

INSIDER CLUB

Junseo Yang, Brendan Donnachie, Byounguk Min, Sangbong Park

PROG3050 Team 3

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Project Management Documentation

Meeting Agenda / Minutes

Meeting Agenda / Minutes – 2023-09-12

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: At Conestoga

DATE: 2023-09-12

TIME: 19:00 ~ 21:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA
Create a team charter.
Create the first draft of the project charter.
Summarize project description.
Setting up a project plan.
Decide to use Teams to share documents for a project.
Discuss file sharing platforms.

ACTION ITEMS			
What	Who	When	Complete?
Team Charter: Determined roles, expectations, and agreements.	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	Sep 12, 2023	Yes
Project Charter: Reviewed the project description to create a project charter.	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	Sep 12, 2023	Yes
Project Charter: Assigned roles and discussed the details of the role and preliminary technical architecture.	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	Sep 12, 2023	No
Project Plan: Installing and setting up applications for Project Plan.	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	Sep 12, 2023	Yes

MINUTES / NOTES

Decided on a team name and roles for each team member.

Discussed the project's expectations and outcomes and built agreement among team members based on them.

Review the project description and use it to draft a Project Charter.

Installed the project plan application on your windows machine and set it up.

Decided on our roles and the details of our roles as well as the technology needed for the project.

Needs to discuss more about what technics are needed for the project.

Decided to use Teams to share documents for a project.

Meeting Agenda / Minutes – 2023-09-14

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-09-14

TIME: 17:00 ~ 20:00

ATTENDANCE

Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Decide on details for the Project Cheater.

Create a git repository.

List features for project

Described system objective.

Preliminary Technical Architecture

List Project Critical Success Factors.

ACTION ITEMS

What	Who	When	Complete?
Described the client details.	Sangbong Park	Sep 14, 2023	No, Needs to be revised after inquiry.

Summarized business purpose.	Sangbong Park	Sep 14, 2023	No, Needs to be revised after inquiry.
Create a detailed event table based on description	Junseo Yang Brendan Donnachie Byounguk Min	Sep 14, 2023	No, Needs to be revised after inquiry.
List features for project	Junseo Yang	Sep 14, 2023	No, Needs to be revised after inquiry.
Create a git repository on GitHub.	Junseo Yang	Sep 14, 2023	No, Needs to be revised after inquiry.
Described system objective.	Byounguk Min	Sep 14, 2023	No, Needs to be revised after inquiry.
List Project Critical Success Factors.	Brendan Donnachie	Sep 14, 2023	No, Needs to be revised after inquiry
Described Preliminary Technical Architecture	Sangbong Park	Sep 14, 2023	No, Needs to be revised after inquiry.

MINUTES / NOTES

Listed the features that need to be implemented based on the project descriptions and discussed whether they are necessary.

Outlined the required use cases and created the event tables based on the feature list.

Decided the database and set it up on azure server as a prototype to see if it can be used for project.

Discussed determining the technology stack needed for the project.

Determine the detailed system objectives through discussions

Created a git repository on GitHub and uploaded the asp.net core project as the starting point for project.
Verified that the shared repository was accessible to all team members.

Meeting Agenda / Minutes – 2023-09-19

Meeting Agenda / Minutes

TEAM NUMBER: 3 TEAM NAME: Creative

LOCATION: At Conestoga DATE: 2023-09-19 TIME: 19:00 ~ 21:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA			
Modify Project Charter			
Decide on details for the Project Charter			
Create a git repository			
List features for project			
Described system objective			
Preliminary Technical Architecture			
List Project Critical Success Factors.			

ACTION ITEMS			
What	Who	When	Complete?
Described the client details.	Sangbong Park	Sep 19, 2023	No, Review required
Summarized business purpose.	Sangbong Park	Sep 19, 2023	No, Review required
Create a detailed event table based on description	Junseo Yang Brendan Donnachie Byounguk Min	Sep 19, 2023	No, Review required
List features for project	Junseo Yang	Sep 19, 2023	Yes
Create a get repository on GitHub.	Junseo Yang	Sep 19, 2023	Yes
Described system objective.	Byounguk Min	Sep 19, 2023	No, Review required.
List Project Critical Success Factors.	Brendan Donnachie	Sep 19, 2023	Yes
Preliminary Technical Architecture	Sangbong Park	Sep 19, 2023	Yes

MINUTES / NOTES			
Made a list of questions to ask your professor for midterm checks and get feedback.			
Created a project plan, with detailed dates and possible action items.			
Modified the Project charter based on professor's feedback.			

Meeting Agenda / Minutes – 2023-09-21

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-09-21

TIME: 17:00 – 20:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA	
Review Project Charter	
Complete Project Plan	

ACTION ITEMS			
What	Who	When	Complete?
Described the client details.	Sangbong Park	Sep 21, 2023	Yes
Summarized business purpose.	Sangbong Park	Sep 21, 2023	Yes
Create a detailed event table based on description	Junseo Yang Brendan Donnachie Byounguk Min	Sep 21, 2023	Yes
Described system objective.	Byounguk Min	Sep 21, 2023	Yes
Complete Project Plan	Brendan Donnachie Byounguk Min	Sep 21, 2023	Yes

MINUTES / NOTES	
Completed project charter action items.	
Completed project plan.	

Meeting Agenda / Minutes – 2023-09-28

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-09-28

TIME: 17:00 ~ 20:00

ATTENDANCE	
Present	Regrets
Junseo Yang	

Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Decide which SW use for diagrams

Decide which features to draw and develop

Decide what functions and diagrams members will be responsible for.

ACTION ITEMS

What	Who	When	Complete?
Try Visio and Draw.io for Diagram tools and decide which tool works better	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-09-28	Yes
Use Case Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-09-28	No
Use Case Description	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-09-28	No
Activity Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-09-28	No
Analysis Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-09-28	No
System Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-09-28	No
Design Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-09-28	No
Design Level Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-09-28	No

MINUTES / NOTES

Decided to use a draw.io tool for drawing diagrams

Decided to do preliminary requirement first.
--

Assigned responsibility - Brendan (Report), Byounguk (Events), Sangbong (Orders, Games), Junseo (Review)
--

- Use Case Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Use Case Description - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Activity Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Analysis Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- System Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie in
- Design Level Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie

Meeting Agenda / Minutes – 2023-10-03

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Conestoga

DATE: 2023-10-03

TIME: 19:00 ~ 21:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Decide which diagram will be based on.
--

Determine who will implement the code.
--

Decide which features to draw the rest of the diagram.
--

ACTION ITEMS

What	Who	When	Complete?
Use Case Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-03	No Peer review required
Use Case Description	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-03	No Peer review required

Activity Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-03	No Working on,
Analysis Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-03	No Working on,
System Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-03	No Working on,
Design Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-03	No Working on
Design Level Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-03	No Working on
Source Code	Junseo Yang	2023-10-03	No Working on

MINUTES / NOTES

Decided to include all CRUD actions in sequence diagram.

Decided to have one person set up the admin code to get the same structure. – Junseo

Decided to draw the rest of the diagram. – Brendan (Report, Sign-up, Preference), Byounguk (Events, Login), Sangbong (Orders, Games, Profile, Address), Junseo (Review)

- Use Case Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Use Case Description - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Activity Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Analysis Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- System Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Source Code - Junseo

Meeting Agenda / Minutes – 2023-10-10

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Conestoga

DATE: 2023-10-10

TIME: 19:00 ~ 21:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA	
Status report	
Peer Review	
Checked each progress	

ACTION ITEMS			
What	Who	When	Complete?
Use Case Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-10	No Each completed, but final review required before submission.
Use Case Description	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-10	No Each completed, but final review required before submission.
Activity Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-10	No Each completed, but final review required before submission.
Analysis Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-10	No Waiting for completing DLCD.
System Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-10	No Each completed, but final review required before submission.
Design Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-10	No Working on
Design Level Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-10	No Working on

Source Code	Junseo Yang	2023-10-10	No Working on
Meeting Agenda Minutes	Sangbong Park	2023-10-10	No Working on
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-10	No Working on
Team Status Report	Junseo Yang	2023-10-10	No Working on
Agile Backlog Summary	Byounguk Min	2023-10-10	No Working on
Agile Release Summary	Byounguk Min	2023-10-10	No Working on
Navigation Diagram	Sangbong Park	2023-10-10	No Working on
User Interface Prototype	Byounguk Min	2023-10-10	No Working on
Report Designs	Brendan Donnachie	2023-10-10	No Working on
ERD	Junseo Yang	2023-10-10	No Working on
Data Dictionary	Sangbong Park	2023-10-10	No Working on
Unit Test Plan and Results	Junseo Yang	2023-10-10	No Working on

MINUTES / NOTES

Modified the diagrams based on peer review.

Checked each progress.

- Meeting Agenda Minutes - Sangbong Park
- Individual Status Report - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Team Status Report - Junseo
- Agile Backlog Summary - Byounguk Min
- Agile Release Summary - Byounguk Min
- Use Case Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Use Case Description - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Activity Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Analysis Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- System Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Navigation Diagram - Sangbong Park
- User Interface Prototype - Byounguk Min

- Report Designs - Brendan Donnachie
- ERD - Junseo
- Data Dictionary - Sangbong Park
- Unit Test Plan and Results - Junseo
- Source Code - Junseo

Responsibility

Junseo Yang: Admin CRUD Reviews

Brendan Donnachie: Admin CRUD Reports

Byounguk Min: Admin CRUD Events

Sangbong Park: Admin CRUD Games, Admin CRUD Orders

Preliminary Requirements (Admin Panel section) - All

Sign Up - Brendan Donnachie

Logging In - Byounguk Min

Profile - Sangbong Park

Preferences - Brendan Donnachie

Address - Sangbong Park

Navigation Diagrams - Sangbong Park

User Interface Prototype - Byounguk Min

Report Designs - Brendan Donnachie

Data Dictionary - Sangbong Park

Meeting Agenda / Minutes – 2023-10-12

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-10-12

TIME: 17:00 ~ 20:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	

Sangbong Park	

AGENDA

Check status and review each other

ACTION ITEMS			
What	Who	When	Complete?
Use Case Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-12	No Completed, but final review required before submission.
Use Case Description	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-12	No Completed, but final review required before submission.
Activity Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-12	No Completed, but final review required before submission.
Analysis Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-12	No Working on
System Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-12	No Completed, but final review required before submission.
Design Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-12	No Working on
Design Level Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-12	No Completed, but final review required before submission.
Source Code	Junseo Yang	2023-10-12	No Working on
Meeting Agenda Minutes	Sangbong Park	2023-10-12	No Completed, but final review required before submission.
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-12	No Working on
Team Status Report	Junseo Yang	2023-10-12	No Working on
Agile Backlog Summary	Byounguk Min	2023-10-12	No Completed, but final review required before submission.

Agile Release Summary	Byounguk Min	2023-10-12	No Completed, but final review required before submission.
Navigation Diagram	Sangbong Park	2023-10-12	No Completed, but final review required before submission.
User Interface Prototype	Byounguk Min	2023-10-12	No Completed, but final review required before submission.
Report Designs	Brendan Donnachie	2023-10-12	No Completed, but final review required before submission.
ERD	Junseo Yang	2023-10-12	No Completed, but final review required before submission.
Data Dictionary	Sangbong Park	2023-10-12	No Completed, but final review required before submission.
Unit Test Plan and Results	Junseo Yang	2023-10-12	No Working on

MINUTES / NOTES

Modified the diagrams based on peer review.

Checked each progress.

- Meeting Agenda Minutes - Sangbong Park
- Individual Status Report - Junseo Byounguk Min Sangbong Park Byounguk Min Brendan Donnachie
- Team Status Report - Junseo
- Agile Backlog Summary - Byounguk Min
- Agile Release Summary - Byounguk Min
- Use Case Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Use Case Description - Junseo Byounguk Min Sangbong Par Brendan Donnachie
- Activity Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Analysis Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- System Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Navigation Diagram - Sangbong Park
- User Interface Prototype - Byounguk Min
- Report Designs - Brendan Donnachie
- ERD - Junseo
- Data Dictionary - Sangbong Park
- Unit Test Plan and Results - Junseo
- Source Code – Junseo

Responsibility

Junseo Yang: Admin CRUD Reviews

Brendan Donnachie: Admin CRUD Reports
 Byounguk Min: Admin CRUD Events
 Sangbong Park: Admin CRUD Games, Admin CRUD Orders
 Preliminary Requirements (Admin Panel section) - All
 Sign Up - Brendan Donnachie
 Logging In - Byounguk Min
 Profile - Sangbong Park
 Preferences - Brendan Donnachie
 Address - Sangbong Park
 Navigation Diagrams - Sangbong Park
 User Interface Prototype - Byounguk Min
 Report Designs - Brendan Donnachie
 Data Dictionary - Sangbong Park
 Report Designs - Brendan Donnachie
 ERD – Junseo Yang
 Unit Test Plan and Results – Junseo Yang
 Source Code – Junseo Yang

Meeting Agenda / Minutes – 2023-10-19

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-10-19

TIME: 17:00 ~ 20:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Decide who take charge of what feature development

Decide when to finish Analysis Activities

ACTION ITEMS

What	Who	When	Complete?
Use Case Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-19	No, WIP
Use Case Description	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-19	No, WIP
Activity Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-19	No, WIP
Analysis Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-19	No, WIP
System Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-19	No, WIP
Design Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-19	No, WIP
Design Level Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-10-19	No, WIP
Source Code	Junseo Yang	2023-10-19	No, WIP

MINUTES / NOTES

Decide who take charge of what feature development

- Sangbong Park: Selecting Games
- Brendan Donnachie: Game Recommendations
- Byounguk Min: Wish List and View Wish List
- Junseo Yang: Friends and Family

Decide when to finish Analysis Activities

- Use Case Diagrams – Due 2023-10-31
- Use Case Description - Due 2023-10-31
- Activity Diagrams - Due 2023-10-31
- Analysis Level Class Diagram - Due 2023-10-31
- System Sequence Diagram - Due 2023-10-31

Meeting Agenda / Minutes – 2023-10-31

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Conestoga

DATE: 2023-10-31

TIME: 19:00 ~ 21:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA	
Status report	
Peer Review	
Decide when to finish Feature Development and Unit Test	
Ask Questions to confirm the confusing items	

ACTION ITEMS			
What	Who	When	Complete?
Use Case Diagrams	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-10-31	Yes, but final review is required before submission.
Use Case Description	Sangbong Park: Selecting Games	2023-10-31	Yes, but final review is required before submission.

	Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family		
Activity Diagrams	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-10-31	Yes, but final review is required before submission.
Analysis Level Class Diagram	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-10-31	Yes, but final review is required before submission.
System Sequence Diagram	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-10-31	Yes, but final review is required before submission.
Source Code	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-10-31	No, WIP
Unit Test Plan and Results	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-10-31	No, WIP

MINUTES / NOTES

Modified the diagrams based on peer review.

Responsibility

- Sangbong Park: Selecting Games
- Brendan Donnachie: Game Recommendations
- Byounguk Min: Wish List and View Wish List
- Junseo Yang: Friends and Family

Ask Questions to confirm the confusing items

- | |
|--|
| 1. Do we need to tackle 10 requirements down in this iteration?
⇒ No, 10 requirements include requirements from the iteration 1 as well. (5 (Iteration 1) + 5 (Iteration 1) = 10) |
| 2. Can we use any testing framework? Like Selenium or Xunit?
⇒ Yes, you can use whatever testing framework. |

Meeting Agenda / Minutes – 2023-11-07

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-11-07

TIME: 19:00 ~ 21:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA
Check status and review each other

What	Who	When	Complete?
Use Case Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-07	Yes
Use Case Description	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-07	Yes
Activity Diagrams	Byounguk Min Brendan Donnachie Junseo Yang	2023-11-07	Yes

	Sangbong Park		
Analysis Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-07	Yes
System Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-07	Yes
Source Code	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-11-07	Yes, but final review required before submission.
Unit Test Plan and Results	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-11-07	Yes, but final review required before submission.
Design Level Class Diagram	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-11-07	No, WIP
Design Level Sequence Diagram	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-11-07	No, WIP
Navigation Diagram	Sangbong Park	2023-11-07	No, WIP
User Interface Prototype	Byounguk Min	2023-11-07	No, WIP
Report Designs	Brendan Donnachie	2023-11-07	No, WIP

ERD	Junseo Yang	2023-11-07	No, WIP
Data Dictionary	Sangbong Park	2023-11-07	No, WIP
Meeting Agenda Minutes	Sangbong Park	2023-11-07	No, WIP
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang <u>Sangbong Park</u>	2023-11-07	No, WIP
Team Status Report	Junseo Yang	2023-11-07	No, WIP
Agile Backlog Summary	Byounguk Min	2023-11-07	No, WIP
Agile Release Summary	Byounguk Min	2023-11-07	No, WIP

MINUTES / NOTES

Modified the diagrams based on peer review.

Checked each progress.

- Meeting Agenda Minutes - Sangbong Park
- Individual Status Report - Junseo Byounguk Min Sangbong Park Byounguk Min Brendan Donnachie
- Team Status Report - Junseo
- Agile Backlog Summary - Byounguk Min
- Agile Release Summary - Byounguk Min
- Use Case Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Use Case Description - Junseo Byounguk Min Sangbong Par Brendan Donnachie
- Activity Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Analysis Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- System Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Navigation Diagram - Sangbong Park
- User Interface Prototype - Byounguk Min
- Report Designs - Brendan Donnachie
- ERD - Junseo
- Data Dictionary - Sangbong Park
- Unit Test Plan and Results - Junseo
- Source Code – Junseo

Responsibility

- Sangbong Park: Selecting Games
- Brendan Donnachie: Game Recommendations
- Byounguk Min: Wish List and View Wish List
- Junseo Yang: Friends and Family

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-11-09

TIME: 17:00 ~ 20:00

ATTENDANCE	
Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA
Check status and review each other

ACTION ITEMS			
What	Who	When	Complete?
Use Case Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-09	Yes
Use Case Description	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-09	Yes
Activity Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-09	Yes
Analysis Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-09	Yes
System Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-09	Yes
Source Code	Sangbong Park: Selecting Games	2023-11-09	Yes, but final review required before submission.

	Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family		
Unit Test Plan and Results	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-11-09	Yes, but final review required before submission.
Design Level Class Diagram	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-11-09	Yes, but final review required before submission.
Design Level Sequence Diagram	Sangbong Park: Selecting Games Brendan Donnachie: Game Recommendations Byounguk Min: Wish List and View Wish List Junseo Yang: Friends and Family	2023-11-09	Yes, but final review required before submission.
Navigation Diagram	Sangbong Park	2023-11-09	Yes, but final review required before submission.
User Interface Prototype	Byounguk Min	2023-11-09	Yes, but final review required before submission.
Report Designs	Brendan Donnachie	2023-11-09	Yes, but final review required before submission.
ERD	Junseo Yang	2023-11-09	Yes, but final review required before submission.
Data Dictionary	Sangbong Park	2023-11-09	Yes, but final review required before submission.
Meeting Agenda Minutes	Sangbong Park	2023-11-09	Yes, but final review required before submission.
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-09	Yes, but final review required before submission.

Team Status Report	Junseo Yang	2023-11-09	Yes, but final review required before submission.
Agile Backlog Summary	Byounguk Min	2023-11-09	Yes, but final review required before submission.
Agile Release Summary	Byounguk Min	2023-11-09	Yes, but final review required before submission.

MINUTES / NOTES

Modified the diagrams based on peer review.

Checked each progress.

- Meeting Agenda Minutes - Sangbong Park
- Individual Status Report - Junseo Byounguk Min Sangbong Park Byounguk Min Brendan Donnachie
- Team Status Report - Junseo
- Agile Backlog Summary - Byounguk Min
- Agile Release Summary - Byounguk Min
- Use Case Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Use Case Description - Junseo Byounguk Min Sangbong Par Brendan Donnachie
- Activity Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Analysis Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- System Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Navigation Diagram - Sangbong Park
- User Interface Prototype - Byounguk Min
- Report Designs - Brendan Donnachie
- ERD - Junseo
- Data Dictionary - Sangbong Park
- Unit Test Plan and Results - Junseo
- Source Code – Junseo

Responsibility

- Sangbong Park: Selecting Games
- Brendan Donnachie: Game Recommendations
- Byounguk Min: Wish List and View Wish List
- Junseo Yang: Friends and Family

Meeting Agenda / Minutes – 2023-11-14

Meeting Agenda / Minutes

TEAM NUMBER: 3 TEAM NAME: Creative

LOCATION: Zoom

DATE: 2023-11-14

TIME: 19:00 ~ 21:00

ATTENDANCE

Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Decide who take charge of what feature development

Decide when to finish Analysis Activities

ACTION ITEMS

What	Who	When	Complete?
Use Case Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-14	No, WIP
Use Case Description	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-14	No, WIP
Activity Diagrams	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-14	No, WIP
Analysis Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-14	No, WIP
System Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-14	No, WIP
Design Level Class Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-14	No, WIP
Design Level Sequence Diagram	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-14	No, WIP

MINUTES / NOTES

Decide who take charge of what feature development

- Sangbong Park: Event
- Brendan Donnachie: Cart
- Byounguk Min: Download
- Junseo Yang: Review Games & Rate Games

Decide when to finish Analysis Activities

- Use Case Diagrams – Due 2023-11-21
- Use Case Description - Due 2023-11-21
- Activity Diagrams - Due 2023-11-21
- Analysis Level Class Diagram - Due 2023-11-21
- System Sequence Diagram - Due 2023-11-21

Meeting Agenda / Minutes – 2023-11-21

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Conestoga

DATE: 2023-11-21

TIME: 19:00 ~ 21:00

ATTENDANCE

Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Status report

Peer Review

Decide when to finish Feature Development and Unit Test

Ask Questions to confirm the confusing items

ACTION ITEMS

What	Who	When	Complete?
Use Case Diagrams	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download	2023-11-21	Yes, but final review is required before submission.

	Junseo Yang: Review Games & Rate Games		
Use Case Description	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-21	Yes, but final review is required before submission.
Activity Diagrams	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-21	Yes, but final review is required before submission.
Analysis Level Class Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-21	Yes, but final review is required before submission.
System Sequence Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-21	Yes, but final review is required before submission.
Source Code	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-21	No, WIP
Unit Test Plan and Results	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-21	No, WIP

MINUTES / NOTES

Modified the diagrams based on peer review.

Decide who take charge of what feature development

- Sangbong Park: Event
- Brendan Donnachie: Cart
- Byounguk Min: Download
- Junseo Yang: Review Games & Rate Games

Ask Questions to confirm the confusing items

1. Do we need to tackle 10 requirements down in this iteration?

⇒ No, 10 requirements include requirements from the iteration 1 as well. (5 (Iteration 1) + 5 (Iteration 1) = 10)

2. Can we use any testing framework? Like Selenium or Xunit?

⇒ Yes, you can use whatever testing framework.

TEAM NUMBER: 3 TEAM NAME: Creative

LOCATION: Zoom

DATE: 2023-11-23

TIME: 17:00 ~ 20:00

ATTENDANCE

Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Check status and review each other

ACTION ITEMS

What	Who	When	Complete?
Use Case Diagrams	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	Yes
Use Case Description	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	Yes
Activity Diagrams	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	Yes
Analysis Level Class Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	Yes

System Sequence Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	Yes
Source Code	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	Yes, but final review required before submission.
Unit Test Plan and Results	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	Yes, but final review required before submission.
Design Level Class Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	No, WIP
Design Level Sequence Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-23	No, WIP
Navigation Diagram	Sangbong Park	2023-11-23	No, WIP
User Interface Prototype	Byounguk Min	2023-11-23	No, WIP
Report Designs	Brendan Donnachie	2023-11-23	No, WIP
ERD	Junseo Yang	2023-11-23	No, WIP
Data Dictionary	Sangbong Park	2023-11-23	No, WIP
Meeting Agenda Minutes	Sangbong Park	2023-11-23	No, WIP
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-23	No, WIP
Team Status Report	Junseo Yang	2023-11-23	No, WIP

Agile Backlog Summary	Byounguk Min	2023-11-23	No, WIP
Agile Release Summary	Byounguk Min	2023-11-23	No, WIP

MINUTES / NOTES

Modified the diagrams based on peer review.

Checked each progress.

- Meeting Agenda Minutes - Sangbong Park
- Individual Status Report - Junseo Byounguk Min Sangbong Park Byounguk Min Brendan Donnachie
- Team Status Report - Junseo
- Agile Backlog Summary - Byounguk Min
- Agile Release Summary - Byounguk Min
- Use Case Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Use Case Description - Junseo Byounguk Min Sangbong Par Brendan Donnachie
- Activity Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Analysis Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- System Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Navigation Diagram - Sangbong Park
- User Interface Prototype - Byounguk Min
- Report Designs - Brendan Donnachie
- ERD - Junseo
- Data Dictionary - Sangbong Park
- Unit Test Plan and Results - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Source Code – Junseo Byounguk Min Sangbong Park Brendan Donnachie

Responsibility

- Sangbong Park: Event
- Brendan Donnachie: Cart
- Byounguk Min: Download
- Junseo Yang: Review Games & Rate Games

Meeting Agenda / Minutes – 2023-11-28

Meeting Agenda / Minutes

TEAM NUMBER: 3 TEAM NAME: Creative

LOCATION: Zoom

DATE: 2023-11-28

TIME: 19:00 ~ 21:00

ATTENDANCE

Present	Regrets

Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Check status and review each other

ACTION ITEMS

What	Who	When	Complete?
Use Case Diagrams	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-28	Yes
Use Case Description	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-28	Yes
Activity Diagrams	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-28	Yes
Analysis Level Class Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-28	Yes
System Sequence Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-28	Yes
Source Code	Sangbong Park: Event Brendan Donnachie: Cart	2023-11-28	Yes, but final review required before submission.

	Byounguk Min: Download Junseo Yang: Review Games & Rate Games		
Unit Test Plan and Results	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-28	Yes, but final review required before submission.
Design Level Class Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-28	Yes, but final review required before submission.
Design Level Sequence Diagram	Sangbong Park: Event Brendan Donnachie: Cart Byounguk Min: Download Junseo Yang: Review Games & Rate Games	2023-11-28	Yes, but final review required before submission.
Navigation Diagram	Sangbong Park	2023-11-28	Yes, but final review required before submission.
User Interface Prototype	Byounguk Min	2023-11-28	Yes, but final review required before submission.
Report Designs	Brendan Donnachie	2023-11-28	Yes, but final review required before submission.
ERD	Junseo Yang	2023-11-28	Yes, but final review required before submission.
Data Dictionary	Sangbong Park	2023-11-28	Yes, but final review required before submission.
Meeting Agenda Minutes	Sangbong Park	2023-11-28	Yes, but final review required before submission.
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-11-28	Yes, but final review required before submission.
Team Status Report	Junseo Yang	2023-11-28	Yes, but final review required before submission.
Agile Backlog Summary	Byounguk Min	2023-11-28	Yes, but final review required before submission.
Agile Release Summary	Byounguk Min	2023-11-28	Yes, but final review required before submission.

MINUTES / NOTES

Modified the diagrams based on peer review.

Checked each progress.

- Meeting Agenda Minutes - Junseo Byounguk Min Sangbong Park Byounguk Min Brendan Donnachie
- Individual Status Report - Junseo Byounguk Min Sangbong Park Byounguk Min Brendan Donnachie
- Team Status Report - Junseo
- Agile Backlog Summary - Byounguk Min
- Agile Release Summary - Byounguk Min
- Use Case Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Use Case Description - Junseo Byounguk Min Sangbong Par Brendan Donnachie
- Activity Diagrams - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Analysis Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- System Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Class Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Design Level Sequence Diagram - Junseo Byounguk Min Sangbong Park Brendan Donnachie
- Navigation Diagram - Sangbong Park
- User Interface Prototype - Byounguk Min
- Report Designs - Brendan Donnachie
- ERD - Junseo
- Data Dictionary - Sangbong Park
- Unit Test Plan and Results - Junseo Byounguk Min Sangbong Park Byounguk Min Brendan Donnachie
- Source Code – Junseo Byounguk Min Sangbong Park Byounguk Min Brendan Donnachie

Decide who take charge of what feature development

- Sangbong Park: Event
- Brendan Donnachie: Cart
- Byounguk Min: Download
- Junseo Yang: Review Games & Rate Games

Meeting Agenda / Minutes – 2023-12-05

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-12-05

TIME: 19:00 ~ 21:00

ATTENDANCE

Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Decide how break each documentations down

Discuss how to write deployment guide

ACTION ITEMS			
What	Who	When	Complete?
Meeting Agenda Minutes	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-05	No, WIP
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-05	No, WIP
Team Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-05	No, WIP
Unit System Test Plan and Results	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-05	No, WIP
User Documentation	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-05	No, WIP
Deployment Guide	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-05	No, WIP
Project Binder	Junseo Yang	2023-12-05	No, WIP

MINUTES / NOTES	
User Documentation	<ul style="list-style-type: none"> - Sangbong Park <ul style="list-style-type: none"> o Profile o Address o Selecting Games o Friends and Family o Events - Brendan Donnachie <ul style="list-style-type: none"> o Sign Up o Preferences o Game Recommendations o Rate Games o Cart - Byounguk Min <ul style="list-style-type: none"> o Logging In o Wish List o View Wish List o Review Games o Download
Deployment Guide	<ul style="list-style-type: none"> - Sanbong Park

- Junseo Yang
Project Binder
- Junseo Yang

Meeting Agenda / Minutes – 2023-12-07

Meeting Agenda / Minutes

TEAM NUMBER: 3

TEAM NAME: Creative

LOCATION: Zoom

DATE: 2023-12-07

TIME: 19:00 ~ 21:00

ATTENDANCE

Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Decide how break each documentations down

Discuss how to write deployment guide

ACTION ITEMS

What	Who	When	Complete?
Meeting Agenda Minutes	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-07	Yes, but final review required
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-07	Yes, but final review required
Team Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-07	Yes, but final review required
Unit System Test Plan and Results	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-07	Yes, but final review required
User Documentation	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-07	Yes, but final review required
Deployment Guide	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-07	Yes, but final review required
Project Binder	Junseo Yang	2023-12-07	Yes, but final review required

MINUTES / NOTES

User Documentation

- Sangbong Park
 - Profile
 - Address
 - Selecting Games
 - Friends and Family
 - Events
- Brendan Donnachie
 - Sign Up
 - Preferences
 - Game Recommendations
 - Rate Games
 - Cart
- Byounguk Min
 - Logging In
 - Wish List
 - View Wish List
 - Review Games
 - Download

Deployment Guide

- Sanbong Park
- Junseo Yang

Project Binder

- Junseo Yang

Meeting Agenda / Minutes – 2023-12-08

Meeting Agenda / Minutes

TEAM NUMBER: 3 **TEAM NAME:** Creative

LOCATION: Zoom

DATE: 2023-12-08

TIME: 19:00 ~ 21:00

ATTENDANCE

Present	Regrets
Junseo Yang	
Brendan Donnachie	
Byounguk Min	
Sangbong Park	

AGENDA

Final Review

ACTION ITEMS

What	Who	When	Complete?
Meeting Agenda Minutes	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-08	Yes
Individual Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-08	Yes
Team Status Report	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-08	Yes
Unit System Test Plan and Results	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-08	Yes
User Documentation	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-08	Yes
Deployment Guide	Byounguk Min Brendan Donnachie Junseo Yang Sangbong Park	2023-12-08	Yes
Project Binder	Junseo Yang	2023-12-08	Yes

MINUTES / NOTES

User Documentation

- Sangbong Park
 - o Profile
 - o Address
 - o Selecting Games
 - o Friends and Family
 - o Events
- Brendan Donnachie

<ul style="list-style-type: none"> ○ Sign Up ○ Preferences ○ Game Recommendations ○ Rate Games ○ Cart
- Byounguk Min
<ul style="list-style-type: none"> ○ Logging In ○ Wish List ○ View Wish List ○ Review Games ○ Download
Deployment Guide
<ul style="list-style-type: none"> - Sanbong Park - Junseo Yang
Project Binder
<ul style="list-style-type: none"> - Junseo Yang

Individual and Team Status Reports

Individual Status Reports

Individual and Team Status Reports - Brendan Donnachie

Inception Phase

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: BRENDAN DONNACHIE

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-09-12	Determined roles, expectations, and agreements in Team Charter.	0.5
IWC	2023-09-12	Reviewed the project description to create a project charter in Project Charter.	0.5
PM	2023-09-12	Assigned roles and discussed the details of the role and preliminary technical architecture in Project Charter.	0.5
PM	2023-09-12	Installing and setting up applications for Project Plan.	0.5
DCR	2023-09-14	Create a detailed event table based on description	1.25
PM	2023-09-14	List Project Critical Success Factors	1.75
DCR	2023-09-19	Create a detailed event table based on description	1
PM	2023-09-19	List Project Critical Success Factors	1
PM	2023-09-21	Complete Project Plan	3

TEAM MEETINGS AND ACTIVITIES			
Location	Date	Activity	Hours

	YYYY-MM-DD		(.25 increments)
At Conestoga	2023-09-12	Create a team charter. Create the first draft of the project charter. Summarize project description. Setting up a project plan. Decide to use Teams to share documents for a project. Discuss file sharing platforms.	2
Zoom	2023-09-14	Decide on details for the Project Charter. Create a git repository. List features for project Described system objective. List Project Critical Success Factors. Preliminary Technical Architecture	3
At Conestoga	2023-09-19	Modify Project Charter. Decide on details for the Project Charter Create a git repository. List features for project. Describe system objective. List Project Critical Success Factors. Preliminary Technical Architecture.	2
Zoom	2023-09-21	Review Project Charter. Complete Project Plan.	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Problem: Adding the time into the start and the finish in the project plan was surprisingly complicated

Answer: Found the correct date time format setting in the Microsoft Project settings, instead of the toolbar date format option.

Problem: Was not certain on what the “Destination” column meant in the event table

Answer: We decided to understand it as the destination page and/or location that the users screen or data is sent to.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 1

Team Member Status Report

TEAM NUMBER: 3 **TEAM NAME: CREATIVE**
TEAM MEMBER
NAME: BRENDAN DONNACHIE

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-09-28	Determined diagramming tool	0.5
DCR	2023-09-28	Began working on Reports diagrams	2.5
PM	2023-10-3	Set more roles/diagram responsibilities	1
DCR	2023-10-3	Continued work on Reports diagram, began Login and Preferences diagrams	1
DCR	2023-10-4	Continued diagram work	1
DCR	2023-10-6	Continued diagram work	2
DCR	2023-10-8	Complete diagram work	2
PM	2023-10-10	Assign rest of work.	0.5
DCR	2023-10-10	Peer review diagrams	1
DCR	2023-10-10	Begin work on report list and designs	1.5
DCR	2023-10-11	Finish report list	1
PM	2023-10-12	Reviewed report list	1
DCR	2023-10-12	Continued report design work	3
DCR	2023-10-13	Complete report designs	3
DCR	2023-10-14	Finalize diagrams and designs	2

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-09-28	Determined the tool we would use for diagramming (draw.io) Decided roles, who would diagram what, etc.	3
At Conestoga	2023-10-03	Laid out plan/roles for rest of iteration. Determined primary coder for this iteration (Junseo)	2
At Conestoga	2023-10-10	Peer reviewed diagrams and website. Continued to work on each.	2
Zoom	2023-10-12	Reviewed diagrams and website	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Had to decide which reports we wanted and how many. Finalized 8 different report designs.

Full report implementation in code would have been too much work for this iteration particularly in knowing that it would not be able to have full implementation until other dependencies are finished.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	UTEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
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TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 2

Team Member Status Report

TEAM NUMBER: 3 **TEAM NAME: CREATIVE**

TEAM MEMBER

NAME: BRENDAN DONNACHIE

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours (.25 increments)
PM	2023-10-19	Decide which features are responsible.	0.5
DCR	2023-10-19	Draw diagrams for Game Recommendations	2.5
DCR	2023-10-31	Peer review diagrams Draw diagrams for Game Recommendations	1.5
PM	2023-10-31	Plan feature completion/testing schedule	0.5
WEBPR	2023-11-02	Implement Game Recommendation feature	3
UTEST	2023-11-03	Implement Game Recommendation unit tests	2
DCR	2023-11-07	Diagram corrections	3
WEBPR	2023-11-07	Reimplement Game Recommendation feature	3
UTEST	2023-11-08	Reimplement Game Recommendation unit tests	1.5
DCR	2023-11-09	Adjust Report Designs	1.5
PM	2023-11-09	General review	3

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours (.25 increments)
Zoom	2023-10-19	Determined the tool we would use for diagramming (draw.io) Decided roles, who would diagram what, etc.	3

At Conestoga	2023-10-31	Laid out plan/roles for rest of iteration. Determined primary coder for this iteration (Junseo)	2
Zoom	2023-11-07	Peer reviewed diagrams and website. Continued to work on each.	2
Zoom	2023-11-09	Reviewed diagrams and website	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Misunderstood how Game Recommendations were supposed to be implemented, thought they were supposed to be found on the games list page, instead it should be on game details page. Recommendations selected by game category of selected game instead of according to user preferences.

Had to redo diagrams, code, tests.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
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CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 3

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: BRENDAN DONNACHIE

TEAM MEMBER ACTIVITIES

Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-11-14	Decide which features people are responsible for.	0.5
DCR	2023-11-14	Draw diagrams for Game Cart	2.5
DCR	2023-11-21	Peer review diagrams Draw diagrams for Game Recommendations	1.5
PM	2023-11-21	Plan feature completion/testing schedule	0.5
WEBPR	2023-11-23	Implement Cart feature	3
WEBPR	2023-11-27	Implement Cart feature	2
WEBPR	2023-11-28	Implement Cart feature and peer review code	4

WEBPR	2023-11-29	Implement Cart feature	6
WEBPR	2023-11-30	Implement Cart feature	10
WEBPR, UTEST, TDOC	2023-12-01	Implement Cart feature and tests and completing documents	10

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-11-14	Determined the tool we would use for diagramming (draw.io) Decided roles, who would diagram what, etc.	2
Zoom	2023-11-21	Laid out plan/roles for rest of iteration. Determined primary coder for this iteration (Junseo)	2
Zoom	2023-11-23	Peer reviewed diagrams and website. Continued to work on each.	3
Zoom	2023-11-28	Reviewed diagrams and website	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS
Lots of coding

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
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CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Transition Phase

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: BRENDAN DONNACHIE

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-12-05	Decide plan for completing Transition phase.	2

PM, CDOC	2023-12-07	Peer Reviewed and worked on User Documentation	3
PM, CDOC	2023-12-08	Final review, work on last touches	2

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-12-05	Set plan for transition phase.	2
Zoom	2023-12-07	Reviewed/Peer reviewed transition phase so far.	3
Zoom	2023-12-08	Final review of everything.	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Lots of coding

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
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WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Individual Status Reports - Byounguk Min

Inception Phase

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: BYOUNGUK MIN

TEAM MEMBER ACTIVITIES

Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-09-12	Team Charter: Determined roles, expectations, and agreements.	0.5
IWC	2023-09-12	Project Charter: Reviewed the project description to create a project charter.	0.5

PM	2023-09-12	Project Charter: Assigned roles and discussed the details of the role and preliminary technical architecture.	0.5
PM	2023-09-12	Project Plan: Installing and setting up applications for Project Plan.	0.5
DCR	2023-09-14	Create a detailed event table based on the description.	1.5
PM	2023-09-14	Described system objective.	1.5
DCR	2023-09-19	Create a detailed event table based on the description.	1.5
PM	2023-09-19	Described system objective.	1.5
DCR	2023-09-21	Create a detailed event table based on the description.	1
PM	2023-09-21	Described system objective.	1
PM	2023-09-21	Complete Project Plan	1

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Hours (.25 increments)
At Conestoga	2023-09-12	Create a team charter. Create the first draft of the project charter. Summarize project description. Setting up a project plan. Decide to use Teams to share documents for a project. Discuss file sharing platforms.	2
Zoom	2023-09-14	Decide on details for the Project Charter. Create a git repository. List features for project Described system objective. Preliminary Technical Architecture	3
At Conestoga	2023-09-19	Modify Project Charter. Decide on details for the Project Charter Create a git repository. List features for project. Describe system objective. Preliminary Technical Architecture.	2
Zoom	2023-09-21	Review Project Charter. Complete Project Plan.	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Problem: Adding the time into the start and the finish in the project plan was more complicated because I don't know anything about the Microsoft Project

Answer: However, I figured it out with my team member, Brendan and searched for the answer through Googling

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
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TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 1

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: BYOUNGUK MIN

TEAM MEMBER ACTIVITIES

Category	Date YYYY-MM-DD	Activity	Hours (.25 increments)
PM	2023-09-28	Discuss What SW to Create Diagrams	0.5
DCR	2023-10-03	Create Admin Events Diagrams	4
DCR	2023-10-05	Complete Admin Events Diagrams and Start to Create Logging in Diagram	4
DCR, TDOC	2023-10-10	Complete Logging in Diagram and Start to Draw Prototype	3
TDOC , PM	2023-10-13	Complete the Draw Prototype and start to write Agile Documents	5
PM, WSD	2023-10-15	Done Agile Documents and Made a branch for designing Web Site	3

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours (.25 increments)
Zoom	2023-09-28	Decide which SW to use for diagrams Decide which features to draw. Decide what functions members will be responsible for.	3
At Conestoga	2023-10-03	Decide which diagram will be based on. Determine who will implement the code. Decide which features to draw the rest of the diagram.	2
At Conestoga	2023-10-10	Peer Review Checked each progress.	2
Zoom	2023-10-12	Check status and review each other	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Apparent differences between the Design Sequence level diagram and the System Sequence Diagram

When to reset password in Login Activity

Questions about whether our output should exactly match the prototype.

