently. Each major feature will be a milestone, and will get broken up into many different “stories/tasks” so that we can add it to our Kanban board. Every two weeks we will pick a feature and create the stories needed to finish that feature, and at the end of the two weeks we will look through what we have done and what milestone is next. That way we have a base to build upon getting closer to our end product the client has requested while maintaining a functional product.

## Project Schedule

Our goal is to reach each milestone every sprint (which is every two weeks), and updating our tasks during our scrum meetings (a few times a week). We will hopefully be continuing to build upon each previous sprint so our tasks would be changed to correspond with the milestone goal. We would have a retro after a sprint and document what got done to help project, our next sprint and if we are on track. With Kanban we could tackle our project in two ways: having separate developers each working on one task at a time or by using paired programming for features to continue the “conveyor belt” while having quality assurance continuously checking the developer’s latest features implemented.

# Requirements

The scope of the project leads to a reasonable amount of requirements, which are listed below. These include: hardware, system, user, functional, and non-functional requirements. We have included the tools that will be needed to achieve our goals and meeting our client’s requirements. These will help ensure that our project stays on track, not straying away from Dr. Chueh’s vision. We will present our requirements list to Dr. Chueh for review.

## Development, Operation, and Maintenance Environments

The hardware and software resources needed to build and maintain the project will be listed below. These requirements may change over the course of the project if issues arise, but conceptual requirements should not change significantly.

The hardware that will be necessary to build and maintain the project will include:

* Computers with multiple operating systems and common browsers
* Server, localhost will be sufficient for development
* MySQL database

We will be using a wide variety of software development tools including but not limited to:

* Notepad++ or similar
* IDE such as Eclipse, IntelliJ, Sublime Text, etc.
* Apache2 server
* GitHub
* Trello
* Word documents
* Sauce Labs
* Multiple internet browsers such as Firefox, Edge, Chrome, etc.

## System Model

We have used textual use cases to describe certain interactions between user and site. These use cases are not all inclusive, but rather show the most commonly used interactions. Visual use cases are also included in the appendices.

### Textual Use Cases

Create Account

1. Create Profile

* 1. Username not available, try new username
  2. Password does not meet requirements, choose different password

2. Create Connections

2.1 Send out connection invites

2.2 Accept invited connections

2.3 Reject invited connections

Create Event

1. Select Create Event button
2. Select Event Type
   1. Select type potluck
   2. Select type outdoor activity
   3. Select type indoor activity
   4. Select type restaurant
3. Create Name
4. Create Date(s)
5. Invite
   1. Invite connections
   2. Make public

Login

1. Open site
2. Enter Password
   1. Incorrect password
      1. Reenter password
      2. Account Locked after 3 attempts
   2. Incorrect username
      1. Reenter username
3. Login

Donate

1. Login
2. Select recipient
   1. Select from connections
   2. Select donate to site
3. Donate funds
4. Recipient receives funds

(See Appendix A for use cases and Appendix B for system models)

## User Interaction

The program for the user is straight forward. The user will be able to interact with the website, and see other people in the area that want to participate in other social activities. Whether they be the host, looking for a friend or family member, or a group to have a meal with. This information will be on the main page of the site for fast accessibility. The user will also be able to upload pictures or videos that they desire, that is related to organizing meals or giving other users an idea of what outdoor activities they are in to or content that has to do with their PIE experiences.

Inappropriate images or posts will not be tolerated neither do we condone such actions, this is not a dating or chatting site. The user will also have the ability to fill out a form for when they want to volunteer and host a meal or vice versa.

## Functional Requirements

The functional requirements for our project are included below. They include primary and secondary requirements. Primary requirements are vital to the production of our site and will need to be completed. Secondary requirements are optional, functions that we would like to see added to the site, but are not necessary to complete.

### Primary Requirements

* We need to host the website on a server
* We need a database to store information for the forms
* We will have a calendar for users to book days where they will be organizing meals or other outdoor activities.
* The website will be free for the time being until further development.

### Secondary Requirements

* Determining how users will pay for the services the website offer. WePay, Amazon pay, etc.
* Translating to different languages for native speakers.
* Get people to join the website.
* Testing our scheduling services from a user’s perspective on the site.
* We plan on having a third party service that we can implement to check the background of users/volunteers who get added on the site. This will be for security purposes.

## Nonfunctional Requirements

A user will be able to use our website for their needs anywhere in the world since it is in the internet. Our project is based to be used in the United States as far as the physical environment is concerned. Specifically, we will focus in Ellensburg for testing purposes but the functionality will not differ by city or state, except for the restaurants in that particular town and we can adapt to that by embedding a location service/GPS API.

Conceptually, how efficient it will be in countries that are not as advanced as the United States is something that we cannot fully determine currently. Some of the factors that might hinder for our project to be something of value to others across is the world would be things such as: background checks for new users, paying system, and restaurants. But, if someone out of the country would like to assist their friend/family member in the United States, they would be able to do that with minimum limitations.

For nonfunctional requirements here is how the system will adapt to some of those instances:

* **Efficiency**- The system itself will be quite efficient in terms of providing the service that the user expects the program to provide. This will be achieved since our website is catered to a few specific functionalities that ensure the vision statement is met without too much jargon. The user interface is designed with the concept of simplicity and no learning curve. The text and diagrams are large enough so elderly people will have little to no problem to navigate through the site.
* **Reliability**- This will not be an issue for the user since our implementation is streamlined concisely with what is necessary. The only factor that may affect the system’s reliability is whether users actually sign up and interact with other users and arrange meals and outdoor activities, because if this is not accomplished, the site serves no purpose for the user.
* **Portability**- This won’t be a major issue since majority of users have access to internet. Whether that be via a cellphone or a computer. For those who may not have either, libraries, school labs, and cyber cafes are other considerable options. The only downside with a user accessing it on a cellphone is that all of the content may not fit on the screen or be displayed as it would have been on a computer. Further down the road, this will be something to consider, a mobile version for our website.
* **Problem Size**- The problem size is big enough to make the project fun and challenging. For instance, we have to figure out how we will approach background checks without making the user feeling uncomfortable. We have to find a way of translating languages in a reliable-efficient manner. We are certain that as we implement some of our core requirements, the problem size will be affected, hopefully not too drastically.

## Feasibility

In terms of feasibility, we are certain that we can finish our project by the end of winter quarter with no problem, but we are aware that some minor set backs are inevitable. For example, feature overload is a possibility. Our client wants the website to have a lot of functions, but realistically, we will finish the primary requirements before working on the secondary to ensure a working product by the end of winter quarter.

# Architectural Design

The architectural design section of our project consists of general constraints we came across, the data design, our program structure, and the alternatives we have considered along the way. We have worked both with our client, our user network, and quality assurance to discover these section and bring our project to where it is at today. With all the sections below considered, we are planning to execute all our primary goals for this project.

## General Constraints

In this project, constraints there were both hardware, interface, and external data that we came across. In the hardware aspect of constraints we had issues getting a proper server to test on because none of us had our own server, and were relying on the school to be able to provide one. We overcame this by asking a lot of people how to get a school server for our website, and contacted the computer science department information technology lead. We got a test server through him which we can test on campus only. We will later host this website on a different server so that users can visit the site and we can test on more computer environments, but needed something temporary and free for now.

On the interface we were hoping to make our website both desktop and mobile compatible, but it seems like we might not be able to get the mobile version completed in time because of time constraints. This is a time constraint because we have to think about all the different mobile platforms, browsers and screen dimensions a phone can have. We as a group have both Android and iOS to make testing on these platforms a possibility, but will start with the basic desktop website before considering to move on to a mobile solution.

