

## P1 - Group Project

GitHub, Inc. [US] [https://github.com/yannyren/E16\\_JS\\_Group\\_Peppapig\\_project/tree/develop](https://github.com/yannyren/E16_JS_Group_Peppapig_project/tree/develop)

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179 commits 13 branches 0 releases 4 contributors

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This branch is 3 commits behind master. Pull request Compare

yannyren committed 19 days ago fixed mummyPig img Latest commit 4cf553a 19 days ago

client	Merge branch 'master' into develop	19 days ago
controllers	Created 'about' section	20 days ago
db	fixed mummyPig img	19 days ago
.gitignore	base structure v1	26 days ago
README.md	add MVP to Readme	25 days ago
gitprocedure.md	Update gitprocedure.md	24 days ago
package-lock.json	refined wednesday	20 days ago
package.json	small change to profile	20 days ago

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Pulse Contributors Community Traffic Commits Code frequency Dependency graph Network Forks


### Dec 31, 2017 – Jan 30, 2018

Contributions: Commits


Contributions to master, excluding merge commits



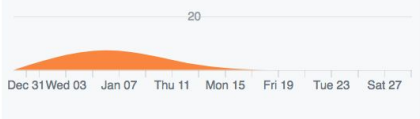
ljwoodward #1  
37 commits 764 ++ 236 --



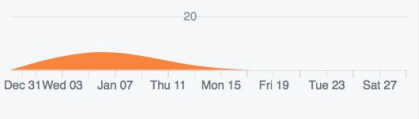
yannyren #2  
35 commits 5,600 ++ 868 --



dan-colyer #3  
11 commits 482 ++ 521 --



alinemokfa #4  
10 commits 281 ++ 266 --



## P2 - Project Brief

README.md

### Peppa Pig App

The BBC are looking to improve their online offering of educational content by developing some interactive apps that display information in a fun and interesting way.

Your task is to make an MVP to put forward to them - this may only be for a small set of information, and may only showcase some of the features to be included in the final app. You might use an API to bring in content or a database to store facts.

### MVP

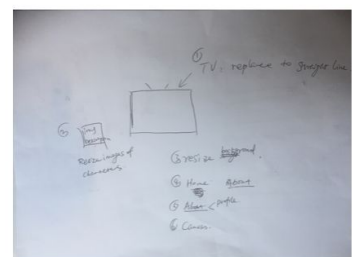
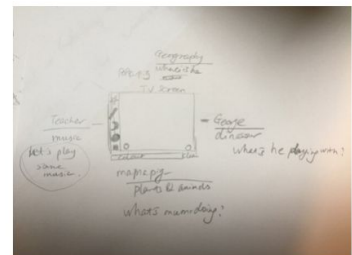
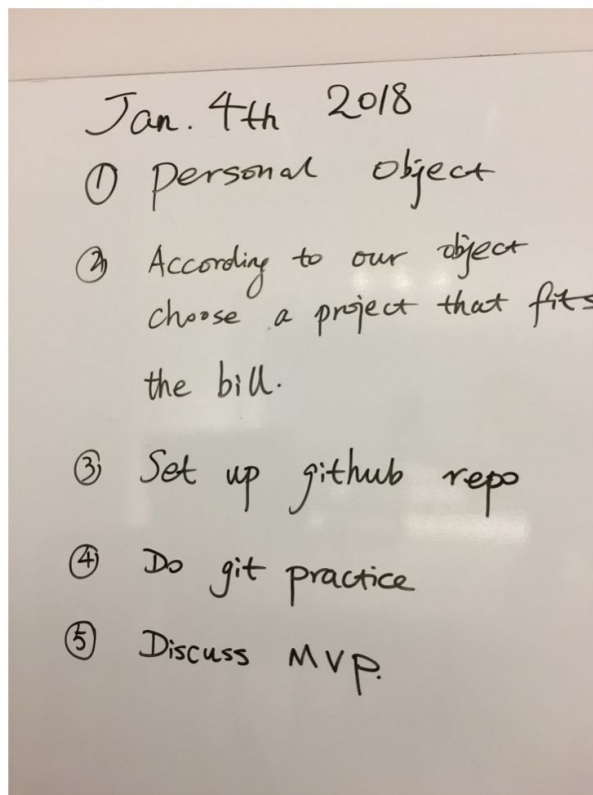
1. App should display a TV set in the centre of the page with icons around to enter different activities.
2. Daddy Pig activity: TV will display google map of where Daddy Pig has gone with information about the location.
3. Mummy Pig activity: TV will display various animal characters from Peppa Pig with images of their real counterparts.