Questions about why Agile documents are needed

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
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TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 2

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: BYOUNGUK MIN

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours (.25 increments)
PM	2023-10-19	Decide who take charge of what feature development	0.5
PM	2023-10-19	Decide when to finish Analysis Activities	0.5
DCR	2023-10-20	Create Diagrams for Wish List & View Wish List	0.5
DCR	2023-10-30	Finish making Diagrams	4
DCR	2023-10-31	Peer Review	1.5
PM	2023-10-31	Decide when to finish Feature Development and Unit Test	0.5
IWC	2023-10-31	Ask Questions to confirm the confusing items	0.5
WEBPR	2023-11-02	Started to implement Wish List	1
DCR	2023-11-07	Check status and review each other	3
WEBPR	2023-11-09	Implemented Wish List	6

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours (.25 increments)
Zoom	2023-10-19	Decide when to finish Analysis Activities Decide who take charge of what feature development	3
At Conestoga	2023-10-31	Status report Peer Review Decide when to finish Feature Development and Unit Test Ask Questions to confirm the confusing items	2
Zoom	2023-11-07	Check status and review each other	2
Zoom	2023-11-09	Check status and review each other	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS	
Apparent differences between the Design Sequence level diagram and the System Sequence Diagram	
When to reset password in Login Activity	
Questions about whether our output should exactly match the prototype.	
Questions about why Agile documents are needed	

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 3

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: BYOUNGUK MIN

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
DCR	2023-11-17	Create Diagrams	3
DCR	2023-11-21	Cart Diagrams	1
WEBPR, WPD	2023-11-23	Implement Download	2
UTEST	2023-11-28	Unit Test	1
DCR	2023-11-30	Prototype	1.5
DCR	2023-11-30	Agile Backlog Summary	0.5
DCR	2023-11-30	Agile Release Summary	0.5
DCR	2023-11-30	Individual Status Report	1

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-11-14	Decide who take charge of what feature development. Decide when to finish Analysis Activities.	2
Zoom	2023-11-21	Status report Peer Review Decide when to finish Feature Development and Unit Test Ask Questions to confirm the confusing items.	2
Zoom	2023-11-23	Check status and review each other	3

Zoom	2023-11-28	Check status and review each other	2
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ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
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CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Transition Phase

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: BYOUNGUK MIN

TEAM MEMBER ACTIVITIES

Category	Date YYYY-MM-DD	Activity	Hours (.25 increments)
CDOC	2023-12-05	Write User Documentation	3
CDOC	2023-12-06	Fix User Documentation	1
TDOC	2023-12-07	Fix Technical Documentation	1
DCR	2023-12-08	Individual Status Report	1

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Hours (.25 increments)
Zoom	2023-12-05	Decide who take charge of the Transition Phase. Decide when to finish Analysis Activities.	2
Zoom	2023-12-07	Status report Peer Review	3

		Partial feedback and supplementation for each other's shortcomings	
Zoom	2023-12-08	Check status and review each other	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
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CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Individual Status Reports – Junseo Yang

Inception Phase

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: JUNSEO YANG

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-09-12	Determined roles, expectations, and agreements in Team Charter.	0.5
IWC	2023-09-12	Reviewed the project description to create a project charter in Project Charter.	0.5
PM	2023-09-12	Assigned roles and discussed the details of the role and preliminary technical architecture in Project Charter	0.5
PM	2023-09-12	Installing and setting up applications for Project Plan.	0.5
DCR	2023-09-14	Create a detailed event table based on description	1.25
PM	2023-09-14	List features for project	1.25
PM	2023-09-14	Create a get repository on GitHub.	0.5
DCR	2023-09-19	Create a detailed event table based on description	0.75
DCR	2023-09-19	List features for project	0.75
PM	2023-09-19	Create a get repository on GitHub	0.5

PM	2023-09-21	Create a detailed event table based on description	2
PM	2023-09-21	Review all documents	1

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
At Conestoga	2023-09-12	Create a team charter. Create the first draft of the project charter. Summarize project description. Setting up a project plan. Decide to use Teams to share documents for a project. Discuss file sharing platforms.	2
Zoom	2023-09-14	Decide on details for the Project Charter. Create a git repository. List features for project Described system objective. List Project Critical Success Factors. Preliminary Technical Architecture	3
At Conestoga	2023-09-19	Modify Project Charter. Decide on details for the Project Charter Create a git repository. List features for project. Describe system objective. List Project Critical Success Factors. Preliminary Technical Architecture.	2
Zoom	2023-09-14	Review Project Charter. Complete Project Plan.	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Problem: Confirm that "Can we merge the feature "Download Reports" and "Print Reports" because once we download it, we can print it out?"

Answer: Yes, the two features can be merged into one feature

Problem: Confirm that "Can we replace the feature send out physical copies of purchased games to just Download and Print Shipping Invoices"

Answer: No need of Shipping invoices, instead we can have separate field on Order Status.

Problem: Confirm that "Can we merge friends and family lists to keep them all in a list?"

Answer: Yes, no need to implement parental control feature

Problem: Confirm that "Can we describe just Update Preferences instead of Change preferences for promotional emails, favorite platform(s), favorite game category/categories, and language preferences"

Answer: Yes, but it would be better to describe details in the Event column

Problem: Do we have to separate databases for local development and production deployment?

Answer: Yes, it would be better to separate them for loosening coupling.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing

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DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
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CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 1

Team Member Status Report

TEAM NUMBER: 3 **TEAM NAME: CREATIVE**

TEAM MEMBER

NAME: JUNSEO YANG

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-09-28	Discuss what SW to create diagrams	0.5
DCR	2023-09-28	Create diagrams for admin review	1.5
PM	2023-10-03	Discuss roles and reviewed each other.	1
DCR	2023-10-03	Create diagrams for admin review	2
DCR	2023-10-10	Check progress and peer review for diagram.	0.5
DCR	2023-10-10	Create diagrams and meeting agenda minutes	0.5
WEBPR	2023-10-10	Work on Web Development	2
PM	2023-10-12	Check progress and peer review for diagram.	1
DCR	2023-10-12	Create diagrams and meeting agenda minutes	2
DCR	2023-10-13	Work on Web Development	3
ENTPR	2023-10-13	Create Entity Relationship Diagram	1
UTEST	2023-10-13	Create Unit Test Plan and Results	1

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-09-28	Decide which SW use for diagrams Decide which features to draw Decide what functions members will be responsible for.	3
At Conestoga	2023-10-03	Decide which diagram will be based on. Determine who will implement the code. Decide which features to draw the rest of the diagram.	2
At Conestoga	2023-10-10	Status report Peer Review Checked each progress.	2
Zoom	2023-10-12	Check status and review each other	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

1. Which SW to create diagrams ⇒ anything we can leverage
 2. Do we have to submit the source code for the iteration 1. ⇒ 5 requirements for each iteration, 5 Requirements for each unit test takes
 3. In the Iteration 1 Rubric, what is Web development? ⇒ 5 requirements for each iteration
 4. What is the minimum number of Diagrams we have to submit? => In one Use Case Diagram, we can put 10 UCs for this iteration. Individually, 10 different docs for each the rest of the diagrams
 5. Can we merge 4 different UCs related to each other into one? ⇒ Yes, as long as we meet the minimum number of UCs
 6. What is the difference between Release Summary vs Project Plan? ⇒ Make sure you add 5 Requirements this time into Release Summary
 7. What are the numbers on Agile Release Summary Template ⇒ Just a feature id number. You can make it up.
1. Should we divide CRUD into different UCs for diagrams or can we put it into one diagram? => Yes! it's fine
 2. What's the difference between Design Level Class Diagram and Analysis Level Class Diagram => Syntax is different
 3. Activity Diagram Swimlane? => Either one is fine (with swimlane or without swimlane)
 4. Can we submit only one Design Level Class Diagram that includes whole classes? => Yes
 5. How many user description we have to submit?
 6. 5 Different Glossary Submission
 7. 2 different Unit test for each UCs. 10 in total
 8. Do we have to match Project Charter that we submitted in Inception Phase Event Table? We have 60 pages => No, we don't need to match it and we can change it anytime.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 2

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: JUNSEO YANG

TEAM MEMBER ACTIVITIES

Category	Date YYYY-MM-DD	Activity	Hours (.25 increments)
PM	2023-10-19	Decide who take charge of what feature development	0.5
PM	2023-10-19	Decide when to finish Analysis Activities	0.5
DCR	2023-10-19	Create diagrams for Friend/Family	2

DCR	2023-10-31	Status report	0.5
DCR	2023-10-31	Peer Review	1.5
PM	2023-10-31	Decide when to finish Feature Development and Unit Test	0.5
IWC	2023-10-31	Ask Questions to confirm the confusing items	0.5
WEBPR	2023-11-02	Implement Family/Friend Feature	4
UTEST	2023-11-02	Implement Unit Testing on Family/Friend Feature	4
DCR	2023-11-07	Check status and review each other	3
ENTPR	2023-11-08	Create Entity Relationship Diagram	1
UTEST	2023-11-09	Create Unit Test Plan and Results	3

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-10-19	Decide when to finish Analysis Activities Decide who take charge of what feature development	3
Conestoga	2023-10-31	Status report Peer Review Decide when to finish Feature Development and Unit Test Ask Questions to confirm the confusing items	2
Zoom	2023-11-07	Check status and review each other	2
Zoom	2023-11-09	Check status and review each other	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Ask Questions to confirm the confusing items

1. Do we need to tackle 10 requirements down in this iteration?

⇒ No, 10 requirements include requirements from the iteration 1 as well. (5 (Iteration 1) + 5 (Iteration 1) = 10)

2. Can we use any testing framework? Like Selenium or Xunit?

⇒ Yes, you can use whatever testing framework.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 3

Team Member Status Report

TEAM NUMBER: 3**TEAM NAME: CREATIVE****TEAM MEMBER****NAME: JUNSEO YANG**

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-11-14	Decide who take charge of what feature development	0.5
PM	2023-11-14	Decide when to finish Analysis Activities	0.5
DCR	2023-11-14	Create diagrams for Review Games and Rate Games	2
DCR	2023-11-21	Status report	0.5
DCR	2023-11-21	Peer Review	1.5
PM	2023-11-21	Decide when to finish Feature Development and Unit Test	0.5
IWC	2023-11-21	Ask Questions to confirm the confusing items	0.5
WEBPR	2023-11-23	Implement Review Games and Rate Games Features	4
UTEST	2023-11-23	Implement Unit Testing on Review Games and Rate Games Features	4
DCR	2023-11-28	Check status and review each other	3
ENTPR	2023-11-28	Create Entity Relationship Diagram	1
UTEST	2023-11-28	Create Unit Test Plan and Results	3

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-11-14	Decide when to finish Analysis Activities Decide who take charge of what feature development	2
Zoom	2023-11-21	Status report Peer Review Decide when to finish Feature Development and Unit Test Ask Questions to confirm the confusing items	2
Zoom	2023-11-23	Check status and review each other	3
Zoom	2023-11-28	Check status and review each other	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Ask Questions to confirm the confusing items

1. Do we need to tackle 10 requirements down in this iteration?
⇒ No, 10 requirements include requirements from the iteration 1 as well. (5 (Iteration 1) + 5 (Iteration 1)) = 10
2. Can we use any testing framework? Like Selenium or Xunit?
⇒ Yes, you can use whatever testing framework.
3. Do we have to finish 15 for a team of 4? ⇒ Yep, 15 that's all. But you might need to submit 30 diagrams for use case diagrams and so on.
4. Do we count preliminary requirements when we count 15 requirements? ⇒ Yep it does count.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design

GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Transition Phase

Team Member Status Report

TEAM NUMBER: 3 TEAM NAME: CREATIVE

TEAM MEMBER

NAME: JUNSEO YANG

TEAM MEMBER ACTIVITIES

Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-12-05	Decide plan for completing Transition phase.	2
PM, CDOC	2023-12-07	Peer Reviewed and worked on User Documentation	3
PM, CDOC	2023-12-08	Final review, work on last touches	2

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-12-05	Set plan for transition phase.	2
Zoom	2023-12-07	Reviewed/Peer reviewed transition phase so far.	3
Zoom	2023-12-08	Final review of everything.	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Ask Questions to confirm the confusing items

1. Do we need to tackle 10 requirements down in this iteration?
⇒ No, 10 requirements include requirements from the iteration 1 as well. (5 (Iteration 1) + 5 (Iteration 1)) = 10
2. Can we use any testing framework? Like Selenium or Xunit?
⇒ Yes, you can use whatever testing framework.
3. Do we have to finish 15 for a team of 4?
⇒ Yep, 15 that's all. But you might need to submit 30 diagrams for use case diagrams and so on.
4. Do we count preliminary requirements when we count 15 requirements?
⇒ Yep it does count.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development

WPD	Web Page Design	
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Adapted from Ensworth/Accidental Project Manager Template 3.1

Individual Status Reports – Sanbong Park

Inception Phase

Team Member Status Report

TEAM NUMBER: 3 TEAM NAME: CREATIVE

TEAM MEMBER

NAME: SANBONG PARK

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-09-12	Determined roles, expectations, and agreements.	0.5
IWC	2023-09-12	Reviewed the project description to create a project charter.	0.5
PM	2023-09-12	Assigned roles and discussed the details of the role and preliminary technical architecture.	0.5
PM	2023-09-12	Installing and setting up applications for Project Plan.	0.5
PM	2023-09-14	Described the client details.	1
PM	2023-09-14	Summarized business purpose.	1
DCR	2023-09-14	Described Preliminary Technical Architecture	1
PM	2023-09-19	Described the client details.	1
PM	2023-09-19	Summarized business purpose.	0.5
DCR	2023-09-19	Complete Preliminary Technical Architecture	0.5
PM	2023-09-21	Described the client details.	1.5
PM	2023-09-21	Summarized business purpose.	1.5

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
At Conestoga	2023-09-12	Create a team charter. Create the first draft of the project charter. Summarize project description. Setting up a project plan. Decide to use Teams to share documents for a project. Discuss file sharing platforms.	2
Zoom	2023-09-14	Decide on details for the Project Charter. Create a git repository. List features for project Described system objective. List Project Critical Success Factors. Preliminary Technical Architecture	3
At Conestoga	2023-09-19	Modify Project Charter. Decide on details for the Project Charter Create a git repository. List features for project. Describe system objective. List Project Critical Success Factors. Preliminary Technical Architecture.	2
Zoom	2023-09-14	Review Project Charter. Complete Project Plan.	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Problem: Should we create the local database and store each one, or should we create them into the server and use one database?

Answer: It is recommended to use own database to maintain them.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 1

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: SANGBONG PARK

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
PM	2023-09-28	Discuss to use a tool for drawing diagrams	0.5
DCR	2023-09-28	Create diagrams for admin game and order	1.5
PM	2023-10-03	Discuss roles and reviewed each other.	1
DCR	2023-10-03	Create diagrams for admin game and order	2
DCR	2023-10-10	Check progress and peer review for diagram.	0.5
DCR	2023-10-10	Create diagrams and meeting agenda minutes	0.5
DCR	2023-10-10	Create data dictionary	1
WEBPR	2023-10-10	Implemented captcha feature	1
PM	2023-10-13	Check progress and peer review for diagram.	1
DCR	2023-10-13	Create diagrams and meeting agenda minutes	0.5
DCR	2023-10-13	Create data dictionary	0.5
DCR	2023-10-13	Create navigation diagram	1.5

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-09-12	Determined tool for diagram, Decided roles.	3
Conestoga	2023-10-03	Selected reference diagram.	2

		Determined code developer to configure basic structure. Decided role for rest of task.	
Zoom	2023-09-19	Modified diagram and review each other.	2
Conestoga	2023-09-14	Review diagrams and data dictionary	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Problem: What should we put for size in the data dictionary?

Answer: This should be the size of the data, for example, an int is 4 bytes.

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 2

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: SANGBONG PARK

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours (.25 increments)
DCR	2023-10-19	Create Diagrams	3
DCR	2023-10-31	Review diagrams	0.5
WEBPR,WPD	2023-11-05	Implement feature.	4
UTEST	2023-11-05	Unit Test	1
DCR	2023-11-07	Data Dictionary	2
DCR	2023-11-07	Navigation Diagram	1
DCR	2023-11-09	Data Dictionary	1
DCR	2023-11-09	Navigation Diagram	0.5
DCR	2023-11-09	Individual Status Report	1

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Hours (.25 increments)
Zoom	2023-10-19	Decide who take charge of what feature development. Decide when to finish Analysis Activities.	3
Conestoga	2023-10-31	Status report Peer Review Decide when to finish Feature Development and Unit Test Ask Questions to confirm the confusing items.	2
Zoom	2023-11-07	Check status and review each other	2
Conestoga	2023-11-09	Check status and review each other	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 3

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: SANGBONG PARK

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours (.25 increments)
DCR	2023-11-14	Create Diagrams	3
DCR	2023-11-14	Events diagrams	0.5
WEBPR,WPD	2023-11-21	Implement feature.	4
UTEST	2023-11-21	Unit Test	1
DCR	2023-11-23	Data Dictionary	2
DCR	2023-11-23	Navigation Diagram	1
DCR	2023-11-23	Data Dictionary	1
DCR	2023-11-28	Navigation Diagram	0.5
DCR	2023-11-28	Individual Status Report	1

TEAM MEETINGS AND ACTIVITIES			
Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-11-14	Decide who take charge of what feature development. Decide when to finish Analysis Activities.	2
Zoom	2023-11-21	Status report Peer Review Decide when to finish Feature Development and Unit Test Ask Questions to confirm the confusing items.	2
Zoom	2023-11-23	Check status and review each other	3
Zoom	2023-11-28	Check status and review each other	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Transition Phase

Team Member Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEMBER

NAME: SANGBONG PARK

TEAM MEMBER ACTIVITIES			
Category	Date YYYY-MM-DD	Activity	Hours .25 increments)
DCR	2023-12-06	Unit Documentation	3
DCR	2023-12-07	Deployment Guide	3
DCR	2023-12-08	Individual Status Report	3

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Hours .25 increments)
Zoom	2023-12-05	Decide plan for transition phase.	2
Zoom	2023-12-07	Review/Peer review for transition documentation	3
Zoom	2023-12-08	Final review	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS
CATEGORIES:

PM	Project Management	WEBPR	Web Programming
IWC	Interacting with Clients	ITEST	Interactive Testing
DCR	Diagramming and Documenting Client Requirements	ENTPR	Entity Class Design and Programming
DOD	Diagramming and Documenting Overall Design	TPR	Technical / Lower-Level Programming
TDOC	Technical Documentation	UTEST	Unit and Integration Testing
CDOC	Client Documentation	DBD	Database Design
GUID	GUI Design	SQL	SQL Development
WINPR	Windows Programming	RPT	Report Development
WSD	Website Design	INST	Installer Development
WPD	Web Page Design		

Adapted from Ensworth/Accidental Project Manager Template 3.1

Team Status Reports

Inception Phase

Team Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEETINGS AND ACTIVITIES

Location	Date YYYY-MM-DD	Activity	Present (List of initials)	Hours .25 increments)
At Conestoga	2023-09-12	Create a team charter. Create the first draft of the project charter. Summarize project description. Setting up a project plan. Decide to use Teams to share documents for a project. Discuss file sharing platforms.	JY BD BM SP	2
Zoom	2023-09-14	Decide on details for the Project Cheater. Create a git repository. List features for project Described system objective. List Project Critical Success Factors. Preliminary Technical Architecture	JY BD BM SP	3

At Conestoga	2023-09-19	Modify Project Charter. Decide on details for the Project Charter Create a git repository. List features for project. Describe system objective. List Project Critical Success Factors. Preliminary Technical Architecture.	JY BD BM SP	2
Zoom	2023-09-21	Review Project Charter. Complete Project Plan.	JY BD BM SP	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

Problem: Confirm that "Can we merge the feature "Download Reports" and "Print Reports" because once we download it, we can print it out?"

Answer: Yes, the two features can be merged into one feature

Problem: Confirm that "Can we replace the feature send out physical copies of purchased games to just Download and Print Shipping Invoices"

Answer: No need of Shipping invoices, instead we can have separate field on Order Status.

Problem: Confirm that "Can we merge friends and family lists to keep them all in a list?"

Answer: Yes, no need to implement parental control feature

Problem: Confirm that "Can we describe just Update Preferences instead of Change preferences for promotional emails, favorite platform(s), favorite game category/categories, and language preferences"

Answer: Yes, but it would be better to describe details in the Event column

Problem: Do we have to separate databases for local development and production deployment?

Answer: Yes, it would be better to separate them for loosening coupling.

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 1

Team Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEETINGS AND ACTIVITIES				
Location	Date YYYY-MM-DD	Activity	Present (List of initials)	Hours .25 increments)
Zoom	2023-09-28	Decide which SW use for diagrams Decide which features to draw Decide what functions members will be responsible for.	JY BD BM SP	3
At Conestoga	2023-10-03	Decide which diagram will be based on. Determine who will implement the code. Decide which features to draw the rest of the diagram.	JY BD BM SP	2

At Conestoga	2023-10-10	Status report Peer Review Checked each progress.	JY BD BM SP	2
Zoom	2023-10-12	Check status and review each other	JY BD BM SP	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

1. Which SW to create diagrams ⇒ anything we can leverage
2. Do we have to submit the source code for the iteration 1. ⇒ 5 requirements for each iteration, 5 Requirements for each unit test takes
3. In the Iteration 1 Rubric, what is Web development? ⇒ 5 requirements for each iteration
4. What is the minimum number of Diagrams we have to submit? => In one Use Case Diagram, we can put 10 UCs for this iteration. Individually, 10 different docs for each of the diagrams
5. Can we merge 4 different UCs related to each other into one? ⇒ Yes, as long as we meet the minimum number of UCs
6. What is the difference between Release Summary vs Project Plan? ⇒ Make sure you add 5 Requirements this time into Release Summary
7. What are the numbers on Agile Release Summary Template ⇒ Just a feature id number. You can make it up.
1. Should we divide CRUD into different UCs for diagrams or can we put it into one diagram? => Yes! it's fine
2. What's the difference between Design Level Class Diagram and Analysis Level Class Diagram => Syntax is different
3. Activity Diagram Swimlane? => Either one is fine (with swimlane or without swimlane)
4. Can we submit only one Design Level Class Diagram that includes whole classes? => Yes
5. How many user description we have to submit? - 병우 Will ask
6. 5 Different Glossary Submission
7. 2 different Unit test for each UCs. 10 in total
8. Do we have to match Project Charter that we submitted in Inception Phase Event Table? We have 60 pages => No, we don't need to match it and we can change it anytime.

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 2

Team Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEETINGS AND ACTIVITIES				
Location	Date YYYY-MM-DD	Activity	Present (List of initials)	Hours .25 increments)
Zoom	2023-10-19	Decide which features are responsible. Draw diagrams	JY BD BM SP	3
At Conestoga	2023-10-31	Review each member's progress. Review diagrams. Implement features	JY BD BM SP	2

At Conestoga	2023-11-07	Review each member's progress. Review feature implementation. Draw rest of diagrams and tasks	JY BD BM SP	2
Zoom	2023-11-09	Check status and review each other	JY BD BM SP	3

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

1. Which SW to create diagrams ⇒ anything we can leverage
 2. Do we have to submit the source code for the iteration 1. ⇒ 5 requirements for each iteration, 5 Requirements for each unit test takes
 3. In the Iteration 1 Rubric, what is Web development? ⇒ 5 requirements for each iteration
 4. What is the minimum number of Diagrams we have to submit? => In one Use Case Diagram, we can put 10 UCs for this iteration. Individually, 10 different docs for each the rest of the diagrams
 5. Can we merge 4 different UCs related to each other into one? ⇒ Yes, as long as we meet the minimum number of UCs
 6. What is the difference between Release Summary vs Project Plan? ⇒ Make sure you add 5 Requirements this time into Release Summary
 7. What are the numbers on Agile Release Summary Template ⇒ Just a feature id number. You can make it up.
1. Should we divide CRUD into different UCs for diagrams or can we put it into one diagram? => Yes! it's fine
 2. What's the difference between Design Level Class Diagram and Analysis Level Class Diagram => Syntax is different
 3. Activity Diagram Swimlane? => Either one is fine (with swimlane or without swimlane)
 4. Can we submit only one Design Level Class Diagram that includes whole classes? => Yes
 5. How many user description we have to submit? - 병우 Will ask
 6. 5 Different Glossary Submission
 7. 2 different Unit test for each UCs. 10 in total
 8. Do we have to match Project Charter that we submitted in Inception Phase Event Table? We have 60 pages => No, we don't need to match it and we can change it anytime.

Adapted from Ensworth/Accidental Project Manager Template 3.1

Iteration 3

Team Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEETINGS AND ACTIVITIES				
Location	Date YYYY-MM-DD	Activity	Present (List of initials)	Hours .25 increments)
Zoom	2023-11-14	Decide which features are responsible. Draw diagrams	JY BD BM SP	2
Zoom	2023-11-21	Review each member's progress. Review diagrams. Implement features	JY BD BM SP	2
Zoom	2023-11-23	Review each member's progress. Review feature implementation. Draw rest of diagrams and tasks	JY BD BM	3

			SP	
Zoom	2023-11-28	Check status and review each other	JY BD BM SP	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

1. Which SW to create diagrams ⇒ anything we can leverage
2. Do we have to submit the source code for the iteration 1. ⇒ 5 requirements for each iteration, 5 Requirements for each unit test takes
3. In the Iteration 1 Rubric, what is Web development? ⇒ 5 requirements for each iteration
4. What is the minimum number of Diagrams we have to submit? => In one Use Case Diagram, we can put 10 UCs for this iteration. Individually, 10 different docs for each the rest of the diagrams
5. Can we merge 4 different UCs related to each other into one? ⇒ Yes, as long as we meet the minimum number of UCs
6. What is the difference between Release Summary vs Project Plan? ⇒ Make sure you add 5 Requirements this time into Release Summary
7. What are the numbers on Agile Release Summary Template ⇒ Just a feature id number. You can make it up.
1. Should we divide CRUD into different UCs for diagrams or can we put it into one diagram? => Yes! it's fine
2. What's the difference between Design Level Class Diagram and Analysis Level Class Diagram => Syntax is different
3. Activity Diagram Swimlane? => Either one is fine (with swimlane or without swimlane)
4. Can we submit only one Design Level Class Diagram that includes whole classes? => Yes
5. How many user description we have to submit? - Byounguk Will ask
6. 5 Different Glossary Submission
7. 2 different Unit test for each UCs. 10 in total
8. Do we have to match Project Charter that we submitted in Inception Phase Event Table? We have 60 pages => No, we don't need to match it and we can change it anytime.

Adapted from Ensworth/Accidental Project Manager Template 3.1

Transition Phase

Team Status Report

TEAM NUMBER: 3

TEAM NAME: CREATIVE

TEAM MEETINGS AND ACTIVITIES				
Location	Date YYYY-MM-DD	Activity	Present (List of initials)	Hours .25 increments)
Zoom	2023-12-05	Decide how break each documentations down Draw diagrams	JY BD BM SP	2
Zoom	2023-12-07	Review each member's progress. Review Documentations	JY BD BM SP	3
Zoom	2023-12-08	Final Review	JY BD BM SP	2

ISSUES/OBSTACLES/DEPENDENCIES/PROBLEMS

User Documentation

- Sangbong Park
 - o Profile
 - o Address
 - o Selecting Games
 - o Friends and Family
 - o Events
- Brendan Donnachie
 - o Sign Up
 - o Preferences
 - o Game Recommendations
 - o Rate Games
 - o Cart
- Byounguk Min
 - o Logging In
 - o Wish List
 - o View Wish List
 - o Review Games
 - o Download

Deployment Guide

- Sanbong Park
- Junseo Yang

Project Binder

- Junseo Yang

Adapted from Ensworth/Accidental Project Manager Template 3.1

Team Charter and Project Charter (Vision Statement)

Team Charter

Team Charter

Team Name  Creative

Team Members

Team Member	
Byounguk Min	bmin3561@conestogac.on.ca
Brendan Donnachie	bdonnachie2522@conestogac.on.ca
Junseo Yang	jyang2918@conestogac.on.ca
Sangbong Park	spark2765@conestogac.on.ca

Member Roles

Project Management	
Team leadership	Junseo Yang

Project planning	Junseo Yang
Project record-keeping	Junseo Yang
Analysis, Design and Documentation	
Interacting with clients	Sangbong Park
Diagramming and documenting client requirements	Sangbong Park
Diagramming and documenting overall design	Sangbong Park
Technical documentation	Sangbong Park
Client documentation	Sangbong Park
Web Development	
Creating web graphics	Byounguk Min
Website design	Byounguk Min
Web page design	Byounguk Min
Web programming	Byounguk Min
Interactive testing	Byounguk Min
Business Layer Development	
Class design	Junseo Yang
Business programming	Brendan Donnachie
Technical / lower-level programming	Byounguk Min
Unit and integration testing	Sangbong Park
Database Development	
Database design	Brendan Donnachie
SQL/LINQ development	Brendan Donnachie
Other	
Report development	Brendan Donnachie
Installer development	Brendan Donnachie

Expectations

The following is a list of expectations from this team project:

- Equal sharing of work
- Attending all meetings
- Creating deliverables on time
- Collaboration
- If you get blocked for more than 1 hour, reach out to the other team members.
- Pair-Programming: Unblock each other whenever you or the other team member got blocked.
- Treat others with dignity and respect
- Support and promote intra- and inter-departmental teamwork
- Understand and consider the needs and impacts of your own work on others
- Demonstrate an ability to problem-solve and make timely decisions
- Actively seek and receive feedback for improvement
- Consistently share knowledge and information

Consequences

If the expectations have not been met, we're going to go through these steps:

- Identify: What expectations were not met?

- Understand: Why were the expectations not met?
- Focus: What are the root causes instead of blaming?
- Assess: How big is the impact?
- Problem-Solving: What solutions do we have?
- Prioritize: What actions have priority?
- Act: Execute the agreed-upon actions
- Feedback: What have we learned and how to prevent it?
- Report: If it's continued or necessary, report to professor.

Agreement

Team Member	Signature
Byounguk Min	민병욱
Brendan Donnachie	Brendan Donnachie
Junseo Yang	Junseo Yang
Sangbong Park	Sangbong Park

Project Charter

Project Charter

The project charter represents the first blueprint of the system. It is a statement of intent by your client of their desire to develop a software solution.

The Client:

Project	Insider Club		
Sponsor	Marvin Aday	Title	Vice President
Company	Retail Operations	Contact	Marvin.aday@reailtoperation.ca
Start Date	Sep 15, 2023	End Date	Dec 15,2023

Business Purpose:

This project aims to create online gaming revenue growth by creating an “Insiders Club” website that focuses on attracting and retaining customers, managing membership, and providing exclusive features to keep members involved.

- Increase revenue: Increase online game sales and gather members.
- Manage club membership: Create an efficient membership management process.
- Offer exclusive access: Allow customers to sign in and access membership only featuring
- Engage member: Provide constantly engaging feature to maintain club member attraction.

Project Roles/Responsibilities:

Project Manager: Junseo Yang

- Project Management
 - Team leadership
 - Project planning

- Project record-keeping
- Business Layer Development
 - Class design

Frontend Developer: Byounguk Min

- Web Development
 - Creating web graphics
 - Website design
 - Web page design
 - Web programming
 - Interactive testing
- Business Layer Development
 - Technical / lower-level programming

Backend Developer: Sangbong Park

- Analysis, Design and Documentation
 - Interacting with clients
 - Diagramming and documenting client requirements
 - Diagramming and documenting overall design
 - Technical documentation
 - Client documentation
- Business Layer Development
 - Unit and integration testing

Database Developer: Brendan Donnachie

- Database Development
 - Database design
 - SQL/LINQ development
- Other
 - Report development
 - Installer development
- Business Layer Development
 - Business programming

Event Table:

Use Case#	Use Case Name	Event	Trigger	Source	Response	Destination
UC01	Admin Creates Games	Admin wants to add new games from admin panel	Admin clicks Create games	Admin	Games get added to DB	Admin Page
UC02	Admin Reads Games	Admin wants to retrieve games from admin panel	Admin navigates to games page	Admin	Games are listed to Admin	Admin Page
UC03	Admin Updates Games	Admin wants to update games from admin panel	Admin clicks Update games	Admin	Games get updated in DB	Admin Page
UC04	Admin Deletes Games	Admin wants to delete games from admin panel	Admin clicks Delete games	Admin	Games get deleted from DB	Admin Page
UC05	Admin Create Events	Admin wants to add new events from admin panel	Admin clicks Create events	Admin	Events get added to DB	Admin Page
UC06	Admin Read Events	Admin wants to retrieve events from admin panel	Admin navigates to events page	Admin	Events are listed to Admin	Admin Page

UC07	Admin Update Events	Admin wants to update events from admin panel	Admin clicks Update events	Admin	Events get updated in DB	Admin Page
UC08	Admin Delete Events	Admin wants to delete events from admin panel	Admin clicks Delete events	Admin	Events get deleted from DB	Admin Page
UC09	Admin Create Orders	Admin wants to add Orders from admin panel	Admin clicks Create Orders	Admin	Orders get added to DB	Admin Page
UC10	Admin Read Orders	Admin wants to retrieve Orders from admin panel	Admin navigates to Orders page	Admin	Orders are listed to Admin	Admin Page
UC11	Admin Update Orders	Admin wants to update Orders to change the status of the order to "Processed" or "Shipped" if it's a physical copy of game from admin panel	Admin clicks Update Orders	Admin	Orders get updated in DB	Admin Page
UC12	Admin Delete Orders	Admin wants to delete Orders from admin panel	Admin clicks Delete Orders	Admin	Orders get deleted from DB	Admin Page
UC13	Admin Create Reviews	Admin wants to add Reviews from admin panel	Admin clicks Create Reviews	Admin	Reviews get added to DB	Admin Page
UC14	Admin Read Reviews	Admin wants to retrieve Reviews from admin panel	Admin navigates to Reviews page	Admin	Reviews are listed to Admin	Admin Page
UC15	Admin Update Reviews	Admin wants to update Reviews from admin panel	Admin clicks Update Reviews	Admin	Reviews get updated in DB	Admin Page
UC16	Admin Delete Reviews	Admin wants to delete Reviews from admin panel	Admin clicks Delete Reviews	Admin	Reviews get deleted from DB	Admin Page
UC17	Admin Approve Reviews	Admin wants to approve for Rate/Write reviews games from members from admin panel	Admin clicks Approve Reviews	Admin	Reviews get approved	Admin Page
UC18	Admin Create Reports	Admin wants to add Reports individually/together with game list, game detail, member list, member detail, wish list, sales, and other reports as needed from admin panel	Admin clicks Create Reports	Admin	Reports get added to DB	Admin Page
UC19	Admin Read Reports	Admin wants to retrieve Reports from admin panel	Admin navigates to Reports page	Admin	Reports are listed to Admin	Admin Page
UC20	Admin Update Reports	Admin wants to update Reports from admin panel	Admin clicks Update Reports	Admin	Reports get updated in DB	Admin Page
UC21	Admin Delete Reports	Admin wants to delete Reports from admin panel	Admin clicks Delete Reports	Admin	Reports get deleted from DB	Admin Page
UC22	Admin Download Reports	Admin wants to download Reports in PDF or Excel reports to print from admin panel	Admin clicks Download Reports	Admin	Reports get downloaded from DB	Admin Page
UC23	Non-Member Sign-Up Page	Non-Member wants to open the sign-up page from the home screen	Non-Member clicks "Sign-Up" button	Non-Member	Sign-up Page opens on the Non-Member's screen	Sign-Up Page
UC24	Non-Member Sign-Up Form Submission	Non-Member wants to submit their completed sign-up form from the sign-up page with a	Non-Member clicks the "Submit" button	Non-Member	Sign-Up form data is processed, validated, and stored in the database	Log In Page

		unique display name, email address, strong password, Captcha validation, email verification				
UC25	Non-Member Sign-Up Form Submission Failure	Non-Member wants to submit their sign-up form from the sign-up page	Non-Member clicks the "Submit" button	Non-Member	If there are validation errors, error messages display next to the relevant fields If the submission failed due to other reasons display an error message describing the related issue	Sign-Up Page
UC26	Member Log In Page	Member wants to open then log in page from the home screen	Member clicks "Log In" button	Member	Log In page opens on the Member's Screen	Log In Page
UC27	Member Log In Form Submission	Member wants to log in to their account from the log in page	Member enters their log in credentials on the log in form and clicks the "Log In" submission button	Member	Credentials are validated and the Member is logged in	Homepage
UC28	Member Failed Log In	Member wants to log in to their account from the log in page	Member enters their log in credentials on the log in form and clicks the "Log In" submission button	Member	Credentials fail validation and an error message for incorrect log in credentials is shown	Log In Page
UC29	Member Multiple Consecutive Failed Log Ins	Member fails to enter correct log in credentials 3 times consecutively	Member clicks the "Log In" submission button with invalid credentials for the third time consecutively	Member	An error message prompting the user to reset their password with a reset password link	Log In Page
UC30	Member Reset Password	Member wants to reset the password	Member clicks "Forgot password?" button	Member	Members enter their email and get a new password via email.	Log In Page
UC31	Change Preferences	Member wants to update preferences for promotional emails, favorite gaming platforms, game categories, and language preferences.	User navigates to the "Preferences" section on the website or app.	Member	The website or app provides options to update preferences for promotional emails, select favorite gaming platforms, choose preferred game categories, and set language preferences. The user can make their selections and save the updated preferences.	Preferences page
UC32	Update Profile Information	Member wants to update the actual name, gender, and birth date, password in their profile information	Member clicks on the "Edit Profile" button on their profile page	Member	A form containing all the Member's pre-filled information which can then be altered	Profile Page
UC33	Enter New Address	Member wants to enter a new address	Member clicks on the "Add New Address" button	Member	The system presents a form with fields for entering Country, Full Name (First and Last Name), Phone Number, Address (Street Address, Apt – Suite), City, Province, Postal Code, Delivery Instructions (optional), and an indicator for whether it's a mailing/shipping address.	Profile Page

UC34	Modify Address	Member wants to modify an existing address	Member selects the "Modify Address" option for a specific address	Member	The system displays the current details of the address and allows the user to edit any field (Country, Full Name, Phone Number, Address, City, Province, Postal Code, Delivery Instructions, Mailing/Shipping indicator).	Profile Page
UC35	Delete Address	Member wants to delete an existing address	Member selects the "Delete Address" option for a specific address	Member	The system prompts the user for confirmation to delete the address and upon confirmation, removes the address from the user's address list	Profile Page
UC36	Enter New Shipping Address	Member wants to enter a new shipping address	Member selects a specific order and clicks on "Add New Shipping Address"	Member	The system presents a form with fields for entering Country, Full Name (First and Last Name), Phone Number, Address (Street Address, Apt – Suite), City, Province, Postal Code, Delivery Instructions (optional), and an indicator for shipping address	Profile Page
UC37	Modify Shipping Address	Member wants to modify an existing shipping address	Member selects a specific order and clicks on "Modify Shipping Address"	Member	The system displays the current details of the shipping address and allows the user to edit any field (Country, Full Name, Phone Number, Address, City, Province, Postal Code, Delivery Instructions)	Profile Page
UC38	Delete Shipping Address	Member wants to delete an existing shipping address	Member selects a specific order and clicks on "Delete Shipping Address"	Member	The system prompts the user for confirmation to delete the shipping address associated with the order and upon confirmation, removes the shipping address from the order	Profile Page
UC39	Searches for Games	Member initiates a search for games on the platform	Member enters relevant search keywords or criteria in the search bar and hits the search button	Member	The platform retrieves and displays a list of games matching the search criteria to the member.	Game List Page
UC40	Selects Games from the List	Member selects a game from the displayed list of search results	Member clicks on the desired game from the list	Member	The platform marks the selected game and allows the member to proceed to view further details	Game List Page
UC41	Displays Details from the Selection	Member requests to view detailed information about the selected game	Member clicks on a button or link to view more details of the selected game	Member	The platform displays comprehensive details about the selected game, including its description, reviews, ratings, and other relevant information to the member	A Specific Game Page
UC42	Selecting Preferences	Member navigates to the game preferences section	Member clicks on "Preferences" in the game menu	Member	Member is directed to the preferences section to customize game choices	Game List Page

