

PET DATING

Capstone project presentation



PET DATING

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Lê Văn Sơn

Trịnh Bá Tân

Dương Ngọc Duy

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1. PROJECT OVERVIEW



Introduction



Bastet's Home Coffee

34 Trưng Nhị, Hà Đông, Hà Nội



Pet Mart

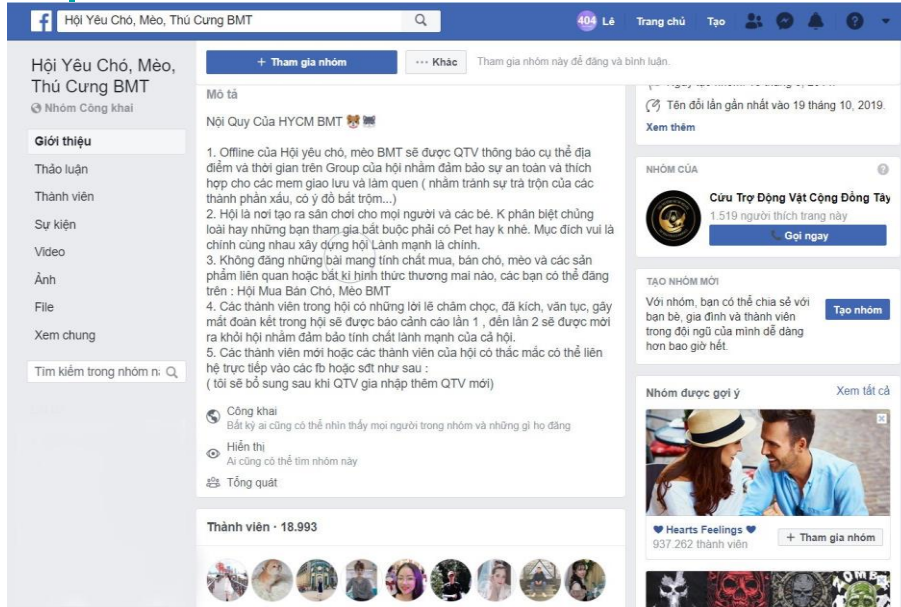
3 Đại Cỏ Việt, Hà Nội



Pet Park

TTTM Crescent Mall,
101 Tôn Dật Tiên,
Quận 7, TPHCM

Existing Systems



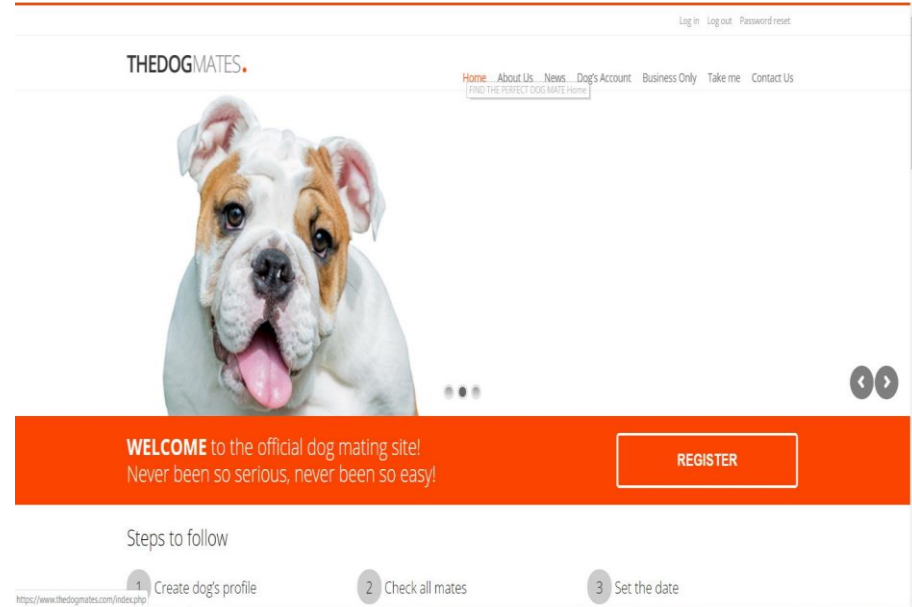
Facebook Group



- Large number of users.
- Popular in VietNam.



- Not a specialized system for pets.



Thedogmates.com

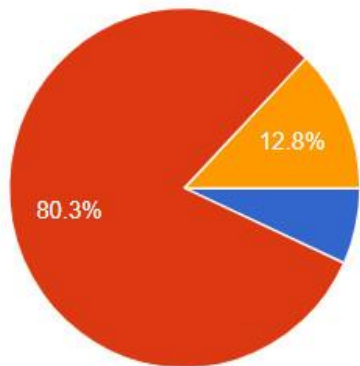


- Have multiple kind of dogs.
- Allow vote for dog.



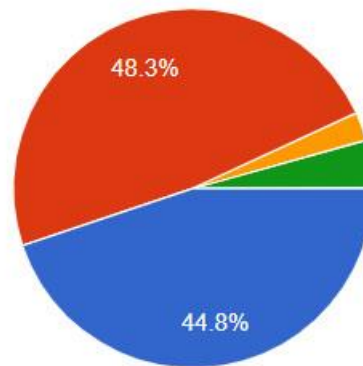
- Complex in registration and approval.
- Not popular in VietNam.
- Serve only for dog

Survey Result



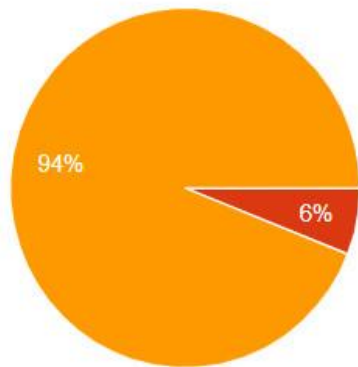
- Dưới 18 tuổi
- Từ 19 đến 35 tuổi
- Từ 35 đến 50 tuổi
- Trên 50 tuổi

