

# TEST PROJECT INTRODUCTION

WSC2015\_TP09\_Introduction\_actual

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# CONTENTS

This Test Project consists of the following documentation/files:

## 1. General:

1.1. WSC2015_TP09_Introduction_EN.pdf	(Introduction of Test Project)
1.2. marathon-skills-2015-style-guide.pdf	(Style guide – logo use, colours, fonts, etc.)
1.3. marathon-skills-2015-logos.zip	(Collection of logo image files)
1.4. marathon-skills-2015-erd.pdf	(ERD - database diagram)
1.5. marathon-skills-2015-data-dictionary.pdf	(Data dictionary for the database)
1.6. marathon-skills-2015-wireframe.ppsx	(Interactive wireframe of the system)
1.7. marathon-skills-2015-storyboard.pdf	(Storyboard showing an overview of the system)
1.8. marathon-skills-2015-use-case.pdf	(Use case diagram of the system)
1.9. marathon-skills-2015-country-flags.zip	(Collection of images for the country flags)
1.10. marathon-skills-2015-charity-data.zip	(Collection of images/descriptions for the charities)

## 2. Session 1:

2.1. WSC2015_TP09_S1_EN.pdf	(Session 1 instructions)
2.2. marathon-skills-2015-database-mysql.sql	(SQL script to create tables with data for MySQL)
2.3. marathon-skills-2015-database-mssql.sql	(SQL script to create tables with data for Microsoft SQL Server)
2.4. marathon-skills-2015-staff-import.xlsx	(Staff, position and timesheet data to import)

## 3. Session 2:

3.1. WSC2015_TP09_S2_EN.pdf	(Session 2 instructions)
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## 4. Session 3:

4.1. WSC2015_TP09_S3_EN.pdf	(Session 3 instructions)
4.2. marathon-skills-2015-how-long-data.zip	(Images + data for “How long is a marathon”)
4.3. marathon-skills-2015-marathon-photos.zip	(Collection of photos to promote the marathon)
4.4. marathon-skills-2015-marathon-info.txt	(Text information about the marathon)
4.5. marathon-skills-2015-marathon-map.jpg	(Map of the marathon’s race course)
4.6. marathon-skills-2015-interactive-map-data.zip	(Data + icons used for the interactive map)
4.7. marathon-skills-2015-how-long.mp4	(Demo of “How long is a marathon”)
4.8. marathon-skills-2015-interactive-map.mp4	(Demo of “Interactive map”)

## 5. Session 4:

5.1. WSC2015_TP09_S4_EN.pdf	(Session 4 instructions)
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## 6. Session 5:

6.1. WSC2015_TP09_S5_EN.pdf	(Session 5 instructions)
6.2. marathon-skills-2016-database-design.pdf	(Specification of the database to design)
6.3. marathon-skills-2015-meeting-checklist.pdf	(Meeting checklist for client interaction task)
6.4. marathon-skills-2015-meeting-agenda.pdf	(Meeting agenda for client interaction task)
6.5. marathon-skills-2015-status-icons.zip	(Icons used for registration status: tick & cross)
6.6. marathon-skills-2014-logo.png	(Marathon Skills 2014 logo for the certificate)
6.7. marathon-skills-2014-certificate-seal.png	(Certificate seal image for the certificate)

## 7. Session 6:

7.1. WSC2015_TP09_S6_EN.pdf	(Session 6 instructions)
7.2. marathon-skills-2015-testing-template.docx	(Test case template to use for testing the system)





## 8. Session 7:

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| 8.1. WSC2015_TP09_S7_EN.pdf                  | (Session 7 instructions)                       |
| 8.2. marathon-skills-2015-volunteer-list.csv | (CSV list of volunteers for importing)         |
| 8.3. marathon-skills-2015-gender-icons.zip   | (Icons used for gender selection: male/female) |
| 8.4. marathon-skills-2015-bmi-icons.zip      | (Icons used for the BMI categories)            |

## 9. Session 8:

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|---|--------------------------|
| 9.1. WSC2015_TP09_S8_EN.doc   | (Session 8 instructions) |
| 9.2. <i>In addition, you will be using the work you have developed over all sessions.</i> |                          |

# INTRODUCTION

## OVERVIEW

Your task over the next four days will be to develop a system to help the organisers of Marathon Skills 2015.

Marathon Skills is held every year in a different part of the world. It is open to runners of all levels of experience, and often includes a 5km fun run, a 21km half marathon and a 42km full marathon.