UC43	Customizing Preferences	Member customizes game preferences	Member selects preferred genres, themes, or difficulty levels	Member	Member saves the customized preferences	Profile Page
UC44	Viewing Recommended Games	Member wants to view personalized game recommendations	Member clicks on "Recommended Games" in the game menu	Member	A curated list of games based on the member's preferences is displayed	Game List Page
UC45	Fill a wish list with games	Add game to wish list	Game added to wish list	Member	A curated list of game based on the member's wish list is displayed	Profile Page
UC46	Search existing users	Member searches for users	A search query entered into user search box	Member	A list of profiles is displayed	Users Page
UC47	View existing user's profile	Member views a selected user's profile	A searched user's profile is clicked on.	Member	A user's profile page is displayed	A Specific User Page
UC48	Add an existing member to a Friends/Family List	Member adds another user to their friends list	User clicks "add as friend"	Member	The user is added to the friends list	Friends/Family Page
UC49	Remove member to a Friends/Family List	Member wants to remove an existing member from the Friends/Family List	Member selects the "Remove from Friends/Family List" option	Member	Selected member is removed from the Friends/Family List	Friends/Family Page
UC50	View a wish list of a member in Friends/Family List	Member wants to view a specific member's wish list	Member clicks on the "View Wish List" option next to a friend or family member's name	Member	The wish list of the selected friend or family member is displayed to the member	Friends/Family Page
UC51	Share a wish list to a SNS	Member wants to share a wish list on a social networking site (SNS)	Member selects the option to share wish list on the SNS platform	Member	The wish list is shared on the selected social networking site, allowing others to view and interact with it	Wish List Page
UC52	Rate/Write reviews games and submit it for publishing after the approval from Moderator	Member wants to rate or write reviews for games and submit them for publishing.	Member clicks on the "Rate/Write Reviews" option for a specific game after receiving approval from the Moderator	Member	The member is directed to a review submission page where they can rate the game and write a review. Once the review is submitted, it undergoes moderation for approval. If approved by the Moderator, the review is published for others to view	Purchased Game List Page
UC53	Add games to cart	Member wants to add games to their cart for purchasing	Member clicks on the "Add to Cart" button next to the desired games	Member	The selected games are added to the member's cart, allowing them to proceed to the checkout and complete the purchase	Game List Page
UC54	Check out using a registered credit card	Member initiates the checkout process with a registered credit card	Member selects the "Checkout" option and chooses to use a registered credit card for the transaction	Member	The system processes the payment using the registered credit card and completes the checkout, providing a confirmation of the order to the member	Payment Method Page
UC55	Register credit card	Member wants to register a credit card for future transactions	Member navigates to the "Payment Methods" or "Account Settings" section	Member	The system prompts the member to enter the credit card details (card number, expiry date, CVV, etc.). After the member submits the details, the system verifies and securely stores the credit card information for future	Payment Method Page

					use in transactions. A confirmation of successful registration is provided to the member	
UC56	Download free/purchased digital games	Member intends to download digital games that are either free or previously purchased	Member selects the desired game from the digital game store/library and chooses the download option	Member	The system initiates the download of the selected game for the member. If it's a free game, the download starts immediately. If it's a purchased game, the system verifies the member's ownership and begins the download process. The member is provided with a progress indicator and a notification upon successful download completion	Game List Page
UC57	Register for upcoming events	Member intends to register for an upcoming event	Member navigates to the "Upcoming Events" section or receives an invitation email/notification about the event	Member	The system presents details of the upcoming event(s) to the member. The member selects the desired event and provides necessary information for registration (e.g., name, contact, preferences). Upon successful registration, the system confirms the registration and may provide additional event details or a confirmation email to the member	Event Page
UC58	Save "check out" information/orders	Member wants to save all "check out" information or previously placed orders	Member completes a purchase and chooses to save the order details for future reference	Member	After completing a purchase, the system prompts the member to save the order information. The member confirms, and the system securely stores the order details for future access. A confirmation message is provided to the member	Purchased Game List Page
UC59	Load all "check out" information/orders	Member wants to load all "check out" information or previously placed orders	Member wants to retrieve previously saved order details	Member	The system presents a list of previously saved orders. The member selects the desired order, and the system loads and displays the saved order details for the member's review or potential re-purchase	Purchased Game List Page
UC60	View the summarized individual results and display the overall rating for each game	Member wants to view summarized individual results and the overall rating for each game	Member navigates to the "Game Results and Ratings" or a similar section of the website	Member	The system presents a list of games along with their summarized individual results (e.g., average score, feedback). Additionally, the overall rating for each game is displayed, providing a quick overview of the game's popularity or quality based on user feedback. The member can review this information for	A Specific Game Page

					each game to make informed decisions	
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Features List:

- Admin (Employees) Users can:
 - Add/Edit/Delete games
 - Enter event data of upcoming events
 - View/Print/Download in PDF or Excel reports from admin panel
 - Send out physical copies of purchased games
 - Change the status of the order to "Processed"
 - Approve for Rate/Write reviews games from members
 - Generate reports individually/together with game list, game detail, member list, member detail, wish list, sales, and other reports as needed.
- Non-Member Users can:
 - Sign-Up with a unique display name, email address, strong password, Captcha validation, email verification
- Member Users can:
 - Log in with 3 times of consecutive login attempts, change password, reset password, and get a new password via email
 - Update profile with the actual name, gender, and birth date
 - Change preferences for promotional emails, favorite platform(s), favorite game category/categories, and language preferences
 - Enter/Modify/Delete address with Country, Full name (First and Last name), Phone Number, Address (Street Address, Apt – Suite), City, Province, Postal Code, Delivery instructions (optional field for users), and the indicator for mailing/shipping address are the same. (If it's not the same, allow users to Enter/Modify/Delete shipping address separately)
 - Search for games, Select games from a list, and Display details from the selection
 - Get personalized game recommendations in a section in a game detail based on preferences
 - Fill a wish list with games
 - Search existing users
 - View existing an existing user's profile
 - Add an existing member to a Friends/Family List
 - View a wish list of a member in Friends/Family List
 - Share a wish list to a SNS
 - Rate/Write reviews games and submit it for publishing after the approval from Moderator
 - Add games to cart, and check out using a registered credit card
 - Register credit card
 - Download free/purchased digital games
 - Register for upcoming events
 - Save/Load all "check out" information/orders
 - View the summarized individual results and display the overall rating for each game

System Objectives:

Objectives	Description
Membership Growth	Increase the Insiders Club membership by 15% within the first three months of the website launch.
User Registration	Simplify the registration process to allow users to join the Insiders Club with minimal effort.

Personalization	Provide personalized recommendations and content to members based on their gaming preferences.
Feedback Gathering	Implement a feedback system to collect user suggestions and feedback to improve the website continuously.
Mobile Responsiveness	Make the website fully responsive to provide an optimal experience for users on mobile devices.
Content Update	Regularly update exclusive Games to keep it fresh and engaging for club members.
Social Integration	Allow members to share their Insiders Club experiences easily on social media, promoting the club virally.
Data Analytics	Implement analytics to track user behavior and preferences, enabling data-driven decision-making.
AI Chatbot Support	Implement an AI-powered chatbot to provide instant assistance and answer common member queries.
Emerging Game Support	Stay updated with emerging game trends and offer exclusive access to early releases or beta versions.
Offline Events	Host occasional in-person events or meet-ups for members to connect in the real world.
Club Merchandise	Sell exclusive club merchandise, such as clothing, accessories, or collectibles.
Game Compatibility	Ensure compatibility with various gaming platforms, consoles, and devices.
Virtual Economy	Establish a virtual economy within the club, allowing members to trade in-game items or currency.
Localized Payment Options	Provide payment methods that are popular and convenient in different regions.
User-Generated Events	Allow members to create and host their gaming events or tournaments.
Inclusive Gaming Events	Host gaming events that accommodate various skill levels to be inclusive to all members.
Website Speed Optimization	Continuously optimize website performance to maintain fast loading times.

Project Critical Success Factors:

- Clear Project Objectives
 - Set well-defined and clear objectives for the project.
 - Development team and stakeholders alike have a shared understanding of what the project is meant to accomplish.
- Scope Management
 - Clearly define the scope definition including the project's objectives, deliverables, and constraints.
 - Implement a scope validation process, such as team and/or stakeholder meetings, to manage scope creep resulting in potential unnecessary project delays.
 - Continuously document most current project scope definitions and approved changes accessible to the project team and stakeholders.
- Communication
 - Establish communication channels between project team members and stakeholders to ensure everyone is always informed and on the same page.
 - Utilize reliable forms of communication at all times using programs such as Zoom, Microsoft Teams, and Discord.
- Project Management
 - Maintain the project as a GitHub repository to easily promote changes in a team setting.
 - Use separate Production (Master) and Development branches to organize and validate the operation of new changes.
- Team Management
 - Team members are designated roles of responsibility in order for each member to be able to prioritize development of every branch of project.
- Quality Assurance
 - Establish quality standards that must be adhered to by the group.
 - Peer review each addition made to the project to ensure it aligns with the project's objectives as well as adheres to any standards and does not promote any additional unnecessary complexity or scope size.
- Adaptability
 - Efficiently adapt to changing circumstances or requirements.
 - Persevere through unexpected challenges and continue to maintain the ability to follow all the above success factors to enable the ability to stay on track and deliver on project work.

Preliminary Technical Architecture:

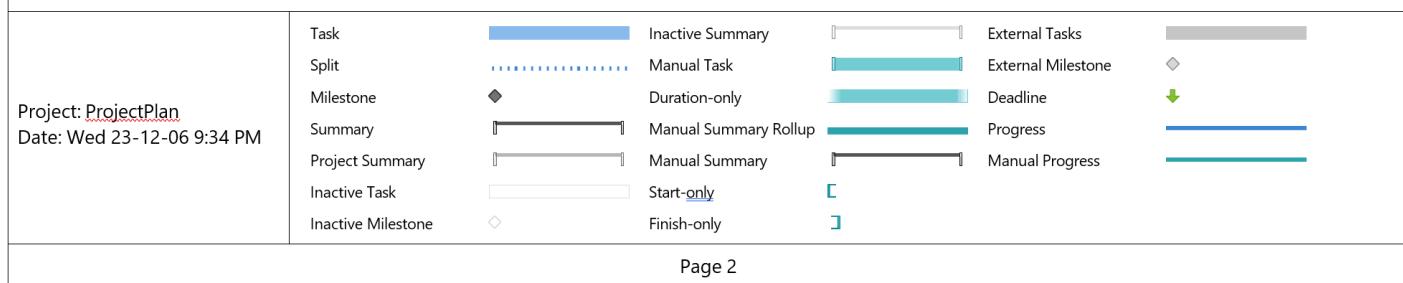
- Design pattern
 - MVC (Model – View – Controller)
- Back-End
 - Language: C#
 - Web-Framework: ASP.NET Core 6.0
- Front-End
 - Language: C# with Razor, Html 5, and CSS
 - Requires the Razor to implement front-end in C#.
 - Web-Framework: ASP.NET Core 6.0
 - UI Framework: Bootstrap 5
- Database
 - SQL server 2022
 - Requires creating each database in local.
- Communication between Front-End and Back-End
 - Protocol: HTTP Protocol
 - Interface: RESTful API
- Communication between server and database
 - Entity Framework Core 6.

Project Plan

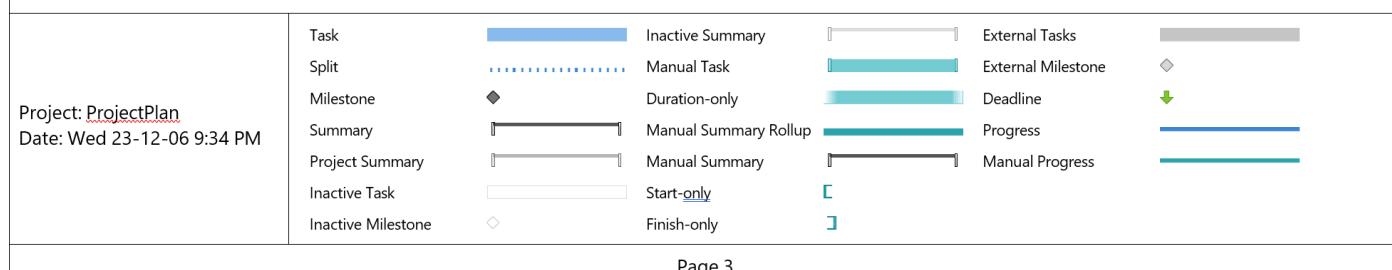
ID	Task Mode	Task Name	Duration	Start	Sep 03 M	T	W	T	F	S	'23 Sep 10 S	M	T	W	T	F	S	'23 Sep 17 S	M	T
1	👤	Project Inception	14.87 days	Tue 23-09-05 5:00 PM																
2	👤	Skills and Interests Self Assessments	4.75 days	Thu 23-09-07 10:00 AM																BD,BM,JY,SP
3	👤	Team Charter	1.25 days	Tue 23-09-12 10:00 AM																BD,BM,JY,SP
4	👤	Project Charter	5.38 days	Tue 23-09-12 7:00 PM																
5	👤	Individual Status Report	12.38 days	Thu 23-09-07 8:00 AM																
6	👤	Team Status Report	1 day	Thu 23-09-21 10:00 AM																
7	👤	Analysis	12 days	Thu 23-09-07 8:00 AM																
8	👤	Event Table	7.13 days	Tue 23-09-12 1:00 PM																
9	👤	Iteration 1	17.87 days	Mon 23-09-25 12:00 AM																
10	👤	Project Management Activities	17.87 days	Mon 23-09-25 12:00 AM																
11	👤	Meeting Agenda/Minutes	17.87 days	Mon 23-09-25 12:00 AM																
12	👤	Individual Status Reports	17.87 days	Mon 23-09-25 12:00 AM																
13	👤	Team Status Reports	17.87 days	Mon 23-09-25 12:00 AM																
14	👤	Backlog Report	17.87 days	Mon 23-09-25 12:00 AM																
15	👤	Release Summary	17.87 days	Mon 23-09-25 12:00 AM																
16	👤	Analysis Activities	7.87 days	Mon 23-09-25 12:00 AM																
17	👤	Use Case Diagrams	5.87 days	Mon 23-09-25 12:00 AM																
18	👤	Use Case Descriptions	5.87 days	Mon 23-09-25 12:00 AM																
19	👤	Activity Diagrams	3.87 days	Fri 23-09-29 12:00 AM																
20	👤	Analysis Level Class Diagram	3.87 days	Fri 23-09-29 12:00 AM																
21	👤	System Sequence Diagrams	3.87 days	Fri 23-09-29 12:00 AM																
22	👤	Design Activities	7.87 days	Mon 23-10-02 12:00 AM																
23	👤	Design Level Class Diagram	3.87 days	Mon 23-10-02 12:00 AM																

Project: ProjectPlan Date: Wed 23-12-06 9:34 PM	Task	Inactive Summary	External Tasks
	Split	Manual Task	External Milestone
	Milestone	◆ Duration-only	Deadline
	Summary	Manual Summary Rollup	Progress
	Project Summary	Manual Summary	Manual Progress
	Inactive Task	Start-only	C
	Inactive Milestone	◇ Finish-only	D

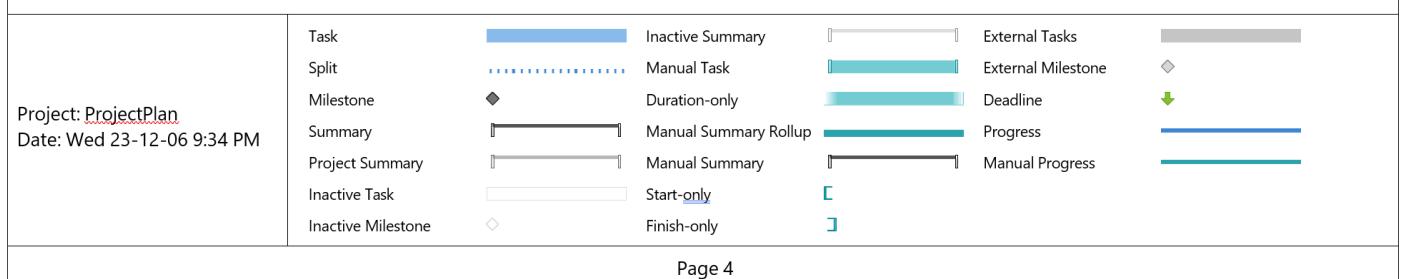
ID	Task Mode	Task Name	Duration	Start	Sep 03					'23 Sep 10					'23 Sep 17				
					M	T	W	T	F	S	S	M	T	W	T	F	S	S	M
24	👤	Design Level Sequence Diagrams	3.87 days	Mon 23-10-02 12:00 AM															
25	👤	Navigation Diagrams	3.87 days	Wed 23-10-04 12:00 AM															
26	👤	User Interface Prototype	3.87 days	Wed 23-10-04 12:00 AM															
27	👤	Report Designs	3.87 days	Fri 23-10-06 12:00 AM															
28	👤	ERD	3.87 days	Fri 23-10-06 12:00 AM															
29	👤	Glossary	3.87 days	Fri 23-10-06 12:00 AM															
30	👤	Unit Test Plan And Results	6.87 days	Tue 23-10-10 12:00 AM															
31	👤	Unit Testing	6.87 days	Tue 23-10-10 12:00 AM															
32	👤	Source Code	10.87 days	Wed 23-10-04 12:00 AM															
33	👤	Web Development	10.87 days	Wed 23-10-04 12:00 AM															
34	👤	Iteration 2	22.87 days	Mon 23-10-16 12:00 AM															
35	👤	Project Management Activities	22.87 days	Mon 23-10-16 12:00 AM															
36	👤	Meeting Agenda/Minutes	22.87 days	Mon 23-10-16 12:00 AM															
37	👤	Individual Status Reports	22.87 days	Mon 23-10-16 12:00 AM															
38	👤	Team Status Reports	22.87 days	Mon 23-10-16 12:00 AM															
39	👤	Backlog Report	22.87 days	Mon 23-10-16 12:00 AM															
40	👤	Release Summary	22.87 days	Mon 23-10-16 12:00 AM															
41	👤	Analysis Activities	7.87 days	Mon 23-10-16 12:00 AM															
42	👤	Use Case Diagrams	5.87 days	Mon 23-10-16 12:00 AM															
43	👤	Use Case Descriptions	5.87 days	Mon 23-10-16 12:00 AM															
44	👤	Activity Diagrams	3.87 days	Fri 23-10-20 12:00 AM															
45	👤	Analysis Level Class Diagram	3.87 days	Fri 23-10-20 12:00 AM															
46	👤	System Sequence Diagrams	3.87 days	Fri 23-10-20 12:00 AM															



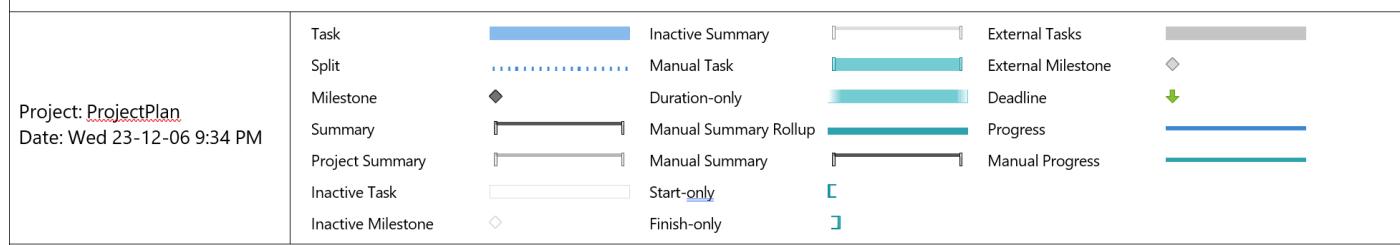
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47		Design Activities	7.87 days	Mon 23-10-23 12:00 AM															
48		Design Level Class Diagram	3.87 days	Mon 23-10-23 12:00 AM															
49		Design Level Sequence Diagrams	3.87 days	Mon 23-10-23 12:00 AM															
50		Navigation Diagrams	3.87 days	Wed 23-10-25 12:00 AM															
51		User Interface Prototype	3.87 days	Wed 23-10-25 12:00 AM															
52		Report Designs	3.87 days	Fri 23-10-27 12:00 AM															
53		ERD	3.87 days	Fri 23-10-27 12:00 AM															
54		Glossary	3.87 days	Fri 23-10-27 12:00 AM															
55		Source Code	13.87 days	Sun 23-10-29 12:00 AM															
56		Requirement #1	13.87 days	Sun 23-10-29 12:00 AM															
57		Requirement #2	13.87 days	Sun 23-10-29 12:00 AM															
58		Requirement #3	13.87 days	Sun 23-10-29 12:00 AM															
59		Requirement #4	13.87 days	Sun 23-10-29 12:00 AM															
60		Requirement #5	13.87 days	Sun 23-10-29 12:00 AM															
61		Requirement #6	13.87 days	Sun 23-10-29 12:00 AM															
62		Requirement #7	13.87 days	Sun 23-10-29 12:00 AM															
63		Requirement #8	13.87 days	Sun 23-10-29 12:00 AM															
64		Requirement #9	13.87 days	Sun 23-10-29 12:00 AM															
65		Requirement #10	13.87 days	Sun 23-10-29 12:00 AM															
66		Unit Test	8.87 days	Sat 23-11-04 12:00 AM															
67		Requirement #1	8.87 days	Sat 23-11-04 12:00 AM															
68		Requirement #2	8.87 days	Sat 23-11-04 12:00 AM															
69		Requirement #3	8.87 days	Sat 23-11-04 12:00 AM															



ID	Task Mode	Task Name	Duration	Start	Sep 03					'23 Sep 10					'23 Sep 17				
					M	T	W	T	F	S	S	M	T	W	T	F	S	S	M
70	👤	Requirement #4	8.87 days	Sat 23-11-04 12:00 AM															
71	👤	Requirement #5	8.87 days	Sat 23-11-04 12:00 AM															
72	👤	Requirement #6	8.87 days	Sat 23-11-04 12:00 AM															
73	👤	Requirement #7	8.87 days	Sat 23-11-04 12:00 AM															
74	👤	Requirement #8	8.87 days	Sat 23-11-04 12:00 AM															
75	👤	Requirement #9	8.87 days	Sat 23-11-04 12:00 AM															
76	👤	Requirement #10	8.87 days	Sat 23-11-04 12:00 AM															
77	➤	Iteration 3	17.87 days	Mon 23-11-13 12:00 AM															
78	➤	Project Management Activities	17.87 days	Mon 23-11-13 12:00 AM															
79	👤	Meeting Agenda/Minutes	17.87 days	Mon 23-11-13 12:00 AM															
80	👤	Individual Status Reports	17.87 days	Mon 23-11-13 12:00 AM															
81	👤	Team Status Reports	17.87 days	Mon 23-11-13 12:00 AM															
82	👤	Backlog Report	17.87 days	Mon 23-11-13 12:00 AM															
83	👤	Release Summary	17.87 days	Mon 23-11-13 12:00 AM															
84	➤	Analysis Activities	7.87 days	Mon 23-11-13 12:00 AM															
85	👤	Use Case Diagrams	5.87 days	Mon 23-11-13 12:00 AM															
86	👤	Use Case Descriptions	5.87 days	Mon 23-11-13 12:00 AM															
87	👤	Activity Diagrams	3.87 days	Fri 23-11-17 12:00 AM															
88	👤	Analysis Level Class Diagram	3.87 days	Fri 23-11-17 12:00 AM															
89	👤	System Sequence Diagrams	3.87 days	Fri 23-11-17 12:00 AM															
90	➤	Design Activities	7.87 days	Mon 23-11-20 12:00 AM															
91	👤	Design Level Class Diagram	3.87 days	Mon 23-11-20 12:00 AM															
92	👤	Design Level Sequence Diagrams	3.87 days	Mon 23-11-20 12:00 AM															

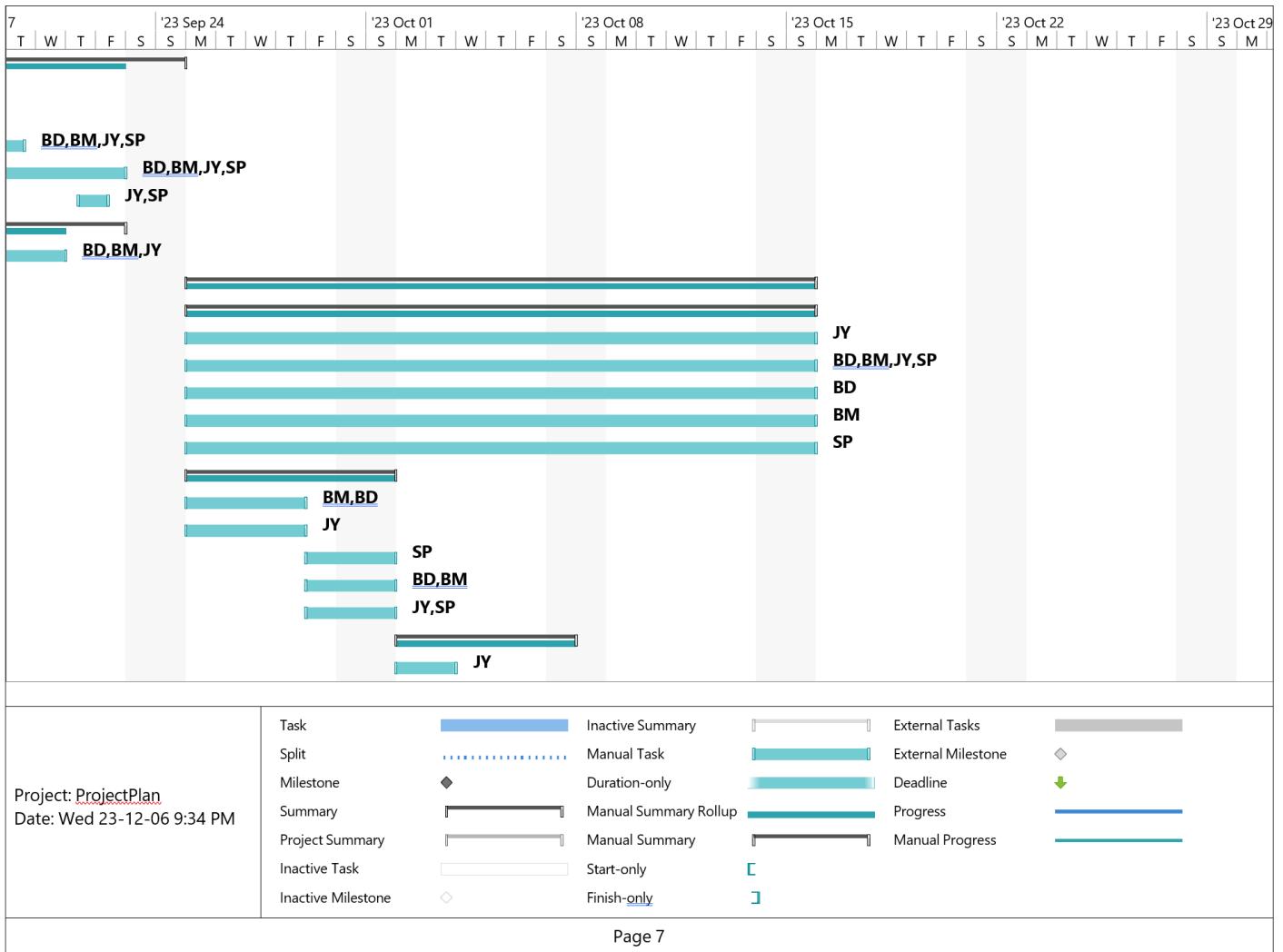


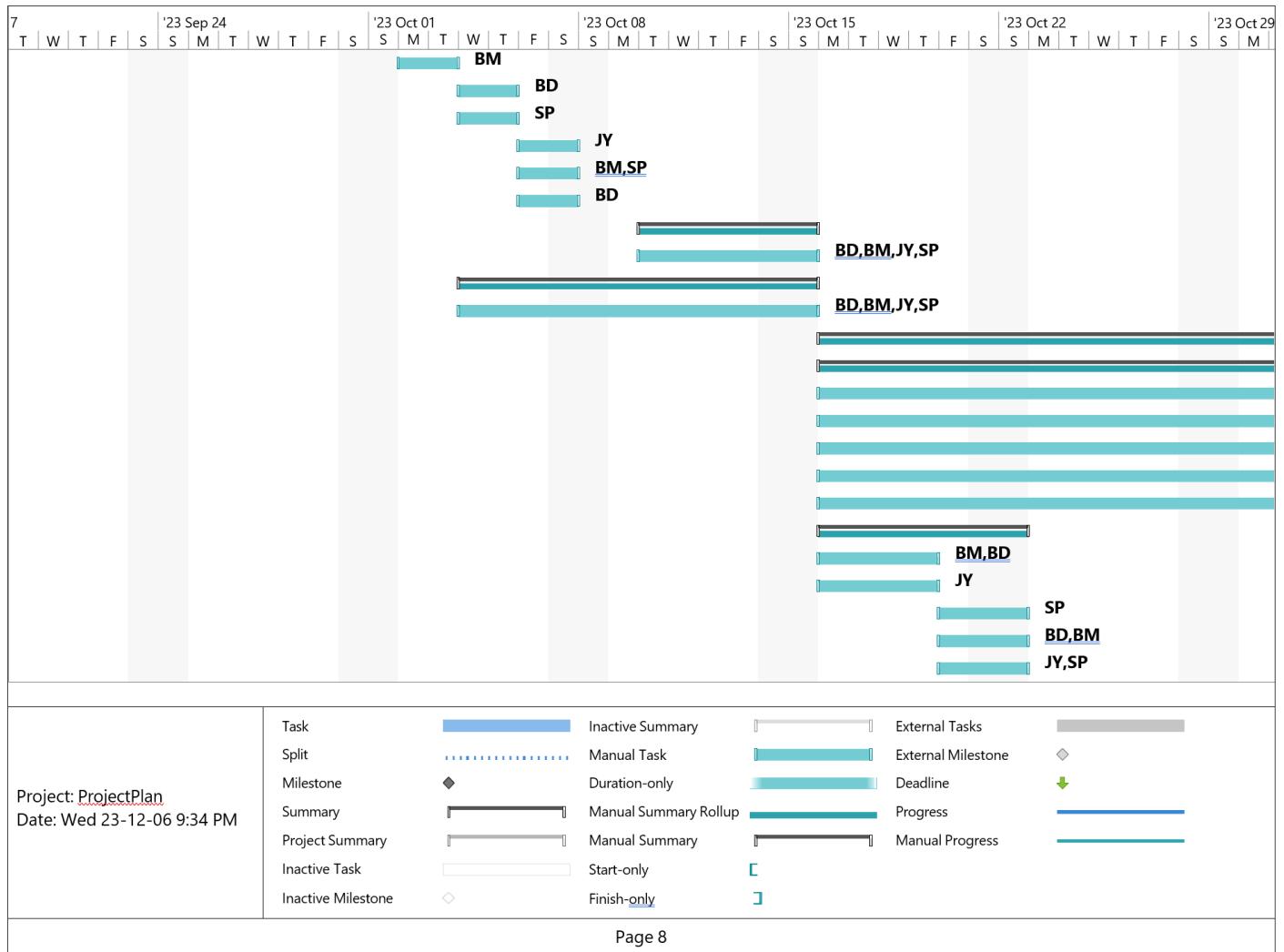
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					M	T	W	T	F	S	S	M	T	W	T	F	S	S	M
93	👤	Navigation Diagrams	3.87 days	Wed 23-11-22 12:00 AM															
94	👤	User Interface Prototype	3.87 days	Wed 23-11-22 12:00 AM															
95	👤	Report Designs	3.87 days	Fri 23-11-24 12:00 AM															
96	👤	ERD	3.87 days	Fri 23-11-24 12:00 AM															
97	👤	Glossary	3.87 days	Fri 23-11-24 12:00 AM															
98	👤	Source Code	8.87 days	Sun 23-11-26 12:00 AM															
99	👤	Requirement #1	8.87 days	Sun 23-11-26 12:00 AM															
100	👤	Requirement #2	8.87 days	Sun 23-11-26 12:00 AM															
101	👤	Requirement #3	8.87 days	Sun 23-11-26 12:00 AM															
102	👤	Requirement #4	8.87 days	Sun 23-11-26 12:00 AM															
103	👤	Requirement #5	8.87 days	Sun 23-11-26 12:00 AM															
104	👤	Requirement #6	8.87 days	Sun 23-11-26 12:00 AM															
105	👤	Requirement #7	8.87 days	Sun 23-11-26 12:00 AM															
106	👤	Requirement #8	8.87 days	Sun 23-11-26 12:00 AM															
107	👤	Requirement #9	8.87 days	Sun 23-11-26 12:00 AM															
108	👤	Requirement #10	8.87 days	Sun 23-11-26 12:00 AM															
109	👤	Unit Test	5.87 days	Wed 23-11-29 12:00 AM															
110	👤	Requirement #1	5.87 days	Wed 23-11-29 12:00 AM															
111	👤	Requirement #2	5.87 days	Wed 23-11-29 12:00 AM															
112	👤	Requirement #3	5.87 days	Wed 23-11-29 12:00 AM															
113	👤	Requirement #4	5.87 days	Wed 23-11-29 12:00 AM															
114	👤	Requirement #5	5.87 days	Wed 23-11-29 12:00 AM															
115	👤	Requirement #6	5.87 days	Wed 23-11-29 12:00 AM															

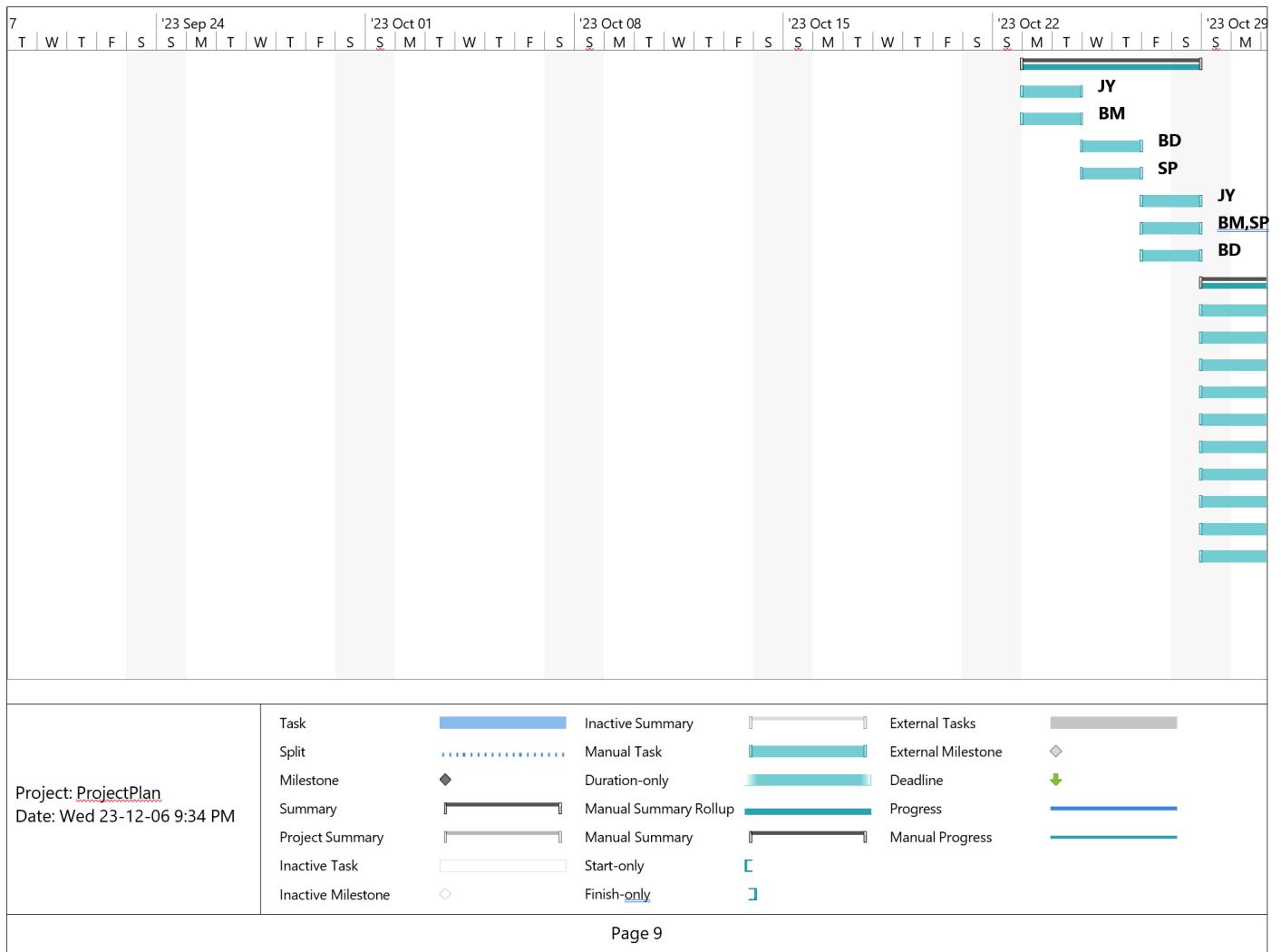


ID	Task Mode	Task Name	Duration	Start	Sep 03					'23 Sep 10					'23 Sep 17				
					M	T	W	T	F	S	S	M	T	W	T	F	S	S	M
116	👤	Requirement #7	5.87 days	Wed 23-11-29 12:00 AM															
117	👤	Requirement #8	5.87 days	Wed 23-11-29 12:00 AM															
118	👤	Requirement #9	5.87 days	Wed 23-11-29 12:00 AM															
119	👤	Requirement #10	5.87 days	Wed 23-11-29 12:00 AM															
120	⚡	Transition Phase	6.87 days	Mon 23-12-04 12:00 AM															
121	⚡	Activities	6.87 days	Mon 23-12-04 12:00 AM															
122	👤	Meeting Agenda/Minutes	6.87 days	Mon 23-12-04 12:00 AM															
123	👤	Individual Status Reports	6.87 days	Mon 23-12-04 12:00 AM															
124	👤	Team Status Reports	6.87 days	Mon 23-12-04 12:00 AM															
125	👤	Unit / System Test Plan(s) and Resu	3.87 days	Mon 23-12-04 12:00 AM															
126	👤	User Documentation	3.87 days	Wed 23-12-06 12:00 AM															
127	👤	Deployment Guide	3.87 days	Wed 23-12-06 12:00 AM															
128	👤	Project Binder	3.87 days	Thu 23-12-07 12:00 AM															

Project: ProjectPlan Date: Wed 23-12-06 9:34 PM	Task		Inactive Summary		External Tasks	
	Split		Manual Task		External Milestone	
	Milestone		Duration-only		Deadline	
	Summary		Manual Summary Rollup		Progress	
	Project Summary		Manual Summary		Manual Progress	
	Inactive Task		Start-only			
	Inactive Milestone		Finish-only			







Project: ProjectPlan Date: Wed 23-12-06 9:34 PM	Task		Inactive Summary		External Tasks	
	Split		Manual Task		External Milestone	
	Milestone		Duration-only		Deadline	
	Summary		Manual Summary Rollup		Progress	
	Project Summary		Manual Summary		Manual Progress	
	Inactive Task		Start-only			
	Inactive Milestone		Finish-only			

