



SETUP DOCUMENT

LARP EVENT SOFTWARE SOLUTION

Version 1.0

GROUP 34

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Version History

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
0.5	T. Santos	6th Mar	-	-	Rough draft
0.6	C. Hart	9th Mar	-	-	
1.0	T. Hoàng	11th Mar	-	-	Add GUIs, Wireframes, ERD

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GUI

Entrance of event

The screenshot shows a window titled "Entrance/Exit" with standard Windows window controls (minimize, maximize, close). The window is divided into several sections:

- Check in:** Contains four labels "Details #1", a text input field "Enter UID of card to link", and a "Link" button.
- Order new ticket:** Contains five text input fields for "Name", "Address", "Phone", "Email", and "Note", a "Book a ticket" button, and a "Clear fields" button.
- Check out:** Contains four labels "Details #1", a "STATUS: OK / NOT OK" label, an "Unlink" button, an "All unreturned items" button, and a list box labeled "listBoxItems".
- Monitor:** Contains radio buttons for "Card" and "Visitor", a "Search by:" label, a text input field "Enter ID:", a "Search" button, a label "[Selected info from listBox]", a text input field "Change to:", a "Confirm" button, and a list box labeled "listBoxDetails".

Section 1: Check-in

- Once a visitor scans their ticket, their details will show up in the labels.
- The staff can then proceed to enter the Unique Identification of the card they want to link the visitor with
- **Link:** Performs the linking action

Section 2: Order new ticket

- If a visitor wants to buy a ticket on the spot, the staff will fill in their information here
- **Book a ticket:** Performs the booking action
- **Clear all fields:** Clear all information in the textboxes of this section

Section 3: Check-out

- Once a visitor scans their ticket, their details will show up in the labels.

- If they have unreturned item(s), their status will show up as “NOT OK” and the information of said item(s) will be displayed in `listBoxItems`
- **Unlink:** Performs the unlinking action: user information will be removed from the card.
- **All unreturned items:** Display all the items not returned from the events (regardless of who has not returned them) in `listBoxDetails`

Section 4: Monitoring visitors

- The staff has the option to search for a visitor either by their card ID or by their visitor ID
- After selecting their option, the staff can enter the ID for which they want to search
- **Confirm:** The information about said visitor will be displayed in `listBoxDetails` upon clicking on this button
- Should the staff want to modify anything, they can select specific information from `listBoxDetails` and the information will then be displayed on its respective label.
- **Confirm:** The staff can enter the updated value into the textbox and clicking on this button will update visitor’s information.

Entrance of campsite:

The screenshot shows a window titled "CampingSite" with standard Windows window controls (minimize, maximize, close). The interface is divided into two main sections: "Camp status" and "Monitor".

Camp status: This section contains a large list box labeled "listBoxCamps". To its right are three buttons stacked vertically: "Find available camps", "Find reservations w/o check-ins", and "Find reservations for selected camp".

Monitor: This section contains several elements: "Start date:" and "End date:" labels, a text box labeled "Total: n people", a label "PAID/NOT PAID", a "Reserv. ID to search:" label with a corresponding text box, and two buttons labeled "Search" and "Paid". To the right of these elements is a list box labeled "listBoxDetails".

Section 1: Display all camps at the event

- **Find available camps:** All the camps which are not fully booked will be displayed in `listBoxCamps`
- **Find reservations w/o check-ins:** All reservations which have not been checked in will be displayed in `listBoxCamps`
- **Find reservations for selected camp:** All reservations for the selected camp in `listBoxCamps` will be displayed in `listBoxCamps` after clicking this button.

Section 2: Monitoring reservations

- When user scans their identification, the information about their reservations will be displayed: the start date and end date will be seen in their respective labels; camp name and details of participants will be displayed in `listBoxDetails`
- **Search:** Camp name and details of participants of a specific reservation will be displayed in `listBoxDetails`
- **Paid:** To change the status of an unpaid reservation to paid

The screenshot shows a window titled 'Shop' with standard Windows window controls. It is divided into two main sections: 'Products' and 'Cart'.

Products Section:

- At the top, it says 'Choose product's type:' followed by two radio buttons: 'Food' and 'Drink'. The 'Drink' radio button is selected.
- Below this is a list box labeled 'listBoxAvailableProducts'.
- To the right of the list box is a large dashed rectangular area labeled 'productPicture'.
- Further right, there is a text box labeled 'Subtotal: \$0.00'.
- Below the subtotal is a 'Quantity' label next to a spinner box containing the number '1'.
- At the bottom right of this section is a button labeled 'Add to cart'.

Cart Section:

- At the top, it says 'listBoxSelectedProducts'.
- To the right is another dashed rectangular area labeled 'productPicture'.
- Further right is a 'Quantity' label next to a spinner box containing the number '1'.
- Below the quantity is a button labeled 'Remove from cart'.
- Below that is a checkbox labeled 'Receipt' which is currently unchecked, followed by a button labeled 'Confirm'.
- At the bottom right is a text box labeled 'Total: \$0.00'.

Section 1: Display all products available

- User will choose their type of products: Food or Drink. The available products for their respective choice will display as they click on the radio button.
- If they select an item in `listBoxAvailableProducts`, the picture of said item will show up in the area marked with `productPicture`
- The `productPicture` will change if the user selects one item. If the user selects multiple items, the images will not display.
- Once they have selected their item(s), the user can increase or decrease the quantity to order
- **Add to cart:** Once they are sure that they want certain products, they can click on this button to add them to their order

Section 2: Display items in cart

- Details about what the user ordered will be displayed in `listBoxDetails`
- If they select an item in `listBoxSelectedProducts`, the picture of said item will show up in the area marked with `productPicture`
- **Remove from cart:** The user has the option to modify the quantity they have ordered earlier and clicking on this button will execute the action.
- If they check the `Receipt` checkbox, the shop will print a receipt for them.
- **Confirm:** Clicking on this button will confirm and process the order.