For external data, we were trying to get global positioning system to find near restaurants for the users, but after doing extensive research our best route is going through a company called Groupon. The problem with this is a time constraint again because they would have to approve our website once it has been published, and we would have to be a Groupon affiliate. We have not heard how long this process takes, but are projecting that it will take at least a month after the website has been published giving us another time constraint. For now we will overcome this by starting locally in Ellensburg Washington and going to the business webpages and manually pulling the local deals. With all these constraints in mind we are finding ways to overcome them and still plan to implement our features, but are not sure if it will be before the quarter is finished.

## Data Design

The structure of the database that we are currently using is not too complex. Some of the fields that we have that are essential to make sure that the database is usable are the following:

* Username
* Password
* Events
* Calendar

Since our website is not heavily focused on processing heavy amounts of data, we have not found it necessary to use any core data structures or algorithms to analyze the data that the user submits to us.

## Program Structure

The structure of our website can be seen in the two figures in Appendix C. The first of which shows the architecture of the site. The second page will show the connection between user viewable pages and our pie database, which has two tables.

In the first figure will be a high level overview of the system architecture where the connections between different files is displayed. For example, signUp.php is a viewable page which contains a form for a new user to sign up. This page will send the form information to a background (non-viewable) page, register.php. Register will connect with the database.php file and upon successful entry of new user, will redirect to the profile page. If entry of the user is not successful, an error message will be generated, the page will redirect to signUp.php where the error will be displayed.

In the second figure, the database connections show how each table connects with the various pages. For example, the register page connects to the user table. Register will make a query on the user table to make sure the username does not already exist, otherwise it will only insert into the database table. The create event page only shares a connection with the events table. This is because the create event page does not make any queries on the table, as there are no unique fields to check. Rather the page will only insert into tuples into the events table. This is because it must be able to edit and display events as well as user information.

The model we used was the Hierarchical Web Architecture. The base of the site is the home page from which, all other pages can eventually be reached. Due to the simple design of our site, most pages are able to connect to one another and there is not much depth where a user can get lost in the site. This model seemed most appropriate for our site due to its relative simplicity.

## Alternatives Considered

We have changed both our page architecture and our full website experience architecture, considering many options along the way. On a macro level we originally considered having all of our web pages in HTML, with a lot of child sites using external CSS and PHP files, but we decided to go with mostly PHP and CSS files and not having a separate file for each interaction on a website. For example, when clicking to edit the users profile we had planned to have the user redirect to a new page where they would edit the profile page, but we decided to change it to a pop up style editor. This is so the user doesn’t feel like they are always being redirected and the fields appear as though they are being edited instantaneously. We also decided to go with mostly PHP pages instead of HTML because it was easier to use PHP to work with the database.

On a more micro level, we have considered many ways to lay out the pages to make them visually appealing and logically functioning. We intended our color scheme to be a light blue and gray because they went together well, but our group and our client agreed that the pages were too bright and hard to read. Now we have a consistent color scheme between all pages with a darker blue to help users with poor vision. We have also created a CSS template for each page and different divisions that allow a very consistent layout for each page. This is so the users feel like they are smoothly transitioning from page to page without surprises. We originally got our ideas for the page from the Meal Train website, but have considered many social media sites such as Facebook, Myspace, and Twitter due to their success.

# Detailed Design

This section includes a detailed description of our site’s design and functionalities. Many of the site’s pages use the same JavaScript and CSS files for layouts and animation. The “Components in Detail” section elaborates on how each file works and what connections are necessary.

## Component in Detail

### Page Descriptions

Our project is using multiple linked PHP pages, CSS pages for styling, JavaScript and jQuery for animation, and a MySQL database for storing and retrieving information. The “Home” page uses HTML and PHP to display a basic description of the site. This page is linked to four other PHP pages including an “About” page that holds more information about our project and the impact that the project has had on the community thus far, a “Help” page that allows users and prospective users to email our group with questions, and “Register” and “Login” pages to allow users to sign up or log in to their profiles. Additional PHP files are used for creating events, an events calendar, database testing, a header and footer, and a sign out page. A FAQ’s page will be added when our team gets more inquiries about the site.

### Database Usage

The majority of the site’s functionality comes from forms that submit user information to the “user” and “events” databases. Upon registration, the user’s information is checked for validity then stored in the database. If a user has registered, they can log in to their profile page. This profile page will be slightly different for each user and will be open for modification to some extent. For example, the “user” database will hold information for a user’s name (first, last, and user names), the date they joined PIE, their email, their description, their birth date, and any photo information. The description, and photos will be changeable by the user. However, only the user name, email, and date joined will be required (to avoid security risks).

### Current Methods

Since we only have a few JavaScript files written for our site, we do not have many methods yet. Currently, one of our JavaScript files, “tabs”, has methods for initiating and showing the tabs, getting the children of the tabs (the information displayed below the tab), and getting hash codes (for specific ID’s). Our other JavaScript file, “sidebar”, uses jQuery to create an animated cascading sidebar for the profile page.

# Quality Assurance Plan

In order to make sure that our website will be of the highest quality, we need to have a solid quality assurance plan in place. This will help guide the team through each stage of development by outlining the quality requirements. Some of the tools we are using are key to the quality of our final product, such as Trello, which promotes quality assurance by keeping tasks organized and well defined. The plan includes more than just tools and is broken up into relevant sections below.

## Document Standards

To ensure consistent and correct documentation occurs in all phases of the project, we have a role called “Documentation”. This role is assigned to one individual who is responsible for maintaining the documentation throughout the current iteration. This role is kept through the entirety of the project and will rotate among team members.

Currently, this role includes: documenting all meeting notes, posting them to the repository, ensuring that the repository folders are kept orderly, and creating meeting agendas. However, the PowerPoint document and the Iteration reports are the responsibility of all team members.

The template for the Iteration reports were selected by the group and it is the template we will use for all iteration reports. The meeting notes format has had minor changes in the layout, but the general format has been consistent; noting start and end time, brief mention of topics discussed and details about the discussion of each topic.

## Coding Standards

Our coding standards list is fairly basic. We developed the list after researching coding standards for other software projects and including rules that we believed would make the files easier to read. The following list contains the coding standards for our project. See figure to for an example of code following these rules is included below.

* Semi-colon on end of all JavaScript lines.
* Use brackets to encapsulate nested JavaScript.
* Close connection to database after use.
* Handle exceptions appropriately.
* Always use alt attribute with images.
* Avoid long code lines, max characters for one line about 80. Should not need to scroll page left-right to read code.
* Declare language at the head of all files.
* Use comments as needed. Do not overuse.
* Save with the right extension - .html, .css, .php, etc.
* Indent all lines four spaces, all nested code four additional spaces.
* Separate all code blocks with single empty line.
* All file names start with lowercase.
* No spaces in filenames.
* If filename is multiple words, first word is lowercase additional words are uppercase. (i.e. signUp.html)

Example:

|  |
| --- |
| <head>  <title>About</title>  <link rel="stylesheet" type="text/css" href="template.css">  <link rel="stylesheet" type="text/css" href="buttons.css">  <div id='cssmenu'>  <ul>  <li><a href="home.html">Home</a></li>  <li><a href="about.html">About</a></li>  <li><a href="helpPage.html">Help</a></li>  </ul>  </div>    <h1>Making Outings as Easy as PIE</h1>  </head> |

Figure 2

## User Interface Guideline

The guidelines for our user interface were developed with our target demographic in mind. We are focusing on easy to see text, large buttons, and minimal side content. The site will be as easy to use as possible, while still providing extensive features.

The consistency of the website will be accomplished by using minimal templates, and reusing the basic ones (such as navigation bar at top of page) on each page. This will allow the user to be comfortable navigating each page of the site, as the key buttons/links will be in the same place no matter where they are on the site.

Since we are developing a site with a senior demographic in mind, we must assume that their internet familiarity is minimal. Even more, we must assume that a significant portion of the users will have at least moderately impaired vision. These two assumptions have significantly shaped our user interface guidelines. They are the driving reason behind large buttons, large text and minimal unnecessary content.