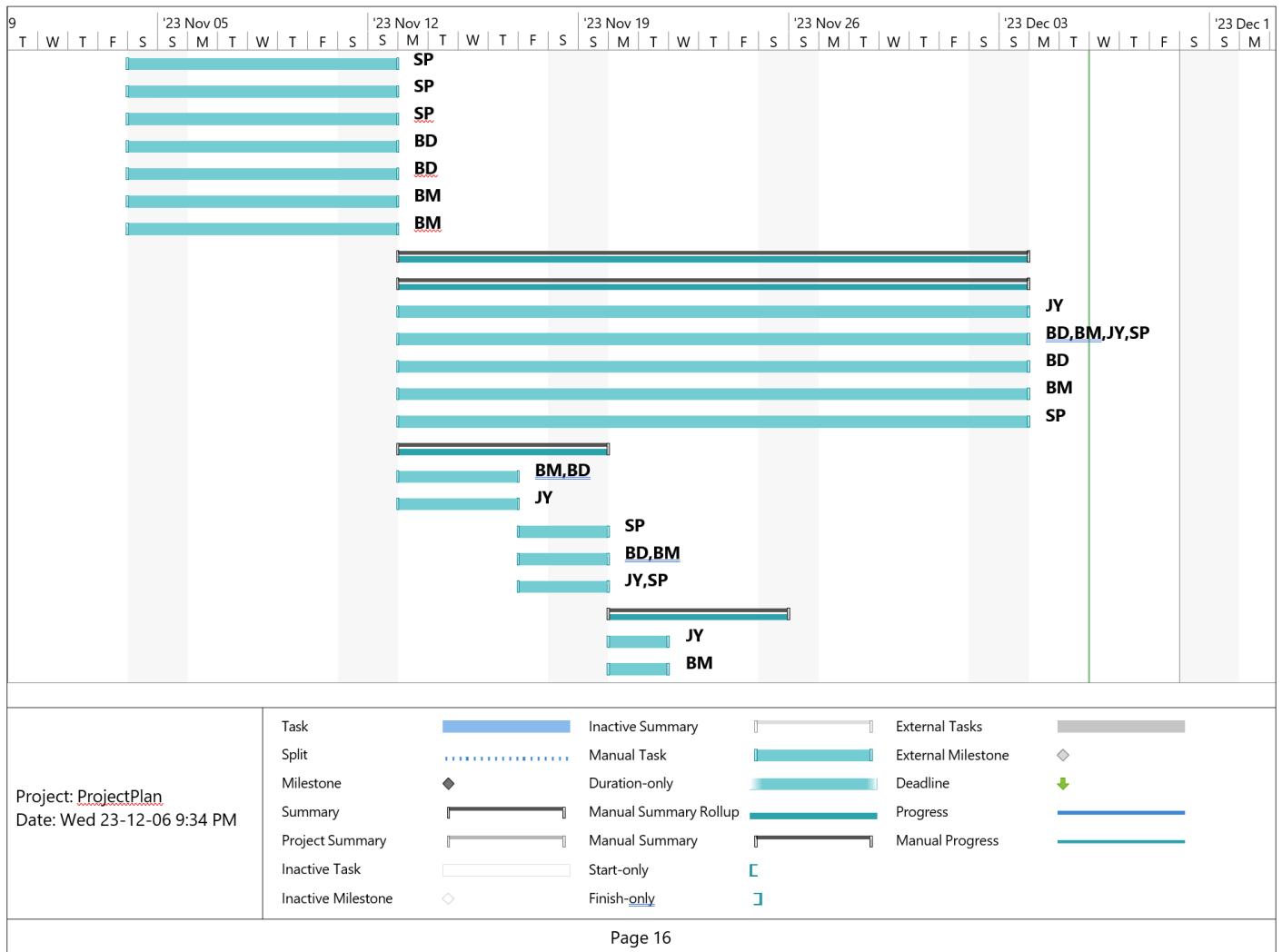
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	Split		Manual Task		External Milestone	
	Milestone		Duration-only		Deadline	
	Summary		Manual Summary Rollup		Progress	
	Project Summary		Manual Summary		Manual Progress	
	Inactive Task		Start-only			
	Inactive Milestone		Finish-only			

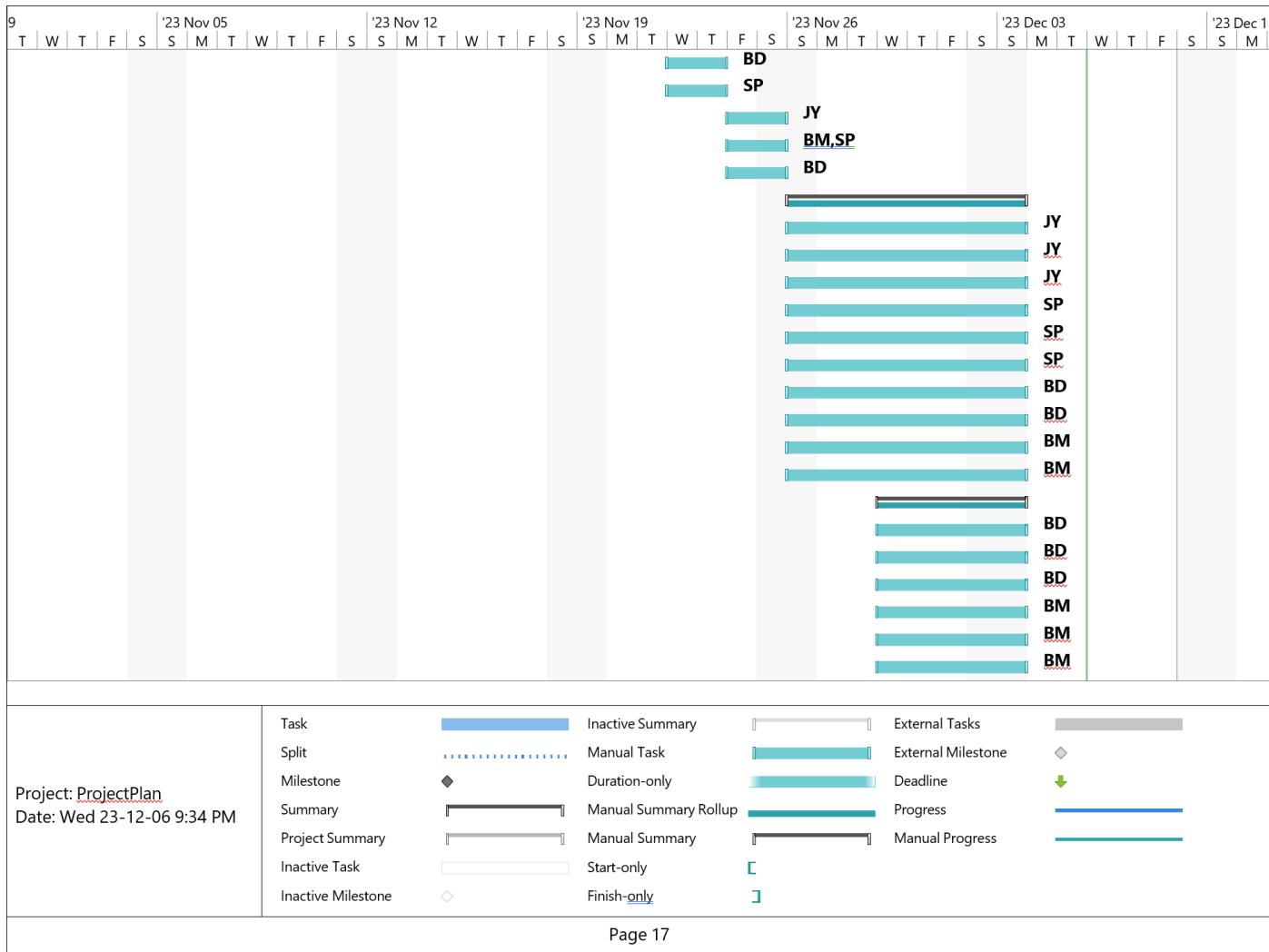
9	'23 Nov 05					'23 Nov 12					'23 Nov 19					'23 Nov 26					'23 Dec 03					'23 Dec 1					
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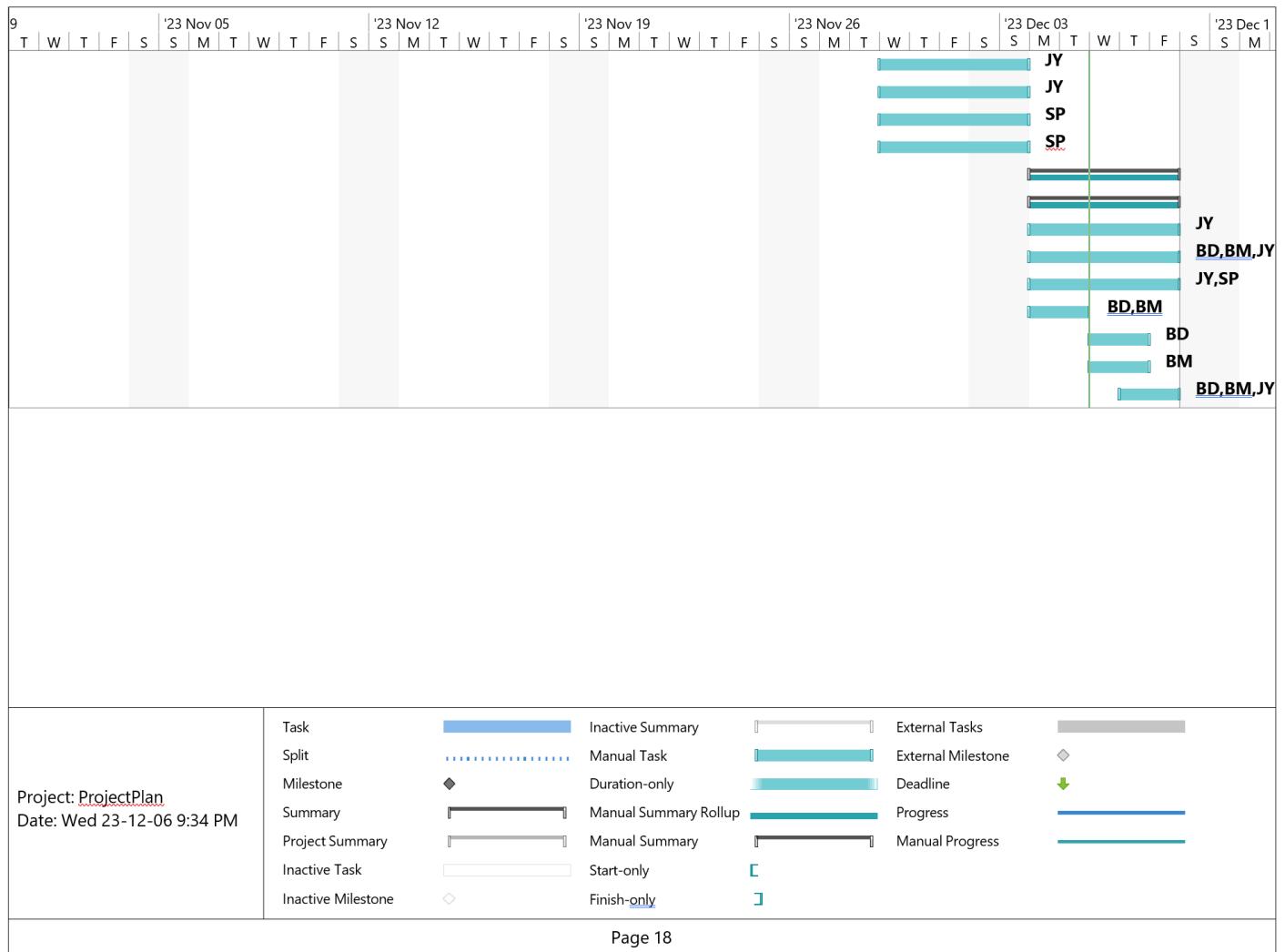
Project: ProjectPlan Date: Wed 23-12-06 9:34 PM	Task	Inactive Summary	External Tasks	External Milestone
	Split	Manual Task	Deadline	
	Milestone	Duration-only	Progress	
	Summary	Manual Summary Rollup	Manual Progress	
	Project Summary	Manual Summary	Manual Progress	
	Inactive Task	Start-only		
	Inactive Milestone	Finish-only		

<p>Project: ProjectPlan <small>Project Plan</small> Date: Wed 23-12-06 9:34 PM</p>	Task		Inactive Summary		External Tasks	
	Split		Manual Task		External Milestone	
	Milestone		Duration-only		Deadline	
	Summary		Manual Summary Rollup		Progress	
	Project Summary		Manual Summary		Manual Progress	
	Inactive Task		Start-only			
	Inactive Milestone		Finish-only			

<p>Project: ProjectPlan Date: Wed 23-12-06 9:34 PM</p>	Task		Inactive Summary		External Tasks	
	Split		Manual Task		External Milestone	
	Milestone		Duration-only		Deadline	
	Summary		Manual Summary Rollup		Progress	
	Project Summary		Manual Summary		Manual Progress	
	Inactive Task		Start-only			
	Inactive Milestone		Finish-only			







Agile Backlog Report and Agile Release Summary

Agile Backlog Report

Conestoga College

Creative (Junsec)

Team: Sangbong Park)		PD est.	By
#	Description		
High Priority			
	Iteration 1		
206	Use Case Diagram - Admin CRUD Reviews	0.5	JY
207	Use Case Diagram - Admin CRUD Reports	0.5	BD
208	Use Case Diagram - Admin CRUD Events	0.5	BM
209	Use Case Diagram - Admin CRUD Games	0.5	SP
210	Use Case Diagram - Admin CRUD Orders	0.5	SP
211	Use Case Diagram - Sign Up	0.5	BD
212	Use Case Diagram - Logging In	0.5	BM

213	Use Case Diagram - Profile	0.5	SP
214	Use Case Diagram - Preferences	0.5	BD
215	Use Case Diagram - Address	0.5	SP
217	Analysis Level Class Diagram	1	JY, BD, BM, SP
218	Activity Diagrams Diagrams - Admin CRUD Reviews	0.5	JY
219	Activity Diagrams Diagrams - Admin CRUD Reports	0.5	BD
220	Activity Diagrams Diagrams - Admin CRUD Events	0.5	BM
221	Activity Diagrams Diagrams - Admin CRUD Games	0.5	SP
222	Activity Diagrams Diagrams - Admin CRUD Orders	0.5	SP
223	Activity Diagrams Diagrams - Sign Up	0.5	BD
224	Activity Diagrams Diagrams - Logging In	0.5	BM
225	Activity Diagrams Diagrams - Profile	0.5	SP
226	Activity Diagrams Diagrams - Preferences	0.5	BD
227	Activity Diagrams Diagrams - Address	0.5	SP
228	System Sequence Diagrams - Admin CRUD Reviews	0.5	JY
229	System Sequence Diagrams - Admin CRUD Reports	0.5	BD
230	System Sequence Diagrams - Admin CRUD Events	0.5	BM
231	System Sequence Diagrams - Admin CRUD Games	0.5	SP
232	System Sequence Diagrams - Admin CRUD Orders	0.5	SP
233	System Sequence Diagrams - Sign Up	0.5	BD
234	System Sequence Diagrams - Logging In	0.5	BM
235	System Sequence Diagrams - Profile	0.5	SP
236	System Sequence Diagrams - Preferences	0.5	BD
237	System Sequence Diagrams - Address	0.5	SP
238	Design Level Class Diagram	2	JY, BD, BM, SP
239	Design Level Sequence Diagram - Admin CRUD Reviews	0.5	JY
240	Design Level Sequence Diagram - Admin CRUD Reports	0.5	BD
241	Design Level Sequence Diagram - Admin CRUD Events	0.5	BM
242	Design Level Sequence Diagram - Admin CRUD Games	0.5	SP
243	Design Level Sequence Diagram - Admin CRUD Orders	0.5	SP
244	Design Level Sequence Diagram - Sign Up	0.5	BD
245	Design Level Sequence Diagram - Logging In	0.5	BM
246	Design Level Sequence Diagram - Profile	0.5	SP
247	Design Level Sequence Diagram - Preferences	0.5	BD
248	Design Level Sequence Diagram - Address	0.5	SP
255	Unit Testing	2	JY
256	Web Development - initial	2	JY, SP
257	Web Development - Sign Up	1	JY, SP
258	Web Development - Loggnin In	1	JY, SP
259	Web Development - Profile	1	JY, SP
260	Web Development - Preferences	1	JY, SP
261	Web Development - Address	1	JY, SP

306	Use Case Diagram - Selecting Games	0.5	BD
307	Use Case Diagram - Game Recommendations	0.5	BM
308	Use Case Diagram - Wish List	0.5	SP
309	Use Case Diagram - Friends and Family	0.5	JY
310	Use Case Diagram - View Wish List	0.5	SP
312	Analysis Level Class Diagram	1	JY, BD, BM, SP
313	Activity Diagrams Diagrams - Selecting Games	0.5	BD
314	Activity Diagrams Diagrams - Game Recommendations	0.5	BM
315	Activity Diagrams Diagrams - Wish List	0.5	SP
316	Activity Diagrams Diagrams - Friends and Family	0.5	JY
317	Activity Diagrams Diagrams - View Wish List	0.5	SP
318	System Sequence Diagrams - Selecting Games	0.5	BD
319	System Sequence Diagrams - Game Recommendations	0.5	BM
320	System Sequence Diagrams - Wish List	0.5	SP
321	System Sequence Diagrams - Friends and Family	0.5	JY
322	System Sequence Diagrams - View Wish List	0.5	SP
323	Design Level Class Diagram	2	JY, BD, BM, SP
324	Design Level Sequence Diagram - Selecting Games	0.5	BD
325	Design Level Sequence Diagram - Game Recommendations	0.5	BM
326	Design Level Sequence Diagram - Wish List	0.5	SP
327	Design Level Sequence Diagram - Friends and Family	0.5	JY
328	Design Level Sequence Diagram - View Wish List	0.5	SP
335	Source Code - Selecting Games	2	BD
336	Source Code - Game Recommendations	2	BM
337	Source Code - Wish List	2	SP
338	Source Code - Friends and Family	2	JY
339	Source Code - View Wish List	2	SP
340	Unit Testing	1	JY, BD, BM, SP

Iteration 3

406	Use Case Diagram - Rate Games	0.5	JY
407	Use Case Diagram - Review Games	0.5	JY
408	Use Case Diagram - Cart	1	BD
409	Use Case Diagram - Download	0.5	BM
410	Use Case Diagram - Events	0.5	SP
412	Use Case Descriptions	2	JY, BD, BM, SP
413	Analysis Level Class Diagram	1	JY, BD, BM, SP
414	Activity Diagrams Diagrams - Rate Games	0.5	JY
415	Activity Diagrams Diagrams - Review Games	0.5	JY
416	Activity Diagrams Diagrams - Cart	1	BD
417	Activity Diagrams Diagrams - Download	0.5	BM
418	Activity Diagrams Diagrams - Events	0.5	SP
420	System Sequence Diagrams - Rate Games	0.5	JY
421	System Sequence Diagrams - Review Games	0.5	JY

422	System Sequence Diagrams - Cart	1	BD
423	System Sequence Diagrams - Download	0.5	BM
424	System Sequence Diagrams - Events	0.5	SP
426	Design Level Class Diagram	2	JY, BD, BM, SP
427	Design Level Sequence Diagram - Rate Games	0.5	JY
428	Design Level Sequence Diagram - Review Games	0.5	JY
429	Design Level Sequence Diagram - Cart	1	BD
430	Design Level Sequence Diagram - Download	0.5	BM
431	Design Level Sequence Diagram - Events	0.5	SP
438	Source Code - Rate Games	2	JY
439	Source Code - Review Games	2	JY
440	Source Code - Cart	4	BD
441	Source Code - Download	2	BM
442	Source Code - Events	2	SP
444	Unit Testing	4	JY, BD, BM, SP
	Transition		
504	Unit / System Test Plan(s) and Results	4	JY, BD, BM, SP
505	User Documentation	3	JY, BD, BM, SP
506	Deployment Guide	2	JY, SP
507	Project Binder	3	BD, BM

Medium Priority

	Iteration 1		
204	Backlog Report	2	BM
205	Release Summary	2	BM
216	Use Case Descriptions	1	JY, BD, BM, SP
249	Navigation Diagrams	1	SP
250	User Interface Prototype	3	BM
251	Report Designs	1	BD
252	Data Dictionary	1	SP
253	ERD	1	JY
	Iteration 2		
304	Backlog Report	2	BM
305	Release Summary	2	BM
311	Use Case Descriptions	3	JY, BD, BM, SP
329	Navigation Diagrams	1	SP
330	User Interface Prototype	2	BM
331	Report Designs	1	BD
332	Data Dictionary with Field Level Description	2	SP
333	ERD	2	JY
	Iteration 3		
433	Navigation Diagrams	1	SP
434	User Interface Prototype	2	BM

435	Report Designs	2	BD
436	ERD	2	JY
437	Data Dictionary with Field Level Description	2	SP
Transition			
501	Meeting Agenda/Minutes	1	JY, BD, BM, SP
502	Individual Status Reports	1	JY, BD, BM, SP
503	Team Status Reports	1	JY, BD, BM, SP

Low Priority				
	Iteration 1			
201	Meeting Agenda/Minutes	1	JY, BD, BM, SP	
202	Individual Status Reports	1	JY, BD, BM, SP	
203	Team Status Reports	1	JY, BD, BM, SP	
	Iteration 2			
301	Meeting Agenda/Minutes	1	JY, BD, BM, SP	
302	Individual Status Reports	1	JY, BD, BM, SP	
303	Team Status Reports	1	JY, BD, BM, SP	
	Iteration 3			
401	Meeting Agenda/Minutes	1	JY, BD, BM, SP	
402	Individual Status Reports	1	JY, BD, BM, SP	
403	Team Status Reports	1	JY, BD, BM, SP	
404	Backlog Report	2	BM	
405	Release Summary	2	BM	
	Transition			

Agile Release Summary

#	Feature / Requirement	Inception	Iteration	Iteration	Iteration	Transition
			#1	#2	#3	
101	Meeting Agenda/Minutes	Sep-24	Due: Oct-15	Due: Nov-12	Due: Dev-3	Due: Dev-8
102	Individual Status Reports					
103	Team Status Report					
104	Team Charter					
105	Project Charter					
106	Event Table					
107	Project Plan					
201	Meeting Agenda/Minutes			1		
202	Individual Status Reports			1		
203	Team Status Reports			1		
204	Backlog Report			2		

205	Release Summary	2
206	Use Case Diagram - Admin CRUD Reviews	0.5
207	Use Case Diagram - Admin CRUD Reports	0.5
208	Use Case Diagram - Admin CRUD Events	0.5
209	Use Case Diagram - Admin CRUD Games	0.5
210	Use Case Diagram - Admin CRUD Orders	0.5
211	Use Case Diagram - Sign Up	0.5
212	Use Case Diagram - Logging In	0.5
213	Use Case Diagram - Profile	0.5
214	Use Case Diagram - Preferences	0.5
215	Use Case Diagram - Address	0.5
216	Use Case Descriptions	3
217	Analysis Level Class Diagram	3
218	Activity Diagrams Diagrams - Admin CRUD Reviews	0.5
219	Activity Diagrams Diagrams - Admin CRUD Reports	0.5
220	Activity Diagrams Diagrams - Admin CRUD Events	0.5
221	Activity Diagrams Diagrams - Admin CRUD Games	0.5
222	Activity Diagrams Diagrams - Admin CRUD Orders	0.5
223	Activity Diagrams Diagrams - Sign Up	0.5
224	Activity Diagrams Diagrams - Logging In	0.5
225	Activity Diagrams Diagrams - Profile	0.5
226	Activity Diagrams Diagrams - Preferences	0.5
227	Activity Diagrams Diagrams - Address	0.5
228	System Sequence Diagrams - Admin CRUD Reviews	0.5
229	System Sequence Diagrams - Admin CRUD Reports	0.5
230	System Sequence Diagrams - Admin CRUD Events	0.5
231	System Sequence Diagrams - Admin CRUD Games	0.5
232	System Sequence Diagrams - Admin CRUD Orders	0.5
233	System Sequence Diagrams - Sign Up	0.5
234	System Sequence Diagrams - Logging In	0.5
235	System Sequence Diagrams - Profile	0.5
236	System Sequence Diagrams - Preferences	0.5
237	System Sequence Diagrams - Address	0.5
238	Design Level Class Diagram	2
239	Design Level Sequence Diagram - Admin CRUD Reviews	0.5
240	Design Level Sequence Diagram - Admin CRUD Reports	0.5
241	Design Level Sequence Diagram - Admin CRUD Events	0.5
242	Design Level Sequence Diagram - Admin CRUD Games	0.5
243	Design Level Sequence Diagram - Admin CRUD Orders	0.5
244	Design Level Sequence Diagram - Sign Up	0.5
245	Design Level Sequence Diagram - Logging In	0.5
246	Design Level Sequence Diagram - Profile	0.5
247	Design Level Sequence Diagram - Preferences	0.5
248	Design Level Sequence Diagram - Address	0.5

249	Navigation Diagrams	1
250	User Interface Prototype	1
251	Report Designs	1
252	Data Dictionary with Field Level Description	1
253	ERD	1
255	Unit Testing	1
256	Web Development - initial	1
257	Web Development - Sign Up	1
258	Web Development - Loggin In	1
259	Web Development - Profile	1
260	Web Development - Preferences	1
261	Web Development - Address	1

301	Meeting Agenda/Minutes	1
302	Individual Status Reports	1
303	Team Status Reports	1
304	Backlog Report	2
305	Release Summary	2
306	Use Case Diagram - Selecting Games	0.5
307	Use Case Diagram - Game Recommendations	0.5
308	Use Case Diagram - Wish List	0.5
309	Use Case Diagram - Friends and Family	0.5
310	Use Case Diagram - View Wish List	0.5
311	Use Case Descriptions	3
312	Analysis Level Class Diagram	3
313	Activity Diagrams Diagrams - Selecting Games	0.5
314	Activity Diagrams Diagrams - Game Recommendations	0.5
315	Activity Diagrams Diagrams - Wish List	0.5
316	Activity Diagrams Diagrams - Friends and Family	0.5
317	Activity Diagrams Diagrams - View Wish List	0.5
318	System Sequence Diagrams - Selecting Games	0.5
319	System Sequence Diagrams - Game Recommendations	0.5
320	System Sequence Diagrams - Wish List	0.5
321	System Sequence Diagrams - Friends and Family	0.5
322	System Sequence Diagrams - View Wish List	0.5
323	Design Level Class Diagram	2
324	Design Level Sequence Diagram - Selecting Games	0.5
	Design Level Sequence Diagram - Game	
325	Recommendations	0.5
326	Design Level Sequence Diagram - Wish List	0.5
327	Design Level Sequence Diagram - Friends and Family	0.5
328	Design Level Sequence Diagram - View Wish List	0.5
329	Navigation Diagrams	1
330	User Interface Prototype	2
331	Report Designs	1

332	Data Dictionary with Field Level Description	2
333	ERD	2
335	Source Code - Selecting Games	2
336	Source Code - Game Recommendations	2
337	Source Code - Wish List	2
338	Source Code - Friends and Family	2
339	Source Code - View Wish List	2
340	Unit Testing	3

401	Meeting Agenda/Minutes	1
402	Individual Status Reports	1
403	Team Status Reports	1
404	Backlog Report	2
405	Release Summary	2
406	Use Case Diagram - Rate Games	0.5
407	Use Case Diagram - Review Games	0.5
408	Use Case Diagram - Cart	1
409	Use Case Diagram - Download	0.5
410	Use Case Diagram - Events	0.5
411	Use Case Descriptions	2
412	Analysis Level Class Diagram	1
413	Activity Diagrams Diagrams - Rate Games	0.5
414	Activity Diagrams Diagrams - Review Games	0.5
415	Activity Diagrams Diagrams - Cart	1
416	Activity Diagrams Diagrams - Download	0.5
417	Activity Diagrams Diagrams - Events	0.5
418	System Sequence Diagrams - Rate Games	0.5
419	System Sequence Diagrams - Review Games	0.5
420	System Sequence Diagrams - Cart	1
421	System Sequence Diagrams - Download	0.5
422	System Sequence Diagrams - Events	0.5
423	Design Level Class Diagram	2
424	Design Level Sequence Diagram - Rate Games	0.5
425	Design Level Sequence Diagram - Review Games	0.5
426	Design Level Sequence Diagram - Cart	1
427	Design Level Sequence Diagram - Download	0.5
428	Design Level Sequence Diagram - Events	0.5
429	Navigation Diagrams	1
430	User Interface Prototype	4
431	Report Designs	2
432	ERD	2
433	Data Dictionary with Field Level Description	2
434	Source Code - Rate Games	2
435	Source Code - Review Games	2

436	Source Code - Cart	4
437	Source Code - Download	2
438	Source Code - Events	2
439	Unit Testing	4

501	Meeting Agenda/Minutes	1
502	Individual Status Reports	1
503	Team Status Reports	1
504	Unit / System Test Plan(s) and Results	4
505	User Documentation	3
506	Deployment Guide	2
507	Project Binder	3

Work Effort in Person Days (PD)