Wireframes

Homepage:

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FAQ's page

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FAQ

Support

Frequently Asked Questions

Common Questions and Answers

FAQ Question #1

FAQ Answer. Curabitur placerat neque venenatis felis aliquet nec tempor lectus vehicula. Nulla massa tortor, vehicula id varius sit amet, ornare eu risus. Aliquam ullamcorper molestie libero, vel sodales laus gravida at. Vivamus ullamcorper tristique dui a interdum. Aenean adipiscing turpis vel libero laus ac varius elit cursus.

FAQ Question #2

FAQ Question #3

FAQ Question #4

FAQ Question #5

FAQ Question #6

FAQ Question #7

FAQ Question #8

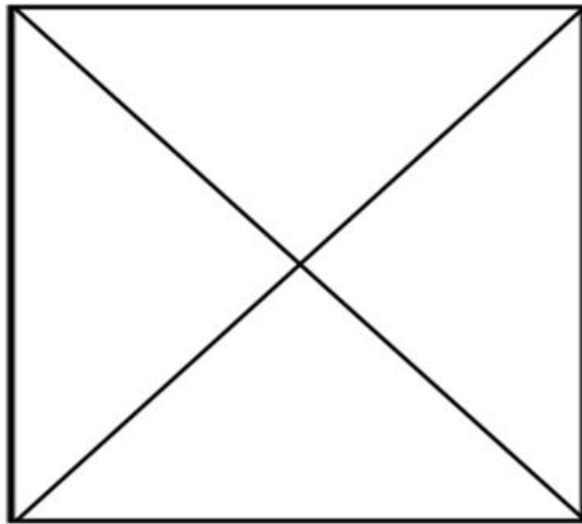
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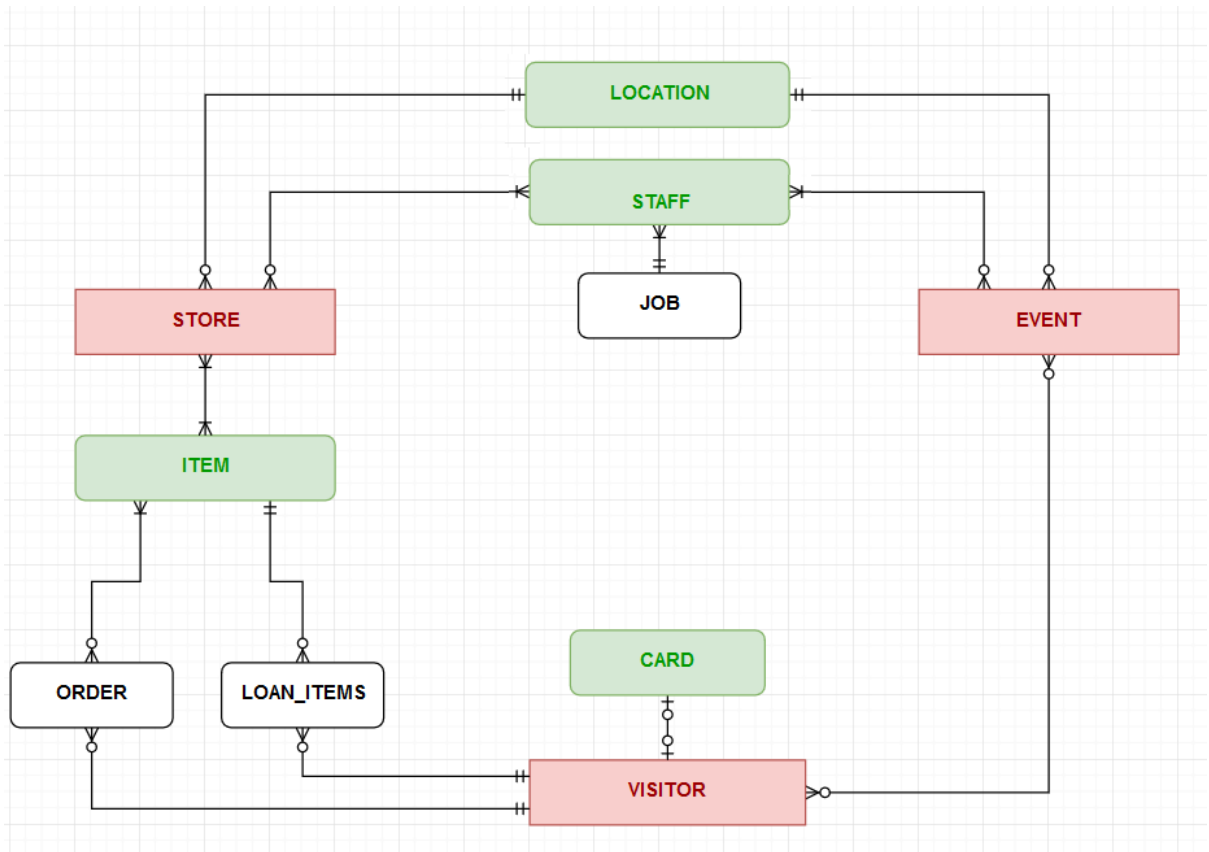
Password

Confirmation

Create my account

ERD

- **Red:** The core entities.
- **Green:** The entities supporting the core ones.
- **Black:** The entities supporting implementation.



Agreements

(to be updated)

Processes

(to be updated)

Functional Requirements

(to be updated)