## Change Control Process

Our group will continue to use GitHub as the control change as we find it easy to use and there is little to no learning curve embedded in it.

The process our group will use to protect us from having unseen or creeping requirements is by continuing to use Trello to set our priorities right. We have been setting deadlines on our core objectives and keeping a tight communication to make sure that those requirements are taken care of. Every once in a while the requirements get altered due to unforeseen roadblocks that make it impossible to finish a particular requirement. In such instances we help each other to make sure that we have resolved everything and that the objective is completed.

## Testing Process

Our team will have a multi-step process for testing including unit testing, automation testing, and user testing. This will ensure that we cover functional testing, and that the product will work on multiple different platforms. We will first start by user testing with quality assurance’s personal computer and browser configurations. We will write down our configuration, and steps we did to produce a bug so that the developers can reproduce the bug and try to fix the code. After we have done this we will add the unit test to check and make sure that that bug is not introduced again after we add more features in our code. Then, once we have finished a unit test we will add it to our automation suite so that every time we check in new code, our build agent (Teamcity) will run the unit tests against the new code using Sauce Labs as the host the run the unit test among many different browser and operating system configurations. Doing this will make sure that we have covered unit testing, integration and system testing. We will continuously do these steps while developing our project to make sure that our program covers all aspects of testing.

In order to validate that our site meets the standards of our client Dr. Chueh, we would like to put our site through a series of acceptance tests. However, we do not have guidelines clearly defined. We were given free rein on design without clear standards for the site’s functionality. The only major requirement was to keep her vision intact. To ensure that our design is not straying from this, we will demo our prototype to Dr. Chueh every two weeks during our meetings.

There were however, some features that she asked be included, such as the ability to share photos and create events. These functions will be included in the site, but the testing for them is rather straightforward. Their functionality will be tested during unit and integration testing.

# System Testing

For our system of testing we used user testing, in house functional testing, and survey’s to discover if our project was working, and working the way the client wanted. This was our system for testing because we wanted to mostly make sure that the website would work the way the client wanted, but would also satisfy the users, and we could get direct feedback. Below is the testing process used, requirements traceability, testing items, schedule, recording procedures, hardware/software requirements, constraints and test cases.

## Testing Process

Our testing process was a relatively straight forward approach to try to get as much feedback as we could in a short amount of time to increase productivity. We initially would have our quality assurance group members test the website on as many different operating systems and browser configurations. This would include using every button, resizing pages, and implementing every feature as a user. This was a good starting approach as we covered all major updated browsers such as Internet Explorer, Safari, Chrome, and Firefox. The operating systems we covered were Windows 7, Windows 8.1, Windows 10, OSX 10.9, OSX 10.10, and OSX 10.11. This was all done manually, but we had these configurations available personally, and in the Hebler hall computer science department. This was mainly because our website was hosted on the Computer Science departments’ server, and could not be accessed outside Hebler. We would then have the client look at the state of the website after fixing any problems found. This was done every two weeks to make sure we were still continuing the project with her vision in mind. After we covered all user in house testing, we then created an open survey that we had friends, family and acquaintances use that had them complete a series of tasks, and give feedback about each task. This would usually cover the main features that we recently implemented, and a text field for feedback to allow the testers to give many details about how the process provided on the survey went. This helped us think outside of just the code, and get a user’s perspective.

## Requirements traceability

The requirements for our project has changed over time. Initially the project was supposed to be a way for users to create events for other users to attend much like a calendar. As time has passed our client wanted to add a user database with ways for the users to connect, plan events, get local deals at restaurants and activities, a free and premium account, and send money to each other to help each other out. Some of these requirements were not achievable in the allotted amount of time as they were too large of a task due. During our meetings with our client every other week, we would discuss the status of the project, and review the requirements. It was during this time we would discuss what the client would like to implement, and we as a group would let the client know if these features were feasible or not due to time constraints. Some of the tasks discussed in these meetings that were not possible were local deals, a free and premium account, and sending other users money. This was because we would need to have a money service such as PayPal implemented in the project, and we did not want users to have to have multiple accounts in order to use other features. The local deals was also something we as a group told the client would not be possible because not all restaurants and activities are accessible on the web. We decided to not go ahead with the free and premium account because both us the developers and the client wanted to place more emphasis to user experience as this was one of our goals. This was more significant to accomplish more than the money that would be generated from premium users. The client and us then re-evaluated our project requirements and agreed that our project should have a way for users to contact us, a user database, a way to connect with other users, and a way to plan events. Based off of our final requirements we have achieved what our client wanted us to implement.

## Testing items

Our testing items were minimal, using a survey for feedback, different physical computer operating system/browser configurations because it satisfied the testing that we needed to cover. As stated in the System Testing - Testing Process section we manually testing the browser on the most recent versions of Internet Explorer, Safari, Chrome, and Firefox on the operating systems Windows 7, Windows 8.1, Windows 10, Ubuntu 14, OSX 10.9, OSX 10.10, and OSX 10.11. We also used an open Google form for surveys giving users the opportunity to complete a set of tasks on the site and give feedback by answering questions on the survey. These surveys were anonymous so that the testers would not have to worry about us knowing who they were, but we could still get honest feedback. These seemed to be the greatest testing item tool because it offered us the most feedback from a user’s perspective instead of a programmer or tester’s perspective.

## Testing Schedule

The testing schedule for this project was an ongoing process. We started early on doing our manual testing so we could continuously integrate different fixes, and constantly keep quality in mind for our users. This was more of a system requirements testing so we could know what different platforms we would be able to use for our product. During the last month of the fourth iteration we began to use the surveys to get more information from users themselves. This was implemented later because we had a hard time finding free hosting, and a free domain for our website that supported our system requirements, such as supporting the most stable release of PHP. We continue our testing with these surveys, and offer a feedback page on our website where users can send us a direct email for us to respond faster and handle issues discussed.

## Recording Procedures

To record the bugs that we have found we used our Trello board. We did this by adding a bug label, and “sticker”. The quality assurance team after finding a bug would create a new card, and give it the appropriate labels such as bug, website, database, and more. After labeling the bug, they would give a description of what is happening, and the steps to reproduce the problem found. The quality assurance team would them move the card into the backlog based on the priority of the fix, and when a developer was able to work on the bug they would move the card into defined. The developer would also place their name on the card so that everyone on the team would know what they were doing. After the developer has fixed the bug, they will move the card to the “Developer Finished” column so that the quality assurance team could then review the fix and make sure that the fix has satisfied the problem defined. If so the developer would move the card to the “Accepted” to later be deployed to the website. This was great for us as we could keep a log of the bugs we found, refer to if a regression happened.

## Hardware and Software Requirements

After doing our manual testing we found that as of the date on this document, our website works on all of the platforms mentioned. Users are required to have a major operating system, with a browser on it, even mobile. We currently have scaling issues with mobile browsers, but accessing this website on a mobile phone was not a requirement by our client. Users also need to have internet access on their device, but our site does not have many files to download, so the user’s internet service provider speeds can be low to access our site.

## Constraints

During the creation of our site, we had the website hosted on the Central Washington University Computer Science department servers so that we could test the project. This was great as we could test a live site while developing on different platforms. This posed an access constraint though as we could only access the site in Hebler hall for testing, giving us the time constraint of when the building was open. We also had to find a free domain, and free host for the site to access the site off campus for better user testing. This gave us very few options because of the requirements our site had. After finding a free domain and host, it was getting close to the end of iteration four giving us a time constraint on user testing so we decided to make a Google form online for users to access and give us fast detailed feedback to expedite the testing process.