22

47

46

51

15

181

Analysis Documentation

Use Case Diagrams, Descriptions, and Activity Diagrams

Use Case Diagrams

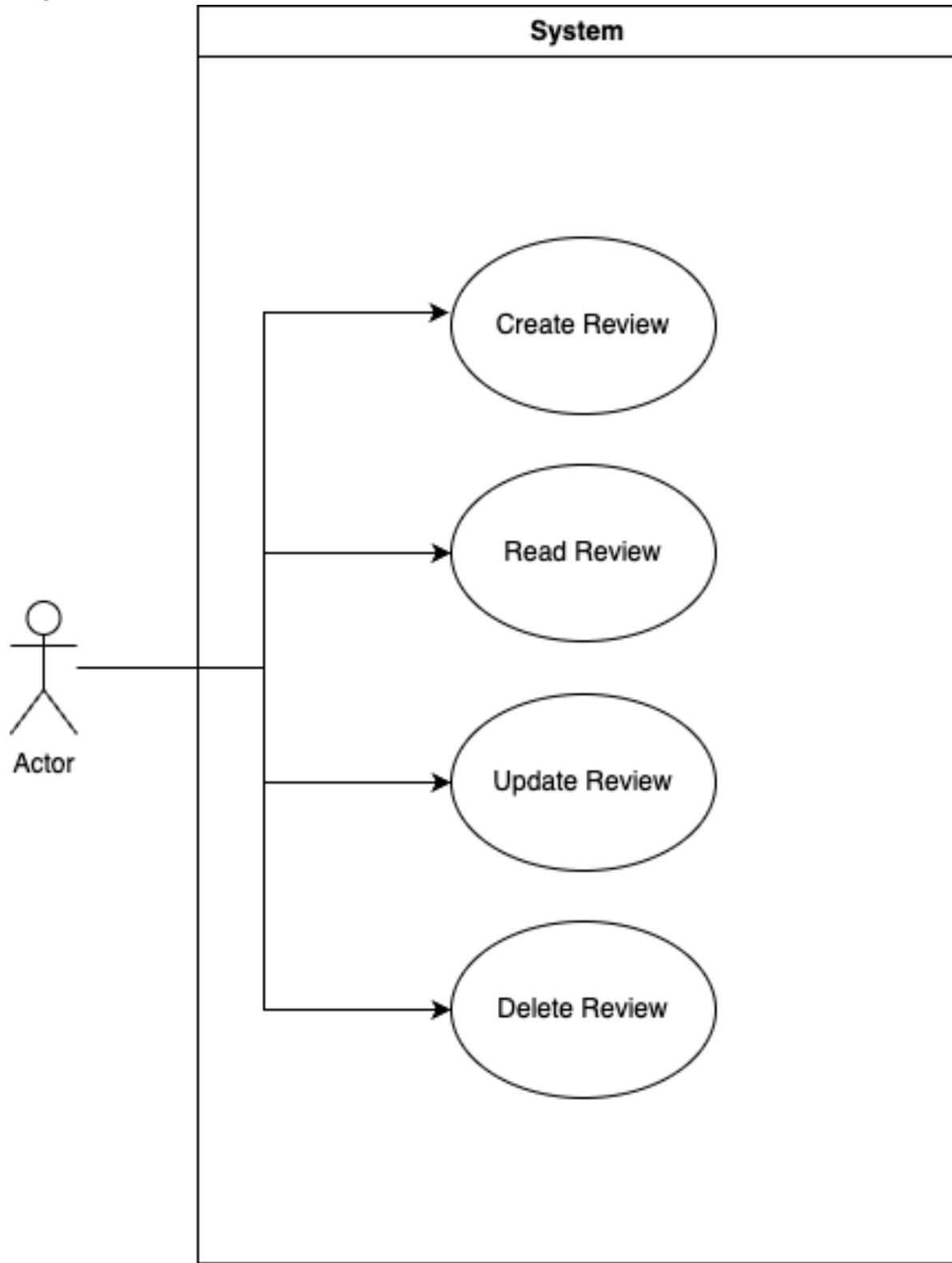


Figure 1: CRUD Review Admin Use case diagram

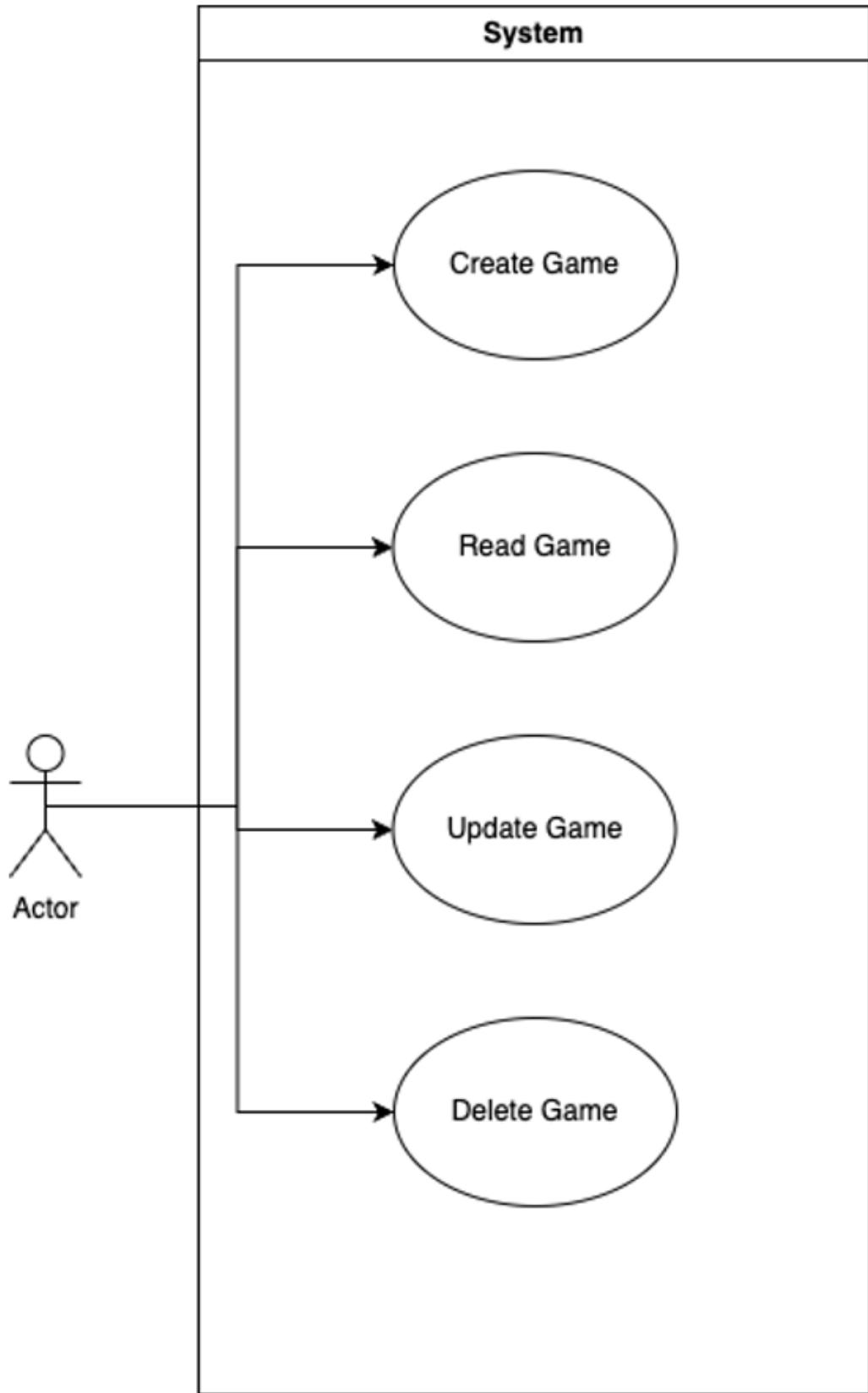


Figure 2: CRUD Game Admin Use case diagram

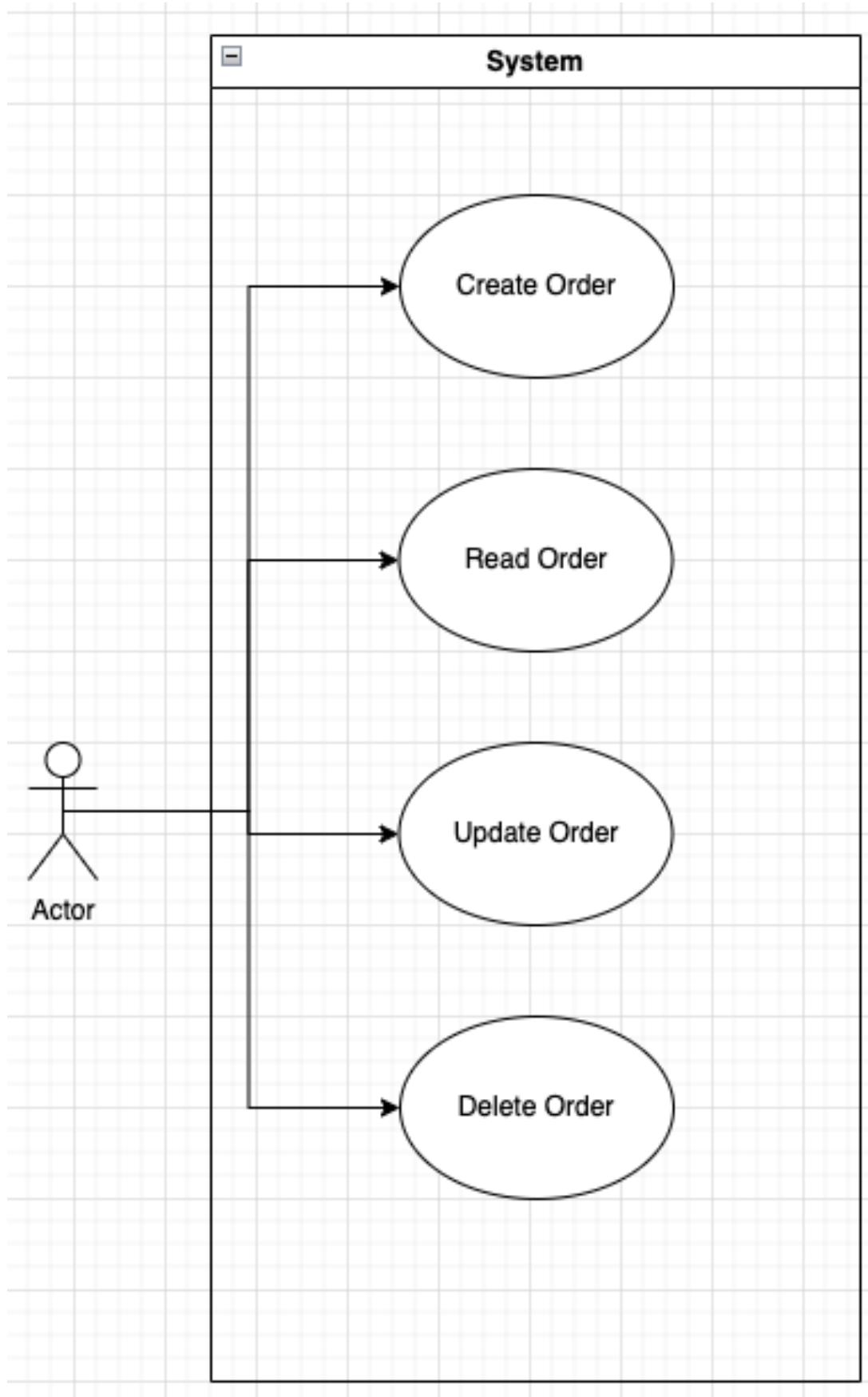


Figure 3: CRUD Order Admin Use case diagram

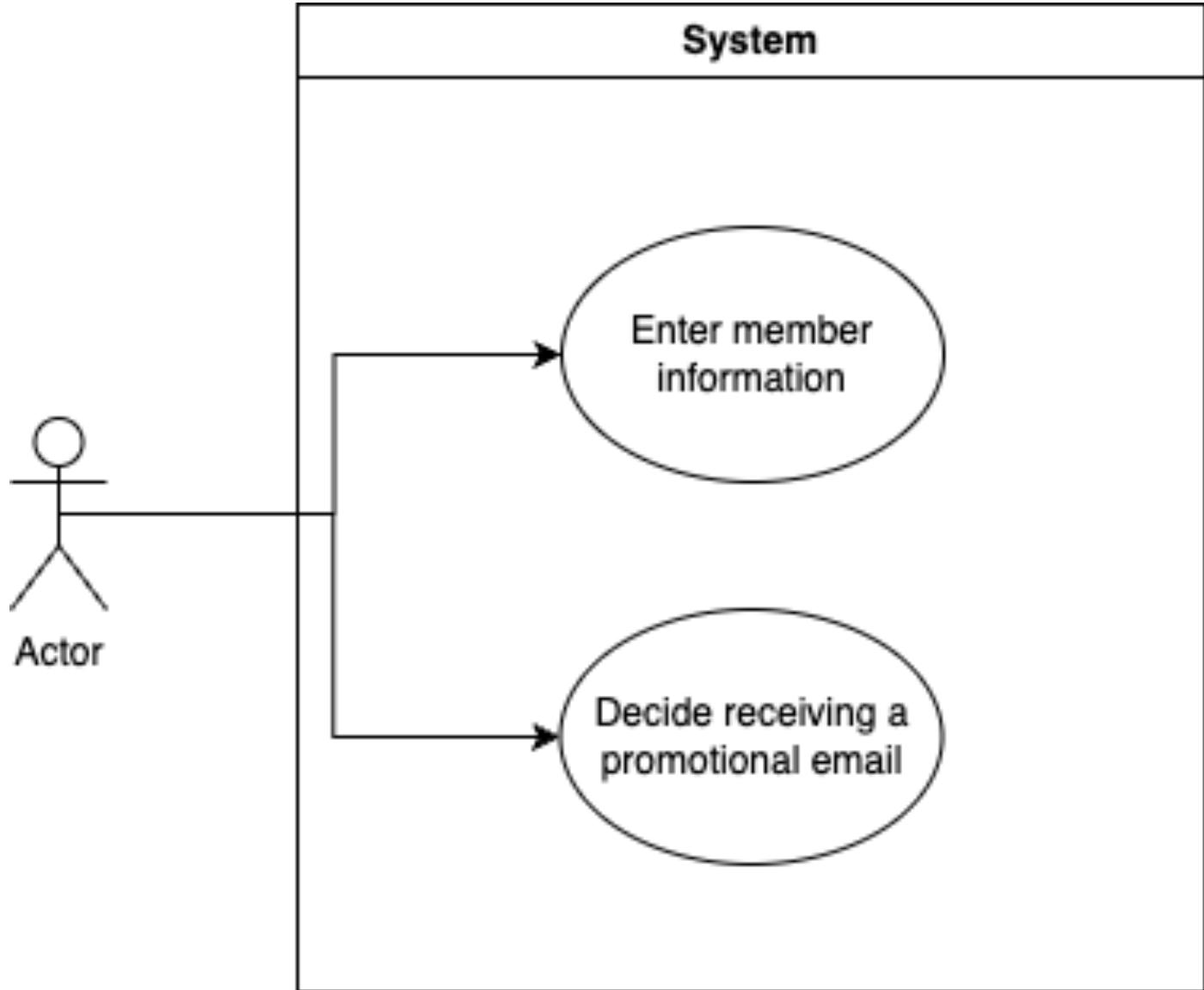


Figure 4: Update Profile Use case diagram

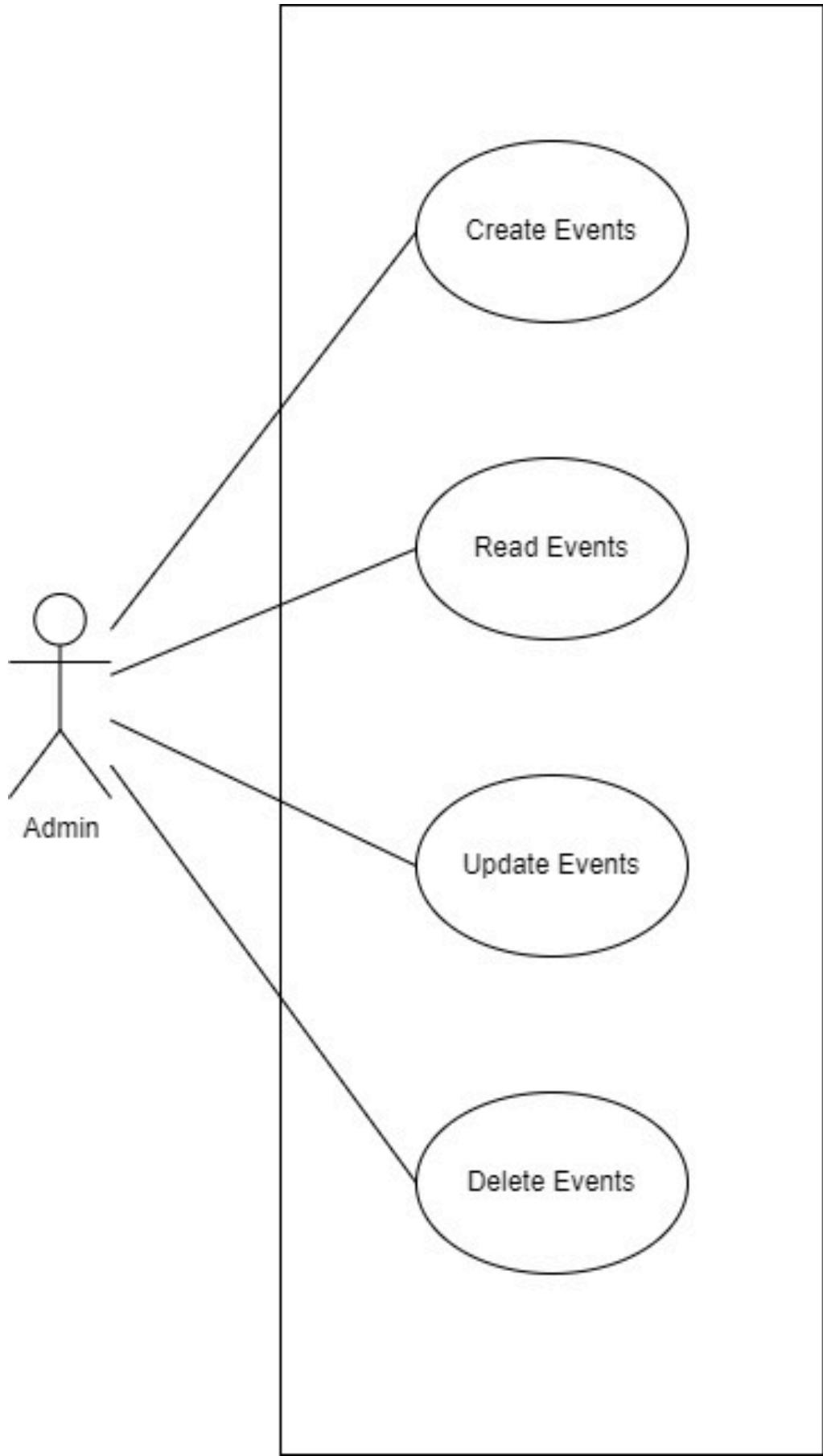


Figure 5: CRUD Event Admin Use case diagram

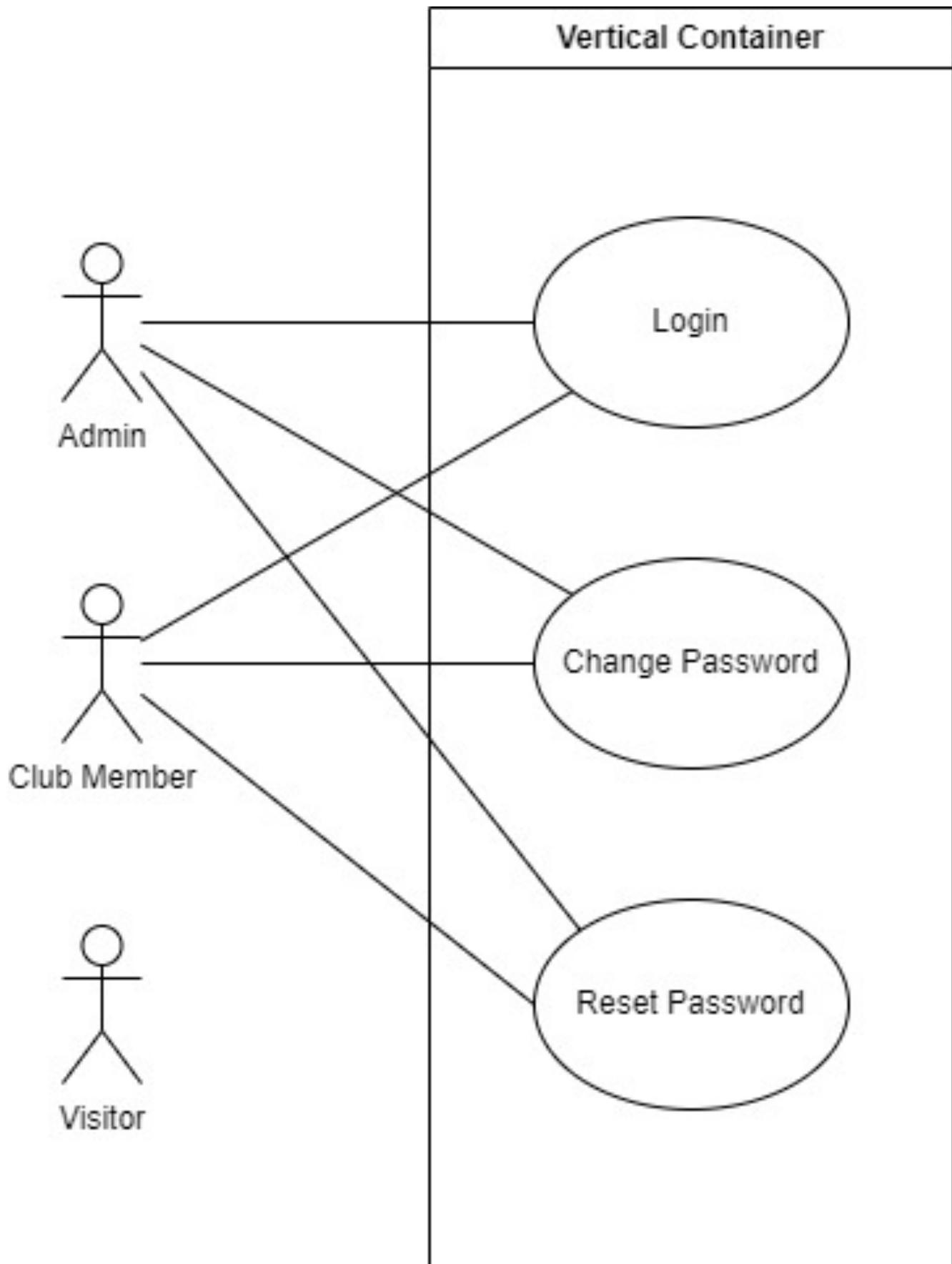


Figure 6: Login Use case diagram

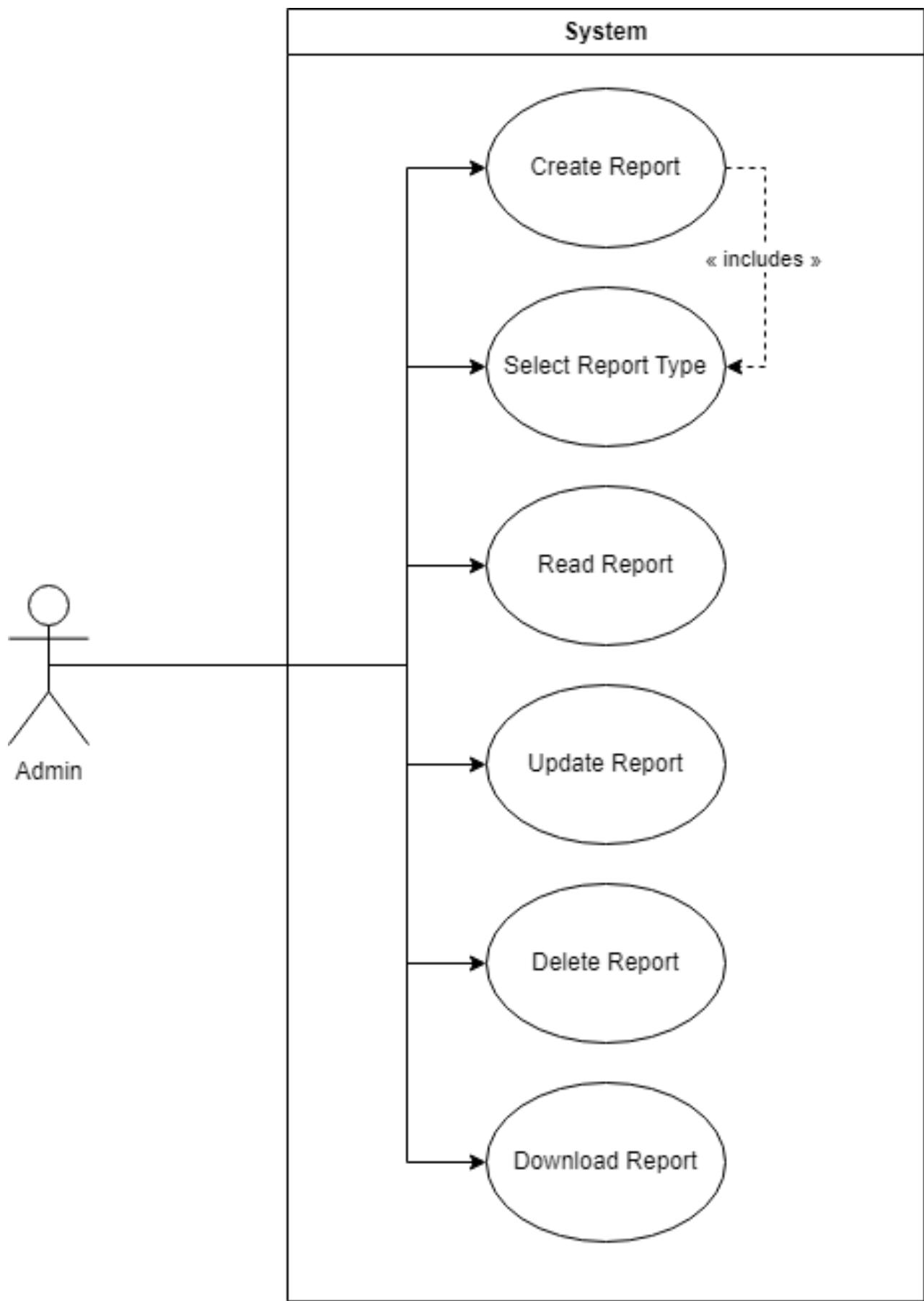


Figure 7: CRUD Reports Admin Use case diagram

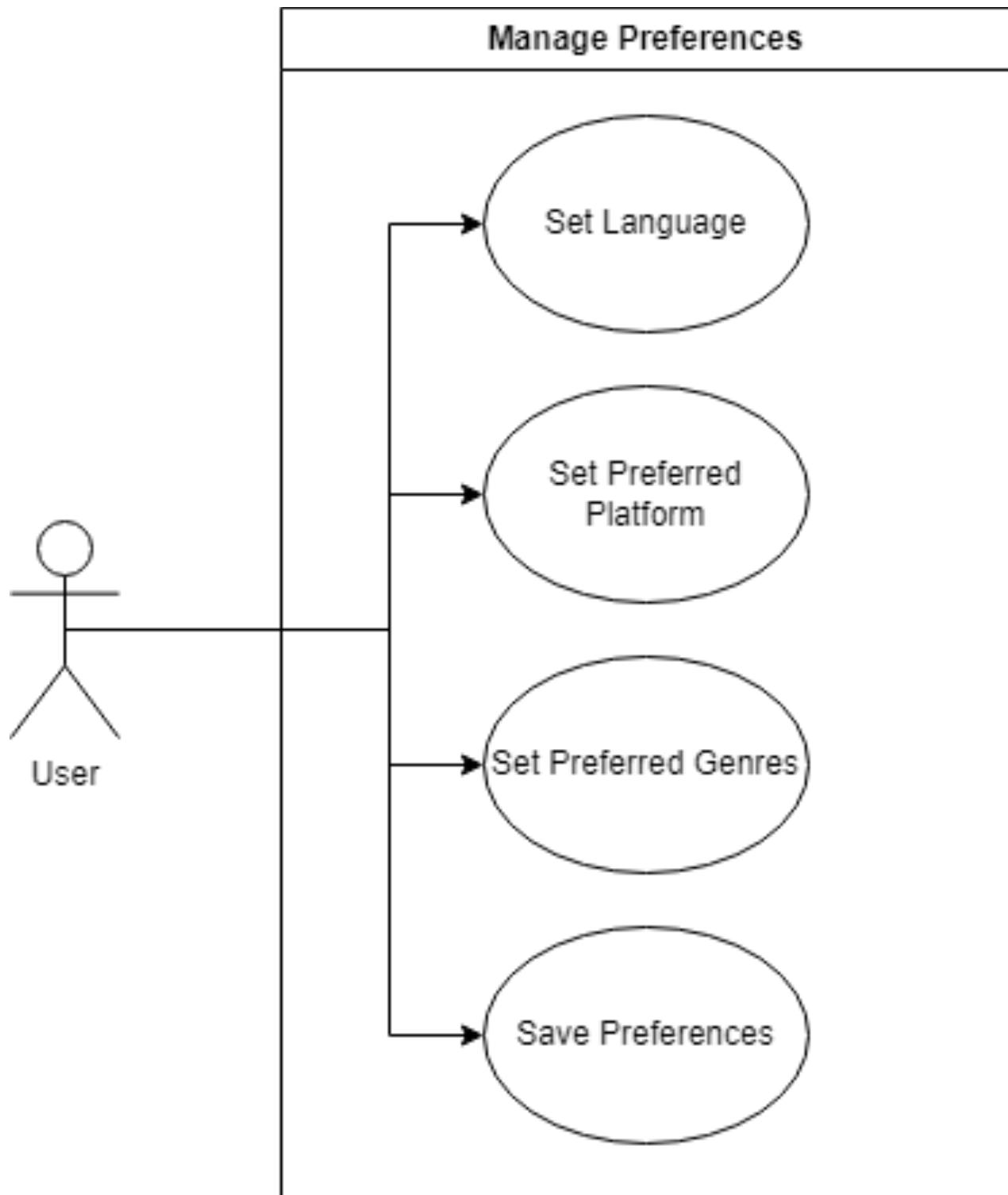


Figure 8: Update Preferences Use case diagram

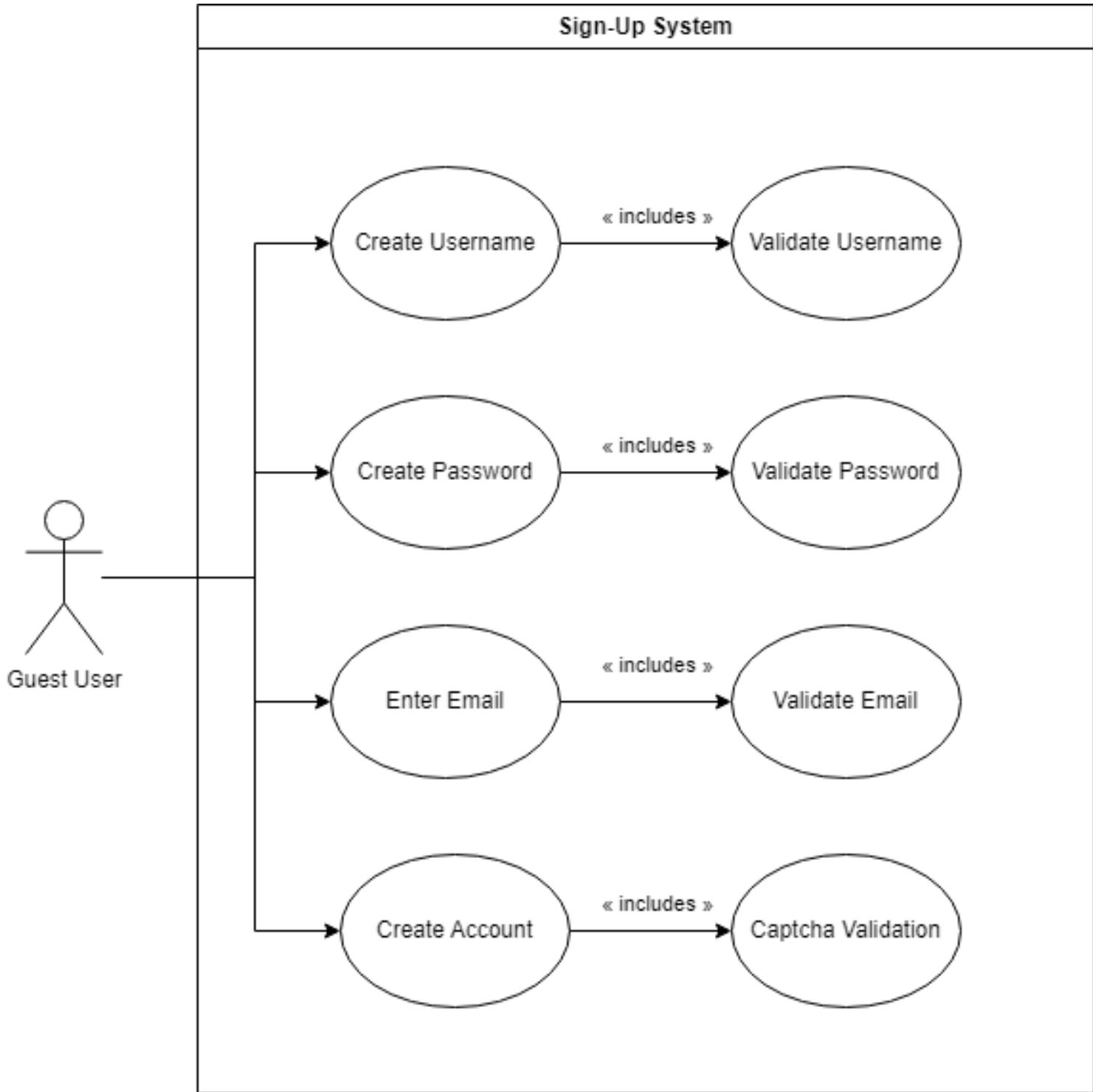


Figure 9: Sign-Up Use case diagram

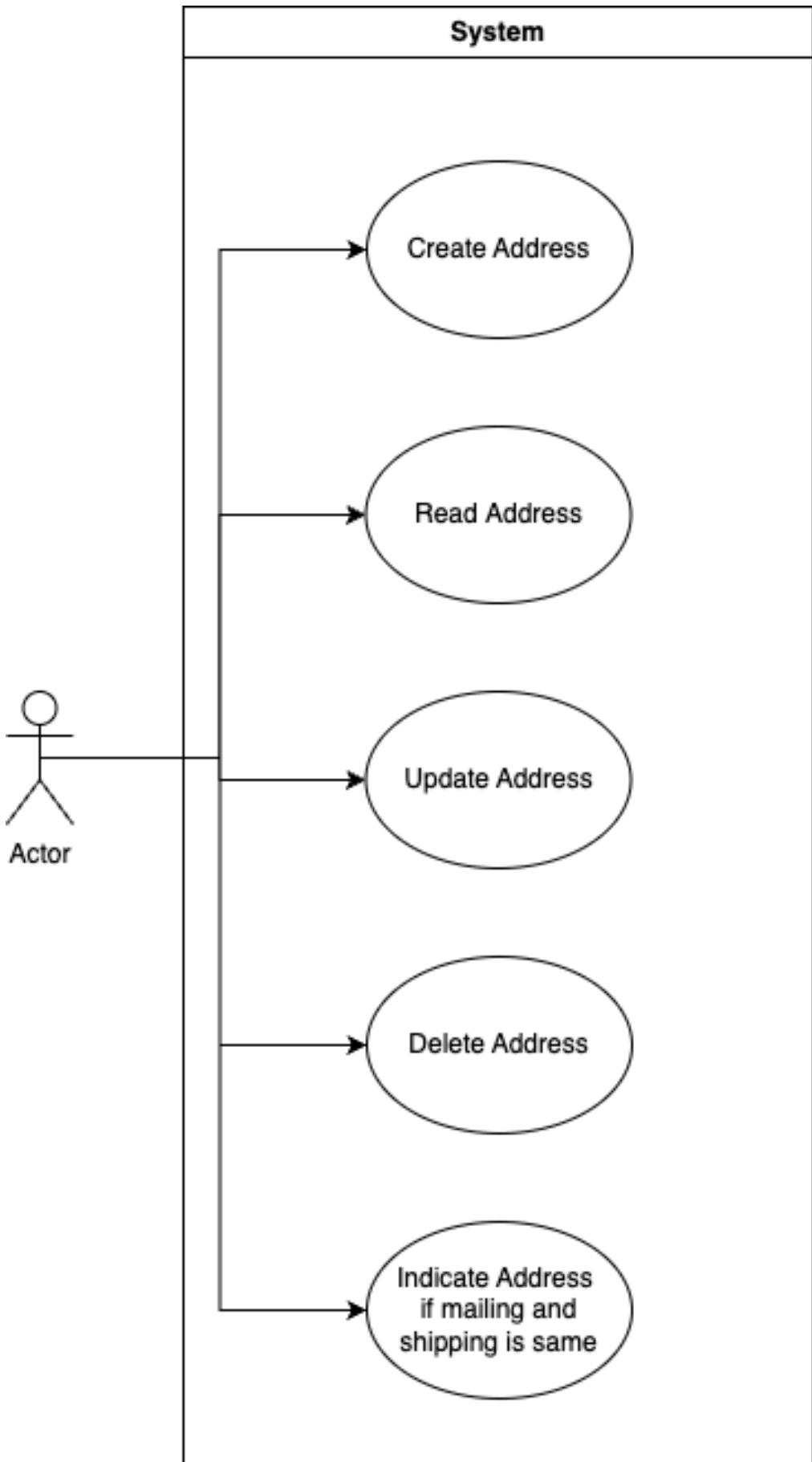