Độ tuổi khảo sát



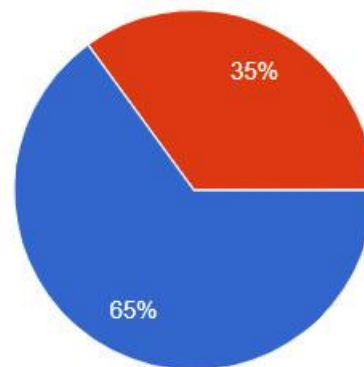
- Chó
- Mèo
- Thỏ
- Hasmter
- Bò sát

Loài khảo sát



- Không quan tâm
- Trung lập
- Rất hứng thú, muốn thử trải nghiệm

Quan điểm về ứng dụng kết nối thú cưng



- 1 - 2
- Từ 3 trở lên

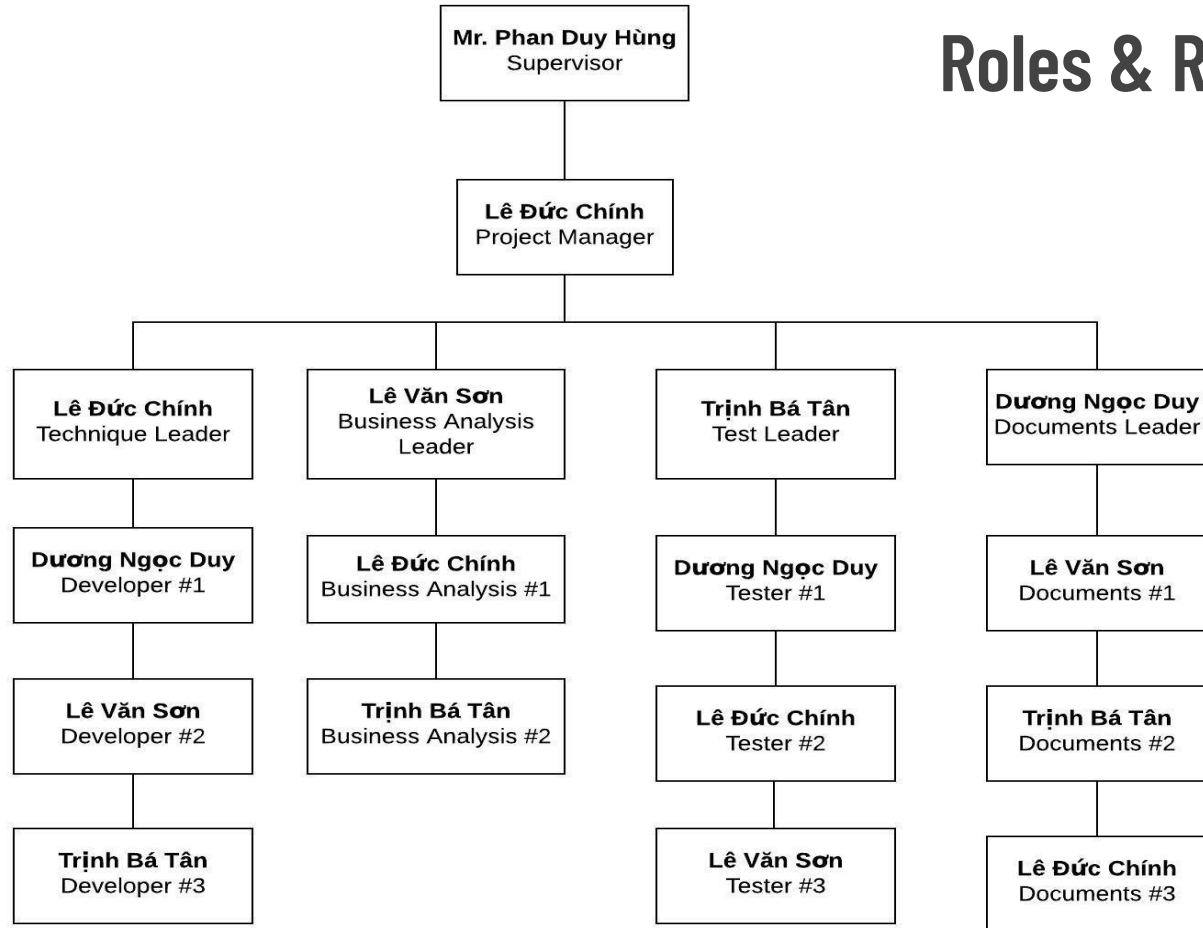
Số lượng thú cưng



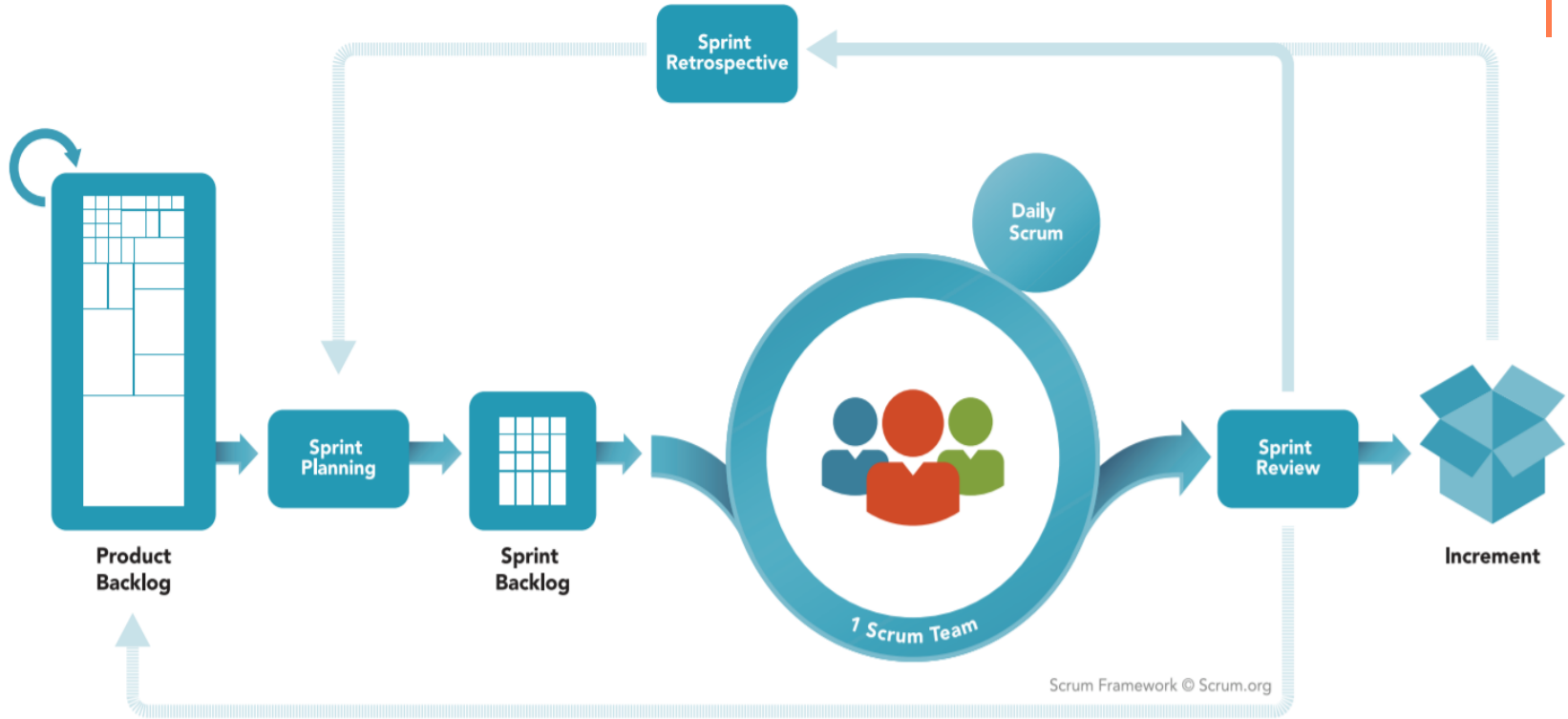
2. PROJECT MANAGEMENT



Roles & Responsibilities



Software Process Model



Agile: Scrum

Reference: "The Scrum Guide - The Definitive Guide to Scrum: The Rules of the Game" – Developed and sustained by Scrum creator: Ken Schwaber and Jeff Sutherland – November 2017.

