# Analysis Stage Headings

* The Problem Definition

A website is a series of pages linked together for the ease of use for the user. A website has become the best way of marketing, sharing information, shopping and much, much more. A website can be the single, most important tool for a band, as it is a way to get their music out there, list the concerts they are playing and allow their fans to buy their merchandise.

A bad website can lead to fans being misinformed or even losing their orders. This emphasis on websites, will only increase as the world becomes even more digital; to be successful without a website is now harder than ever. The ease of having a website to the end user is astronomical, being able to access it anywhere, on any device, every day of the year.

Background research

* + into other systems/games and the features they offer)
  + Most dedicated band websites have a few similar parts to their websites;
  + Tours, store, a page about their music and and page about themselves.
  + Also, some of these bands have different store for different parts of the world, ie. Us and eu
* Description of Current System
  + if a business system:
  + There are many websites with a store selling ‘While She Sleeps’ merchandise, including their official website. But the information of the band can only be found on Wikipidea, which can be edited by anyone so it is not completely reliable. In all of these stroes, it is difficult to tell what is official and what is not. So the profits of the merchandise would not go to the band but a third party company that has no relation to the band.
* Identification of End Users/Players
* Objectives
  + Have a functioning profile system that can be updtated by the user
  + Have a store that can be used by the user to buy merchandise
  + Have the store pull the address from the users profile but check whether it is right
  + Have a most popular page on the store that is automatically updated with the itmes that have been bought the most
  + Have an easily updatable shows page that takes off a show when it has been finished automaticaly
* Modelling (examples include):
  + Data Flow Diagrams
  + Entity Relationship Diagrams
  + Flow Charts
  + Manual proof of complex algorithms
  + Prototype of some areas of your code.