## Test Cases

Our test cases were functionality tests to make sure the website was easily useable for our potential user demographic. Initially in our manual testing our test cases would be about look and feel. We would manually make sure firstly that the site looks the same on all major configurations. Then we would make sure that the site would function the same by doing the same tasks on all configurations, and recording any variations noticed. This took a long time, but was needed so we could understand our websites configuration acceptance threshold. For our second testing phase we would ask users to fill out a survey completing tasks such as registering for an account, creating an event, uploading a photo to their profile, making that picture the users profile picture, updating their profile description, and inviting other users to connect. We did this as our test cases so that we could see if the users had any difficulty navigating the site, or understanding what they were doing and why. We would then get these results and manipulate the site based on the majority feedback.

# Conclusion

During this iteration we completed many tasks such as creating events, connecting with other users, getting the site hosted to be accessed anywhere, uploading photos, inviting other users to multiple events, and much more. We still would like to get the website fully functional on mobile browsers, but this is not a requirement from our client. The website is live with users already registered, as of the date of this document. Based on the date of this document we have completed all requirements for our client and have satisfied our goals that were evaluated at the end of the project with our client. This document has covered many topics including our vision for the website being created, the project overview, management plan, requirements, architectural design, detailed design, quality assurance plan, system testing, and a user manual.



Cake Presents Pie

Cake Team



March 14, 2016

Group 8

Central Washington University

# User Manual

# Appendix A

# Introduction

Personal Interactive Environment (PIE) is a social networking website aimed to help potentially socially-isolated individuals connect with others in their community, as well as family and friends across the country. PIE keeps in mind those who may not have a great deal of experience using the internet by prioritizing ease-of-use and simplicity of design.

The site was created at the request of Dr. Yvonne Chueh who is a professor and director of the Actuarial Science Program at Central Washington University. She was inspired to create a site that proactively reached out to a sometimes forgotten group of individuals. This idea was actualized by connecting with the university’s department of computer science and proposing the site as a potential senior project.

The purpose of this document is to provide a detailed guide to using PIE and give insight to its inner workings. A tutorial on basic operations will be included along with screen shots detailing several of the steps to be taken. Given the complexity and plethora of possible actions a user can take, the illustrated tutorial will not be all-inclusive, but rather show the most necessary tasks such as: registering to the site, logging in, creating an event, manipulating user profile, searching and adding contacts, etc.

The target demographic of the site includes socially isolated individuals, people with disabilities, and friends/family of the previously mentioned groups. There will be a varying degree of technical expertise among these groups. While some may be well versed in technology, it is important that those who have little to no experience are able to use PIE effectively with minimal frustrations. Those with the latter amount of experience were considered more carefully than the former.

At the time of writing this manual, there is only one user type, the basic user. An administrative user type should be added in the future for site maintenance. Currently, the site is lacking in community boards, and as those are implemented, it will become increasingly important to have some type of moderation which further presses the need for an administrative account type. Basic accounts can only edit and change their profile and create/modify events.

# Installation

There is no installation required to use PIE. The user need only to have a browser capable of accessing the internet. There may be compatibility issues with exceptionally old browsers, but this should only degenerate some of the styling features of the site, not the functionality.

## System Requirements

The site will function probably with all major browsers including mobile browsers. There is some degeneration on mobile, but this only effects small styling features such as button layout. PIE is still fully functional. The hardware requirements are trivial. PIE does not contain video or any content that would stress a computer. However, the browser must allow for JavaScript to run, otherwise PIE will be unusable.

## Special Cases and Error Handling

Due to the focus on simplicity of design, there are not many special cases or errors that should occur. Some of the most common ones will be listed below, but the list is not all-inclusive. If errors are encountered, please email the team at [caketeamcwu@gmail.com](mailto:caketeamcwu@gmail.com)

### Quotation Marks in Text Fields

During the early stages of PIE the insertion of user-entered text into the database was done in a manner that produced errors when quotation marks were used. This issue was caught during testing and has been fixed in most places. It is possible that an insertion statement has been overlooked and the error may still occur in a rarely used area. If this problem is encountered, please email the team and it will be resolved.

### Unsuccessful Queries

The database queries are checked for success with Boolean logic. In most instances, the error will be handled and the user redirected. In some cases, upon failure, a user will be dropped on a page with an error displayed. The user can click on the back button of their browser and resubmit their request. An error message and redirection will be implemented as development continues.

### Redirection to Database Connection Error Page

If the database is experiencing an outage or some other technical problem, the user will be redirected to an error page informing them of such. The site will be inaccessible as most pages depend on the database connection for retrieving information.

### Attempting to Access File Directories

File directories cannot be accessed during normal use of PIE. A user would have to manually type the address of the directory in the address bar. If the user tries to access the directory, nothing will be displayed except an empty file directory page or a Forbidden message. No files will be listed and the user will not be redirected.

### Accessing User Images through Address Bar

Currently, individual images the user has uploaded are visible to any user that knows the full file path to the image. It is not recommended that user’s upload photographs they do not want everyone to see at this time. The issue is being addressed and restriction to these files will be implemented in the near future.

Accessing site images displayed throughout our site is allowed through the file path. There are no plans to hide these or prevent access through the file path as they are Public Domain Images.

Procedures

Our website can be found at [http://pie.navhost.com](http://pie.navhost.com/). All of the site’s functionality can be accessed via the navigation bar found at the top of the page. Our target demographic includes users of all technical expertise. Due to this demographic, our group made sure that the text is large and easy to read, the colors and animations are simple and clean, and every page on the site has a similar layout. These standards allow users to gain a sense of familiarity when working with our site. With this familiarity, the users should be able to manage navigation to any available features that the site provides.

Table of Contents

[1.1 Accessing PIE 2](#_Toc445660048)

[1.2 Basic Navigation 2](#_Toc445660049)

[1.3 Home Page 2](#_Toc445660050)

[1.4 About Page 3](#_Toc445660051)

[1.5 Help Page 4](#_Toc445660052)

[1.6 Registration 5](#_Toc445660053)

[1.7 Logging In 6](#_Toc445660054)

[1.8 Navigating Your Profile 6](#_Toc445660055)

[1.9 Viewing Profiles 7](#_Toc445660056)

[2.0 Events 9](#_Toc445660057)

[2.1 Connections 10](#_Toc445660058)

[2.2 Notifications 11](#_Toc445660059)

[2.3 Photos 12](#_Toc445660060)

[2.4 Signing Out 15](#_Toc445660061)

### Table of Figures

[Figure 1.1 Basic Navigation 2](#_Toc445663791)

[Figure 2.1 About Page 3](#_Toc445663792)

[Figure 3.1 Help Page 4](#_Toc445663793)

[Figure 4.1 Registration 5](#_Toc445663794)

[Figure 5.1 Login Page 6](#_Toc445663795)

[Figure 6.1 Profile Page 6](#_Toc445663796)

[Figure 7.1 Profile Page With Events 8](#_Toc445663797)

[Figure 8.1 Schedule an Event 9](#_Toc445663798)

[Figure 9.1 Events 9](#_Toc445663799)

[Figure 10.1 Searching Connections 9](#_Toc445663800)

[Figure 11.1 Users 9](#_Toc445663801)

[Figure 12.1 Viewing Notifications 10](#_Toc445663802)

[Figure 13.1 Editing Images 11](#_Toc445663803)

[Figure 14.1 Uploading Profile Photos 12](#_Toc445663804)

[Figure 15.1 Removing Profile Photos 13](#_Toc445663805)

[Figure 16.1 Selecting Profile Photos 14](#_Toc445663806)

[Figure 17.1 Signing Out 15](#_Toc445663807)

### Accessing PIE

Personal Interactive Experiences can be accessed on any device with a browser by visiting <http://pie.navhost.com>. Tested browsers include Chrome, Internet Explorer, Firefox, Safari, and Opera. The website is meant for personal computers and laptops, but can also be accessed on mobile devices. To visit the site, locate the address bar at the top of your browser and enter "pie.navhost.com". Hit "Enter" to begin loading the site.