Sprint

Sprint 1

23-09-2019 to 24-10-2019

Build main application function

- Dating
- Chatting

Sprint 2

28-10-2019 to 30-11-2019

Build other application function

- Management User
- Management Pet
- Newsfeed
Search



Sprint

Sprint 3

01-12-2019 to 11-12-2019

Build web management

Management account

Management location, species, breeds, report_reason



Techniques



Tools

Development



Testing



Storage



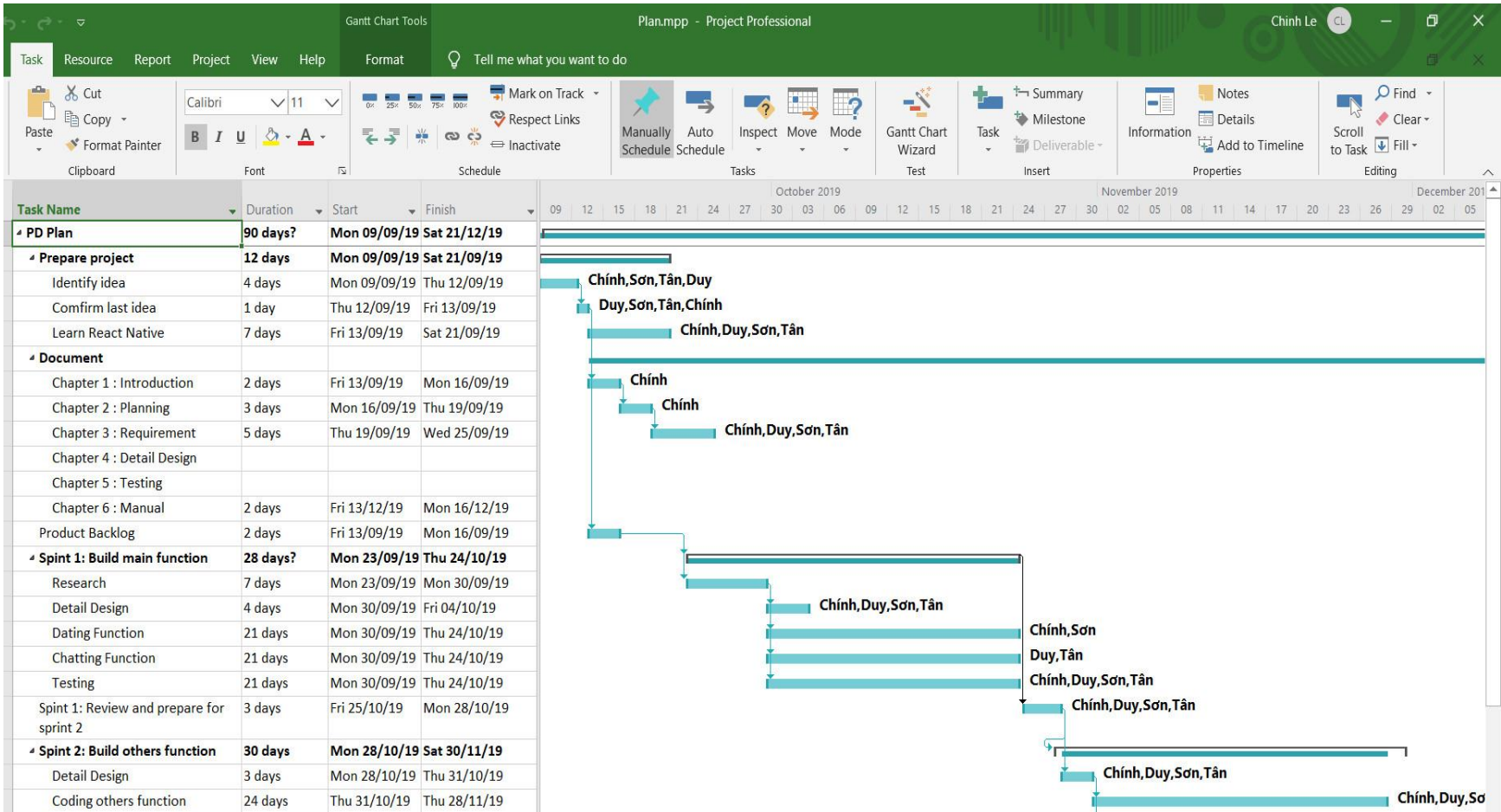
Google Drive



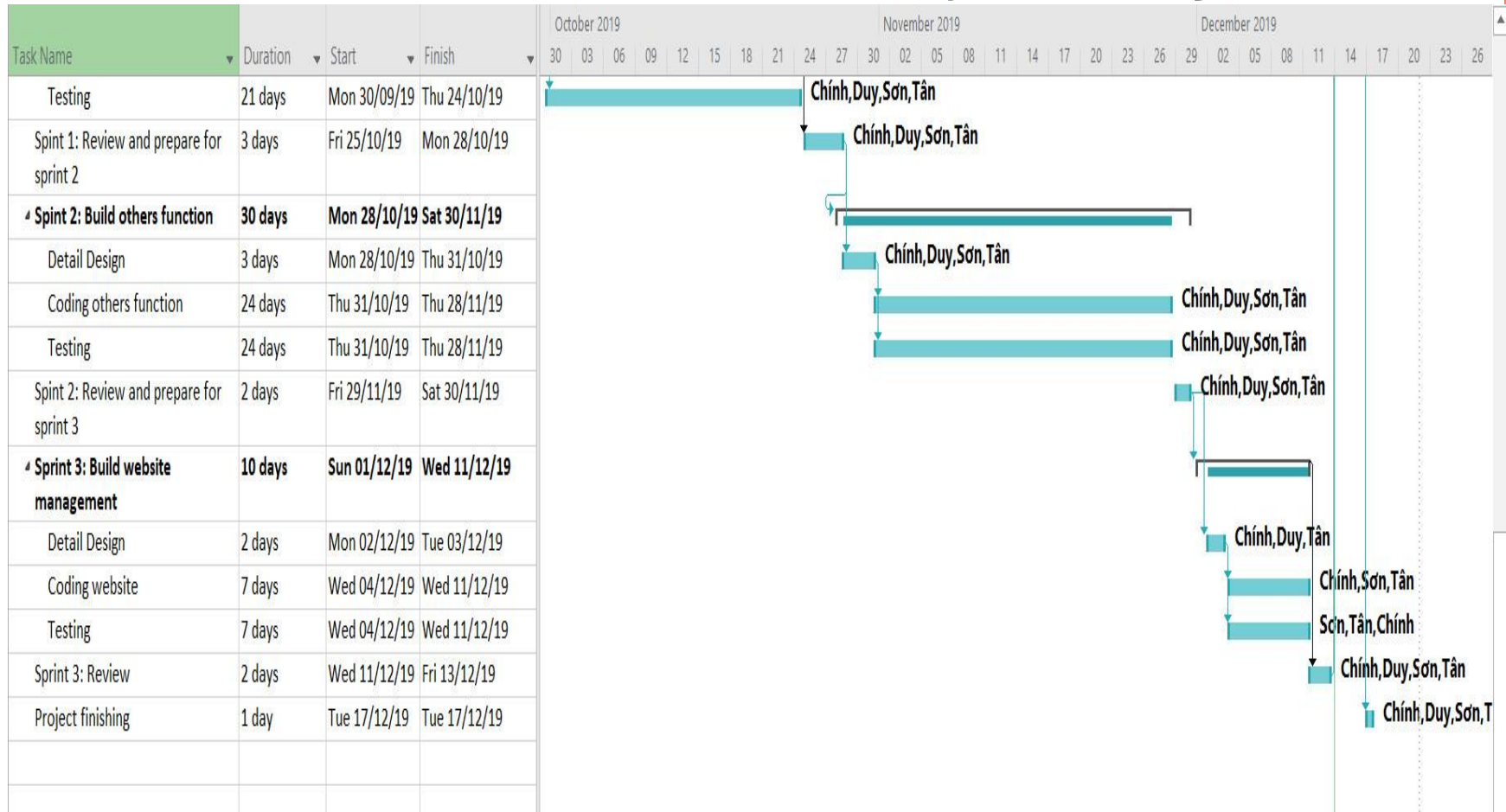
Communication



Project Management Plan



Project Management Plan



Communication Management

Working time

 4-8h/day

Weekly Meeting

 Friday evening

Weekly working

Weekend



Risk Management

*Risk identification

No	Risk description	Contingency/Mitigation plan	Probability	Impact
1	Scope of project was defined poorly that cause ambiguous for team members	Meeting with BA expert	Medium	High
2	Requirements changes during project time	Meeting and redefine objective with each team member.	Medium	High
3	Failure in estimating sprint time, inadequate change	Doing overnight work to keep process continuing	High	Medium
4	Confliction among team members	- Transfer problems to whole team to resolve it. - Create happy and friendly environment among team members.	Low	Medium
5	Library or third-party features used in project is no longer supported	Choose alternative library or coding from scratch	Low	High
6	Illness or absence of team members	Ensure that the absence of a member will not affect the plan and schedule. Always have plans to deal with this problem	Low	Low