This system will act as both a public system (e.g. allowing people to register, sponsor, find out more, see race results) and a private system (e.g. allowing staff to manage runner registrations, charities, volunteers, sponsorship).

## USERS

The system will be used by a variety of different types of users:

- Public (not logged into the system),
- Runners,
- Coordinators, and
- Administrators.

## LOCATION

There are 2 main locations that the system will be used:

### 1. The headquarters of Marathon Skills.

Coordinators and administrators will use the system on computers provided at the headquarters.

### 2. Mobile computer kiosk.

To enable interested members of the public to get involved easily, a team will travel to various venues such as sporting clubs, universities and shopping centres with a mobile computer kiosk (*example pictured below*).

This will allow interested people to find out more, to register as a runner or to sponsor a runner.





## DEVELOPMENT PLATFORM

The system is to be developed as a desktop application (not web-based or mobile-based). You can choose to develop the system using .NET or Java.

You can use a local database server/connection for the development of the system. A remote database server can be set up after the system has been developed and is ready to be released.

## DESCRIPTION OF PROJECT AND TASKS

The development of this system has been broken down into a series of 8 sessions, each with its own list of deliverables that need to be completed and submitted at the end of each session. This will make sure that the project is completed on time.

### DELIVERABLES

For each session the designer will provide a list of deliverables. These will describe clearly what the client has asked for. You must complete these and submit them by the end of each session. This is an overview of each of the sessions and the deliverables that belong to each session.

#### 1. Session 1 – Day 1

- 1.1. Create the database
- 1.2. Import the tables & data
- 1.3. Create staff tables to specification
- 1.4. Import staff data
- 1.5. Create application
- 1.6. Create "1. Main screen"
- 1.7. Create "6. Sponsor a runner"
- 1.8. Create "7. Sponsorship confirmation"
- 1.9. Create "10. Find out more information"
- 1.10. Create "13. List of charities"

#### 2. Session 2 – Day 1

- 2.1. Create "3. Login screen"
- 2.2. Create "9. Runner menu"
- 2.3. Create "19. Coordinator menu"
- 2.4. Create "20. Administrator menu"
- 2.5. Create contact information pop-up in "9. Runner menu"
- 2.6. Create "2. Check if runner has competed before"
- 2.7. Create "4. Runner registration"
- 2.8. Create "5. Register for an event"
- 2.9. Create "8. Runner registration confirmation"
- 2.10. Create "16. Edit your profile"

#### 3. Session 3 – Day 2

- 3.1. Create "17. My race results"
- 3.2. Create "15. How long is a marathon"
- 3.3. Create "11. About Marathon Skills 2015"
- 3.4. Create "12. Interactive map"



#### **4. Session 4 – Day 2**

- 4.1. Create “14. Previous race results”
- 4.2. Create “18. My sponsorship”
- 4.3. Create “22. Runner management”
- 4.4. Create export feature: runner details
- 4.5. Create export feature: runner email addresses

#### **5. Session 5 – Day 3**

- 5.1. Client interaction task
- 5.2. Database design task
- 5.3. Create “23. Manage a runner”
- 5.4. Create “24. Edit runner profile”
- 5.5. Create “25. Certificate preview”
- 5.6. Create “21. Sponsorship overview”

#### **6. Session 6 – Day 3**

- 6.1. Create “30. User management”
- 6.2. Create “31. Edit a user”
- 6.3. Create “32. Add a new user”
- 6.4. Create “26. Manage charities”
- 6.5. Create “27. Add/edit charity”
- 6.6. Testing

#### **7. Session 7 – Day 4**

- 7.1. Create “28. Volunteer management”
- 7.2. Create “29. Import volunteers”
- 7.3. Create “33. BMI calculator”
- 7.4. Create “34. BMR calculator”

#### **8. Session 8 – Day 4**

- 8.1. Prepare PowerPoint presentation to showcase the system

### **SYSTEM DOCUMENTATION**

Please refer to the provided wireframe, storyboard, database diagram and any other system documentation that will help you to understand the system that is being developed.

The wireframe is provided as a guide only. You need to follow the style guide when choosing colours and fonts and you should use your own judgement.

### **NAMING CONVENTIONS**

If you are not given a specific name for any item throughout the project, you must choose an appropriate name yourself. Make sure that you choose a good naming convention and follow it throughout the whole project.