Figure 10: CRUD Address Use case diagram

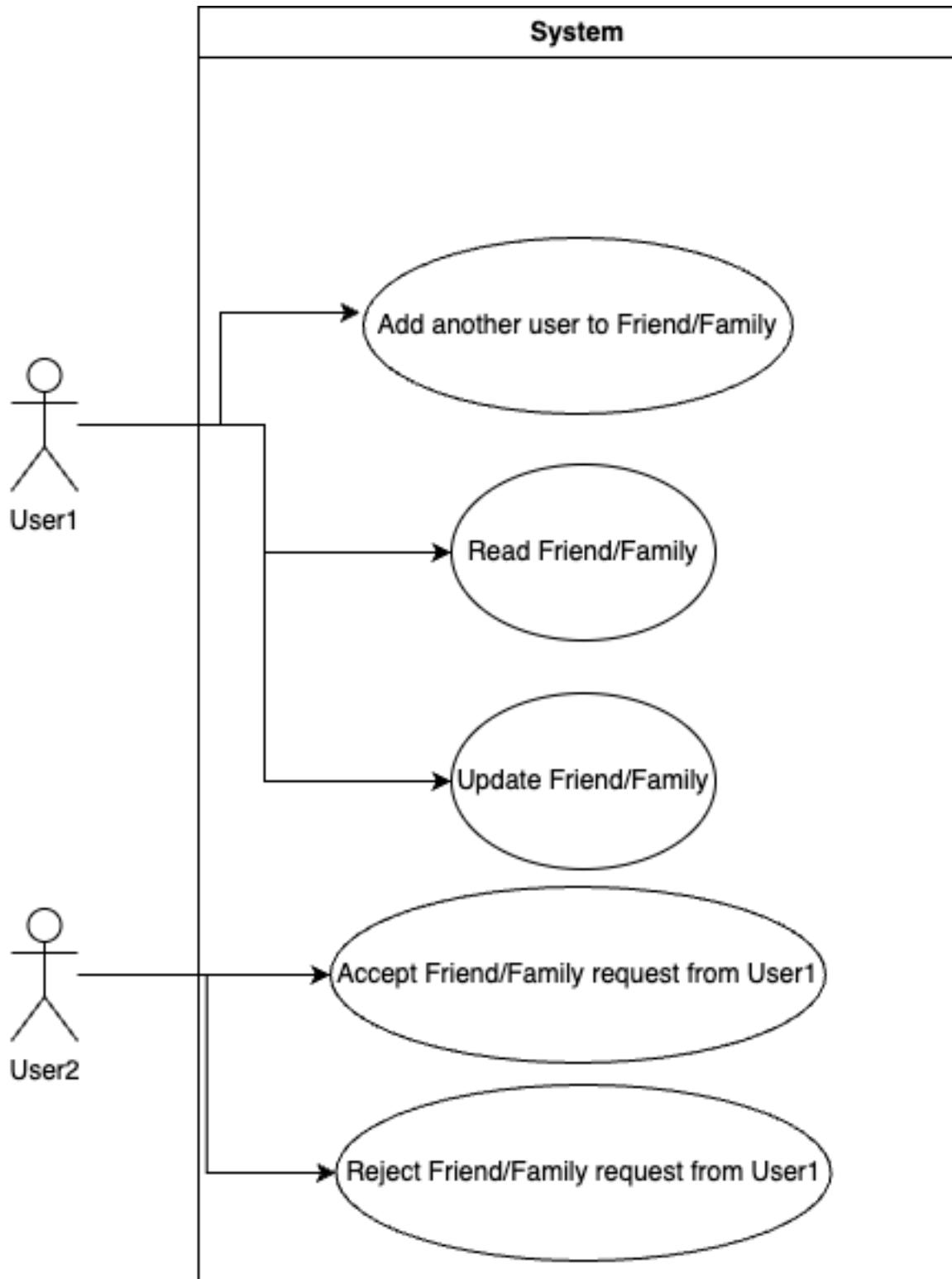


Figure 11: Create Friend/Family Use case diagram

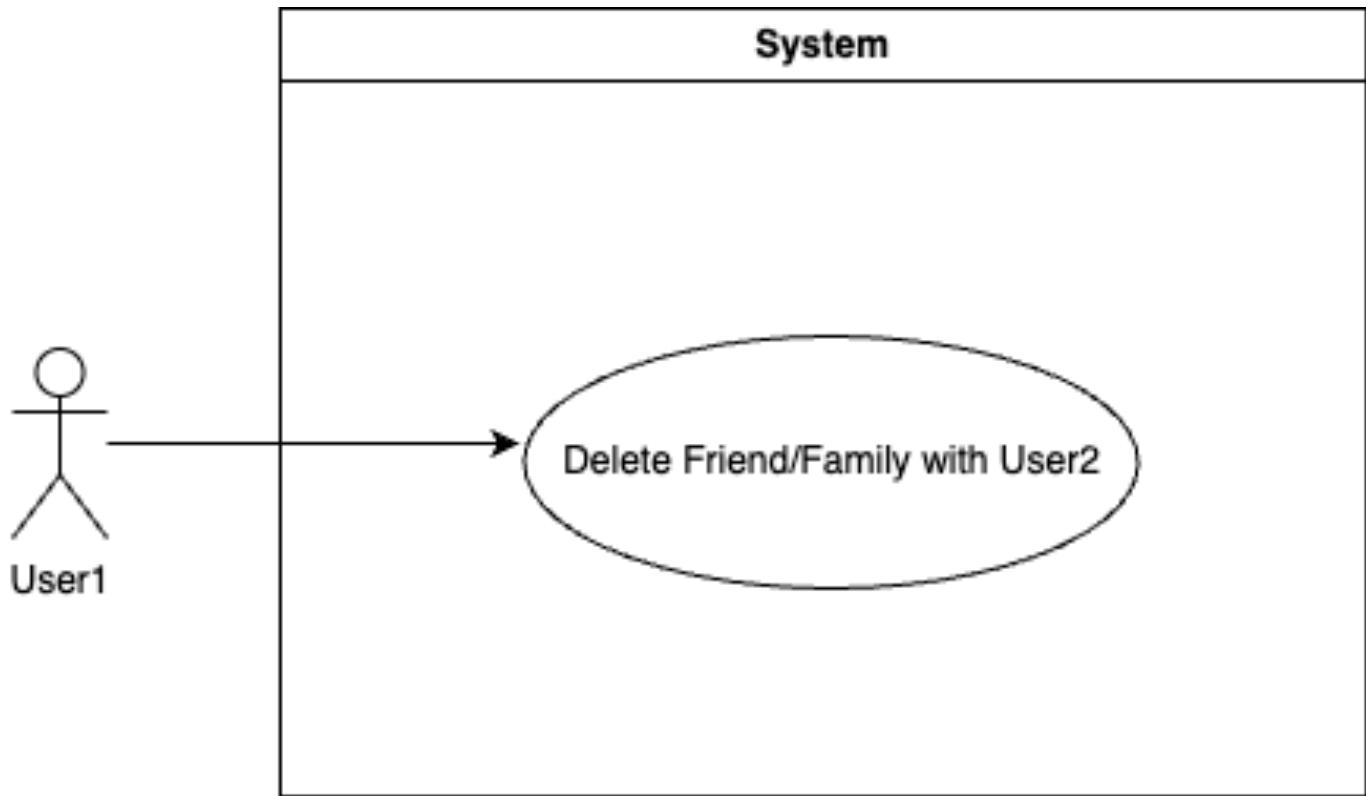


Figure 12: Delete Friend/Family Use case diagram

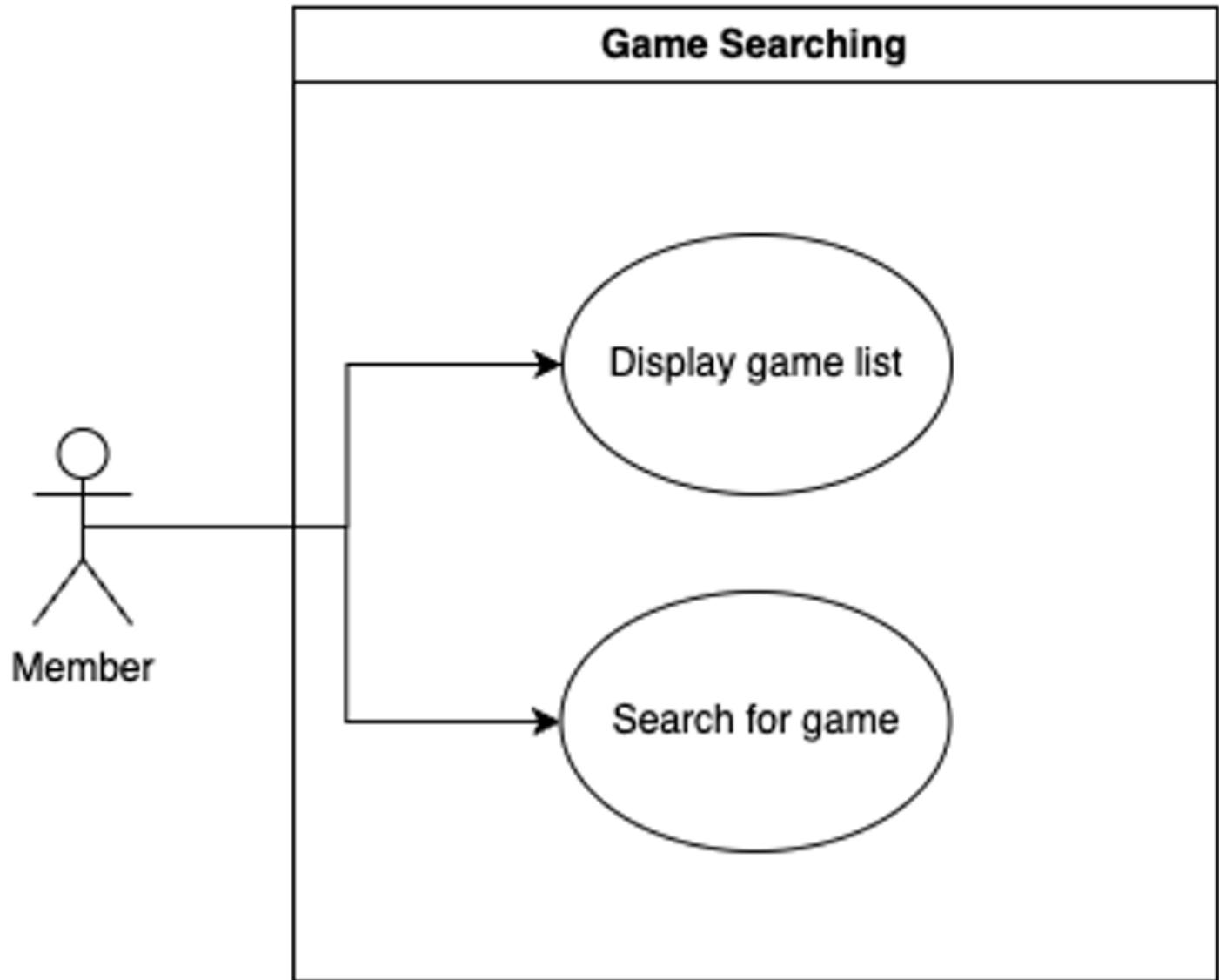


Figure 13: Search Game Use case diagram

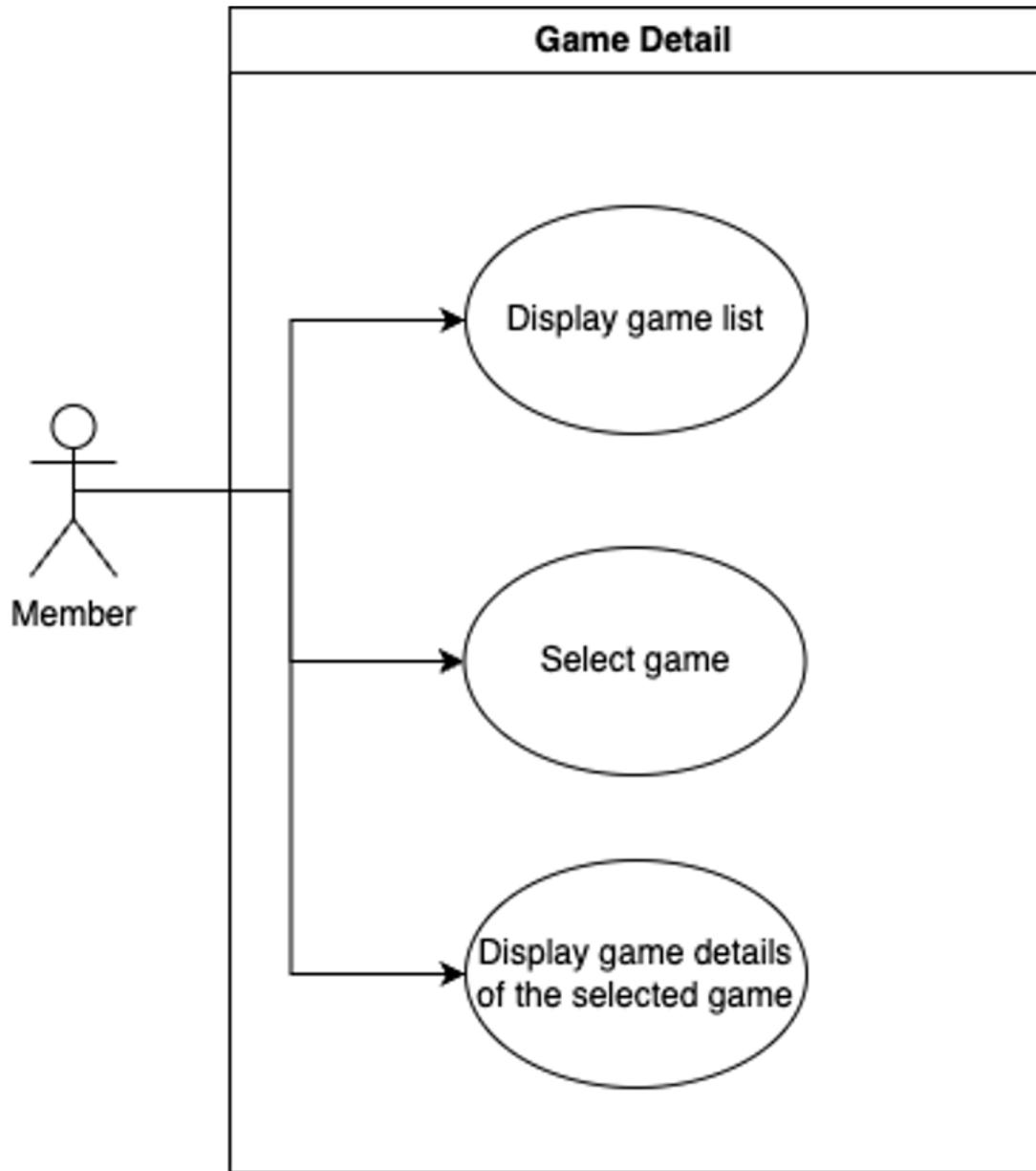


Figure 14: Display Game Detail Use case diagram

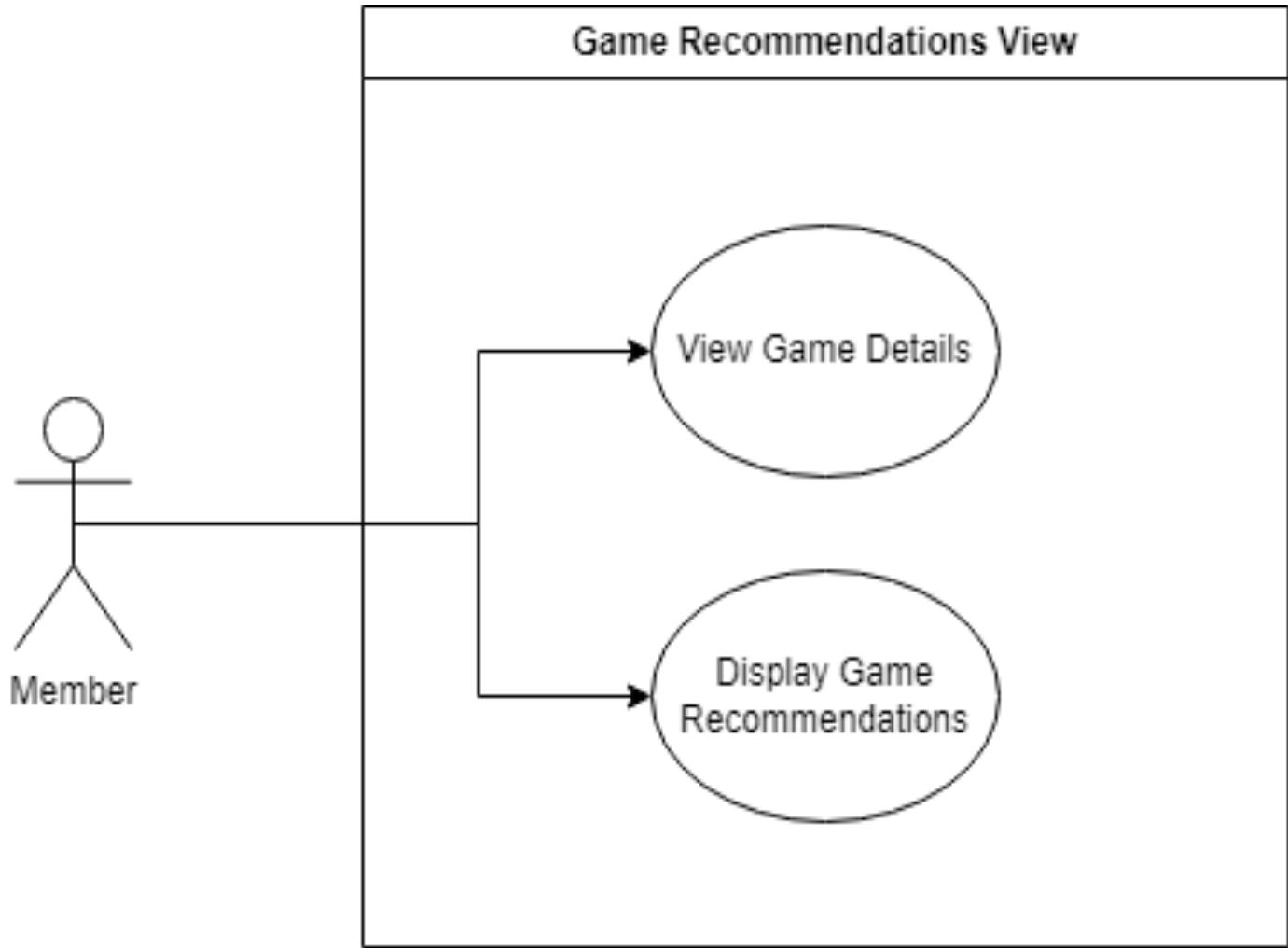


Figure 15: Display Game Recommendations Use case diagram

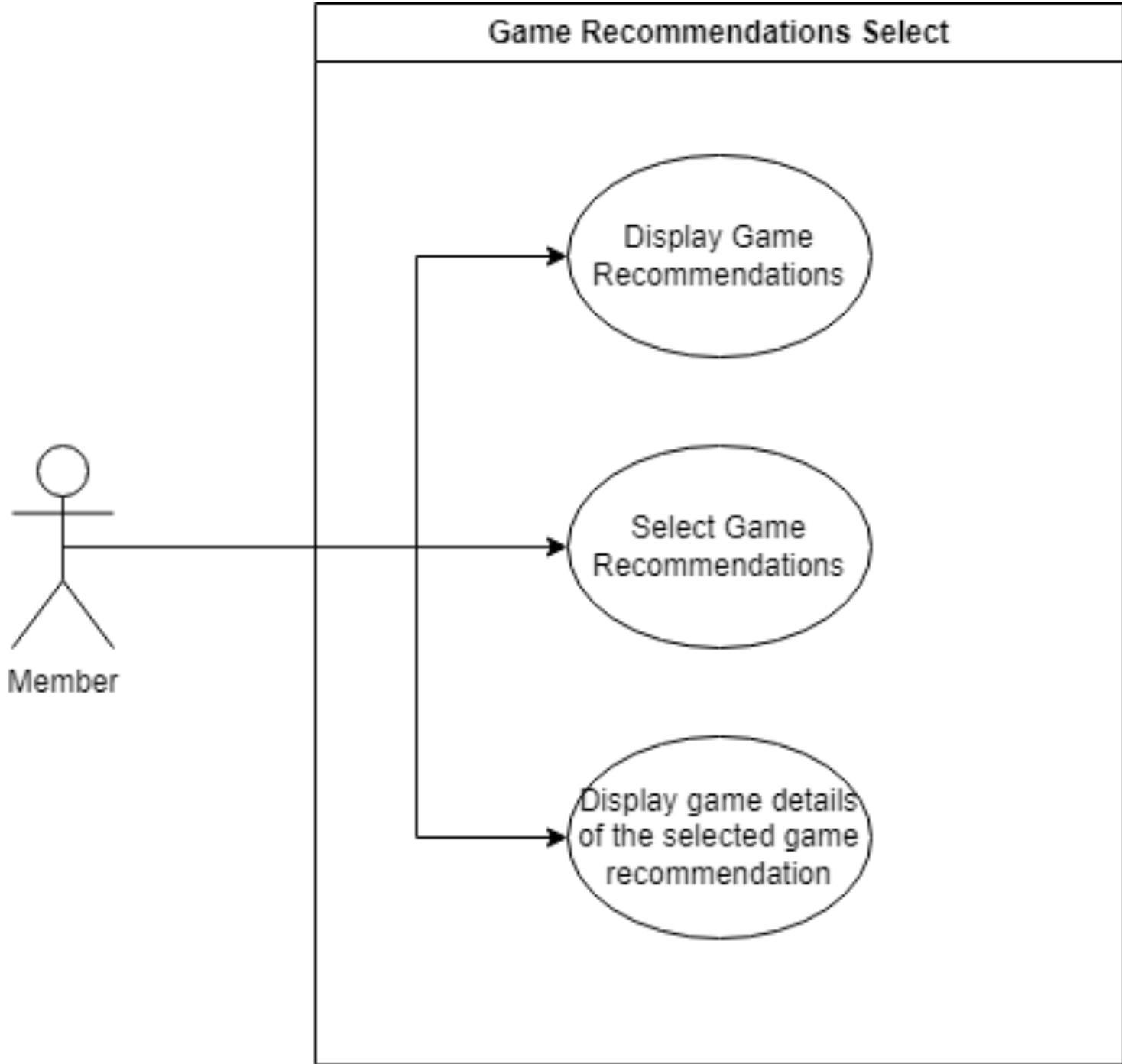


Figure 16: Select Game Recommendations Use case diagram

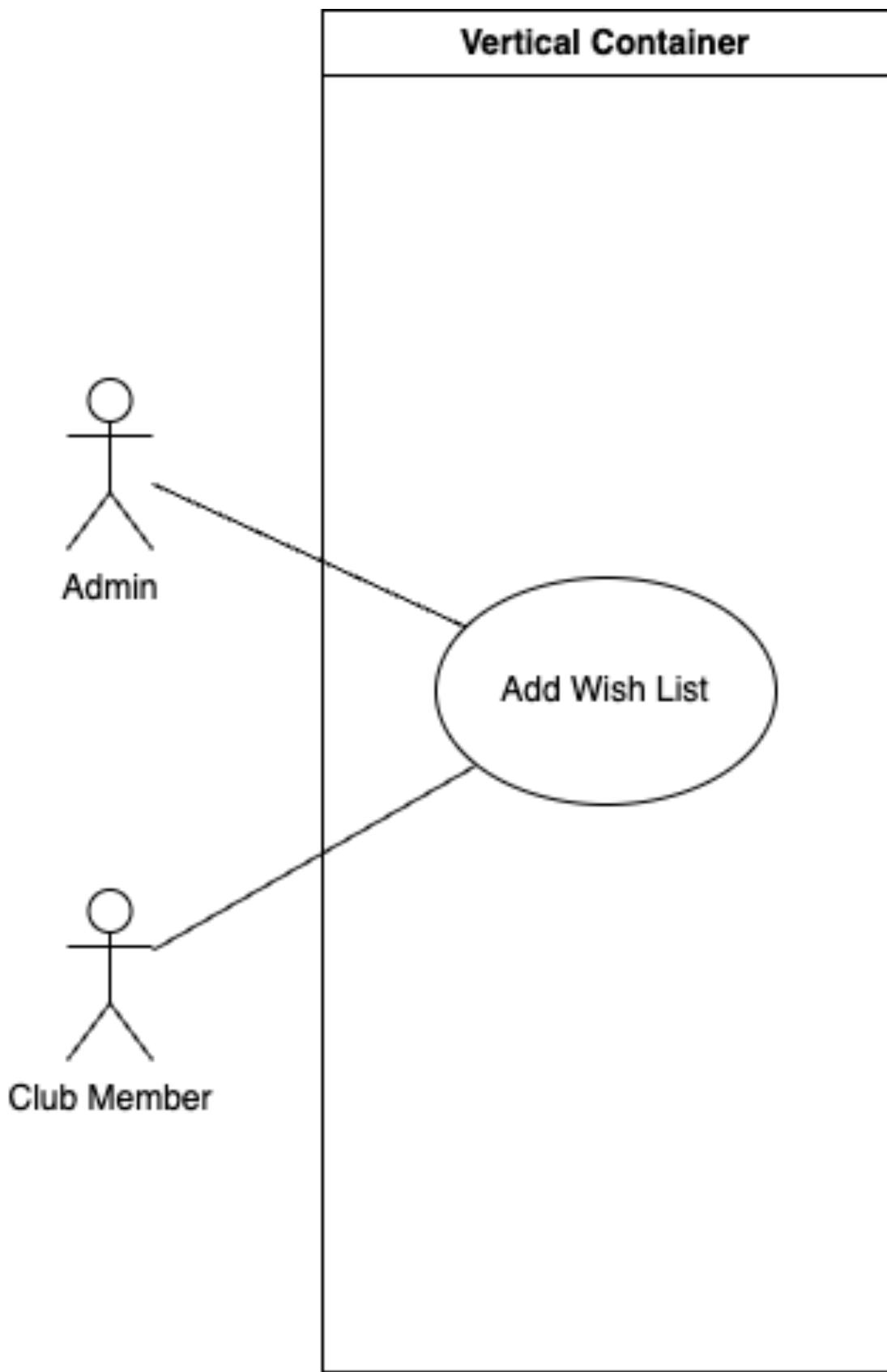


Figure 17: Add Wishlist Use case diagram

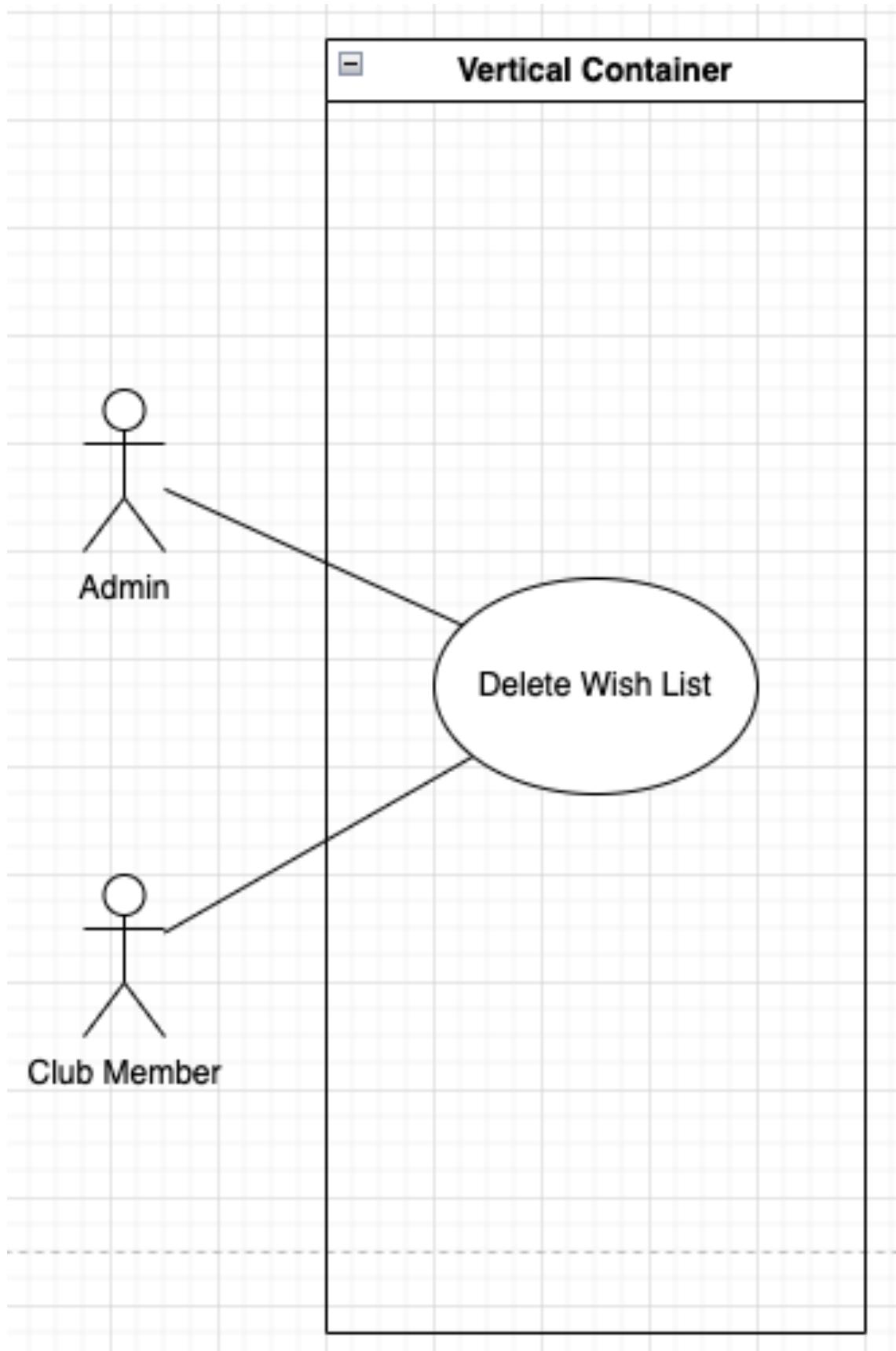


Figure 18: Delete Wishlist Use case diagram

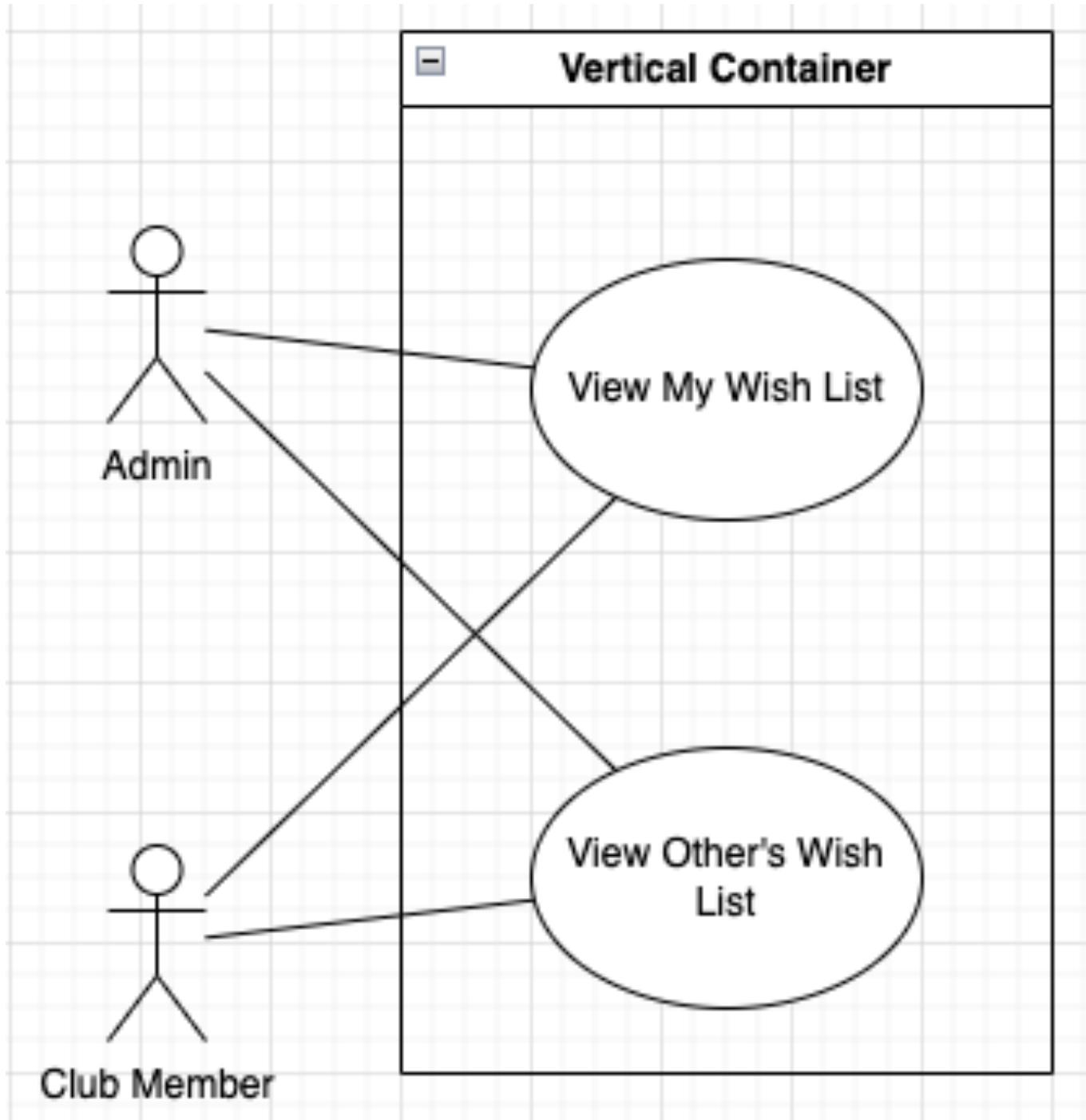


Figure 19: View Wishlist Friend/ Family Use case diagram

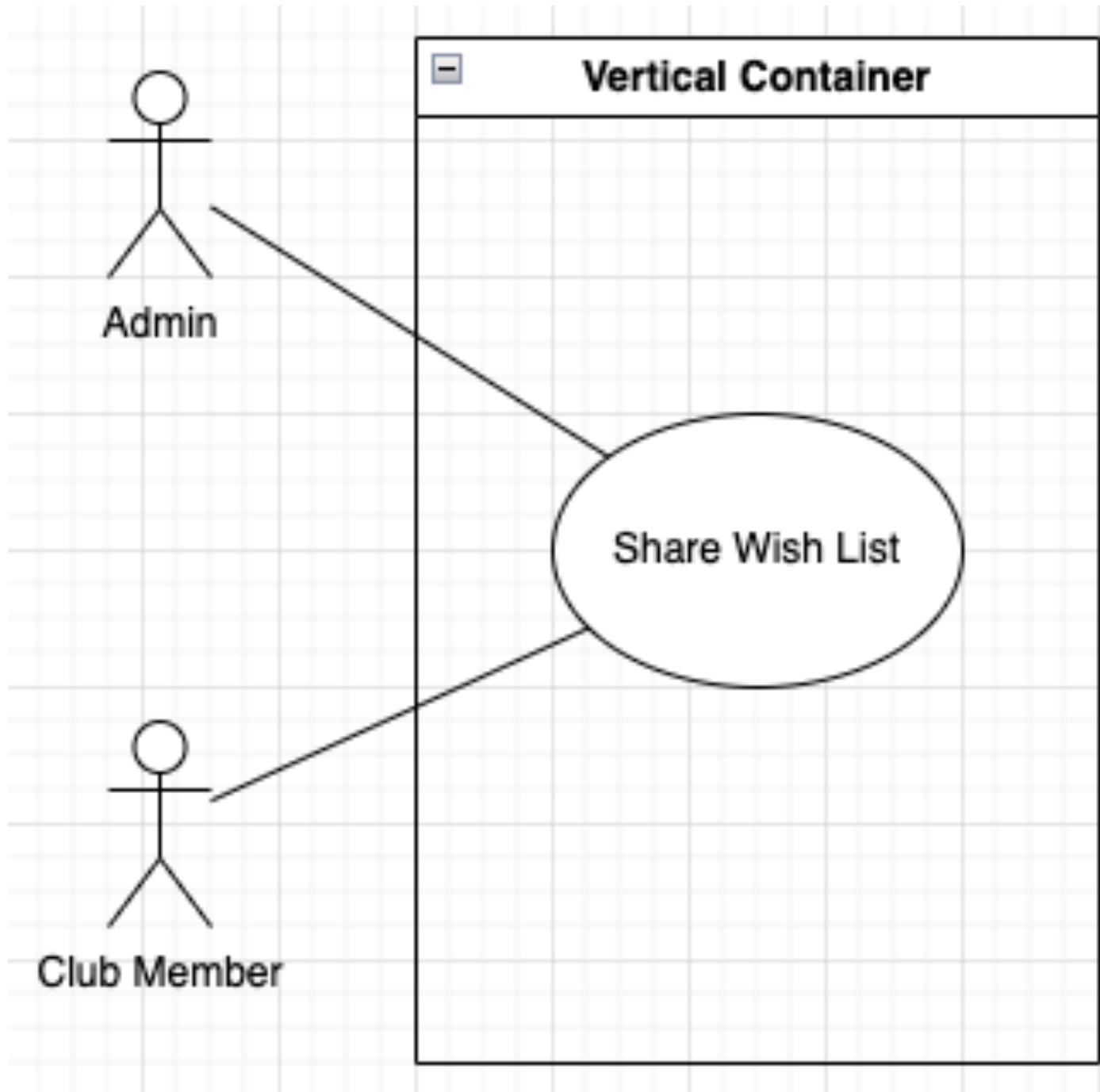


Figure 20: Share Wishlist Use case diagram.