### Extensions

1. Peppa Pig activity: TV will become a canvas for drawing.
2. Madame Gazelle activity: TV will play songs or videos.
3. Daddy Pig activity will have functionality to read the information out loud.
4. Mummy Pig activity will play animal noises for each animal.

## P3 - Project Planning

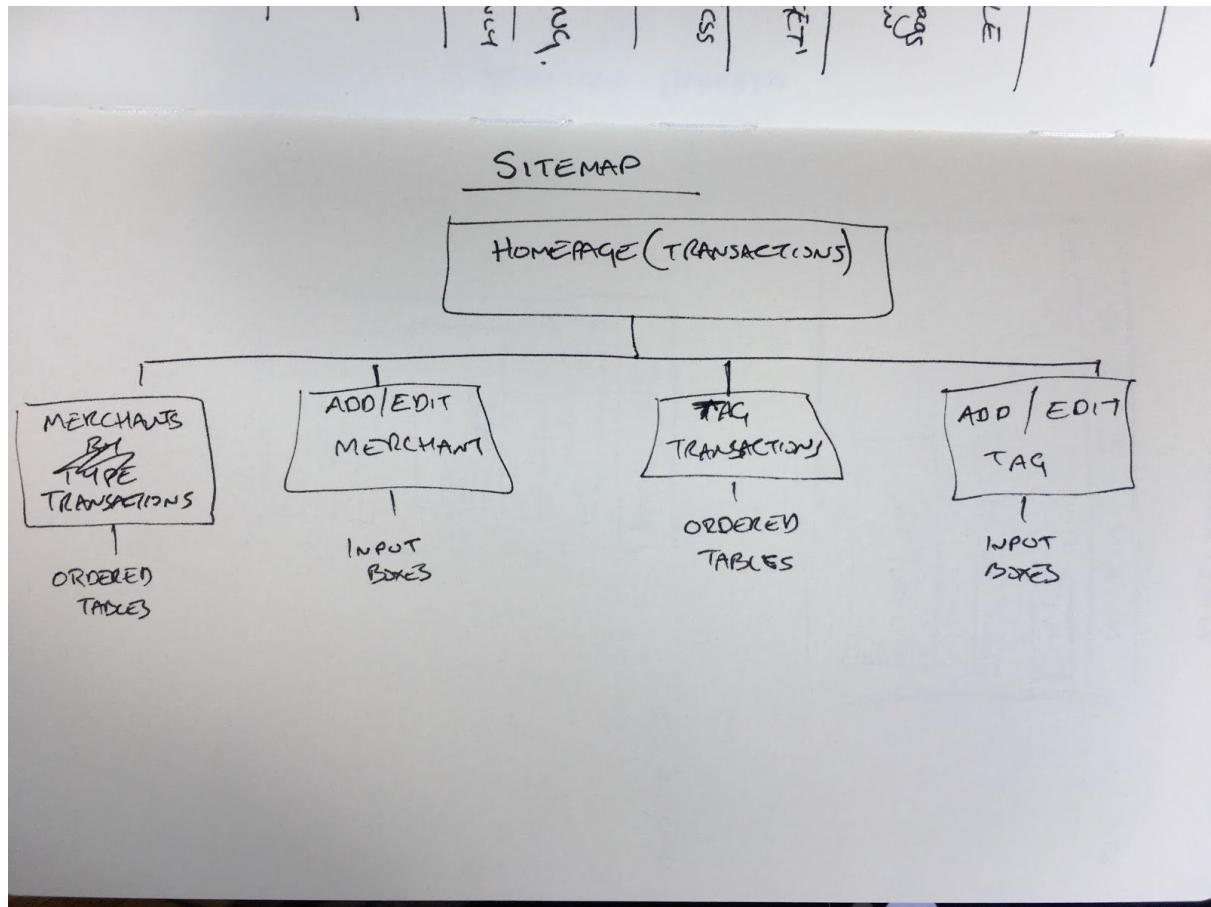
### Planning



#### P4 - User Acceptance and Test Plan

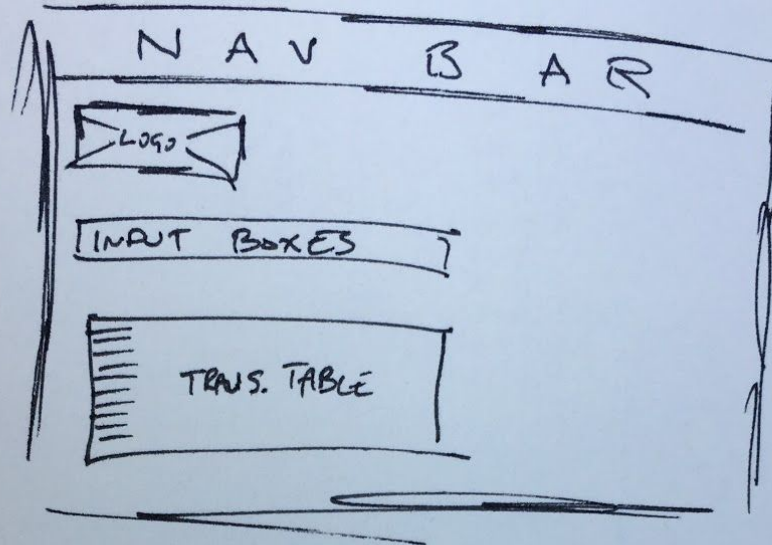
Acceptance Criteria	Expected Result/Output	Pass/Fail
User Can Choose between 4 media types	Each 'type' icon will lead to appropriate media	PASS
A user can draw on JS Canvas choosing colours	On opening canvas media, colour palette will be available	FAIL
User can always get back to home page with one click	Home Link on each page will link directly to homepage	PASS

