TEST PROJECT IT SOFTWARE SOLUTIONS FOR BUSINESS

WSC2015_TP09_S3_actual

Written by:

WorldSkills International External Writer

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Session 3 of this Test Project consists of the following documentation/files:

1. WSC2015_TP09_S3_EN.pdf   (Session 3 instructions)
2. marathon-skills-2015-how-long-data.zip   (Images + data for "How long is a marathon")
3. marathon-skills-2015-marathon-photos.zip   (Collection of photos to promote the marathon)
4. marathon-skills-2015-marathon-info.txt   (Text information about the marathon)
5. marathon-skills-2015-marathon-map.jpg   (Map of the marathon's race course)
6. marathon-skills-2015-interactive-map-data.zip   (Data + icons used for the interactive map)
7. marathon-skills-2015-how-long.mp4   (Demo of "How long is a marathon")
8. marathon-skills-2015-interactive-map.mp4   (Demo of "Interactive map")

INTRODUCTION

In this session, you will be continuing the development of the Marathon Skills 2015 application, building on what you have already developed. If you did not complete all the deliverables from the previous session, do not finish them now, you have new deliverables to work on.

In this session, you will be allowing a runner to see their previous race results, and also creating some interactive features to get the public interested in Marathon Skills 2015.

INSTRUCTIONS TO THE COMPETITOR

By the end of this session, you will need to have the following deliverables ready to submit so that the Marathon Skills system will be finished on time.

Make sure that you follow the provided style guide throughout all parts of the system.

Make sure that you provide appropriate validation and error messages throughout all parts of the system.

Make sure that all relevant buttons/links are working at the end of the session.

Make sure that you use appropriate naming conventions for all parts of the system as needed.

DELIVERABLES

3.1 CREATE "17. MY RACE RESULTS"

Create the window as outlined in "17. My race results" in the wireframe.

This window shows a runner (who is currently logged into the system) their results from previous races. If they have not competed before, an appropriate message should be displayed.

The runner's gender and age category will be displayed. The runner will fit into 1 of the following age categories:

- Under 18
- 18 to 29
- 30 to 39
- 40 to 55
- 56 to 70
- Over 70

The list should show every event that a runner has competed in previously. Display the following fields for each event:

- Marathon: The full name of the marathon.
- Event: The full name of the event.
- Time: the runner's race time for the event shown in hours, minutes and seconds.
- Overall Rank: the runner's rank/position for the event, including all other runners in the event.
- Category Rank: the runner's rank/position for the event, only including runners of the same gender in the same age category.
- The fastest/shortest race times are awarded the best/lowest rank. E.g. the fastest race time will be given the rank of #1.
- If multiple runners have the same race time, they should be given the same rank, e.g.

RANK	RACE TIME
#1	4h 15m 12s
#2	4h 22m 23s
#2	4h 22m 23s
#4	4h 25m 45s

When the "View all race results" button is clicked, show "14. Previous race results".

3.2 CREATE "15. HOW LONG IS A MARATHON"

Create the window as outlined in "15. How long is a marathon" in the wireframe.

Refer to the provided demonstration of the "How long is a marathon" feature: marathon-skills-2015-how-long.mp4

This is an interactive feature of the application that describes to a member of the public how long a 42km full marathon is. The user chooses either "speed" or "distance" and then chooses an item in that category. The details of that item are then displayed as well as a calculated value based on the speed or length of the chosen item.

If a "speed" item is chosen:

- Display the item's name and photo.
- Display: "The top speed of a AAA is BBB. It would take CCC to complete a 42km marathon."
  - AAA: name of the item.
  - BBB: top speed of the item in km/h.
  - CCC: length of time taken for the item to travel 42km at top speed in hours or minutes as appropriate.

If a "distance" item is chosen:

- Display the item's name and photo.
- Display: "The length of a AAA is BBB. It would take CCC of them to cover the track of a 42km marathon."
  - AAA: name of the item.
  - BBB: length of the item in metres.
  - CCC: number of items that would be needed to cover a distance of 42km.

Refer to the data and images provided: marathon-skills-2015-how-long-data.zip

3.3 CREATE "11. ABOUT MARATHON SKILLS 2015"

Create the window as outlined in "11. About Marathon Skills 2015" in the wireframe.

This page gives information about Marathon Skills 2015, displays photos and gives users access to the interactive map.

Refer to the information provided: marathon-skills-2015-marathon-info.txt

Refer to the photos provided: marathon-skills-2015-marathon-photos.zip

Refer to the marathon map image: marathon-skills-2015-marathon-map.jpg

3.4 CREATE "12. INTERACTIVE MAP"

Create the window as outlined in "12. Interactive map" in the wireframe.

Refer to the provided demonstration of the "Interactive map" feature: marathon-skills-2015-interactive-map.mp4

This is an interactive feature of the application that provides information about the course for Marathon Skills 2015 to a member of the public. The user can view the map and click on the various points of interest (checkpoints and event starting positions) marked around the course. When clicked, the details of that point of interest are then displayed, e.g. the closest landmark and any services provided (drinks, energy bars, toilets, information and medical).

Make sure that the eight checkpoints are evenly positioned around the marathon course (their exact position does not matter too much).

Make sure that there are 3 event starting positions marked (assume that the course is 42km long and that the runners will run in a clockwise direction):

1.   Start of the 42km Full Marathon – at the start/end of the course (marked by the chequered flag).
2.   Start of the 21km Half Marathon – at the halfway point of the course.
3.   Start of the 5km Fun Run – 5km before the end of the course.

Refer to the data and icons/images provided: marathon-skills-2015-interactive-map-data.zip