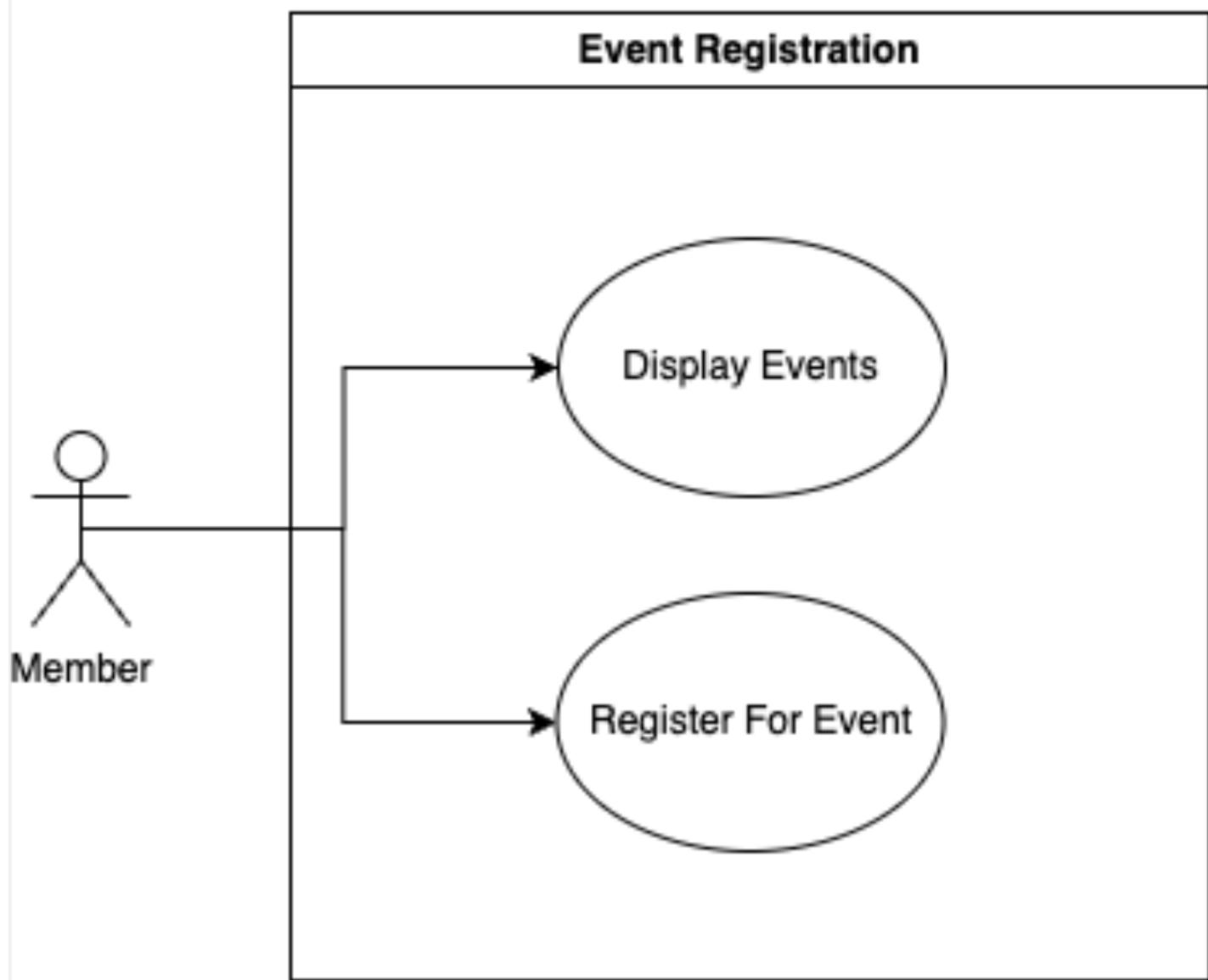


Figure 21: Register Event Use case diagram

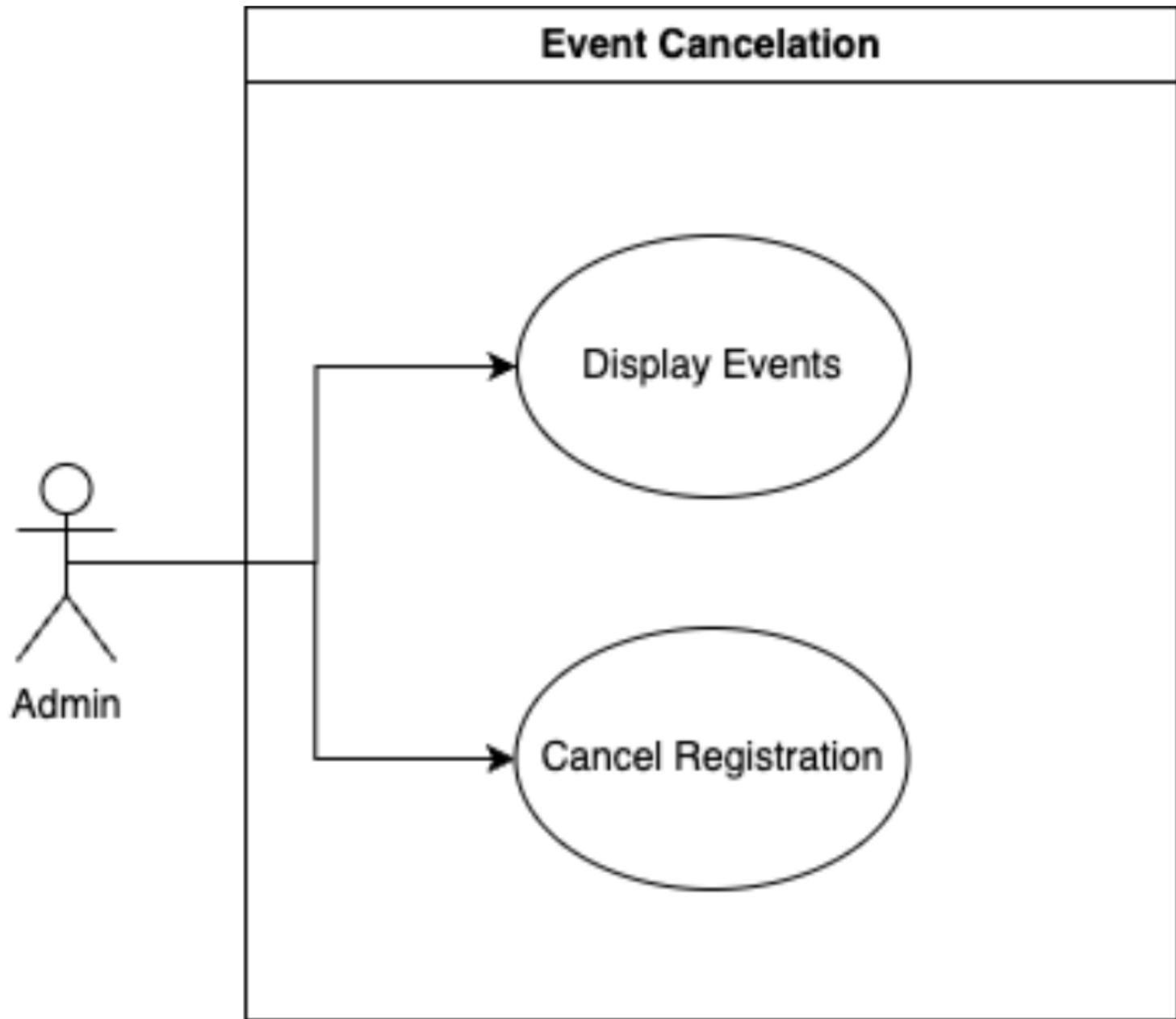


Figure 22: Cancel Event Use case diagram

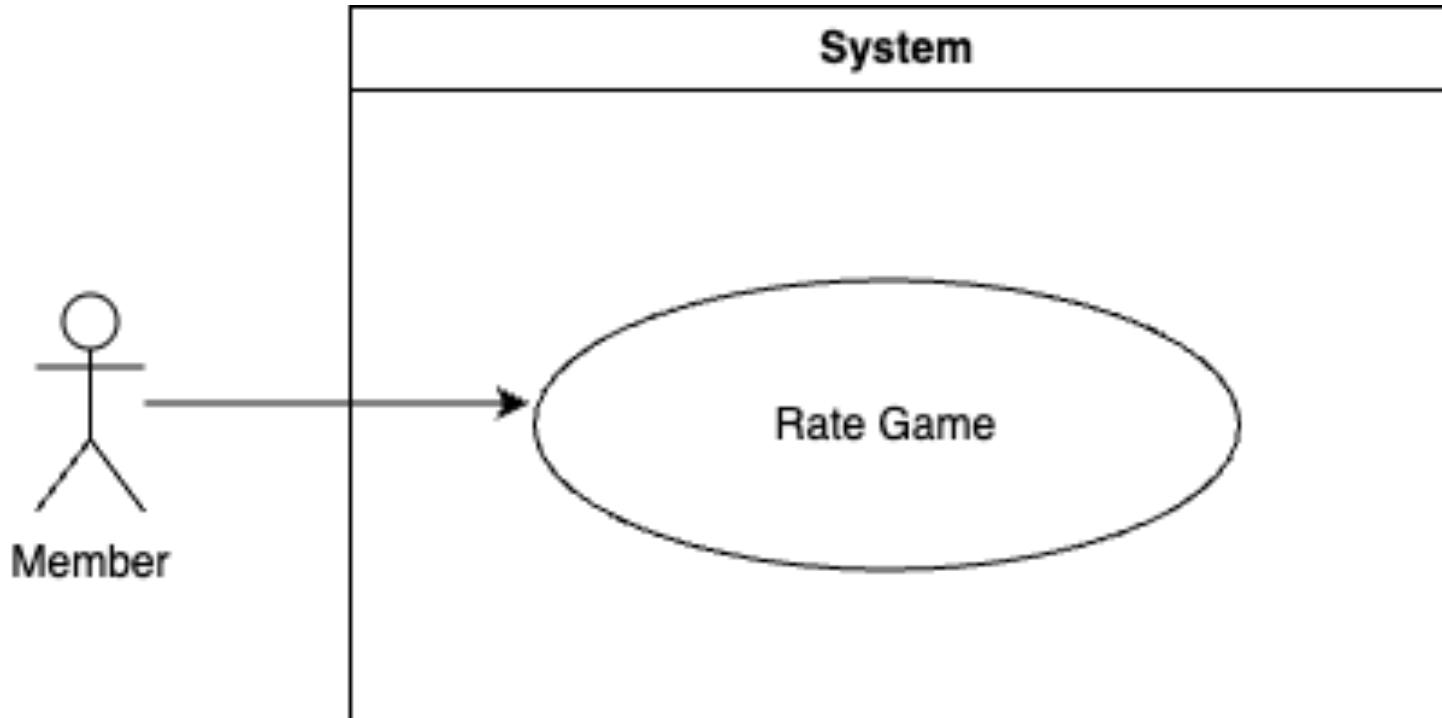


Figure 23: Rate Game Use case diagram

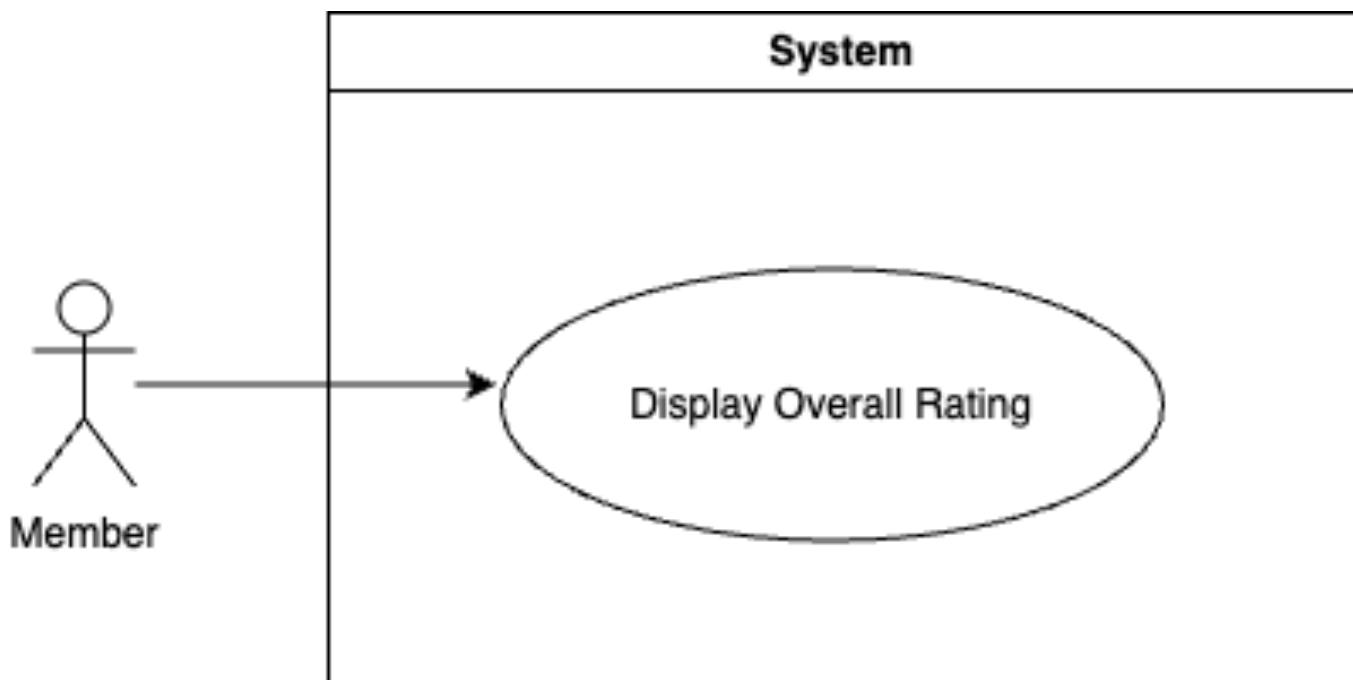


Figure 24: Display Overall Rating Use case diagram

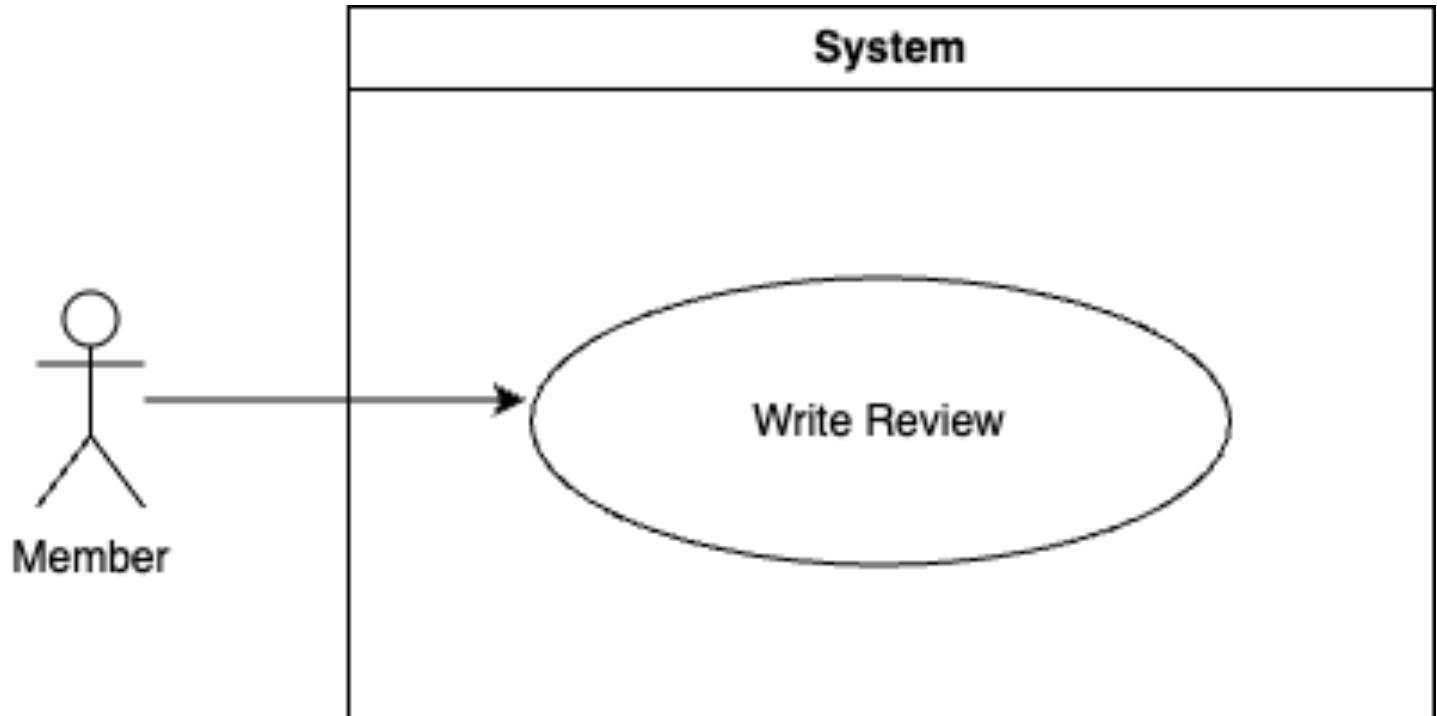


Figure 25: Write Review Use case diagram

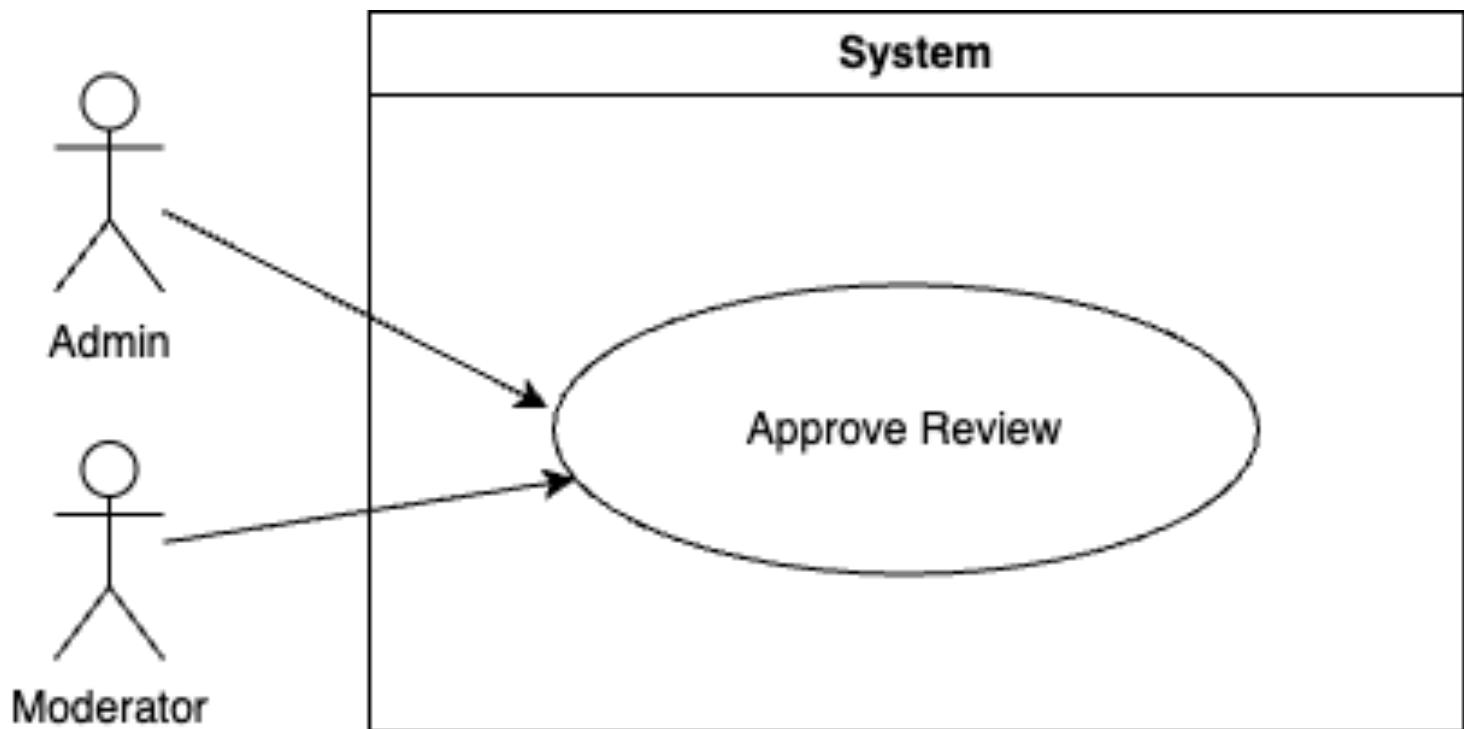


Figure 26: Approve Review Use case diagram

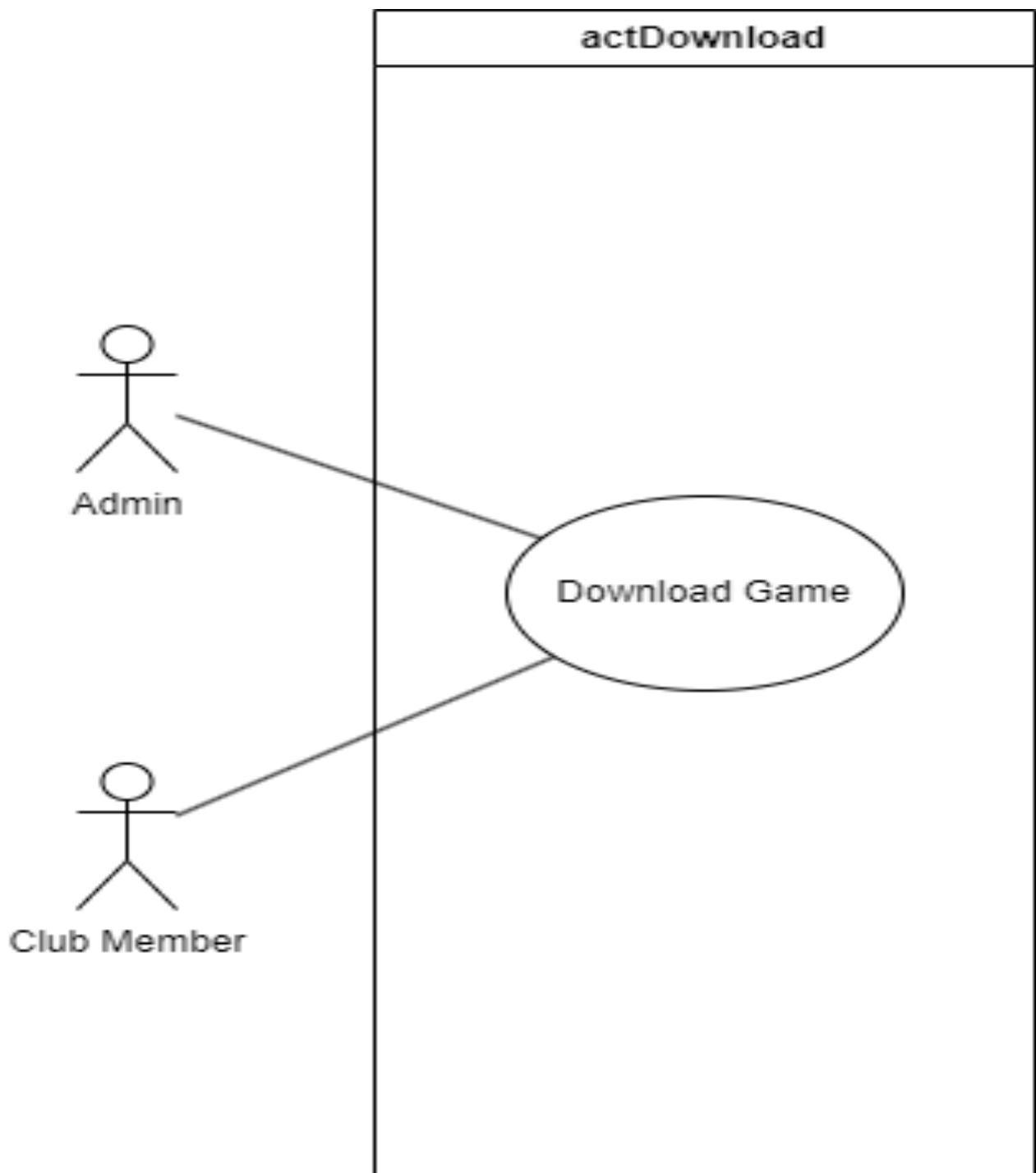


Figure 27: Download Game Use Case Diagram

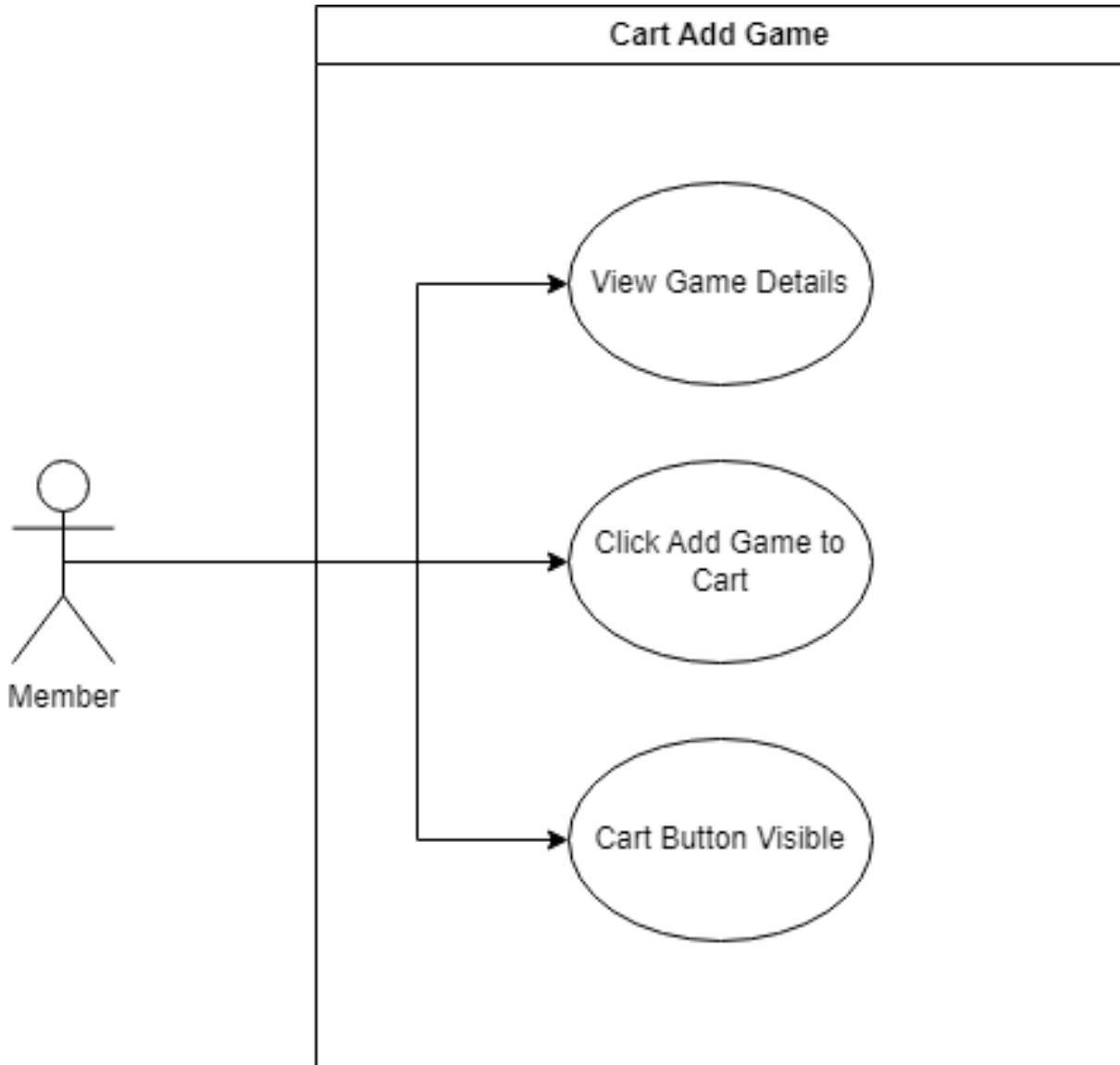


Figure 28: Add Game Cart Use Case Diagram

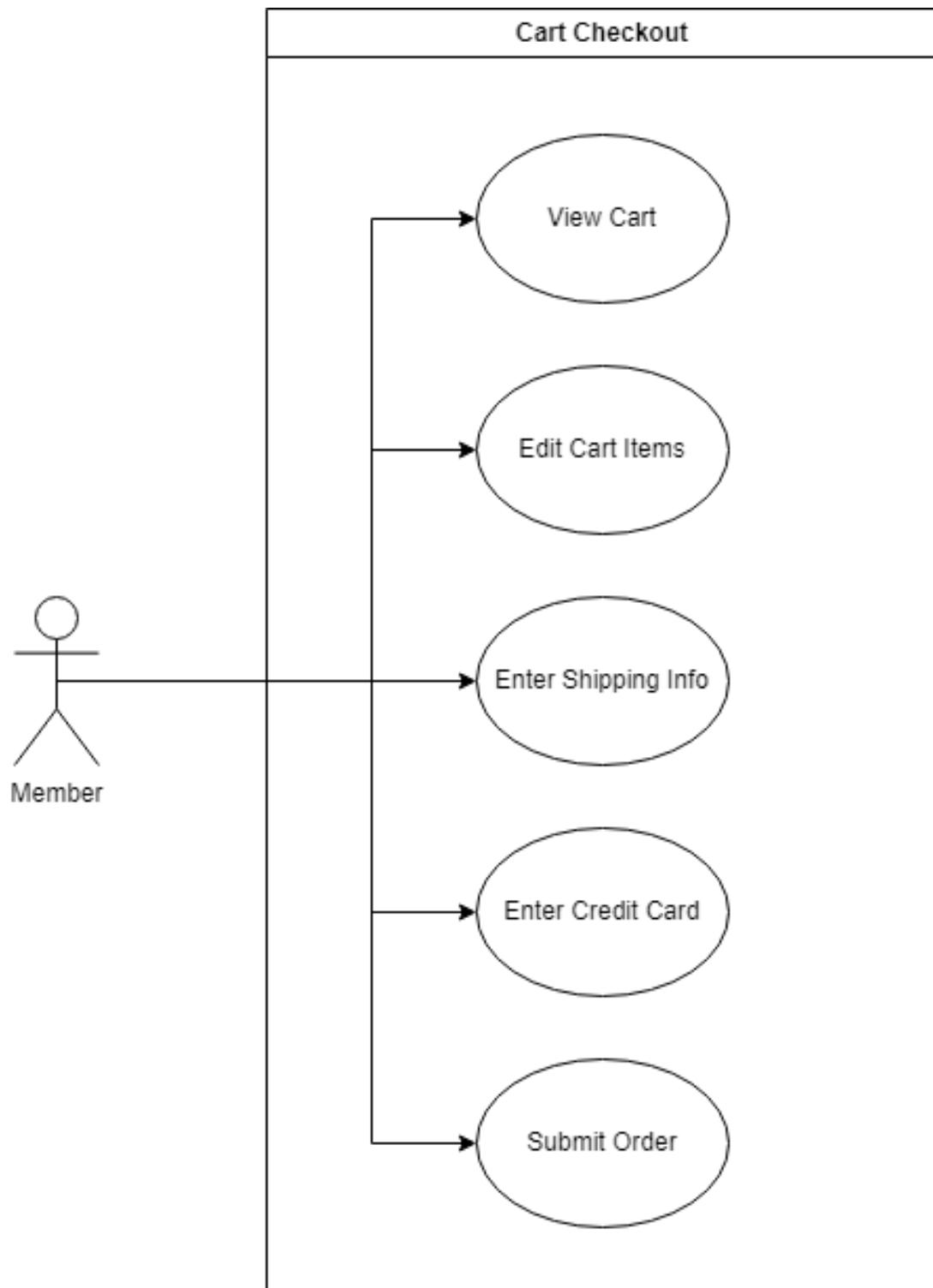


Figure 29: Checkout Cart Use Case Diagram

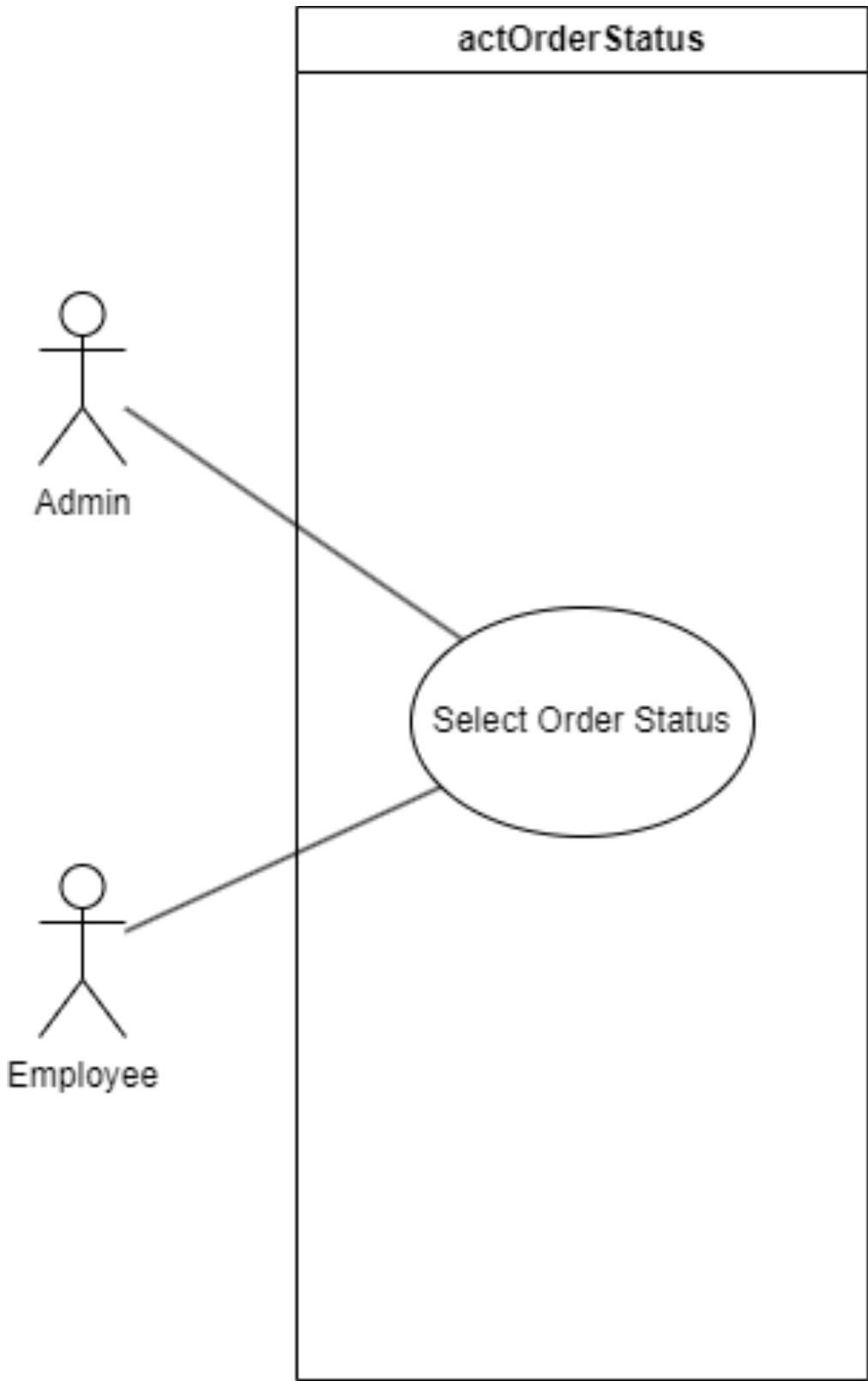


Figure 30: Update Order Status Use Case Diagram

Use Case Descriptions

Use Case #	1	
Use Case Name	CRUD Games Admin	
Scenario	Admin Create/Read/Update/Delete Game	
Triggering Event	1. Admin navigates to Game page 2. Admin clicks Create 3. Admin clicks Update 4. Admin clicks Delete	
Brief Description	Admin should be able to have CRUD operation on Game	
Actors	Admin	
Related Use Cases		
Stakeholders	Marvin Aday, Admin, Developers	
Pre-conditions	Admin has to login with Admin account	
Post-conditions	Admin gets returned created, retrieved, updated, or deleted game data in the database	
Flow of Events	Actor 1.1 Admin navigates to Admin Panel 1.2 Admin navigates to Game	System 1.3 System gets Games from DB 1.4 DB returns Game 1.5 System displays Games
	2.1 Admin clicks Create	2.1 System creates Game in DB 2.2 DB creates Game 2.3 DB returns a created Game to System 2.4 System displays a created Game
	3.1 Admin clicks Update	3.1 System updates Game in DB 3.2 DB updates Game 3.3 DB returns an updated Game to System 3.4 System displays an updated Game
	4.1 Admin clicks Delete 4.3 Admin clicks Yes	4.2 System displays a confirm message 4.4. System deletes Game in DB 4.5 DB deletes Game 4.6 DB returns a deleted Game to System 4.7 System redirects admin to Games 4.8 System returns a deleted Game
Exception Conditions	1. Admin clicks back	2. System redirects admin to Games

Use Case #	2
Use Case Name	CRUD Events Admin
Scenario	Admin wants to manage events for CVGS.
Triggering Event	Admin logs into the admin panel and selects the option to manage events.

Brief Description	This case allows an admin to perform CRUD operations (Create, Read, Update, Delete) on events for CVGS.	
Actors	Admin	
Related Use Cases	Admin reads the events, Admin creates the events, Admin updates the events, Admin Deletes the events.	
Stakeholders	Marvin Aday, Admin, Developers	
Pre-conditions	The admin is logged into the admin panel.	
Post-conditions	<p>After creating a new event:</p> <ul style="list-style-type: none"> • The event is added to the event database. • The admin is notified of the successful event creation. <p>After reading events:</p> <ul style="list-style-type: none"> • The admin has viewed the list of existing events. <p>After updating an event:</p> <ul style="list-style-type: none"> • The event details are updated in the event database. • The admin is notified of the successful event update. <p>After deleting an event:</p> <ul style="list-style-type: none"> • The event is removed from the event database. • The admin is notified of the successful event deletion. 	
Flow of Events	Actor	System
	1.1 The admin selects the "Events" option from the admin panel. 1.3 The admin has the following options:	1.2 The system displays a list of existing events, including event names, dates, and other relevant details.
Flow of Events (Create)	2.1 The admin selects the "Create Event" option. 2.2 The admin fills in the required event details, such as event name, date, time, location, description, and any other relevant information. 2.3 The admin saves the event information.	2.4 The system validates the input and ensures all mandatory fields are filled. 2.5 If the information is valid, the event is created and added to the event database. 2.6 The system confirms successful event creation to the admin.
Flow of Events (Read)	3.1 The admin views the list of existing events.	
Flow of Events (Update)	4.1 The admin selects the "Update Event" option. 4.2 The admin chooses the event to be updated from the list. 4.3 The admin modifies the event details as needed (e.g., event name, date, time, location, description). 4.4 The admin saves the updated event information.	4.5 The system validates the input and ensures all mandatory fields are filled. 4.6 If the information is valid, the event is updated in the event database. 4.7 The system confirms successful event update to the admin.
Flow of Events (Delete)	5.1 The admin selects the "Delete Event" option. 5.2 The admin chooses the event to be deleted from the list. 5.4 The admin confirms the deletion.	5.3 The system prompts the admin for confirmation to delete the event. 5.5 The system removes the event from the event database.

		5.6 The system confirms successful event deletion to the admin.
Exception Conditions	<p>1. If the admin decides not to proceed with the deletion during the confirmation step, the event is not deleted.</p>	<p>2. If the required fields for creating or updating an event are not filled, the system prompts the admin to complete all mandatory fields.</p> <p>3. If there are issues with the database or server during any CRUD operation, an error message is displayed, and the respective process is halted.</p>

Use Case #	3	
Use Case Name	CRUD Orders Admin	
Scenario	Admin Create/Read/Update/Delete Order	
Triggering Event	<p>1. Admin navigates to Order page</p> <p>2. Admin clicks Create</p> <p>3. Admin clicks Update</p> <p>4. Admin clicks Delete</p>	
Brief Description	Admin should be able to have CRUD operation on Order	
Actors	Admin	
Related Use Cases		
Stakeholders	Marvin Aday, Admin, Developers	
Pre-conditions	Admin has to login with Admin account	
Post-conditions	Admin gets returned created, retrieved, updated, or deleted order data in the database	
Flow of Events	Actor <ul style="list-style-type: none"> 1.1 Admin navigates to Admin Panel 1.2 Admin navigates to order 	System <ul style="list-style-type: none"> 1.3 System gets orders from DB 1.4 DB returns order 1.5 System displays orders
	Actor <ul style="list-style-type: none"> 2.1 Admin clicks Create 	System <ul style="list-style-type: none"> 2.1 System creates Order in DB 2.2 DB creates Order 2.3 DB returns a created Order to System 2.4 System displays a created Order
	Actor <ul style="list-style-type: none"> 3.1 Admin clicks Update 	System <ul style="list-style-type: none"> 3.1 System updates Order in DB 3.2 DB updates Order 3.3 DB returns an updated Order to System 3.4 System displays an updated Order
	Actor <ul style="list-style-type: none"> 4.1 Admin clicks Delete 4.3 Admin clicks Yes 	System <ul style="list-style-type: none"> 4.2 System displays a confirm message 4.4. System deletes Order in DB 4.5 DB deletes Order 4.6 DB returns a deleted Order to System 4.7 System redirects admin to Orders 4.8 System returns a deleted Order
Exception Conditions	1. Admin clicks back	2. System redirects admin to Orders

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Use Case #	4	
Use Case Name	CRUD Reviews Admin	
Scenario	Admin Create/Read/Update/Delete Reviews	
Triggering Event	1. Admin navigates to Reviews page 2. Admin clicks Create 3. Admin clicks Update 4. Admin clicks Delete	
Brief Description	Admin should be able to have CRUD operation on reviews	
Actors	Admin	
Related Use Cases		
Stakeholders	Marvin Aday, Admin, Developers	
Pre-conditions	Admin has to login as Admin	
Post-conditions	Admin gets returned created, retrieved, updated, or deleted object	
Flow of Events	Actor <ul style="list-style-type: none"> 1.1 Admin navigates to admin. panel 1.2 Admin navigates to review 2.1 Admin clicks Create 3.1 Admin clicks Update 4.1 Admin clicks Delete 4.3 Admin clicks Yes 	System <ul style="list-style-type: none"> 1.3 System gets Reviews from DB 1.4 DB returns Reviews 1.5 System displays Reviews 2.1 System creates Review in DB 2.2 DB creates Review 2.3 DB returns a created Review to System 2.4 System displays a created Review 3.1 System updates Review in DB 3.2 DB updates Review 3.3 DB returns a updated Review to System 3.4 System displays an updated Review 4.2 System displays a confirm message 4.4. System deletes Review in DB 4.5 DB deletes Review 4.6 DB returns a deleted Review to System 4.7 System redirects admin to Reviews 4.8 System returns a deleted Review
Exception Conditions	1. Admin clicks back	2. System redirects admin to profiles

Use Case #	5	
Use Case Name	CRUD Reports Admin	
Scenario	Admin wants to Create/Read/Update/Delete/Download Reports.	
Triggering Event	Admin navigates to Reports page and either clicks Create Report or clicks Read, Update, Delete, or Download on a Report.	
Brief Description	Admin performing CRUD (and download) operations on Reports via the Admin Panel	

Actors	Admin	
Related Use Cases		
Stakeholders	Marvin Aday, Admin, Developers	
Pre-conditions	Admin must log-in with an Admin account and access the admin panel	
Post-conditions	<p>If created, the admin should be notified of the successful creation and then able to read, update, download, or delete the report.</p> <p>If updated, the admin should be notified that any changes have been saved.</p> <p>If deleted, the admin should be notified of the successful deletion.</p> <p>If downloaded, the admin should be notified of the successful download.</p>	
Flow of Events	Actor 1.1 Admin navigates to the admin panel 1.2 Admin navigates to reports	System 1.3 System gets and displays a list of previously created reports from the DB
	2.1 Admin clicks Create Report	2.2 System gets all the data for the report 2.3 System generates the report as PDF 2.4 System saves the created report to the DB 2.5 System displays new report at the top of the list of reports
	3.1 Admin clicks on the View Report button attributed to a report	3.2 System opens the report
	4.1 Admin clicks on the Update Report button attributed to a report	4.2 System updates the report's data to align with the current data 4.3 System saves this updated version to the DB 4.4 System displays list of reports with the updated report taking place of the old version
	5.1 Admin clicks on the Download Report button attributed to a report	5.2 System gets the report PDF from the DB 5.3 System initiates the download
	6.1 Admin clicks on the Delete Report button attributed to a report 6.3 Admin clicks Confirm	6.2 System prompts the user with a delete confirmation window 6.4 System deletes the report from the DB 6.5 Report list is reloaded
Exception Conditions	1. Admin clicks cancel on delete confirmation window	2. System returns to list of reports

Use Case #	6	
Use Case Name	Sign-Up	
Scenario	A guest user wants to create an account on the CVGS website	
Triggering Event	Guest user clicks the sign-up button on the website home page	
Brief Description	A guest user creates a new account	
Actors	Guest User	
Related Use Cases		
Stakeholders	Marvin Aday, Admins, Users, Developers	
Pre-conditions	<p>The user is not already logged in.</p> <p>The user is on the home page.</p>	
Post-conditions	<p>If successful, the user is logged into their new account and the user may use their credentials to login as they please.</p> <p>Is returned to the home page</p>	
Flow of Events	Actor 1.1 Guest User clicks the Sign-Up button 1.3 Enters a username 1.5 Enters a password 1.7 Enters an email 1.9 User clicks Create 1.11 Submits captcha answer	System 1.2 Navigates to the Sign-Up page 1.4 Username is auto validated 1.6 Password is auto validated 1.8 Email is auto validated 1.10 Prompt user with a captcha validation 1.12 New account is saved to the DB 1.13 User is logged in and returned to the home page.
Exception Conditions	1. User enters an invalid username/password/email/captcha	2. Notify the user of invalid entry and reject account creation attempt

Use Case #	7
Use Case Name	Login
Scenario	A user/admin wants to access "members-only" features on the CVGS website and initiates the login process.
Triggering Event	The user/admin decides to log in to access restricted features and provides their login credentials.
Brief Description	The process of a visitor attempting to log in to the CVGS website to access special features available to club members.
Actors	User/Admin, Website (System)
Related Use Cases	Reset Password
Stakeholders	Marvin Aday, Admin, Developers, Users

Pre-conditions	<ul style="list-style-type: none"> The website is operational and accessible. The user is not already logged in. The user is a registered member (for a successful login). 	
Post-conditions	<ul style="list-style-type: none"> If successful, the visitor is logged in and granted access to members-only features. If unsuccessful, the visitor may attempt to log in again or request a password reset 	
Flow of Events	Actor 1.1 User initiates the login process by choosing the "Log In" option. 1.3 User provides their login credentials.	System 1.2 Website prompts the visitor to enter their username and password. 1.4 Website validates the provided credentials against the stored member data. <ul style="list-style-type: none"> If valid, proceed to step 5. If invalid, increment the login attempt count. 1.5 Website grants access to members-only features and logs in the visitor.
Exception Conditions	1. If the visitor requests a password reset, the "Password Reset" use case is invoked.	2. If the website is temporarily unavailable or experiencing high traffic, it should inform the visitor that the service is unavailable at the moment and recommend trying to log in later.

Use Case #	8	
Use Case Name	Update Preferences	
Scenario	A user wants to change any of their account preferences.	
Triggering Event	User navigates to the manage preferences page by clicking the manage preferences button on their profile's preferences page.	
Brief Description	A user can change their preferred language, region/country, preferred gaming platform, preferred game genre, and promotional email preferences.	
Actors	User	
Related Use Cases	Logging In, Member updates user information	
Stakeholders	Marvin Aday, Developers, Users	
Pre-conditions	User is logged in and has navigated from their profile page to the preferences page and then to the manage preferences screen by clicking the manage preferences button.	
Post-conditions	User's new preferences are set and saved in the DB. Website language should fit their preference. Currency amounts should be represented as amounts in their country/region's typical currency. User should now be able to receive promotional emails only if checked. User platform and genre preferences should be represented in the store/promotional emails. User is returned to their preferences page.	
Flow of Events	Actor 1.1 User can check a box to accept promotional emails 1.2 User can set their language from a dropdown list of supported languages	System

	<p>1.3 User can select their current country of residence 1.4 User can check any number of boxes for their preferred gaming platforms 1.5 User can check any number of boxes for their preferred gaming genres 1.6 User clicks save preferences</p>	
Exception Conditions	<p>1. If user does not check the promotional emails box</p>	<p>2. System will not send the user promotional emails</p>

Use Case #	9	
Use Case Name	Update Profile	
Scenario	Member updates user information in Profile	
Triggering Event	<p>1. Admin navigates to profile page 2. Admin clicks Update</p>	
Brief Description	Member should be able to have update operation on profile	
Actors	Member	
Related Use Cases		
Stakeholders	Marvin Aday, Admin, Developers	
Pre-conditions	Member has to login	
Post-conditions	Member gets updated object	
Flow of Events	Actor 1.1 Member navigates to profile panel 1.2 Member navigates to user profile	System 1.3 System gets user information from DB 1.4 DB returns user information 1.5 System displays user profile
	2.1 Member enters name, gender and birth date. 2.2 Member decides to subscribe email from CVGS.	2.1 System updates user information in DB 2.2 DB update user information 2.3 DB returns an updated user information to System 2.4 System displays an updated user information
Exception Conditions	1. Member clicks back	2. System redirects member to profiles

Use Case #	10
Use Case Name	CRUD Address
Scenario	Member Create/Read/Update/Delete Address
Triggering Event	<p>1. Member navigates to Address page 2. Member clicks Create</p>

	3. Member clicks Update 4. Member clicks Delete	
Brief Description	Member should be able to have CRUD operation on address	
Actors	Member	
Related Use Cases		
Stakeholders	Marvin Aday, Admin, Developers	
Pre-conditions	Member has to login	
Post-conditions	Member gets returned created, retrieved, updated, or deleted object	
Flow of Events	Actor	System
	1.1 Member navigates to address panel 1.2 Member navigates to address	1.3 System gets user address from DB 1.4 DB returns address 1.5 System displays user address
	2.1 Member clicks Create	2.1 System creates address in DB 2.2 DB creates address 2.3 DB returns a created address to System 2.4 System displays a created address
	3.1 Member clicks Update	3.1 System updates address in DB 3.2 DB updates address 3.3 DB returns an updated address to System 3.4 System displays an updated address
	4.1 Member clicks Delete 4.3 Member clicks Yes	4.2 System displays a confirm message 4.4. System deletes address in DB 4.5 DB deletes address 4.6 DB returns a deleted address to System 4.7 System redirects member to address 4.8 System returns a deleted address
Exception Conditions	1. Member clicks back	2. System redirects member to Address

Use Case #	11
Use Case Name	Create Friend/Family
Scenario	A User1 add another User2 into a Friend/Family list
Triggering Event	1. A User navigates to users page 2. A User clicks a user to add to a Friend/Family list
Brief Description	A User1 should be able to add another User2 into a Friend/Family list
Actors	User1 (Member), User2 (Member)
Related Use Cases	
Stakeholders	Marvin Aday, Users, Developers
Pre-conditions	User1 has to login with their account and User2 has to be registered as a member
Post-conditions	1. A User1 gets redirected to users page after the request

	2. Another User2 will get a request to be added into a Friend/Family List with the User1, and the User2 can accept/reject the request	
Flow of Events	Actor 1. User1 navigates to Users page 2. User1 clicks Add Button to request Friends/Family with User2 5. User2 navigates to Friend/Family list page 6. User 2clicks Accept Button to accept Friends/Family with User1	System 3. System creates User1 and User2 Friend/Family in DB with “pending” status 4. System redirects User1 to Users page 7. System updates Friend/Family in DB with “processed” status 6. System redirects User2 to the Friend/Family list page
Exception Conditions	1. User2 clicks Reject against the User1 Friend/Family request	2. System deletes User1 and User2 Friend/Family in DB

Use Case #	12	
Use Case Name	Delete Friend/Family	
Scenario	A User1 deletes another User2 from a Friend/Family list	
Triggering Event	1. A User1 navigates to Friend/Family list page 2. A User1 clicks Delete User2 from a Friend/Family list	
Brief Description	A User1 should be able to delete another User2 from a Friend/Family list	
Actors	User1 (Member), User2 (Member)	
Related Use Cases		
Stakeholders	Marvin Aday, Users, Developers	
Pre-conditions	1. User1 has to login with their account and User2 has to be registered as a member 2. User1 and User2 are in a Friend/Family list	
Post-conditions	1. A User1 gets redirected to users page after the request 2. User1 and User2 are deleted from a Friend/Family list	
Flow of Events	Actor 1. User1 navigates to Friend/Family list page 2. User1 clicks Delete Button to delete User2 from a Friends/Family list 4. User1 clicks Yes	System 3. System displays a confirm message

		5. System deletes User1 and User2 from a Friend/Family in DB 6. System redirects User1 to the Friend/Family list page
Exception Conditions	1. User1 clicks back	2. System redirects User1 to the Friend/Family list page

Use Case #	13	
Use Case Name	Search Game	
Scenario	A member is looking for a specific game.	
Triggering Event	The member wants to find a specific game.	
Brief Description	The member uses the search feature to find a specific game by entering game title.	
Actors	Member	
Related Use Cases		
Stakeholders	Member, System	
Pre-conditions	The member has to login.	
Post-conditions	The system displays games which is based on game title member entered.	
Flow of Events	Actor	System
	1 The member accesses the index page which is in the game list. 2 The member enters the game title they are looking for.	3 The system processes the search query using game title. 4 The system displays a list of games that match the game title member entered.
Exception Conditions	1. The search function is not working properly. 2. The system cannot find game list from data.	1.1 The system displays an error message 2.1 The system displays a message to inform.

Use Case #	14	
Use Case Name	Display Game details	
Scenario	A member wants to know more about the game. The member clicks on the game to view game's details.	
Triggering Event	The member clicks a detail button after selecting a game in the list.	
Brief Description	The member can see detailed game information selected in the list.	
Actors	Member	
Related Use Cases		
Stakeholders	Member, System	
Pre-conditions	The member must log in and click a game from the list.	
Post-conditions	The system presents game information selected by the member.	
Flow of Events	Actor	System
	1 The member selects a game from the game list in the index page. 4 The members view the detailed information.	2 The system retrieves game information which is selected game from database. 3 The system displays the detail information about the game.
Exception	1.1 The system is not working properly.	1.1 The system displays an error message

Conditions	1.2 The system cannot find a game from database	
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Use Case #	15					
Use Case Name	Display Game Recommendations					
Scenario	Display game recommendations on game details page					
Triggering Event	Member navigates to a game details page via games list selection or a game recommendation.					
Brief Description	Game recommendations are shown to members at the bottom of a game details page. The recommended games are games of the same category if possible as the current game whose details page recommendations are being show in.					
Actors	Member					
Related Use Cases	UC6 – Game Recommendations Select, UC4 – Display Game Details					
Stakeholders	Members					
Pre-conditions	Any member must be logged in and navigate to any game's details page.					
Post-conditions	Members should be able to view the recommended games from within a game's details page.					
Flow of Events	<table border="1"> <thead> <tr> <th>Actor</th> <th>System</th> </tr> </thead> <tbody> <tr> <td>1. Member navigates to any game's details page.</td> <td>2. System gets and displays a list of up to 3 recommended games at the bottom of the game details page who are of the same game category.</td> </tr> </tbody> </table>	Actor	System	1. Member navigates to any game's details page.	2. System gets and displays a list of up to 3 recommended games at the bottom of the game details page who are of the same game category.	
Actor	System					
1. Member navigates to any game's details page.	2. System gets and displays a list of up to 3 recommended games at the bottom of the game details page who are of the same game category.					
Exception Conditions	<table border="1"> <tbody> <tr> <td>1. Member navigates to the game details page of a game which shares game category with no other games</td> <td>2. System gets and displays a list of up to 3 of the most recently published games</td> </tr> <tr> <td>1. member navigates to the game details page of the only game in the database</td> <td>2. System notifies the member that there are no other games to recommend</td> </tr> </tbody> </table>	1. Member navigates to the game details page of a game which shares game category with no other games	2. System gets and displays a list of up to 3 of the most recently published games	1. member navigates to the game details page of the only game in the database	2. System notifies the member that there are no other games to recommend	
1. Member navigates to the game details page of a game which shares game category with no other games	2. System gets and displays a list of up to 3 of the most recently published games					
1. member navigates to the game details page of the only game in the database	2. System notifies the member that there are no other games to recommend					

Use Case #	16	
Use Case Name	Select Game Recommendations	
Scenario	Selects a recommended game from the recommended games list on game details page to view the recommended games' details page.	
Triggering Event	Member clicks a game in the recommended games list.	

Brief Description	On the Game Details page of a game at the bottom of the page in the recommended games section, the member can select a recommended game to be shown that selected game's details page.	
Actors	Member	
Related Use Cases	UC6 – Game Recommendations Select, UC4 – Display Game Details	
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to any game's details page.	
Post-conditions	Members should be able to view a recommended game's details page.	
Flow of Events	Actor	System
	1. Member selects a recommended game from the recommended games list at the bottom of the Game Details page	2. System redirects the member to the Game Details page of the selected recommended game
Exception Conditions	1. There are no games in the recommended games list	2. System notifies the member that there are no games to be recommended

Use Case #	17	
Use Case Name	Add Wishlist	
Scenario	Adds a game to WishList	
Triggering Event	Member clicks Add to Wishlist button	
Brief Description	Member should be able to add a game to Wishlist and can see the added game in the wishlist page	
Actors	Member	
Related Use Cases		
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to Games and WishList Page.	
Post-conditions	Members should be able to see the added game in the wishlist page	
Flow of Events	Actor	System
	1. User navigates to Games page 3. User clicks Add to Wishlist on a game 4. User navigates to Wishlist page	2. System redirects the user to Games page 4. System adds the game into user's wishlist 5. System redirects the user to WishList page
Exception Conditions	The user did not login as member.	System redirects to the login page

Use Case #	18	
Use Case Name	Delete Wishlist	
Scenario	Deletes a game to WishList	
Triggering Event	Member clicks Delete to delete a game from Wishlist	
Brief Description	Member should be able to delete a game from Wishlist	

Actors	Member	
Related Use Cases	UC-17 Wishlist Add	
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to WishList Page.	
Post-conditions	Members should be able to delete the selected game from the wishlist page	
Flow of Events	Actor	System
	1. User navigates to Wishlist page 3. User clicks Delete on a game they want to delete	2. System redirects the user to Wishlist page 4. System delete the game from the user's wishlist 5. System redirects the user to WishList page
Exception Conditions	The user doesn't have any game in WishList	System displays WishList is empty

Use Case #	19	
Use Case Name	View Wishlist Friend/Family	
Scenario	Views a WishList of a Friend/Family	
Triggering Event	Member clicks WishList button on a Friend/family page	
Brief Description	Member should be able to view a Wishlist of a Friend/Family	
Actors	Member	
Related Use Cases		
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to Friend/Family and WishList Page.	
Post-conditions	Member should be able to view a Wishlist of a Friend/Family	
Flow of Events	Actor	System
	1. User navigates to Friend/Family page 3. User clicks Wishlist button on a Friend/Family	2. System redirects the user to Friend/Family page 4. System redirects the user to the Friend/Family's WishList page
Exception Conditions	The user is not a Friend/Family of the other user	System doesn't display WishList button on the Friend/Family

Use Case #	20	
Use Case Name	Share Wishlist	
Scenario	Shares a WishList on Reddit	
Triggering Event	Member clicks Share on Reddit button on WishList page	
Brief Description	Member should be able to view their Wishlist on Reddit	
Actors	Members	
Related Use Cases	UC-17 Wishlist Add	
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to WishList Page.	