#### P5 - User Sitemap

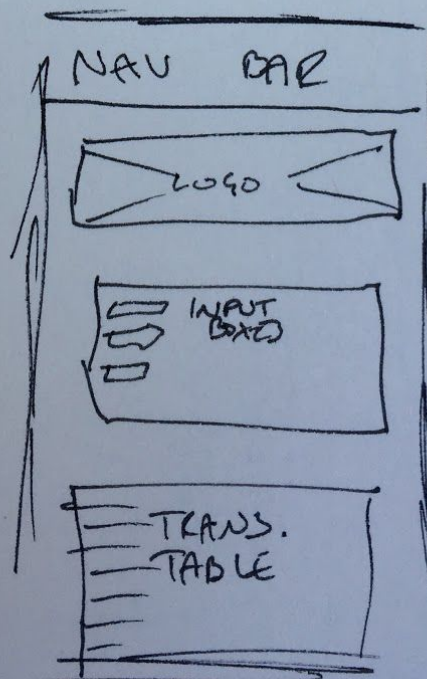


## WIREFRAMES

P.C. =>

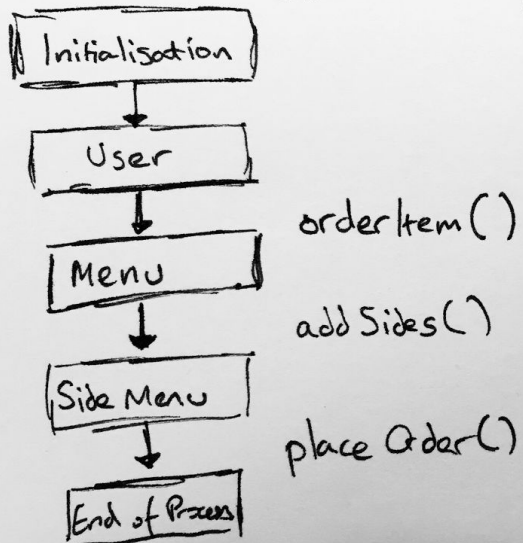


MOBILE =>

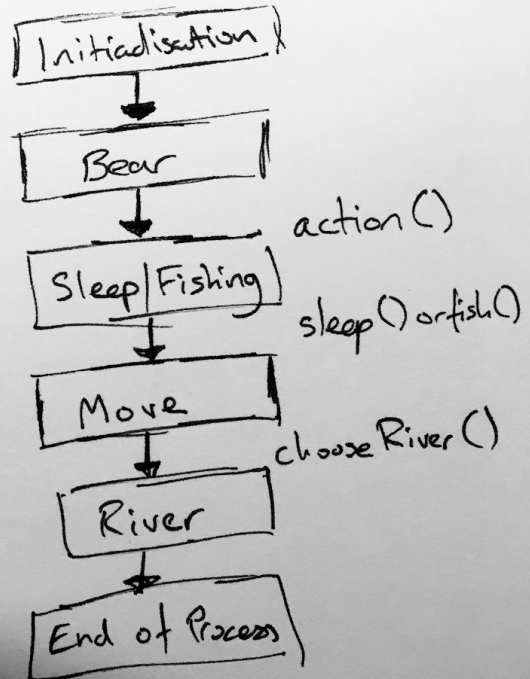


## 2 System Interaction Diagrams

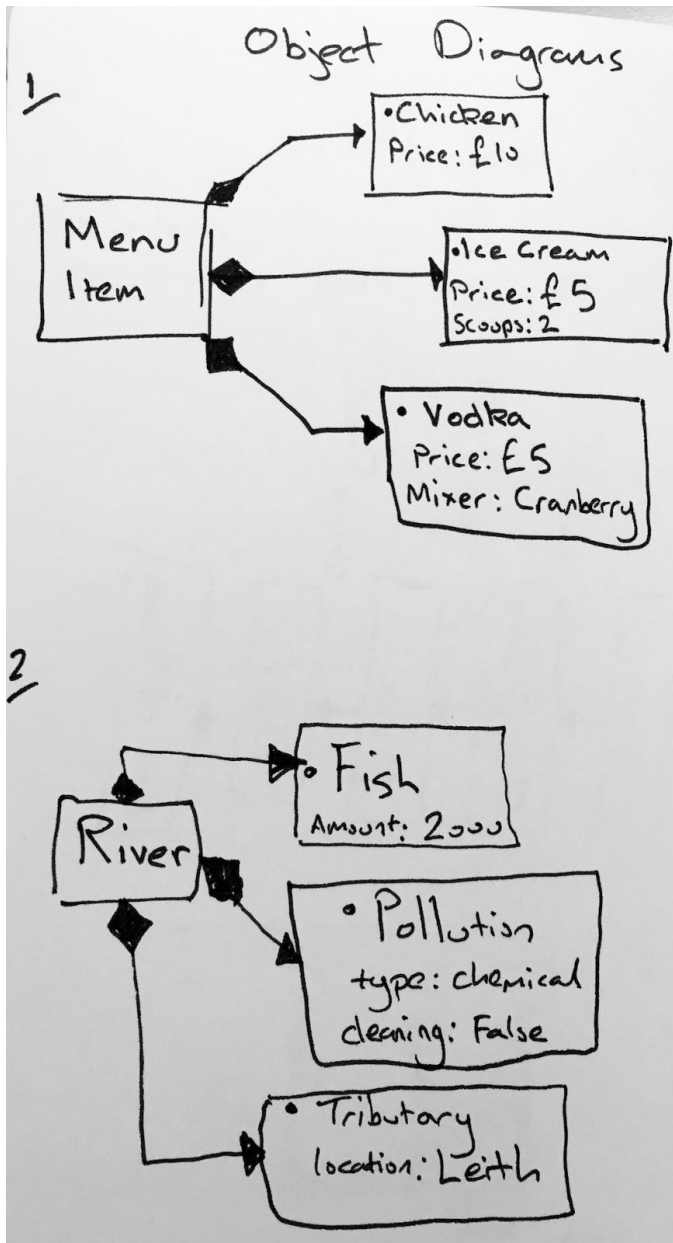
### 1 Food Ordering



### 2 River, Bear, Fish



## P8 - Object Diagrams





## P9 - Algorithms

```