### 1.2 Basic Navigation

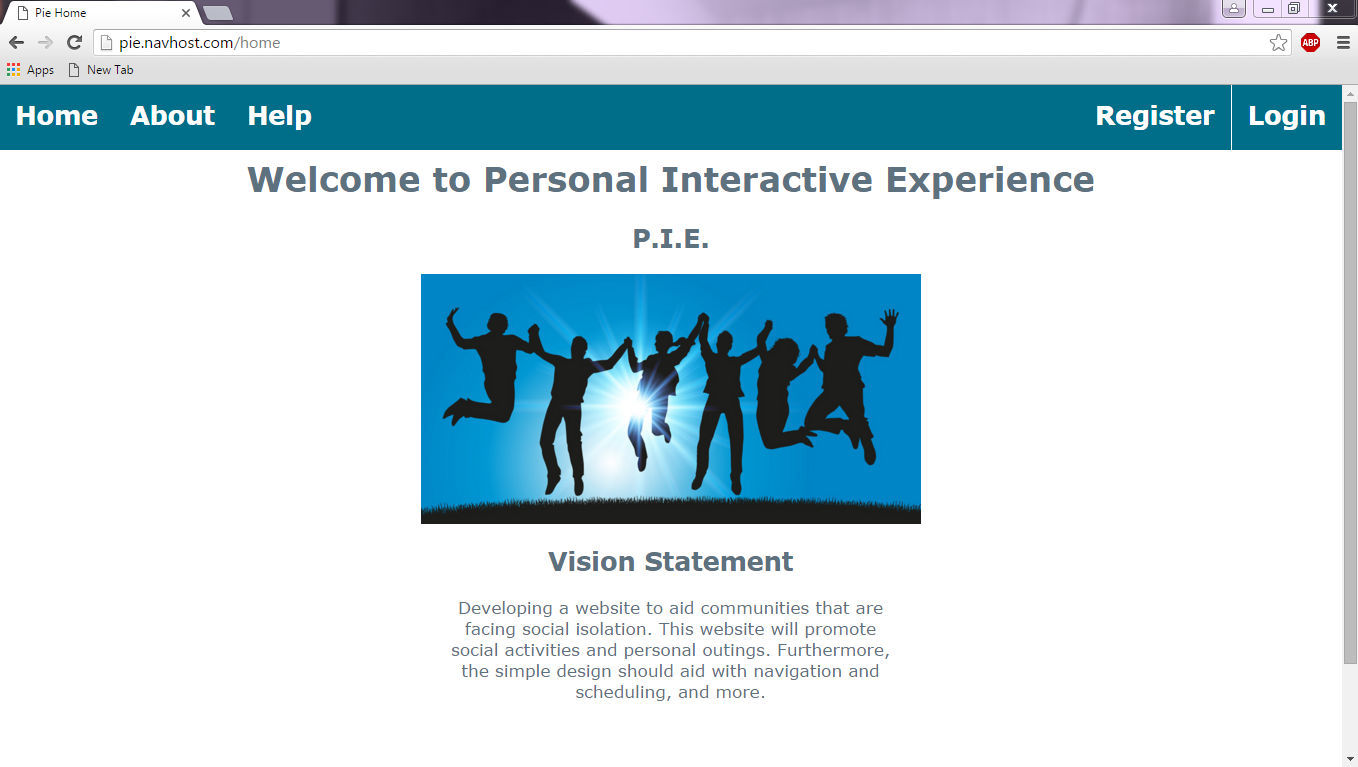


Figure 1.1 Basic Navigation

The navigation bar can be found at the top of the page. Tabs include "Home", "About", "Help", "Register", and "Log In". When you hover your cursor over these tabs, they will highlight, allowing you to see which page you will be accessing. Simply click the tab you want to view and you will be redirected to the corresponding page. The "Home" page is open by default. There is also a footer found on every page of the site. The footer contains some information about our site. It also includes two hyperlinks: an "About" link that will send you to our "About" page and a "Contact" link that will send you to our "Help" page.

### 1.3 Home Page

The "Home" page can be accessed by clicking the "Home" tab from anywhere on the site. When you are logged out, this page displays the name of the site and a small section explaining our site's vision statement. When you are logged in, this tab will redirect you to your profile page.

### 1.4 About Page



Figure 2.1 About Page

The "About" page can be accessed by clicking the "About" tab from anywhere on the site. The "About" page explains our site's vision statement, explains how events work, and gives information on the impact that the site has had on different communities. These three topics can be found by clicking their corresponding tabs located beneath the picture (Our Vision, PIE Events, and Impact). The "Our Vision" tab is opened by default. The "PIE Events" and "Impact" tabs can be accessed by clicking their respective tabs. The current tab is indicated by bold underlined text. Hyperlinks can be found in the body of the tabs. These links are colored black and regular text is colored white. The hyperlink located under the "Our Vision" tab will open our team's website. The hyperlink under the "Events" tab will open a picture of a sample event and give an explanation of what each of the fields contain. While viewing the sample event, you can navigate to any of the pages with the navigation bar or go back to the "About" page by pressing the button labeled "Back".

### 1.5 Help Page

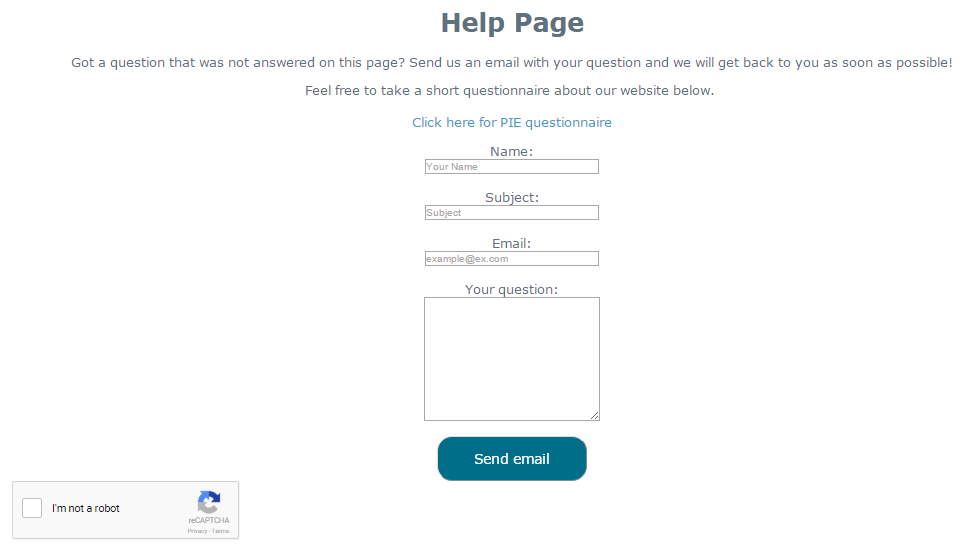


Figure 3.1 Help Page

The "Help" page can be accessed by clicking the "Help" tab from anywhere on the site. It can also be accessed by clicking the "Contact" button on the footer. When you are logged in, you can also navigate to the "Help" page by clicking "Help" on the sidebar located on the left hand of your profile page.

The "Help" page allows you to email our group and gives the option to fill out a survey about our site. To contact us for help, use the textbox labeled "Name" to enter your name. Use the text box labeled "Subject" type in a subject, or a brief explanation of your question or comment. Use the text box labeled "E-mail" to type in your e-mail (Ex. Your-email@gmail.com). Use the text area labeled "Your question" to type in your question or comment. When you are done filling out these fields, you are required to click the box labeled "I'm not a robot" and answer any confirmation questions to ensure that you are a human user. When these fields are filled, click the "Submit" button located below the "Your question" text area to send an e-mail to our group. When more questions are answered, we will add Frequently Asked Questions (FAQs) to this page.

To fill out a survey, click the link labeled "Click here for PIE questionnaire". This will redirect you to a page that will allow you to fill out a survey created by our group for testing purposes.