Table 4 - Risk identification

*Probability - Impact matrix

Probability	High		R3	
	Medium			R1, R2
	Low	R6	R4	R5
	Low	Medium	High	
	Impact			

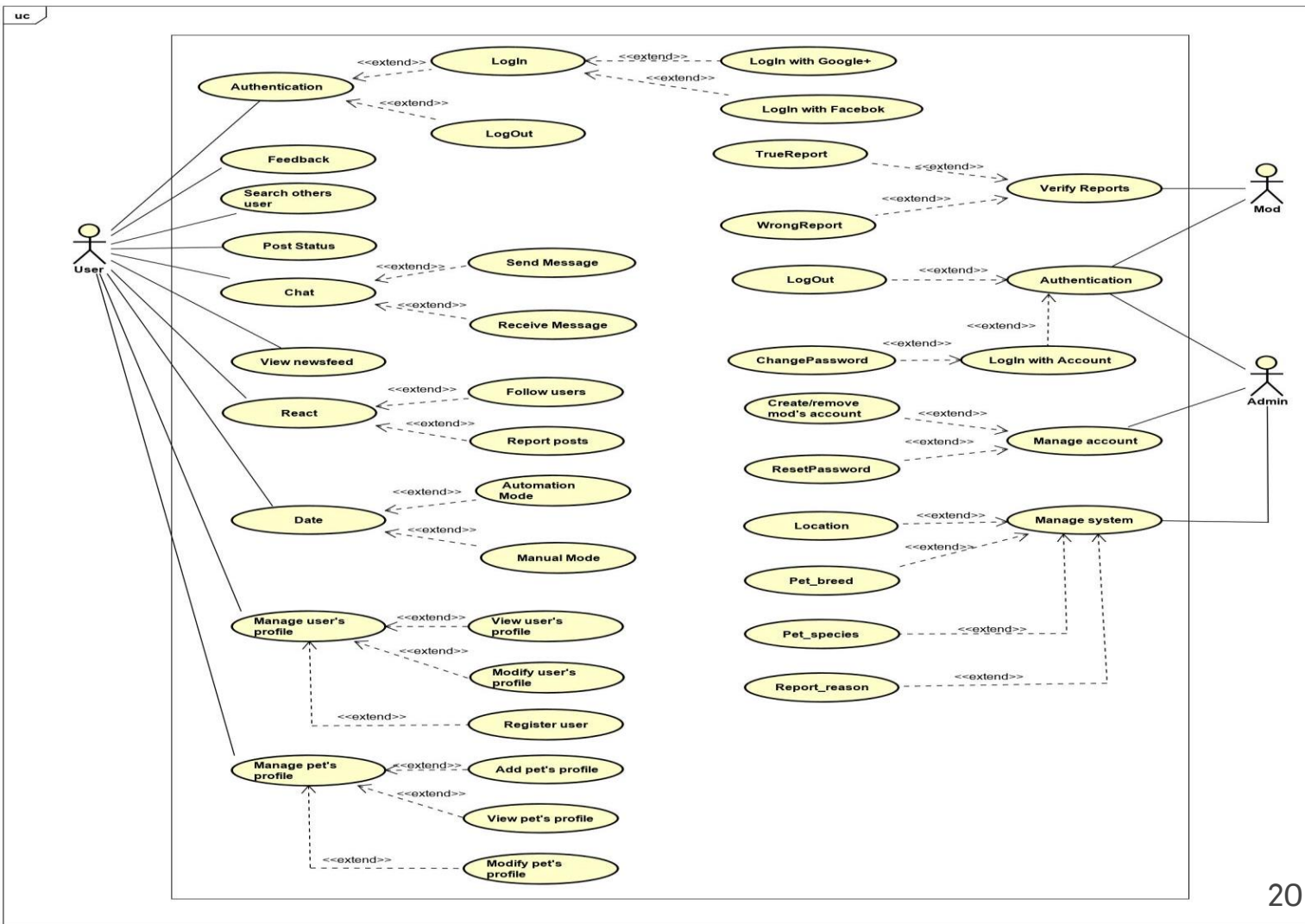




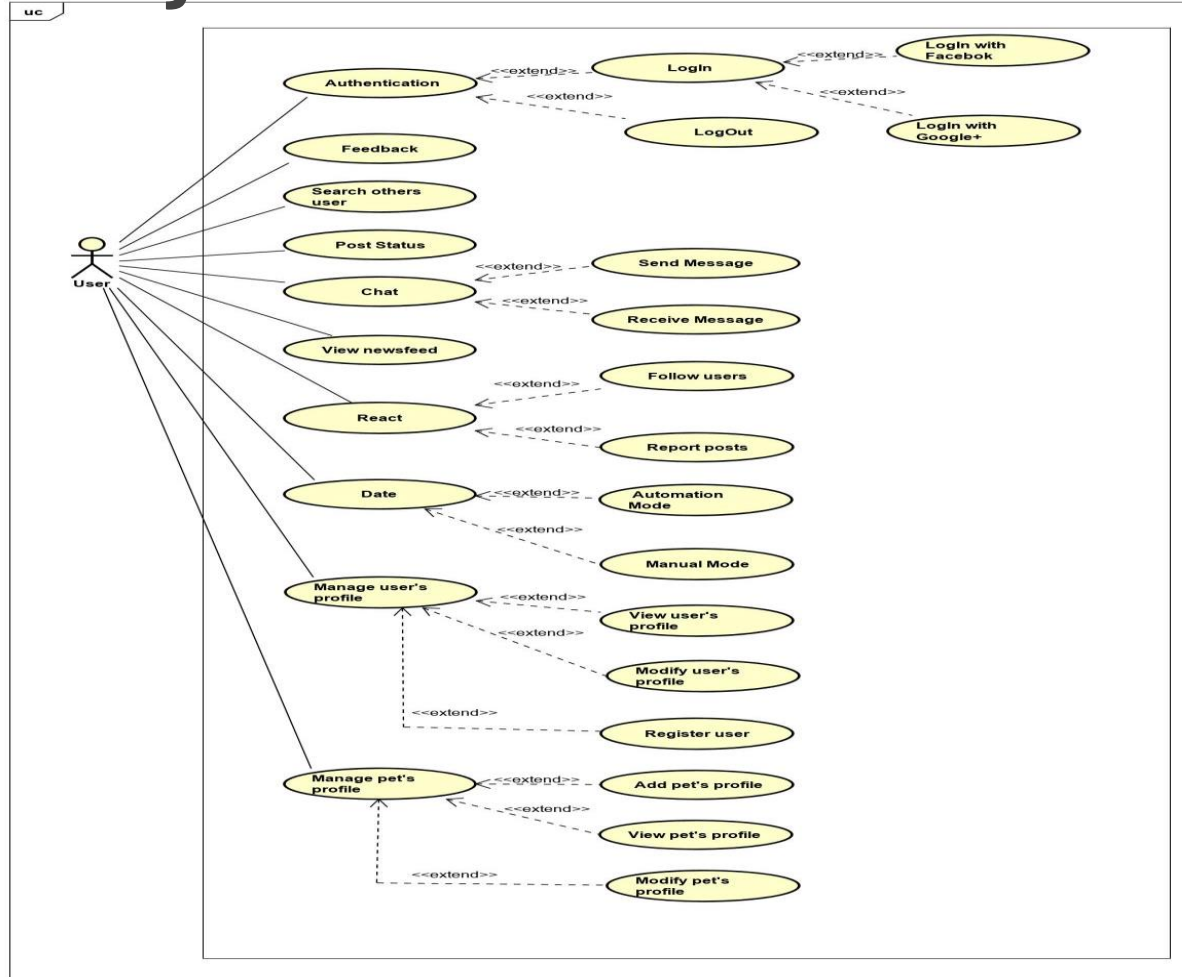
3. SOFTWARE REQUIREMENT



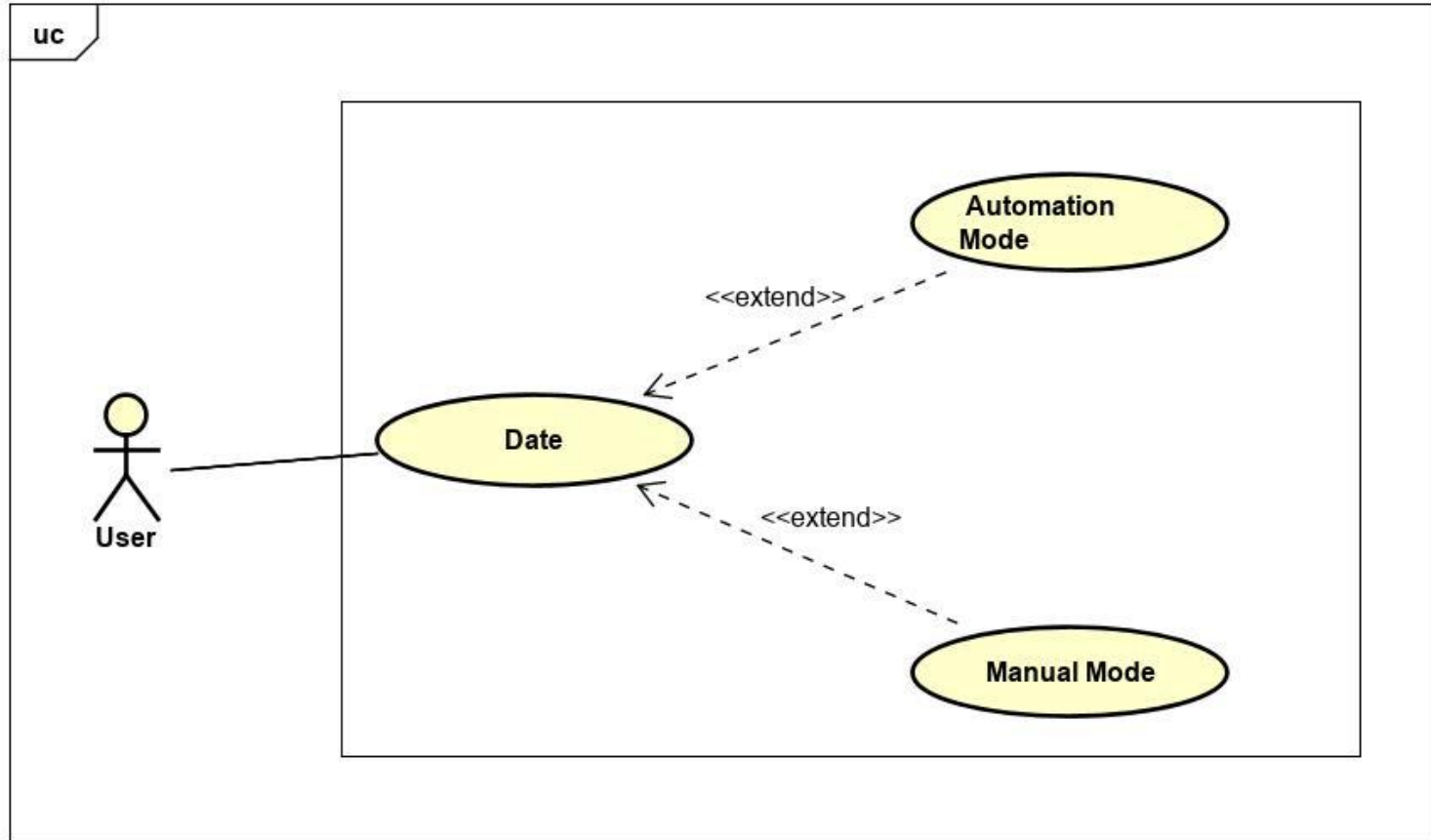
Use Case



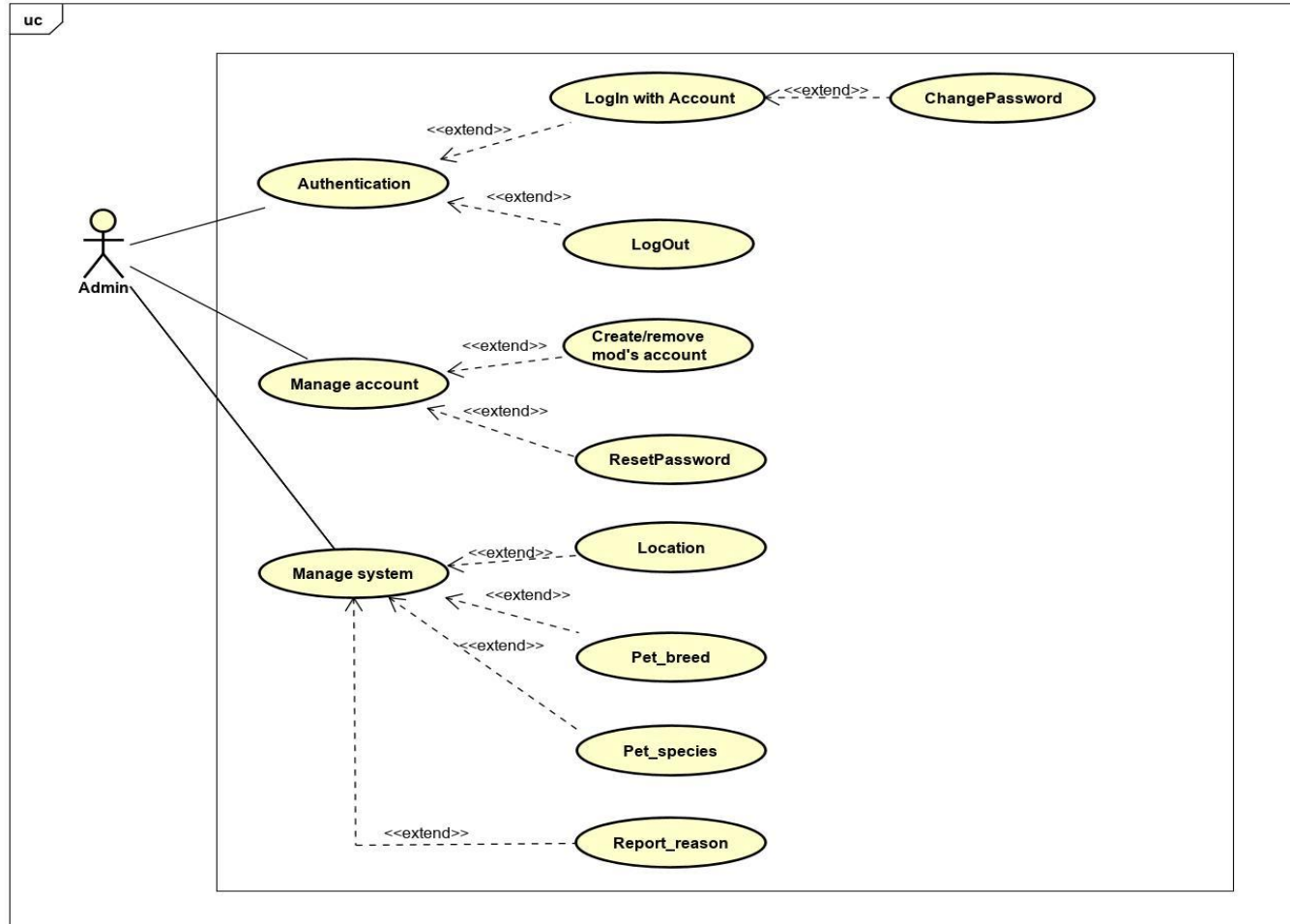
Use Case Diagram - User



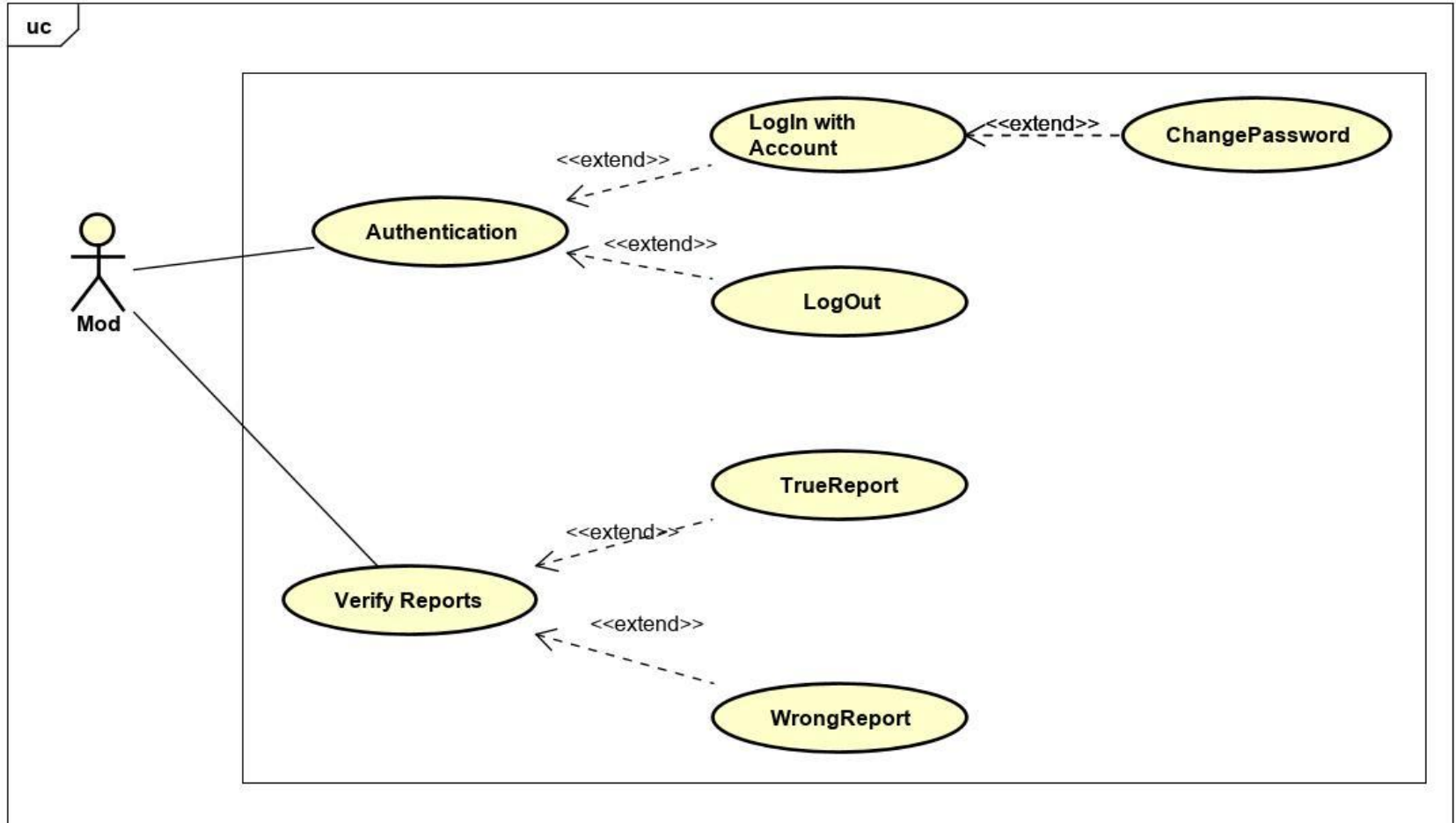
Use Case Diagram - User



Use Case Diagram - Admin



Use Case Diagram - Mod



Non-functional Requirements



Usability



Availability



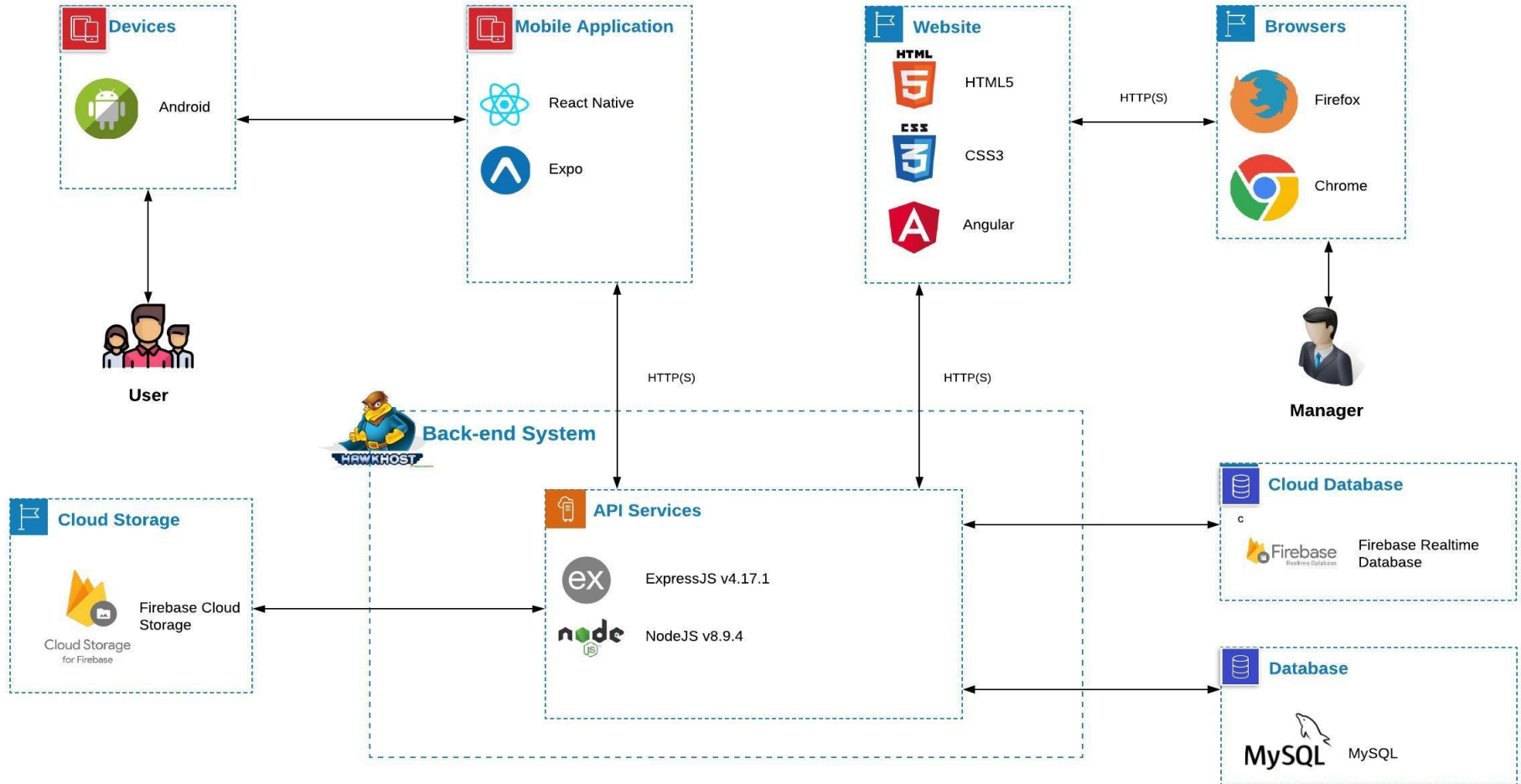
Security



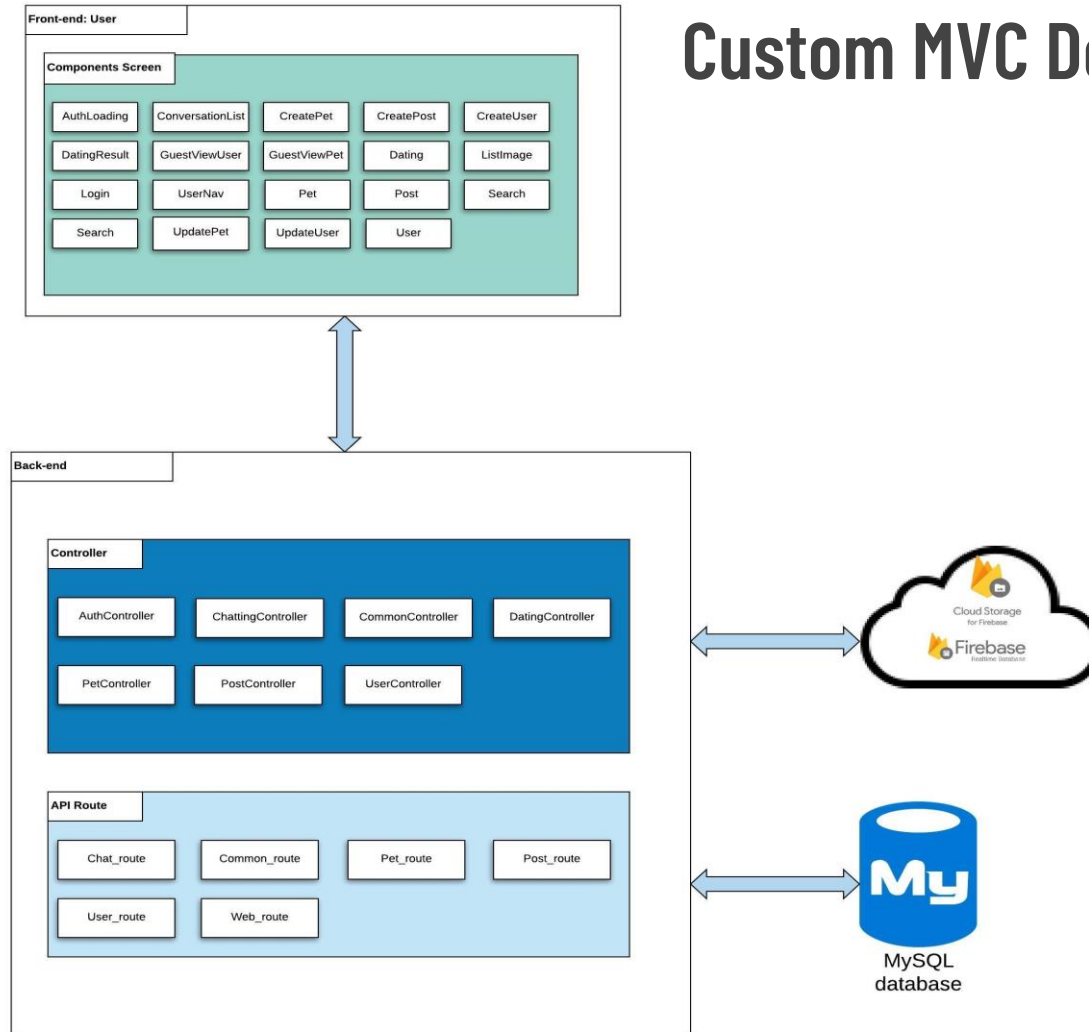


4. SOFTWARE DESIGN

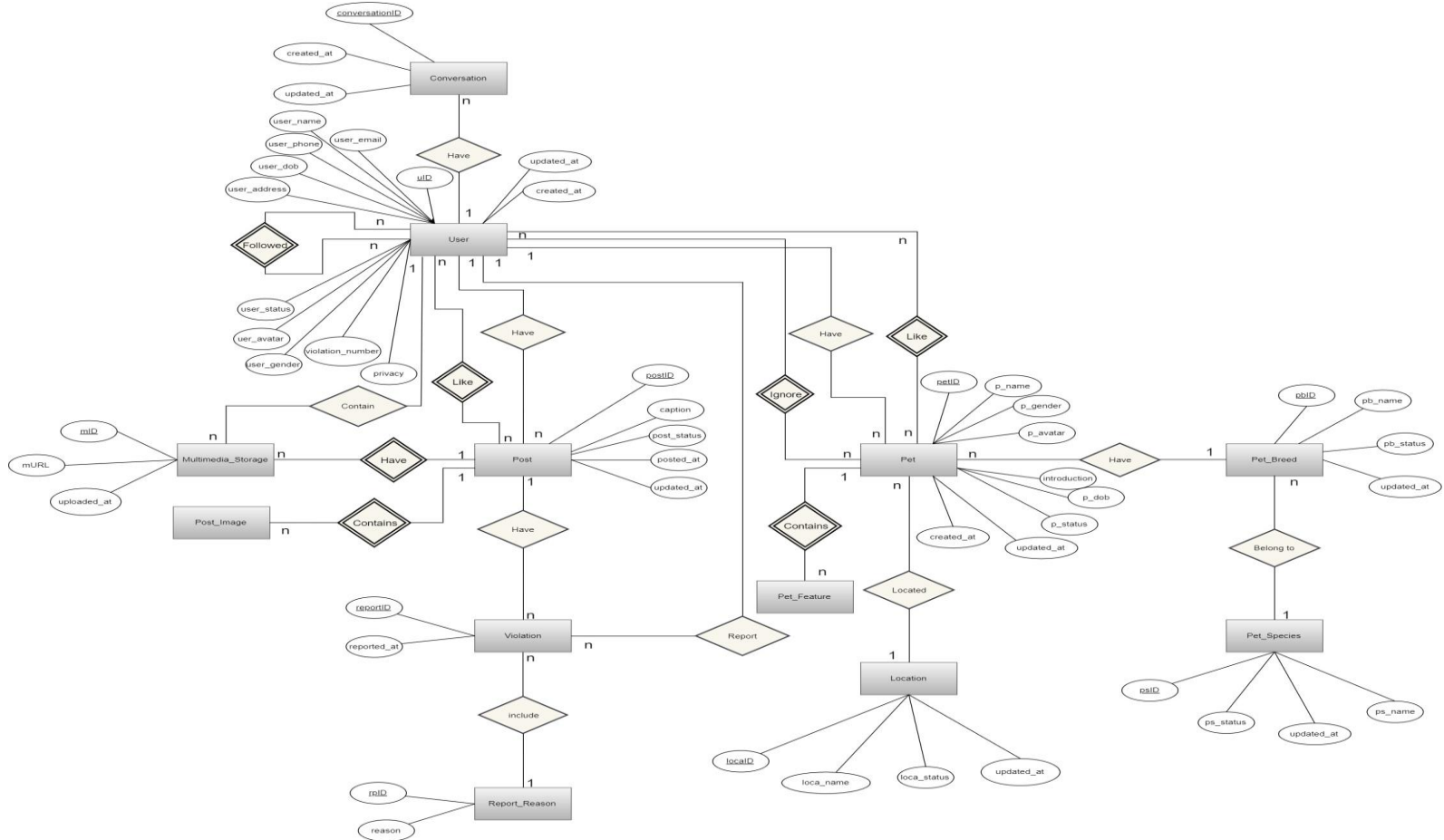
Overview of System Architecture



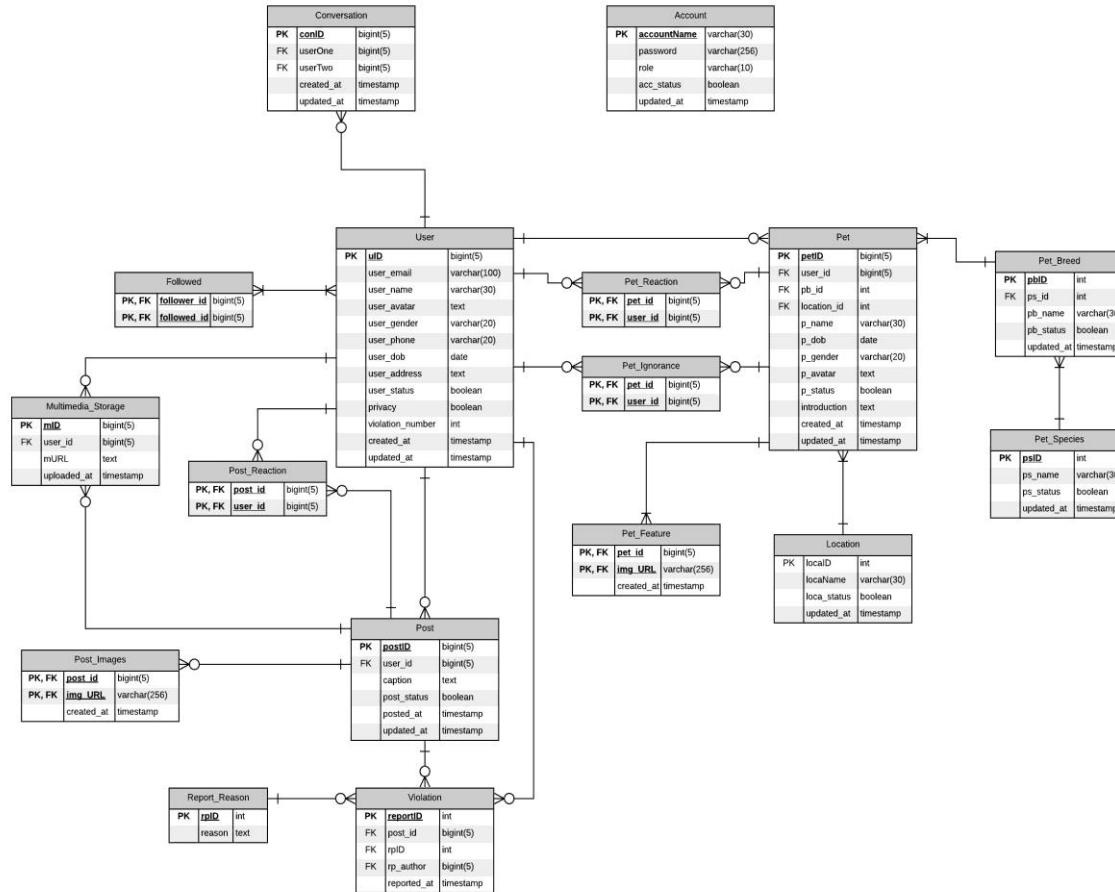
Custom MVC Design



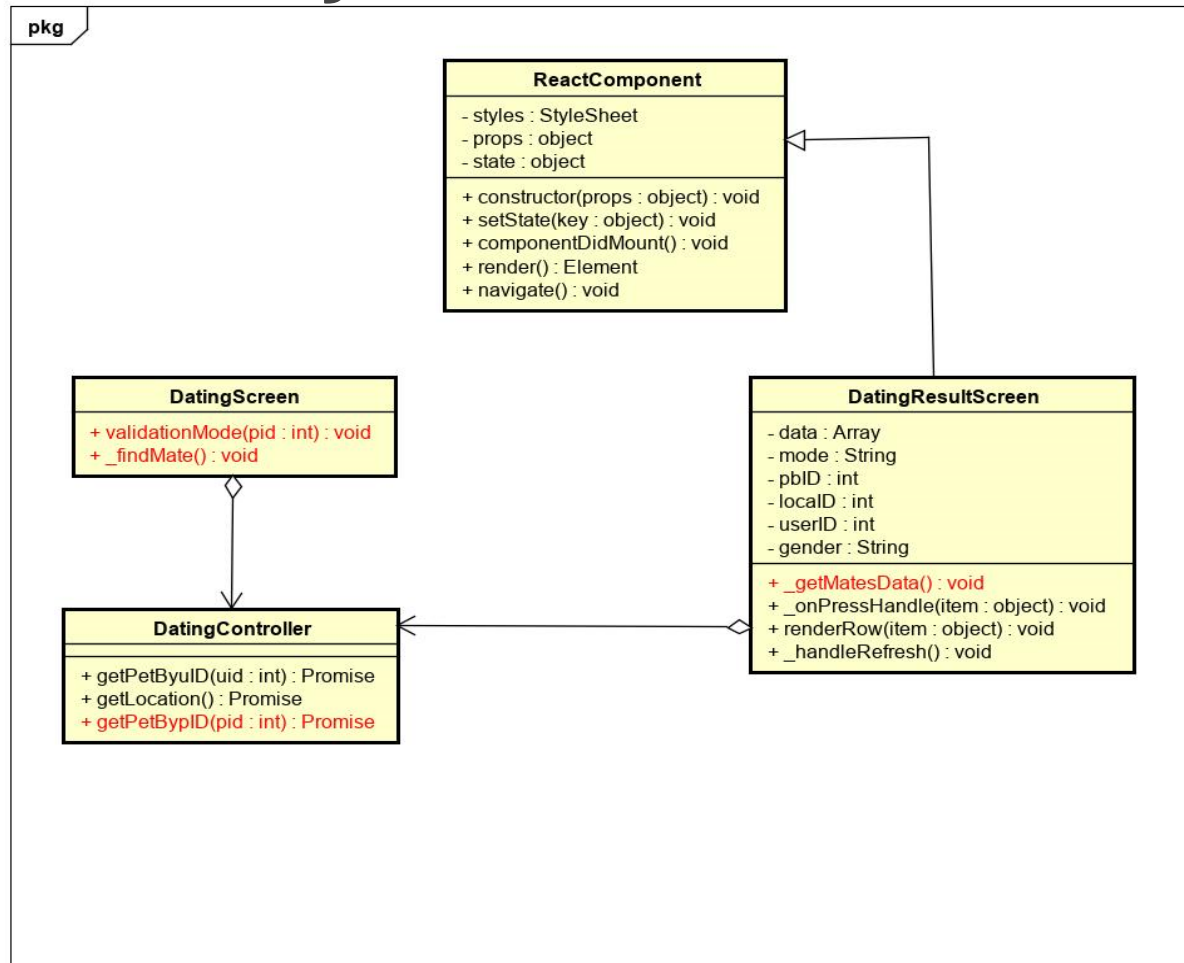
Entity Relationship Diagram



Database Design