28     public ArrayList<String> getIngredientsNames() {
29         ArrayList<String> ingredientNames = new ArrayList<>();
30         for (Ingredient ingredient : ingredients) {
31             ingredientNames.add(ingredient.getName());
32         }
33         return ingredientNames;
34     }
35 }
```

^^ This algorithm allows the user to see a list of all ingredients in an array. Since the ingredients are objects, the algorithm takes only their names and adds them to a new array ('ingredientNames')

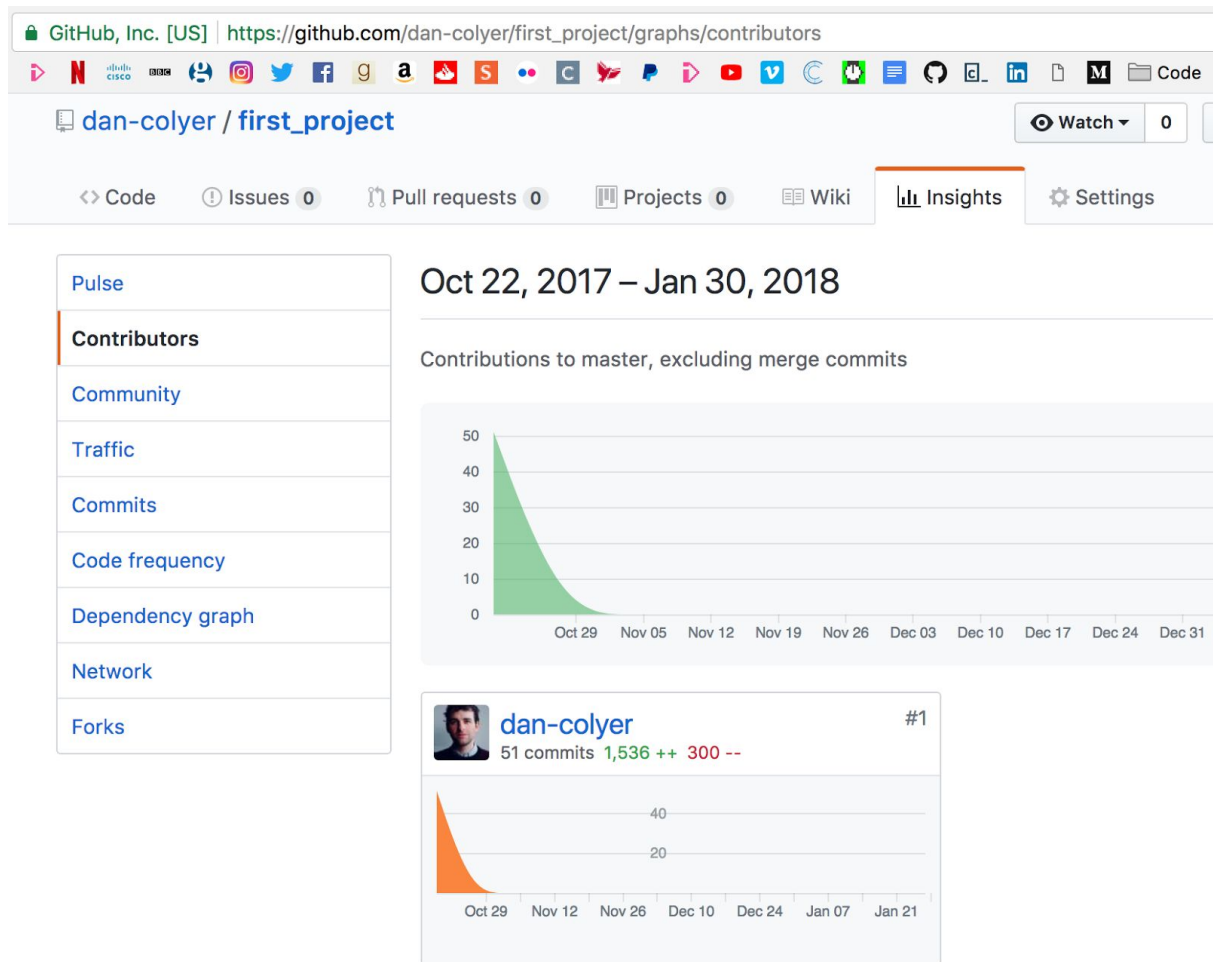
```
40     public void tablePays(Table table) {
41         double tableBill = table.calculateTableBill();
42         this.budget += tableBill;
43         table.clearTable();
44     }
```