### 1.6 Registration

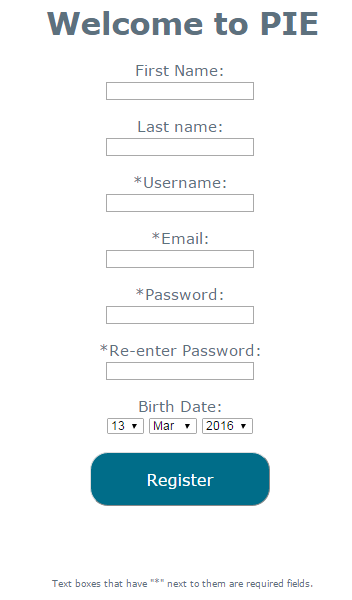


Figure 4.1 Registration

You can create a profile on our site by clicking the tab labeled "Register" located near the top-right corner of the page. This tab can be seen on any page as long as you are not currently logged in. The registration page requires a "Username", a "Password", and an "E-mail" address in order to create an account. You may also fill out the fields labeled "First Name", "Last Name", and "Birth Date", but they are not required. Required fields are denoted by an asterisk (\*) next to their descriptions. When you have filled out your information, click the "Register" button to create an account. Upon registration, you will be redirected to your profile page.

### 1.7 Logging In

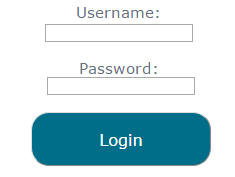


Figure 5.1 Login Page

As explained in "Registration", you can log in by registering a profile. If you have previously created a profile, you can click the "Login" tab located near the top-right corner of the page. Type your username in the textbox labeled "Username" and type your password in the textbox labeled "Password". After these fields are entered, click the button labeled "Login" to log in to your profile.

### 1.8 Navigating Your Profile

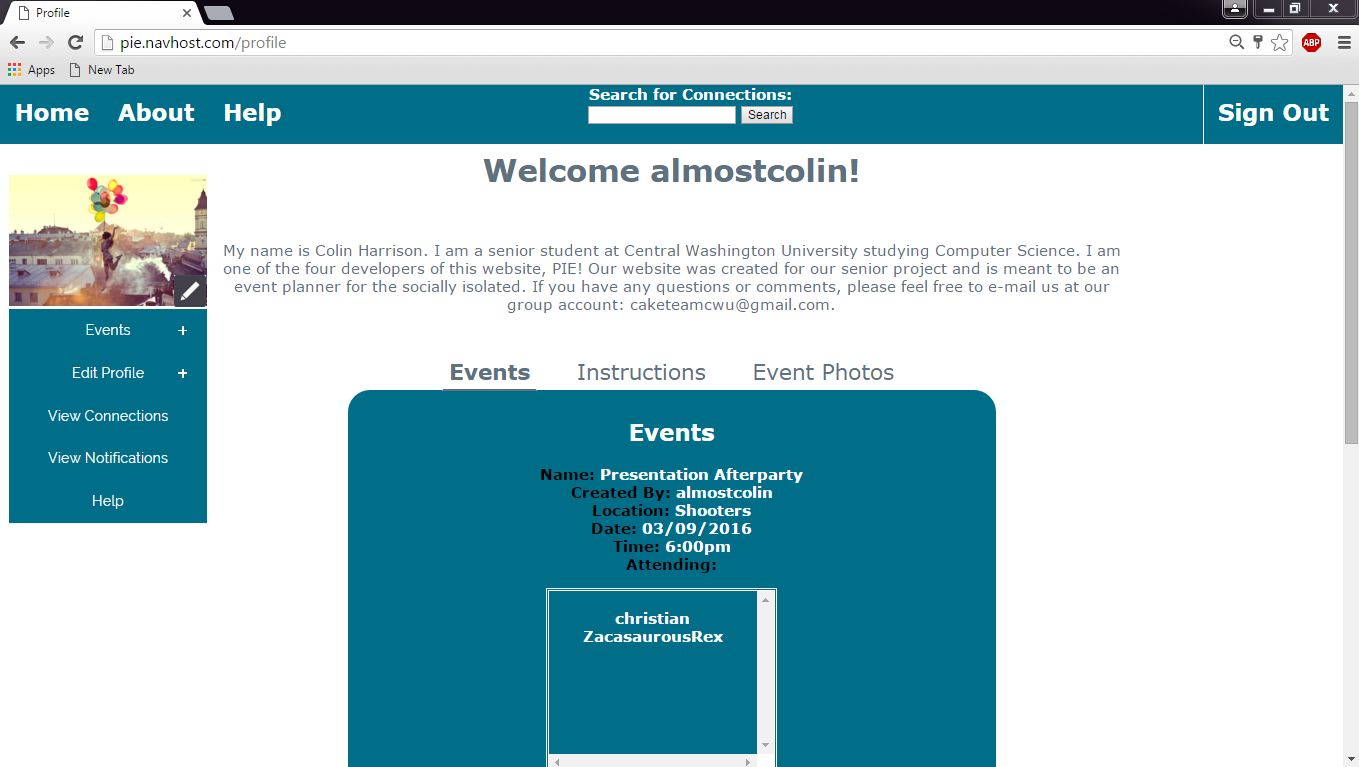


Figure 6.1 Profile Page

To add an event, click the "Events" button found on the left sidebar. Select "Create Event" and fill in the form data. When you create an event, you will be able to view the details about that event as well as other events you will be attending in the "View All Events" button found under "Events" on the sidebar. The "View All Events" allows you to edit or delete events after their creation. Your events are also displayed under the "Events" tab on your profile page.

To add or remove a photo, click on the "Edit Profile" button found on the left sidebar and select "Edit Photos". You can also manage photos by clicking on the "Edit icon" found on the bottom-right of your current profile picture.

To edit your profile's description, click on the "Edit Profile" button found on the left sidebar and select "Edit Description". Fill in the text area labeled "Description" and click the "Add Description" button to submit your description.

To find connections, or friends, search for the connection's username using the text area and search button located in the center of the header (found on the top of the page). While viewing a user's profile, you can add them as a connection with the "Add Contact" button found on the top-right of the page (beneath the "Sign Out" button). If you have already added that user, you will not see the "Add Contact" button. You can view your connections by clicking "View Connections" button found on the sidebar on the left side of the page.

You can view your notifications by clicking "View Notifications" on the left side of the page. The notifications page displays information concerning connection invites and event invites.

If you have any questions or comments concerning the site, use the "Help" button found on the sidebar on the left side of the page. Fill out the form to send an e-mail to the site's developers.

### 1.9 Viewing Profiles

To find connections, or friends, search for the connection's username using the text area and search button located in the center of the header (found on the top of the page).