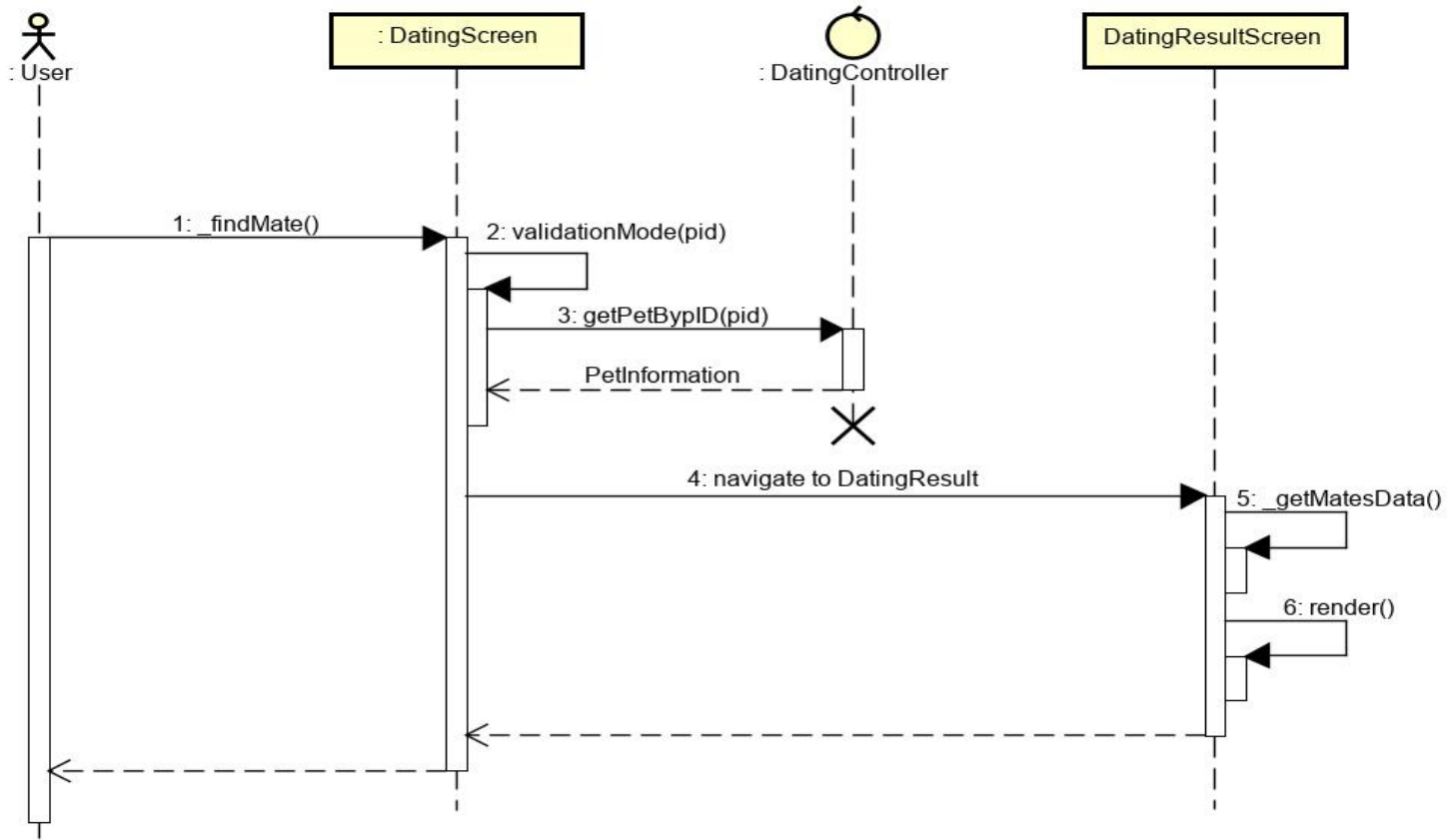


Find Mates class diagram



Find Mates sequence diagram

sd Dating Sequence Diagram



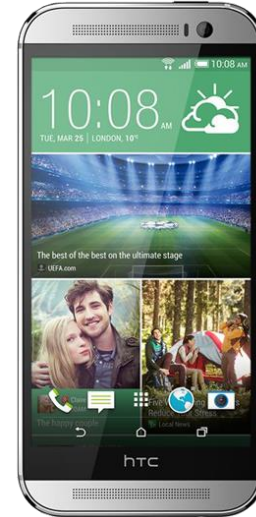


5. SOFTWARE TESTING

Test Environment

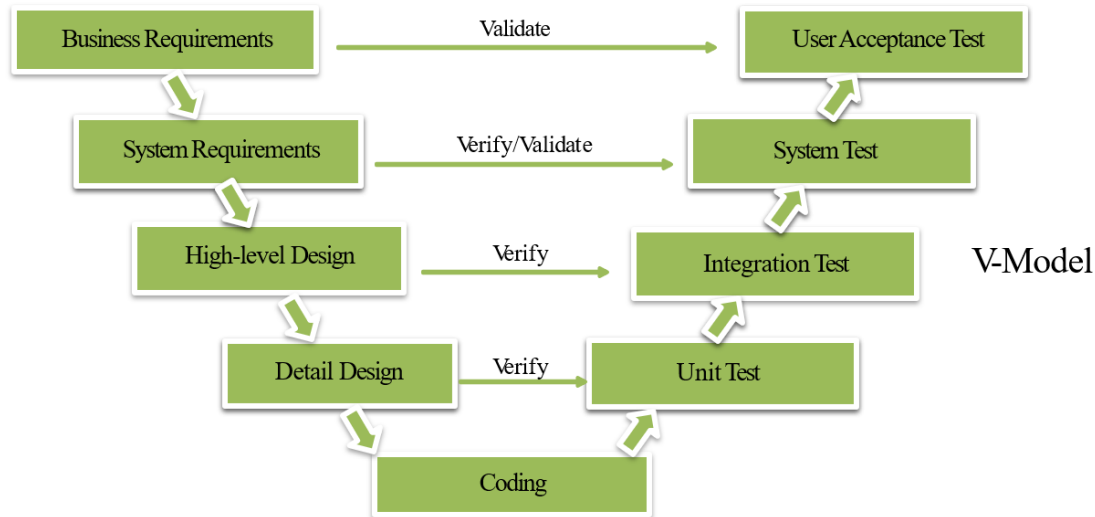


WINDOWS 10



Android 7.0

Testing Model



Testing Stage

Type of Test	Stage of Test			
	Unit	Integration	System	Acceptance
Unit Testing	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
API Testing	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Regression Test	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GUI Test			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Acceptance Tests			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Unit Test

Number test cases: 67

Pass : 67

Fail : 0

```
PS E:\GIT\PD Project\master\PDApplication> npm run test
```

```
> @ test E:\GIT\PD Project\master\PDApplication
> jest
```

```