^^ This algorithm takes the bill value assigned to a given table (the argument) and adds that value onto the Restaurant's total budget (the value added on would usually be negative).

## P10 - Pseudocode

```
143 # it('should provide a list of merchants with their spends',
    * function() {
144 #     //group each table by each merchant
145 #     //provide a summed figure for each table
146 #     //display result
147 # })
```

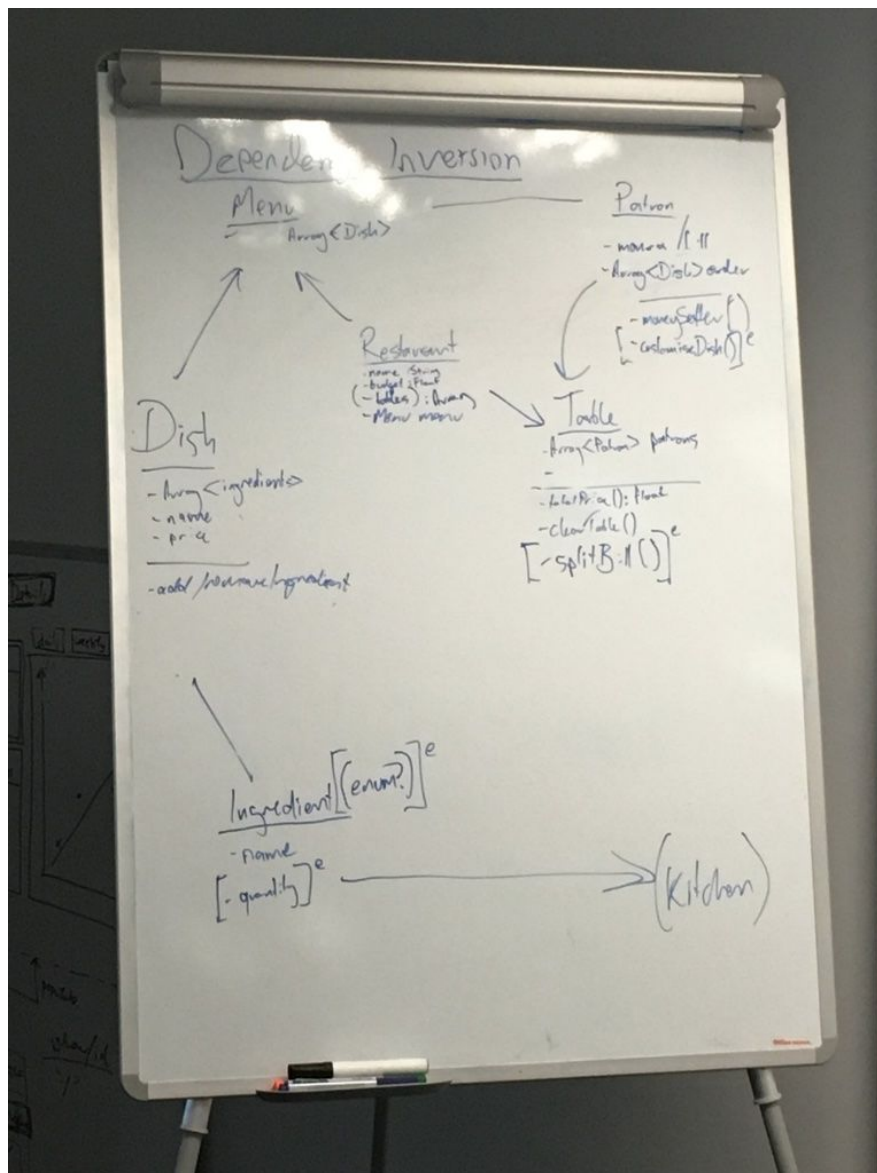