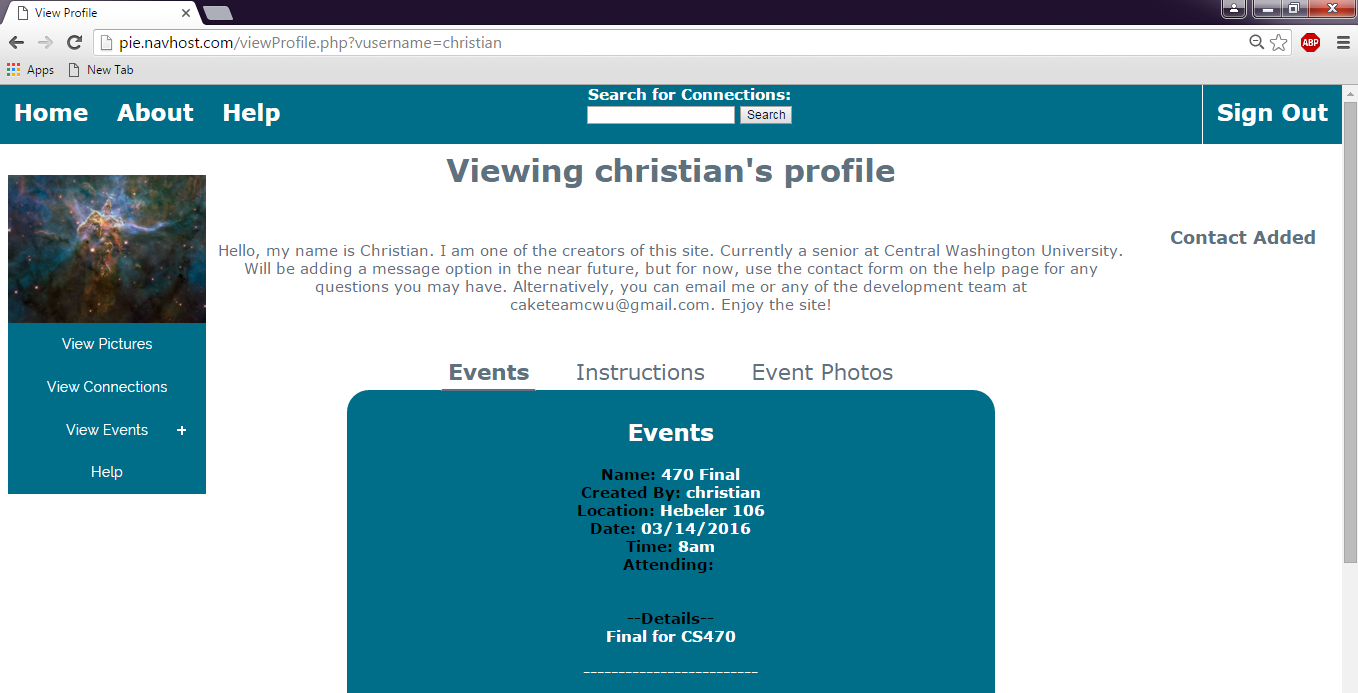


Figure 7.1 Profile Page With Events

To get back to your profile page, click the "Home" button located in the top-left corner of the page. If a user is in your connections, you can view all of their profile pictures, their connections, and their events. All of these options can be found on the sidebar on the left side of the page.

To add the viewed user to your connections, click the "Add Contact" button found on the top-right of this page (below the "Sign Out" button). More options will be allowed if a user is added to your connections.

If you have any questions, comments, or concerns, do not hesitate to e-mail our project team by using one of the "Help" buttons, which can be found on the top-left of the page (Next to "About") or on the bottom of the sidebar on the left side of the page.

### 2.0 Events

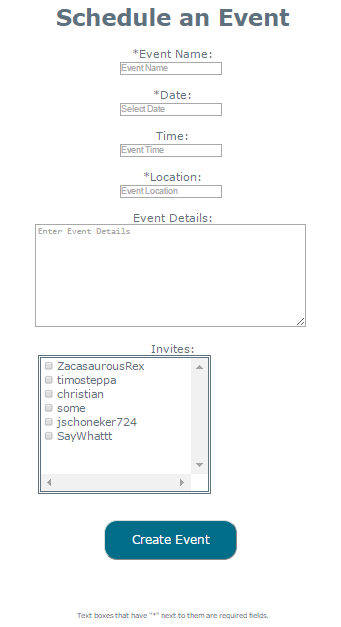


Figure 8.1 Schedule an Event

You can create an event by clicking "Events" then "Create Event" on the left sidebar under your profile picture. The fields for Event Name, Date, and Location are required. You can also enter a time and details about your event under the "Time" textbox and "Event Details" text area. The box under "Invites" displays all of your connections. Click the checkbox next to their name to invite them to your event. Submit your event by clicking the button labeled "Create Event". This will send a notification to all of the connections that you invited and post your event under your "Events" tab on your profile page.

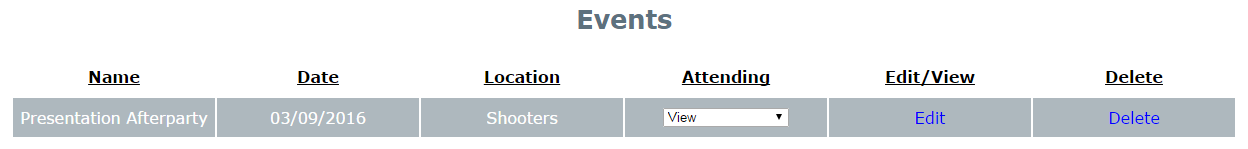


Figure 9.1 Events

You can view and edit your events by clicking "Events" then "View All Events" on the left sidebar under your profile picture. This page displays all of your events in a table format. The table will show your event's "Name", the event "Date", the "Location" of the event, and the "Attending" connections. Attending connections can be viewed by clicking the dropdown box under the "Attending" column. You can View and edit your event by clicking the "Edit" link under the "Edit/View" column. You can delete your event by clicking the "Delete" link under the "Delete" column.

### 2.1 Connections



Figure 10.1 Searching Connections

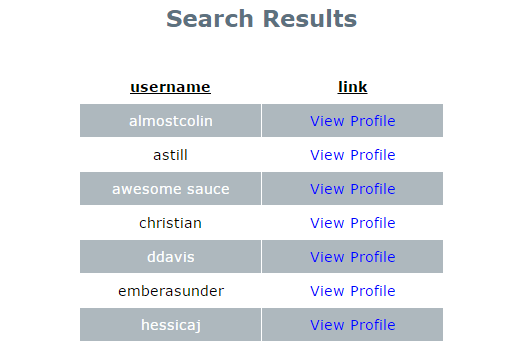


Figure 11.1 Users

To find connections, or friends, search for the connection's username using the text area and search button located in the center of the header (found on the top of the page). Usernames of different users will be displayed in a table based on your search. The table has two columns: "username" shows the usernames of the users and "link" gives you a link labeled "View Profile" that allows you to view user profiles. While viewing a user's profile, you can add them as a connection with the "Add Contact" button found on the top-right of the page (beneath the "Sign Out" button). If you have already added that user, you will see "Contact Added" displayed in place of the "Add Contact" button. You can view your connections by clicking "View Connections" button found on the sidebar on the left side of the page.

The "View Connections" button will take you to a page where your connections are displayed in a table. The table includes the connection's username under the column labeled "Contact Username". You can view the connection's profile by clicking the "View Profile" link under the column labeled "View Profile". You can remove the contact by clicking the "Delete" link located under the column labeled "Remove Contact".

### 2.2 Notifications

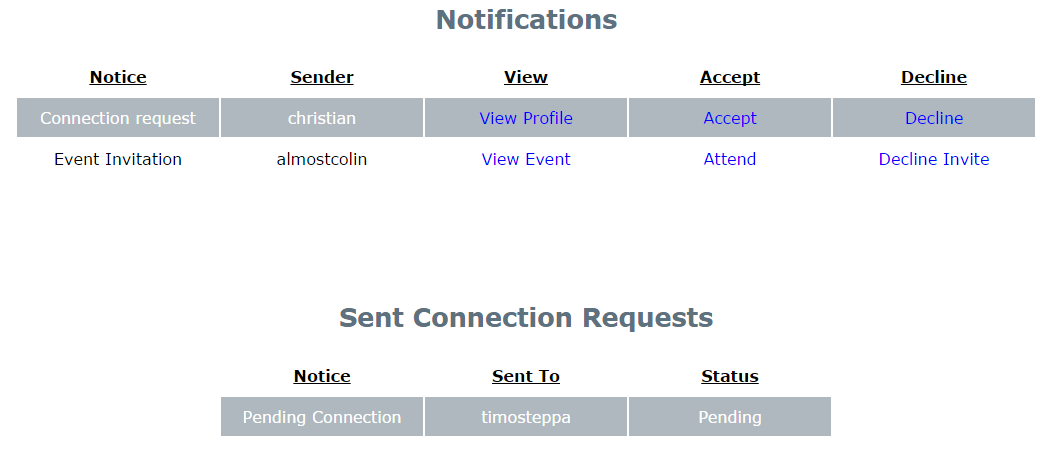


Figure 12.1 Viewing Notifications

You can view your notifications by clicking "View Notifications" on the left side of the page. The notifications page displays information concerning connection invites and event invites.

