Project: Game Night

Web Application Development Project

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Course: CIS-355, Winter 2017 Section: 01

This document is confidential, to be viewed only by team members.

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# Introduction

The purpose of Project Game Night is to implement a website, which accomplishes the following: To allow both players and hosts of a board and or table top game to coordinate their schedules.

**This document describes a one-semester project.**

## Project Team

The personnel involved in the project are as follows.

* John Lake, Lead Programmer. The Lead Programmer will design and code the system in PHP and MySQL code. The Lead Programmer will maintain this document throughout the development process.
* Code Reviewer. TBA. This project must have at least one fellow student code reviewer.
* User Tester. TBA (or "None"). This project may or may not have user testers.

## Hard Deadline: April 18

This project will be complete by Tuesday, April 18. The Lead Programmer will provide an in-person demonstration or YouTube video demonstration on or before that date.

# 1. Project Overview

Write WHAT the project is and WHY it is useful. The writing should be readable by a non-technical audience.

* Describe the objective of the project (2 to 3 sentences)
* Provide the business case for the project, including the problem being solved, who/what area is impacted, and the business benefits of the project. (A few sentences will be sufficient).

# 2. Technical Specifications and Diagrams

Write HOW the system will work. You must explain what the final system will look like when it is done.

## Entity Relationship Diagram

Include Entity-Relationship diagrams, screen flow diagrams, wireframes, UML class diagrams, UML use case diagrams, etc.

## Screen Flow Diagram

Include Entity-Relationship diagrams, screen flow diagrams, wireframes, UML class diagrams, UML use case diagrams, etc.

## Wireframe Diagrams

Include Entity-Relationship diagrams, screen flow diagrams, wireframes, UML class diagrams, UML use case diagrams, etc.

## Use Case Diagrams

Include Entity-Relationship diagrams, screen flow diagrams, wireframes, UML class diagrams, UML use case diagrams, etc.

## Source Code on Github

Provide link to source code on github.

# 3. Programmer System Test Plan and Results

Enumerate what was tested and what was not tested.

Use a table like this.

| System Function: Condition Tested | Tested By | Date | Results |
| --- | --- | --- | --- |
| Login: Successful |  |  |  |
| Login: Unsuccessful |  |  |  |
| New Registration: Successful |  |  |  |
| New Registration: Unsuccessful |  |  |  |
| Display Main Menu |  |  |  |
| Display Table1 List: No Records in DB |  |  |  |
| … |  |  |  |

# 4. User System Test Plan and Results

Enumerate what was tested and what was not tested.

Use a table like this.

| System Function: Condition Tested | Tested By | Date | Results |
| --- | --- | --- | --- |
| Login: Successful |  |  |  |
| Login: Unsuccessful |  |  |  |
| New Registration: Successful |  |  |  |
| New Registration: Unsuccessful |  |  |  |
| Display Main Menu |  |  |  |
| Display Table1 List: No Records in DB |  |  |  |
| … |  |  |  |

# 5. Project Plan and Status

The following table shows the activities and deliverables of the project.

| Task | Performed By | Status | Date |
| --- | --- | --- | --- |
| Determine scope |  |  |  |
| Write Project Plan |  |  |  |
| Establish web hosting  *Files at \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_* |  |  |  |
| Establish private github repository  *Private repo: https://github.com/\_\_\_\_\_\_\_\_\_\_\_\_\_\_* |  |  |  |
| Write sections 1 and 2 of this document |  |  |  |
| Design data tables |  |  |  |
| Implement data tables in MySQL |  |  |  |
| Design screen flow |  |  |  |
| Design screens (wireframes) |  |  |  |
| Implement screens/flows in PHP: Table1 (CRUD\*) |  |  |  |
| Code review #1 |  |  |  |
| Implement screens/flows in PHP: Table2 (CRUD\*) |  |  |  |
| Implement screens/flows in PHP: Table3 (CRUD\*) |  |  |  |
| Implement file upload/download on Table1 |  |  |  |
| Implement login/registration |  |  |  |
| Implement dropdown list boxes on Table3 |  |  |  |
| Code review #2 |  |  |  |
| Make all PHP code object oriented |  |  |  |
| Make all database calls using AJAX |  |  |  |
| Implement API that returns JSON object |  |  |  |
| Prepare system test plan |  |  |  |
| Execute system test plan |  |  |  |
| Code/test review #3 |  |  |  |
| Prepare user test plan |  |  |  |
| Execute user test plan |  |  |  |
| Implement CodeIgniter mini-version of system |  |  |  |
| **Present completed system** |  |  | 04-18 |
| Review/report status using this document |  |  |  |

\* CRUD stands for create, read, update, delete

# 6. Document Update Log

The following table logs changes made to this document.

| Version (yyyymmdd#) | Editor | Description of change |
| --- | --- | --- |
| 20170222a | George | Prepared Template |
|  |  |  |
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