## P11 - Lone project Git



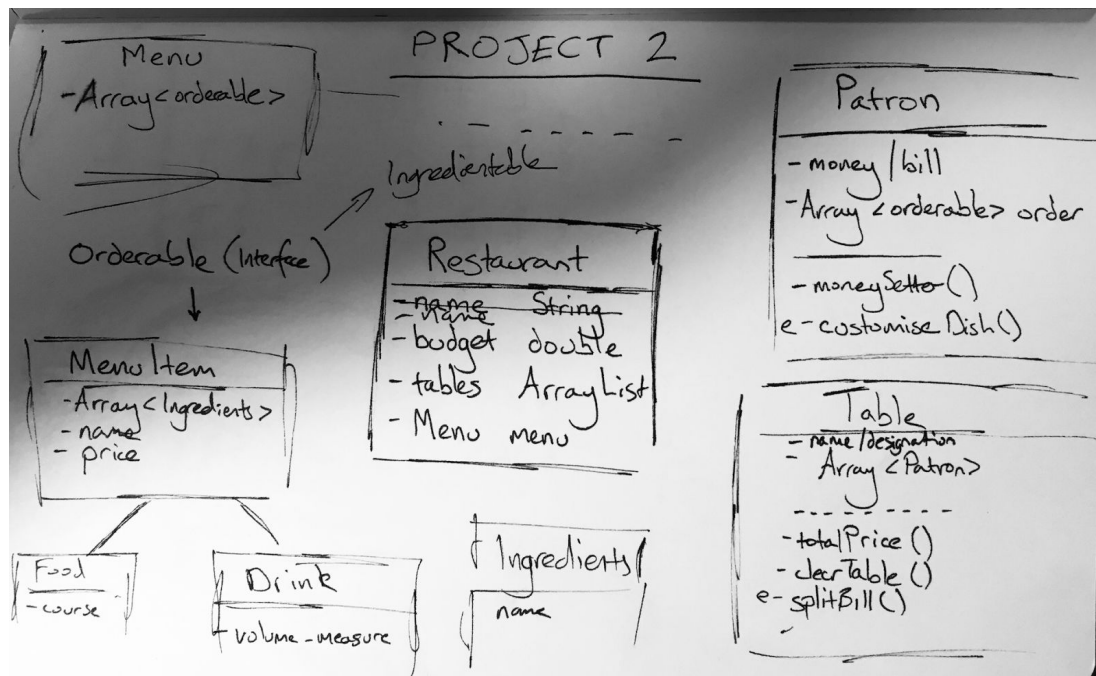


## P12 - Different Stages of Planning

### Initial Restaurant Plan:



## Final Plan:



## P13 - Show user input being processed according to design requirements

### Input:

Merchant:  Type:  Description:  Amount:  Date:

Merchant	Type	Description	Amount	Date	Edit	Delete
Bowow's	Animal	Dog Bed	21.50	31-10-17	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>

### Saved Input:

Merchant:  Type:  Description:  Amount:  Date:

Merchant	Type	Description	Amount	Date	Edit	Delete
Lidl Supermarket - Edinburgh	Outdoor/Sports	test	100.00	05-11-17	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>
Bowow's	Animal	Dog Food	9.99	31-10-17	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>
Bowow's	Animal	Dog Bed	21.50	31-10-17	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>

## P14 - Data Persistence + P15 Show feedback

Input 1:

New Merchant:

Merchant	Edit
Apple Store - Edinburgh	<input type="button" value="Edit"/>
Glenshee Ski Slope - Glenshee	<input type="button" value="Edit"/>
Lidl Supermarket - Edinburgh	<input type="button" value="Edit"/>
amazon.co.uk	<input type="button" value="Edit"/>
Scottish Power	<input type="button" value="Edit"/>
Keith's Burgers	<input type="button" value="Edit"/>
Netflix	<input type="button" value="Edit"/>
Bowow's	<input type="button" value="Edit"/>
hjhj	<input type="button" value="Edit"/>

Input 2:

New Merchant:

Merchant	Edit
Apple Store - Edinburgh	<input type="button" value="Edit"/>
Glenshee Ski Slope - Glenshee	<input type="button" value="Edit"/>
Lidl Supermarket - Edinburgh	<input type="button" value="Edit"/>
amazon.co.uk	<input type="button" value="Edit"/>
Scottish Power	<input type="button" value="Edit"/>
Keith's Burgers	<input type="button" value="Edit"/>
Netflix	<input type="button" value="Edit"/>
Bowow's	<input type="button" value="Edit"/>
hjhj	<input type="button" value="Edit"/>
PDA TEST	<input type="button" value="Edit"/>

Input Saved:

Merchant  Typ

✓ Apple Store - Edinburgh

Glenshee Ski Slope - Glenshee

Lidl Supermarket - Edinburgh

amazon.co.uk

Scottish Power

Keith's Burgers

Netflix

Bowow's

hjhj

PDA TEST

Lidl Su      Ou

Bowow's      Ar

## P16 - API Evidence:

### API:

```
js madamGazelle.js — controllers  js madamGazelle.js — db
1  use peppa_pigs;
2
3  db.videos.remove({});
4
5  db.videos.insert(
6  [
7    {
8      "name": "The campsite",
9      "embedURL": "<iframe width='665' height='374'
10     *   src='https://www.youtube.com/embed/Sfwd9Z0srtU?rel=0&autoplay=1&controls=0&showinfo=0' frameborder='0'
11     *   allow='autoplay; encrypted-media' allowfullscreen></iframe>"
12   },
13   {
14     "name": "The egg hunt",
15     "embedURL": "<iframe width='665' height='374'
16     *   src='https://www.youtube.com/embed/DysgBI0iIwE?rel=0&autoplay=1&controls=0&showinfo=0' frameborder='0'
17     *   allow='autoplay; encrypted-media' allowfullscreen></iframe>"
18   },
19   {
20     "name": "Sun, sea, and snow",
21     "embedURL": "<iframe width='665' height='374'
22     *   src='https://www.youtube.com/embed/HUSThHZ2cZ4?rel=0&autoplay=1&controls=0&showinfo=0' frameborder='0'
23     *   allow='autoplay; encrypted-media' allowfullscreen></iframe>"
24   }
25 ]
26 )
27
28
```

### API Reference Code ('videos'):

```
14  //Index
15  madamGazelleRouter.get('/', function(req, res){
16    db.collection('videos').find().toArray( function( err, result ){
17
18      if(err) {
19        console.log(err);
20        res.status(500);
21        res.send();
22        return;
23      }
24
25      res.json(result);
26    })
27  })
28
29 })
30
31 module.exports = madamGazelleRouter;
```

## P17 - Debugging

User can watch video media	PASS	View changes for smaller screens	FAIL
User can view and add to canvas	PASS	User can interact with other site users	FAIL
User can view and move Maps api	PASS		
User can search for media	FAIL		

## P18 - Testing