Connection requests and event invitations are displayed in the table located under the "Notifications" header. This table includes a "Notice" column that displays the type of notification (Ex. Connection Request or Event Invite). The "Sender" column shows the username of the sender of the request. The "View" column allows you to view the profile of the request's sender by clicking the link labeled "View Profile". The "Accept" column allows you to accept the event or connection invitation by clicking the link labeled "Accept". The "Decline" column allows you to decline the event or connection invitation by clicking the link labeled "Decline".

Connection requests that you sent are displayed in a table under the "Sent Connection Requests" header. The "Notice" column of this table displays the type of notification (Ex. Pending Connection). The "Sent To" column shows the username of the person that the request was sent to. The "Status" column shows the status of the request (Ex. Pending).

### 2.3 Photos

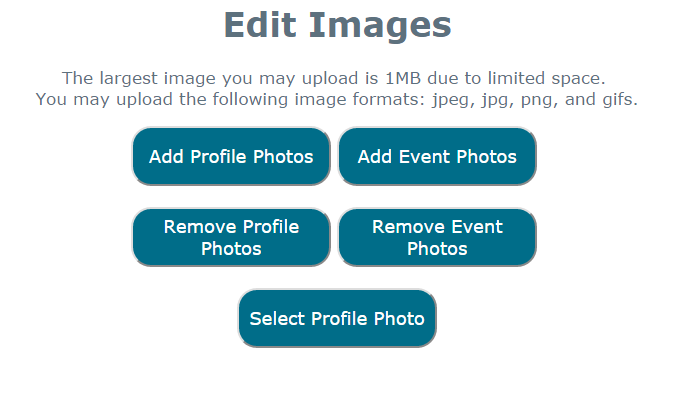


Figure 13.1 Editing Images

If you have not selected a profile photo, your current profile photo will be defaulted to a "blank user" image. To add or remove a photo, click on the "Edit Profile" button found on the left sidebar and select "Edit Photos". You can also manage photos by clicking on the "Edit icon" found on the bottom-right of your current profile picture.



Figure 14.1 Uploading Profile Photos

To add a profile photo, click the button labeled "Add Profile Photos". To add an event photo, click the button labeled "Add Event Photos". These buttons will bring up a pop up form. Use the button labeled "Choose File", use the opened directory to navigate to your image's location, then either double click your image, or click the image and press "Open". Your currently selected image's name will then be displayed next to the "Choose File" button. After you have selected an image, click the "Upload Image" button to submit your image.

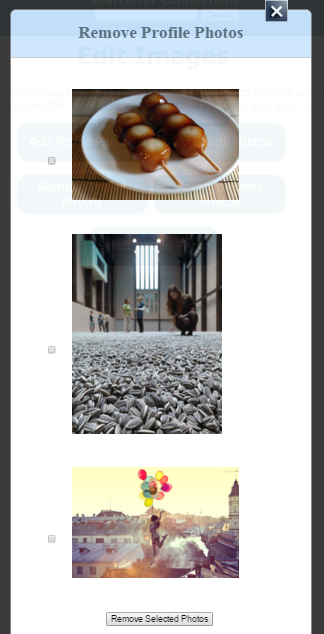


Figure 15.1 Removing Profile Photos

To remove a photo, click the "Remove Profile Photos" or "Remove Event Photos" button depending on which type of photo you would like to remove. Your photos will be displayed in a pop up form with a checkbox next to each image. Click the checkbox next to each image that you want to remove. After you have checked each image you want to remove, click the button labeled "Remove Selected Photos" located at the bottom of the pop up form.

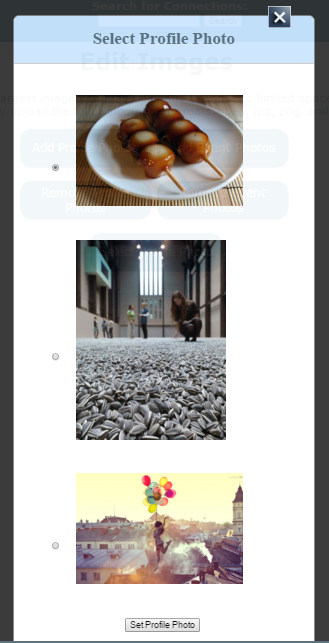


Figure 16.1 Selecting Profile Photos

To select your current profile photo, click the "Select Profile Photo" button. This button will bring up a pop up form that displays all of your profile photos with a radio button next to each photo. Click the radio button next to the photo that you would like to set as your profile photo. When you have selected your desired profile photo, click the button labeled "Set Profile Photo" located at the bottom of the pop up form. After selecting your profile photo you will be directed back to your profile page.

### 2.4 Signing Out



Figure 17.1 Signing Out

You can only sign out of your profile if you are currently logged in. To sign out of your profile, click the "Sign Out" button located at the top-right of any page that you are on. Upon signing out, you will be redirected to the logged-out "Home" page.

# Appendix B

## Use Cases









# Appendix C

## System Models

Create Connections



Create Event

Create Profile



Donate

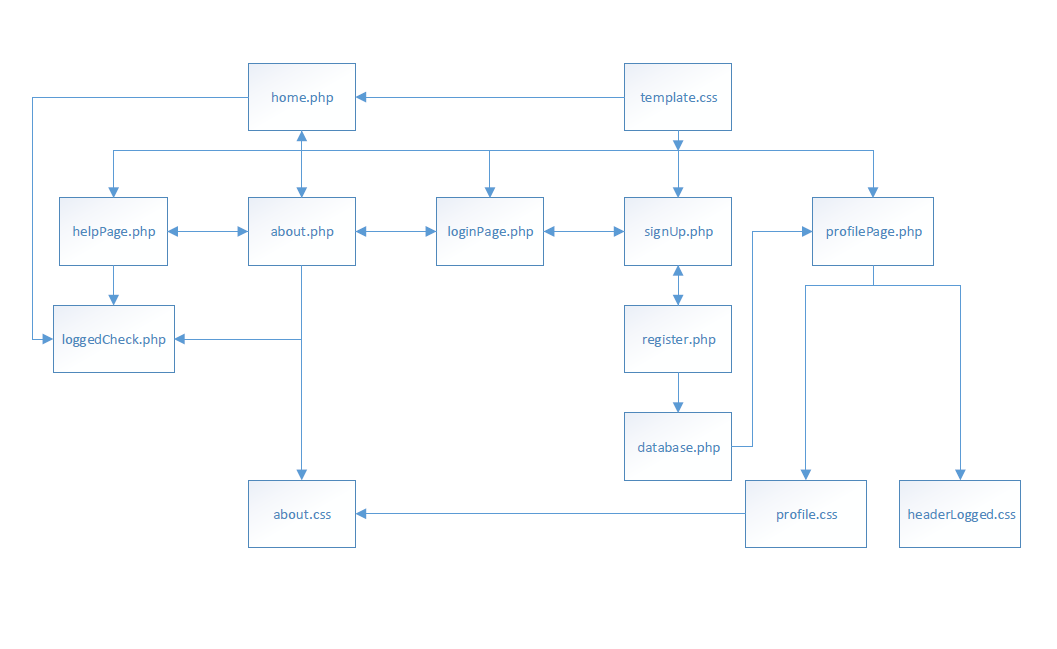


Login



# Appendix D

## System Structure



Web Site Architecture Fig. 1



Database Connections Fig. 2