PASS  __test__/_PostController.test.js
PASS  __test__/_PetController.test.js
PASS  __test__/_UserController.test.js
PASS  __test__/_CommonController.test.js
```

```
Test Suites: 4 passed, 4 total
Tests:       67 passed, 67 total
Snapshots:   0 total
Time:        4.254s
Ran all test suites.
PS E:\GIT\PD Project\master\PDApplication> █
```

System Test

Number test cases : 274

Pass : 274

Fail : 0

No	Module code	Pass	Fail	Untested	N/A	Number of test cases
1	PD_Dating_Screen	21	0	0	0	21
2	PD_Chat_Screen	8	0	0	0	8
3	PD_Search_Screen	8	0	0	0	8
4	PD_Management_User_Pets_Scr	94	0	0	0	94
5	PD_newfeed_Screen	17	0	0	0	17
6	PD_Management_Screen	8	0	0	0	8
7	PD_API	118	0	0	0	118
Sub total		274	0	0	0	274

Test coverage

100.00 %

Test successful coverage

100.00 %

Acceptance Test

No	Checklist	Yes	No
General			
1	Text does not have grammatical and spelling errors.	√	
2	All buttons are functional.	√	
3	All mandatory fields are validated and indicated by asterisk (*) symbol.	√	
4	All error messages are displayed using red color.	√	
5	All "Delete" functions ask for confirmation.	√	
GUI and usability			
6	Screen design follows the standard of the project.	√	
7	Waiting icon appear for waiting display data.	√	
8	Color red is used for all error messages.	√	
9	Project state is displayed and colored with appropriate state	√	
10	Design style is friendly and easy to use	√	
11	The text easy to understand. Don't use slang, acronyms, and abbreviations.	√	
12	The static text is clear, concise, and meaningful.	√	
13	The screen designed to fit with multiple screen size.	√	

Defect Log

<input type="checkbox"/>	0 Open 9 Closed	Author ▾	Label ▾	Projects ▾	Milestones ▾	Assignee ▾	Sort ▾
<input type="checkbox"/>	[bug] đã xóa thú cưng nhưng trong dating vẫn nhận thông tin đã xóa #9 by Tantbse04700 was closed 5 days ago						1
<input type="checkbox"/>	Change avatar pet screen #8 by DuongNgocDuy was closed 5 days ago						1
<input type="checkbox"/>	[Bug]Keyboard che mất phần sau #7 by ChinhLDSE04365 was closed 3 hours ago						1
<input type="checkbox"/>	lỗi hiển thị pet trong màn hình user #6 by Tantbse04700 was closed 18 days ago						1
<input type="checkbox"/>	lỗi khi đặt tên người dùng #5 by Tantbse04700 was closed 18 days ago						1
<input type="checkbox"/>	[Web Management] Edit location not working #4 by ChinhLDSE04365 was closed 15 days ago						1
<input type="checkbox"/>	Lỗi avatar không thay đổi sau khi cập nhập ảnh #3 by Tantbse04700 was closed 23 days ago						1
<input type="checkbox"/>	RNPickerSelect Issue #2 by ChinhLDSE04365 was closed on Nov 13						1
<input type="checkbox"/>	Thay đổi tên class về user_profile và pet_profile #1 by ChinhLDSE04365 was closed on Nov 12						1



6. Demo & QA



**THANKS & BEST
REGARDS!**