Post-conditions	Member should be able to post their Wishlist on Reddit	
Flow of Events	Actor 1. User navigates to Wishlist page 3. User clicks Share on Reddit button	System 2. System redirects the user to Wishlist page 4. System redirects the user to Reddit with pre-populated title and post content
Exception Conditions	The user did not login as member.	System redirects to the login page

Use Case #	21	
Use Case Name	Register Event	
Scenario	Register an event	
Triggering Event	Member clicks Register on button on event page	
Brief Description	Member should be able to register events on the event page	
Actors	Members	
Related Use Cases		
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to event page.	
Post-conditions	Member should be able to see registered events.	
Flow of Events	Actor 1. User navigates to event page 3. User clicks Register button	System 2. System redirects the user to events page 4. System sends a register confirmation.
Exception Conditions	The user did not login as member.	System redirects to the login page

Use Case #	22	
Use Case Name	Cancel Event	
Scenario	Cancel an event	
Triggering Event	Member clicks Cancel on button on event page	
Brief Description	Member should be able to cancel events on the event page	
Actors	Members	
Related Use Cases		
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to event page.	
Post-conditions	Member should be able to see canceled events.	
Flow of Events	Actor	System

	1. User navigates to event page 3. User clicks Cancel button	2. System redirects the user to events page 4. System notifies a register cancelation.
Exception Conditions	The user did not login as member.	System redirects to the login page

Use Case #	23	
Use Case Name	Rate Games	
Scenario	Rate Games	
Triggering Event	Member clicks Rate Button on Game Details page	
Brief Description	Member should be able to rate Games events on Game Details page	
Actors	Members	
Related Use Cases		
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to Game Detail page.	
Post-conditions	Member should be able to see the Rate of a Game.	
Flow of Events	Actor	System
	1. User navigates to a Game Detail page 3. User enters Title, Description, Rating 4. User clicks Write Review	2. System redirects the user to Game Detail page 5. System creates the Review in “Pending” status
Exception Conditions	The user did not login as member.	System redirects to the login page

Use Case #	24	
Use Case Name	Display Overall Ratings	
Scenario	Displays Overall Ratings	
Triggering Event	Member navigates to Games page and displays overall ratings on each game	
Brief Description	Member navigates to Games page and displays overall ratings on each game	
Actors	Members	
Related Use Cases		
Stakeholders	Members	
Pre-conditions	Any member must be logged in and navigate to Games Page.	
Post-conditions	Member should be able to see the Overall Ratings on each game .	
Flow of Events	Actor	System
	1. User navigates to a Games Page	2. System redirects the user to Games Page

		3. System displays overall ratings on each game
Exception Conditions	The user did not login as member.	System redirects to the login page

Use Case #	25	
Use Case Name	Write Review	
Scenario	Writes Reviews on a Game	
Triggering Event	Member clicks Write Review Button on a Game Detail Page	
Brief Description	Member should be able to write a review on a Game Detail Page	
Actors	Members	
Related Use Cases		
Stakeholders	Members	
Pre-conditions	Any member must be logged in to write a Review on a game.	
Post-conditions	Member should be able to see the Review on the Game.	
Flow of Events	Actor 1. User navigates to a Game Detail page 3. User enters Title, Description, Rating 4. User clicks Write Review	System 2. System redirects the user to Game Detail page 5. System creates the Review in “pending” status
Exception Conditions	The user did not login as member.	System redirects to the login page

Use Case #	26	
Use Case Name	Approve Review	
Scenario	Approves Reviews on a Game	
Triggering Event	Admin/Moderator clicks Approve Button on the Reviews Page	
Brief Description	Admin/Moderator should be able to approve a review	
Actors	Admin/Moderator	
Related Use Cases		
Stakeholders	Admin/Moderator	
Pre-conditions	Any Admin/Moderator must be logged in to approve a Review	
Post-conditions	Admin/Moderator/Member should be able to see the approved Review.	
Flow of Events	Actor 1. Admin/Moderator navigates to Reviews page 3. Admin clicks Approve button	System 2. System redirects the user to Reviews page 5. System updates the Review in “Processed” status

Exception Conditions	The Admin/Moderator did not login as Admin/Moderator.	System displays Access Denied
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Use Case #	27	
Use Case Name	Download Game	
Scenario	Members of the CVGS Insiders Club want to download digital games, either for free or those they have purchased, through the website.	
Triggering Event	Admin/Moderator/Members accesses the website and navigates to the "Download" section to obtain digital games.	
Brief Description	The "Download" feature enables Insiders Club members to access and download digital games, including both free titles and those they have purchased, directly from the CVGS website.	
Actors	Admin/Moderator/Members	
Related Use Cases	Purchase Digital Games: Members can buy digital games through the online store.	
Stakeholders	Admin/Moderator/Members	
Pre-conditions	<p>The Member is a registered member of the CVGS Insiders Club.</p> <p>The Member is logged into their account on the CVGS website.</p> <p>The digital game is either marked as free for club members or has been purchased by the member.</p>	
Post-conditions	The member successfully downloads the digital game.	
Flow of Events	Actor 2. Member navigates to the "Download" section on the CVGS website. 4. Member selects the desired digital game for download. 5. Member may choose to download a free game or initiate the download of a purchased game. 6. If the game is purchased, the member confirms the transaction. 9. The member receives confirmation of the successful download.	System 1. The system verifies that the user is a registered Insiders Club member. 3. The system checks the member's account for eligibility to download the selected game. 7. For purchased games, the system processes the transaction and updates the member's purchase history. 8. The system initiates the download process, providing the member with the necessary files.
Exception Conditions	If the member is not logged in, the system prompts them to log in before proceeding with the download.	In the case of a technical failure during the download process, the system generates an error message and advises the member to try again later or seek assistance from customer support.

Use Case #	28	
Use Case Name	Add Game Cart	
Scenario	Member wants to add a game or games to their cart.	
Triggering Event	Member clicks add to cart button on a game page.	
Brief Description	The cart and checkout feature allows members to add games they wish to purchase to their cart	
Actors	Member	

Related Use Cases	14 - Game details 29 – Cart Checkout	
Stakeholders	Admin/Moderator/Members/CVGS	
Pre-conditions	The Member is a registered member of the CVGS Insiders Club. The Member is logged into their account on the CVGS website. The Member navigates to a game page.	
Post-conditions	The member successfully adds a game or games to their cart. The cart button is displayed in the top right next to profile.	
Flow of Events	Actor 1. Member navigates to a game's details page. 2. Member clicks Add to Cart button	System 3. Adds game to user's cart 4. Now displays a cart button in the top right area 5. Display "Game has been added to cart" message
Exception Conditions	If the member is not logged in, they won't be able to view games and thus be unable to purchase a game	If an issue with adding a game to cart occurs, display error message reading "Game not added to cart"

Use Case #	29	
Use Case Name	Checkout Cart	
Scenario	Member wants to view their cart and checkout and purchase their cart	
Triggering Event	Member clicks view cart button.	
Brief Description	The cart feature allows members to view, edit, or checkout their cart.	
Actors	Member	
Related Use Cases	14 - Game details 28 – Cart Add Game	
Stakeholders	Admin/Moderator/Members/CVGS	
Pre-conditions	The Member is a registered member of the CVGS Insiders Club. The Member is logged into their account on the CVGS website. The Member has an active cart with at least 1 game in it.	
Post-conditions	The member successfully purchases a game, and the order details are saved to the database	
Flow of Events	Actor 1. Member clicks cart button 3. Enter shipping/credit card details 4. Click Submit Order button	System 2. Display all items in user's cart and calculate/display total price 5. Verify credit card and form details 6. Save Order information to database 7. Redirect user to successful purchase page
Exception Conditions	Member enters invalid information/form	Reload cart page and display warnings on invalid inputs

Use Case #	30
Use Case Name	Update Order Status

Scenario	Employee can change the status of the physical game's order	
Triggering Event	Employees select the Status in the Dropbox	
Brief Description	The Dropbox feature allows employees to select "Received", "Processing" and "Done".	
Actors	Employees	
Related Use Cases	29 - Cart Check Out 3 – Admin Order	
Stakeholders	Admin/Moderator	
Pre-conditions	Members must have purchased the physical game.	
Post-conditions	Members can check the status of physical games they have ordered.	
Flow of Events	Actor 1. Employee confirms the received order. 3. Select a status based on order status. 5. Members can check their order status.	System 2. Display received orders. 4. Update order status.
Exception Conditions	The Admin/Moderator did not login as Admin/Moderator.	System displays Access Denied

Activity Diagrams

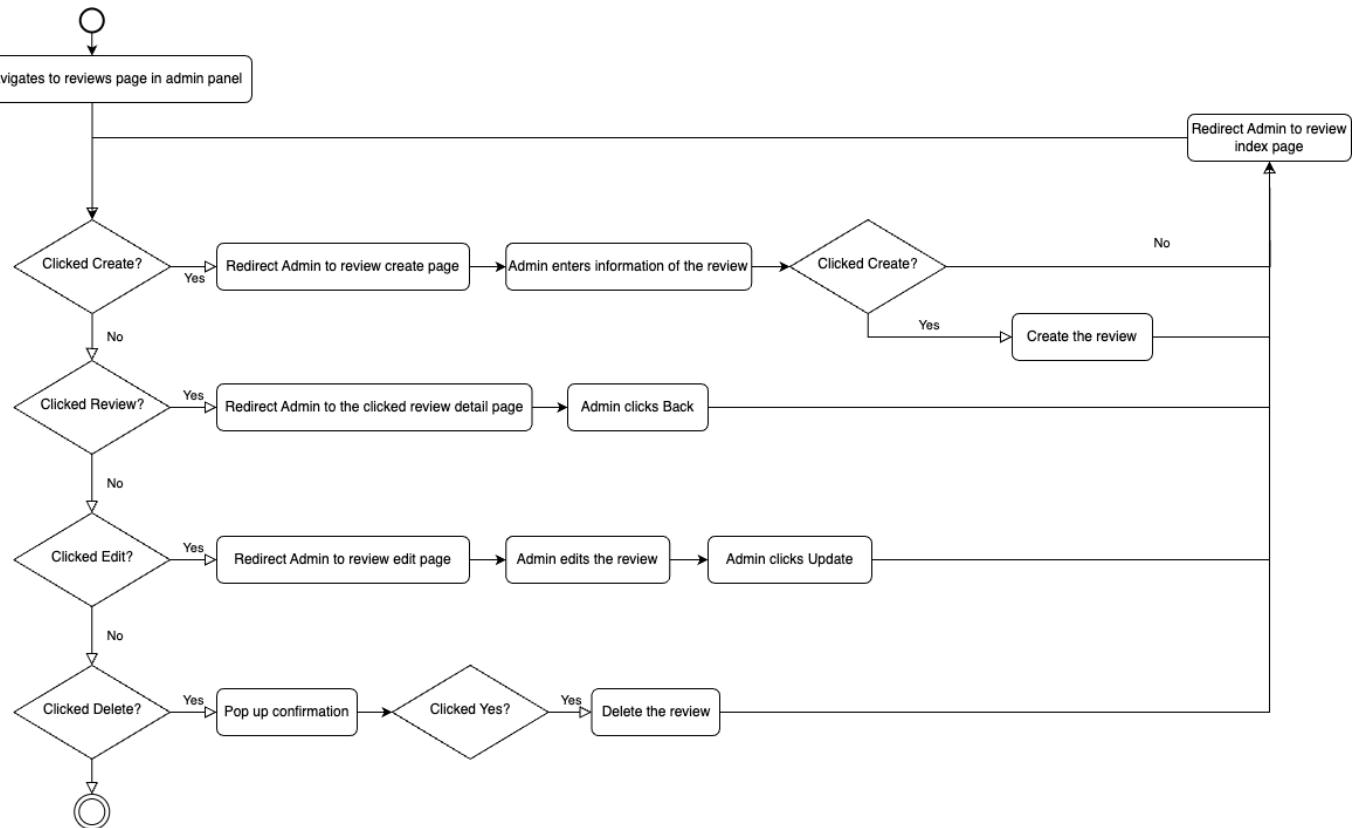


Figure 1: CRUD Review Admin Activity Diagram

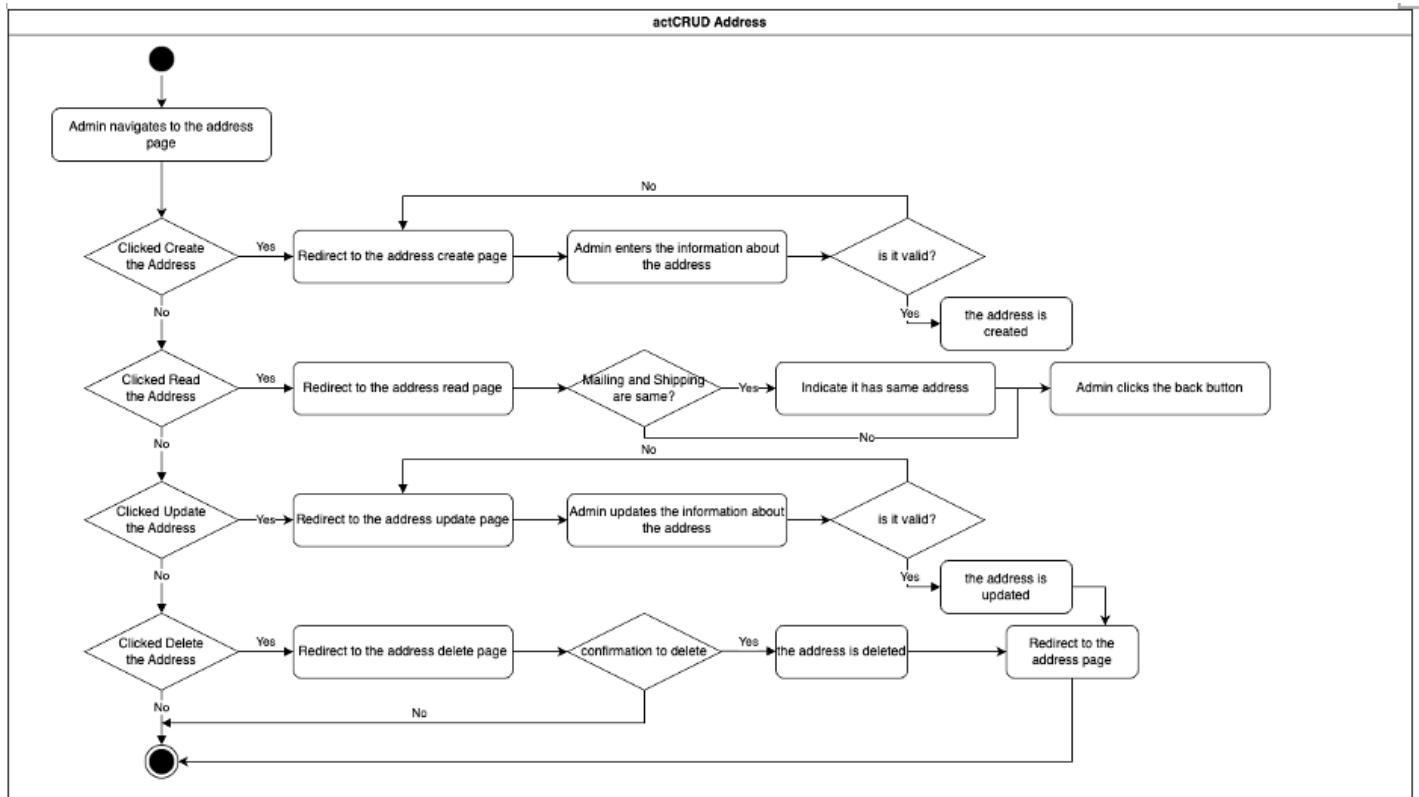


Figure 2: CRUD Address Activity diagram

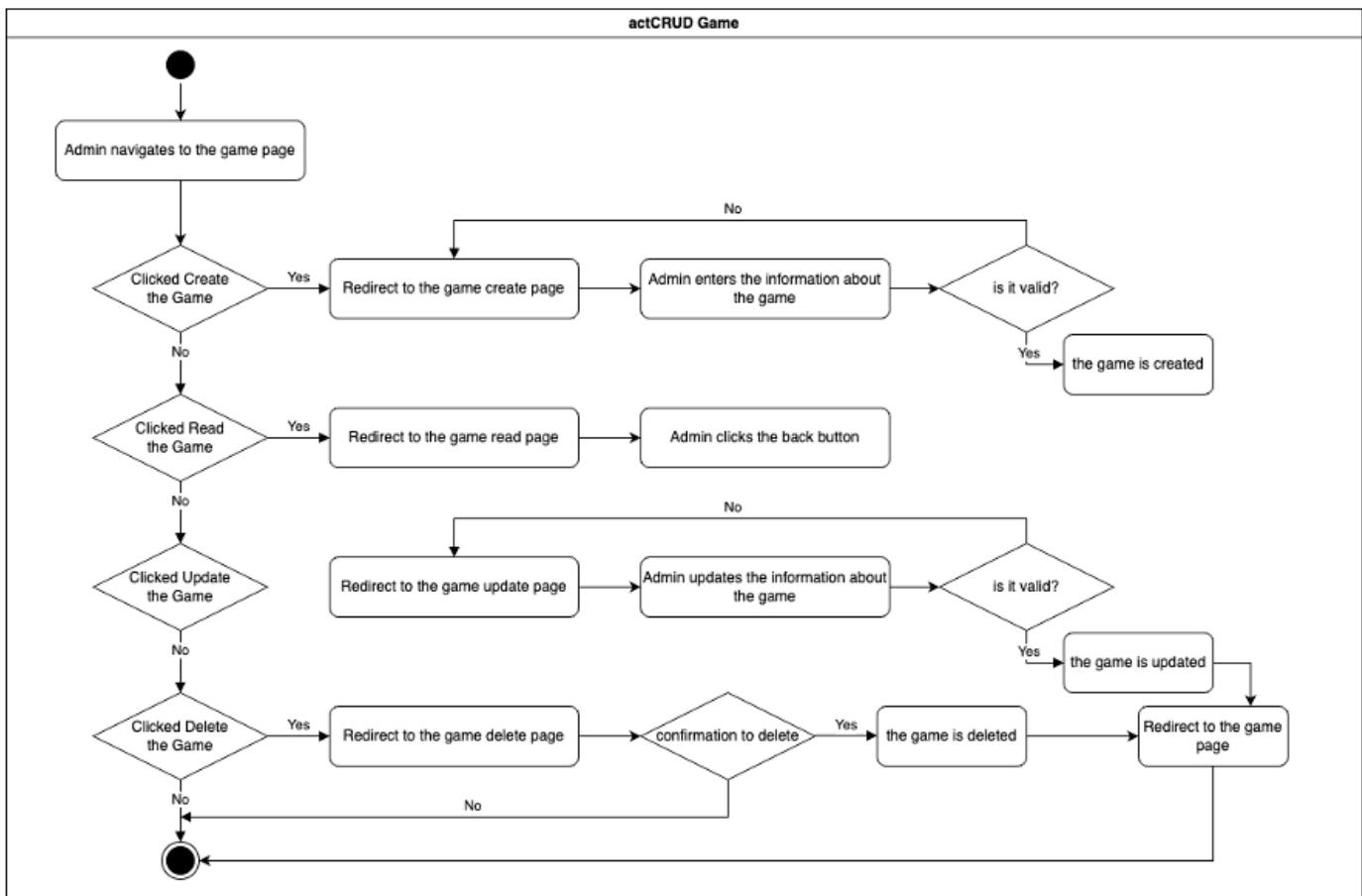


Figure 3: CRUD Game Admin Activity diagram

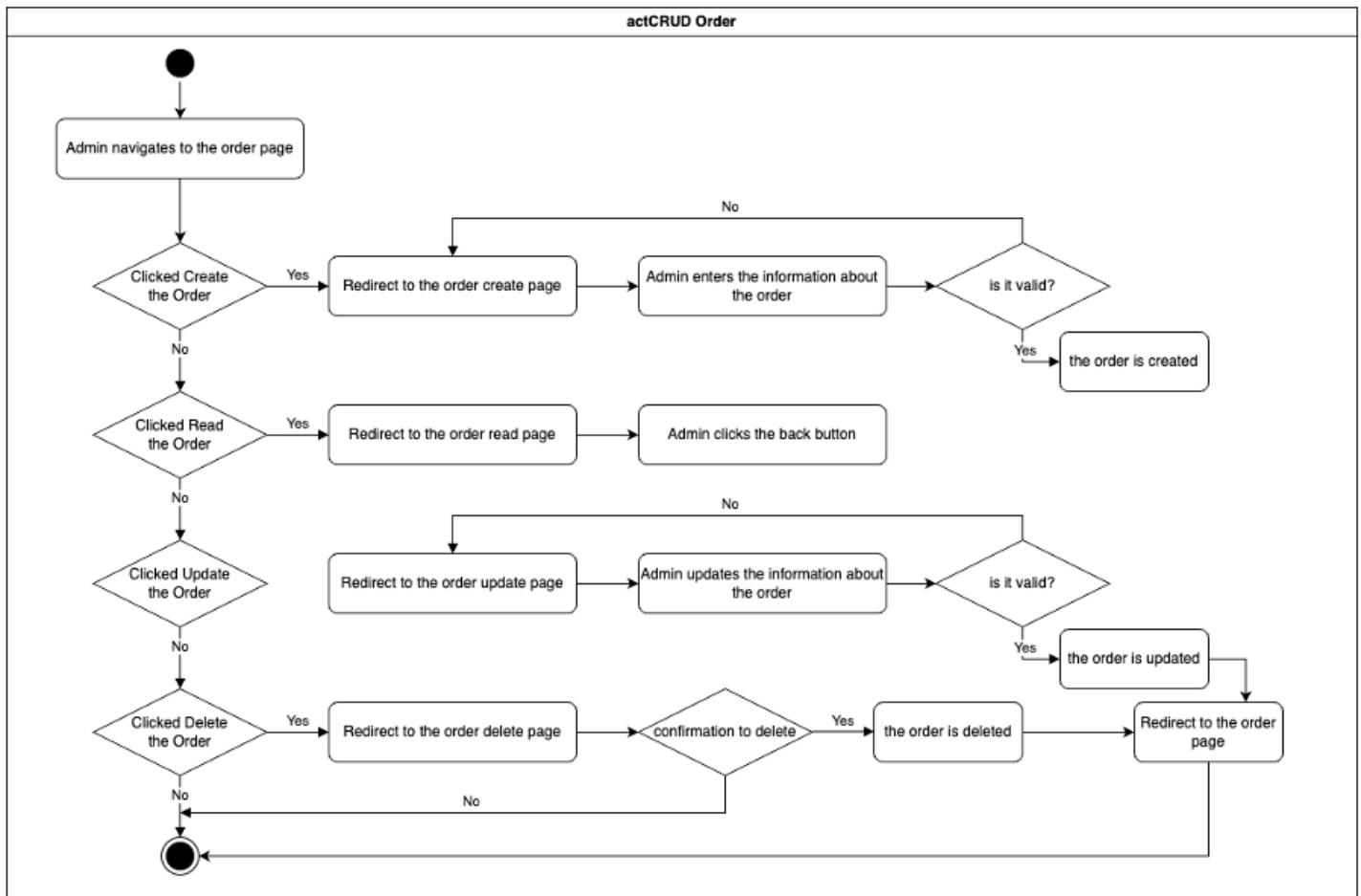


Figure 4: CRUD Order Admin Activity diagram

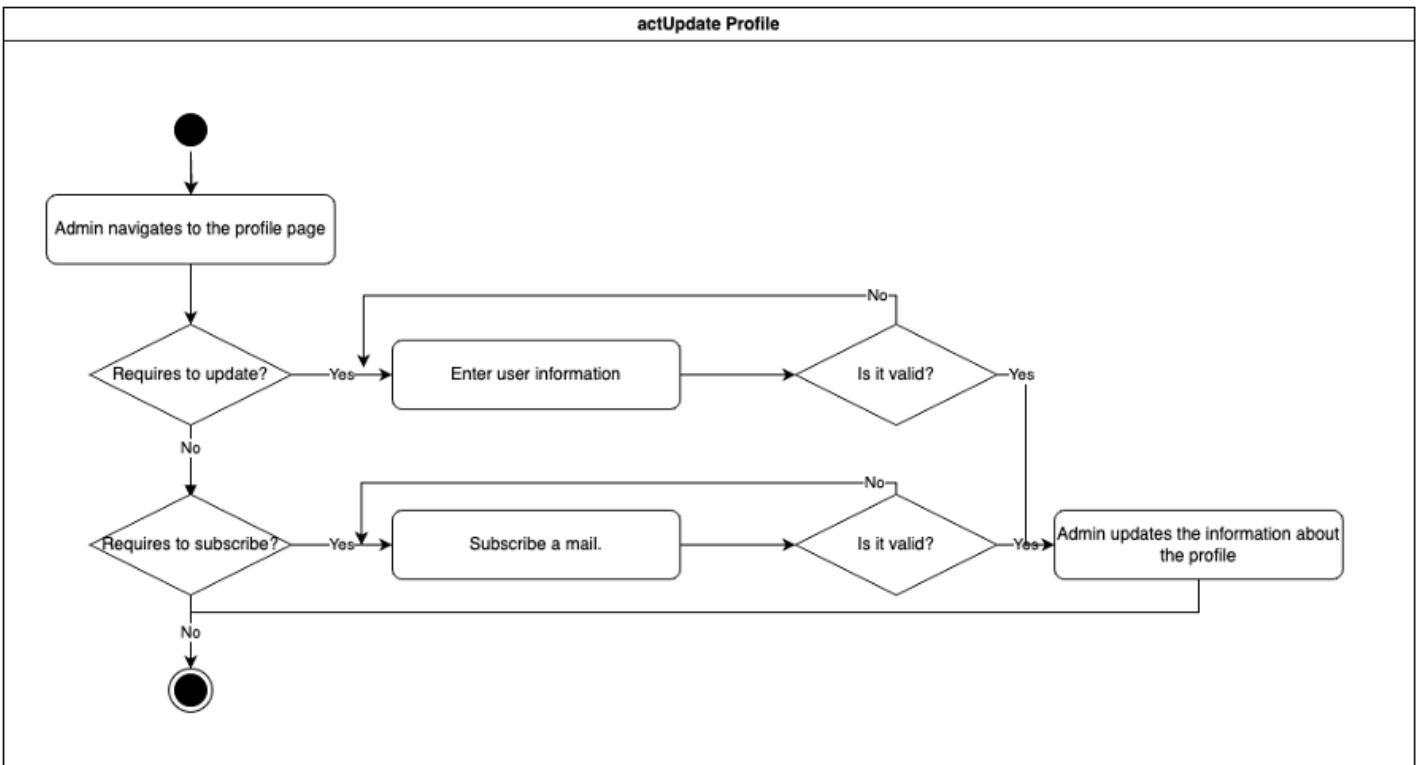


Figure 5: Update Profile Activity diagram

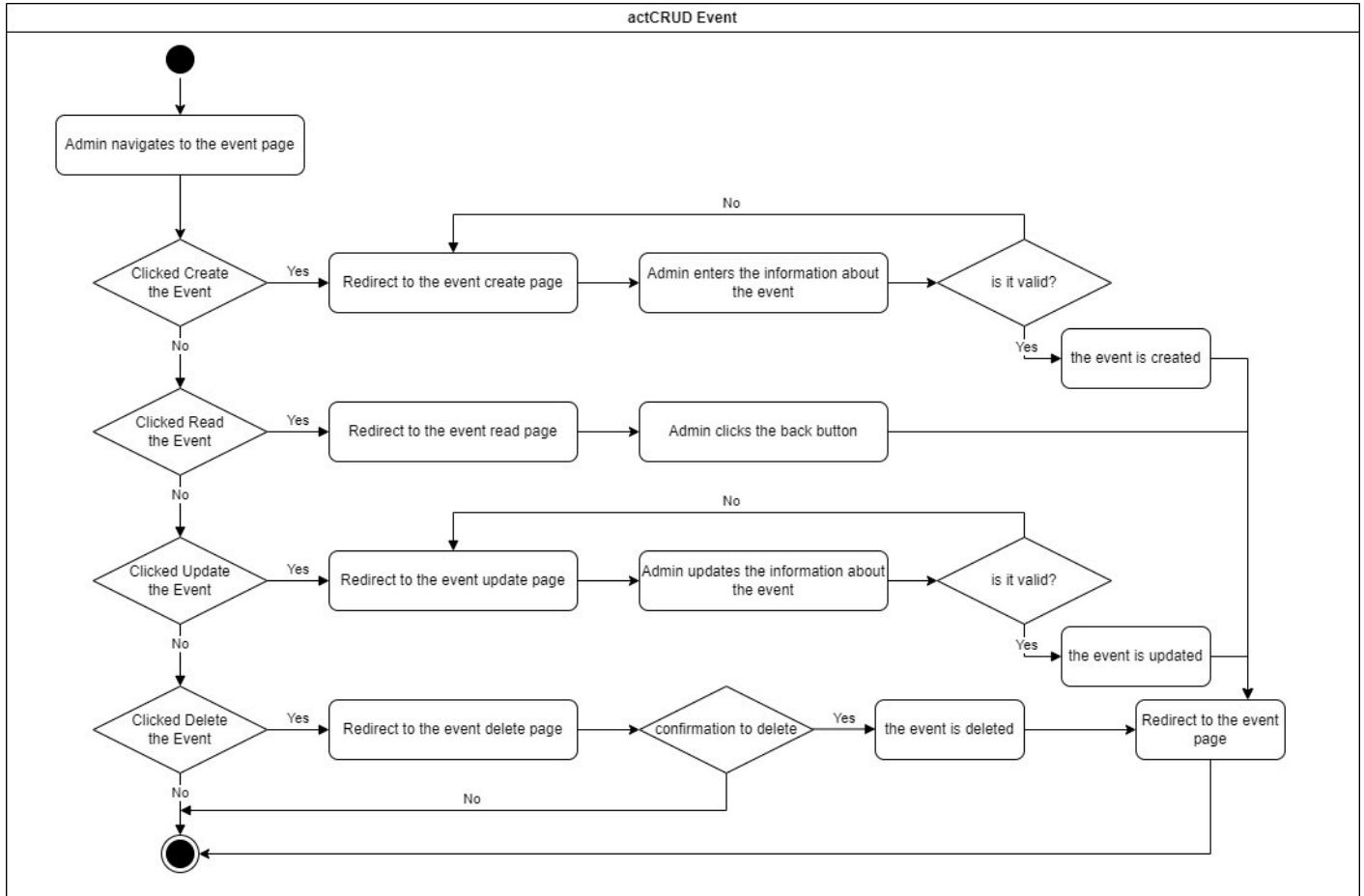


Figure 6: CRUD Event Admin Activity diagram

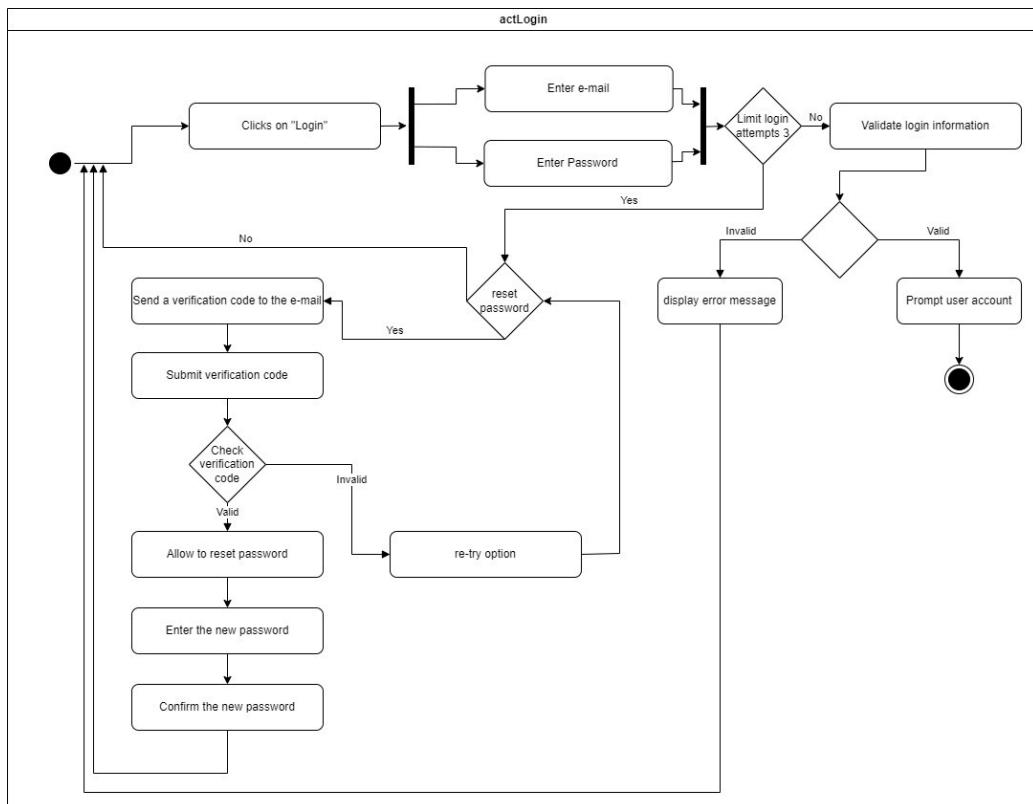


Figure 7: Login Activity diagram

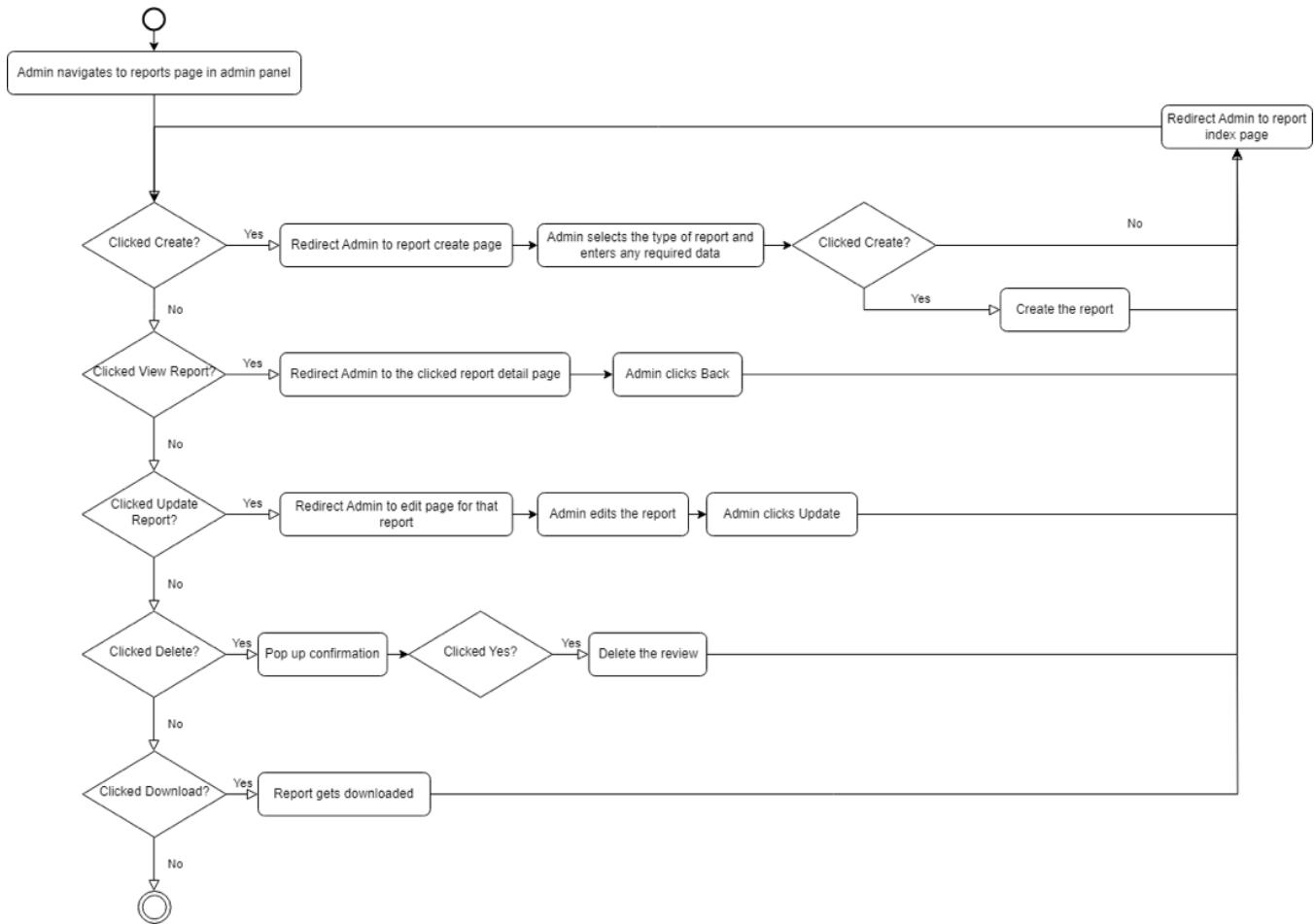


Figure 8: CRUD Reports Admin Activity diagram

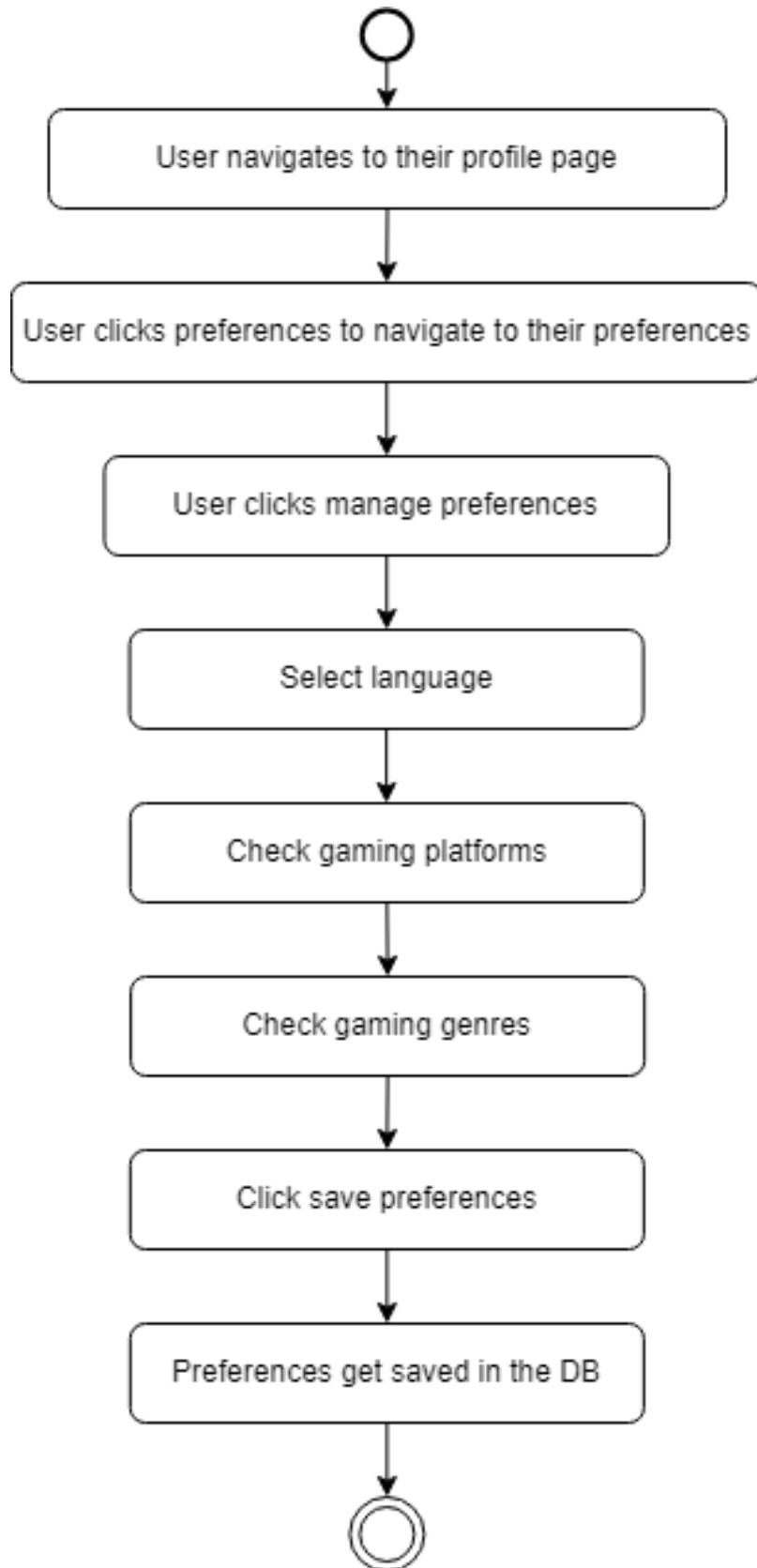


Figure 9: Update Preferences Activity diagram

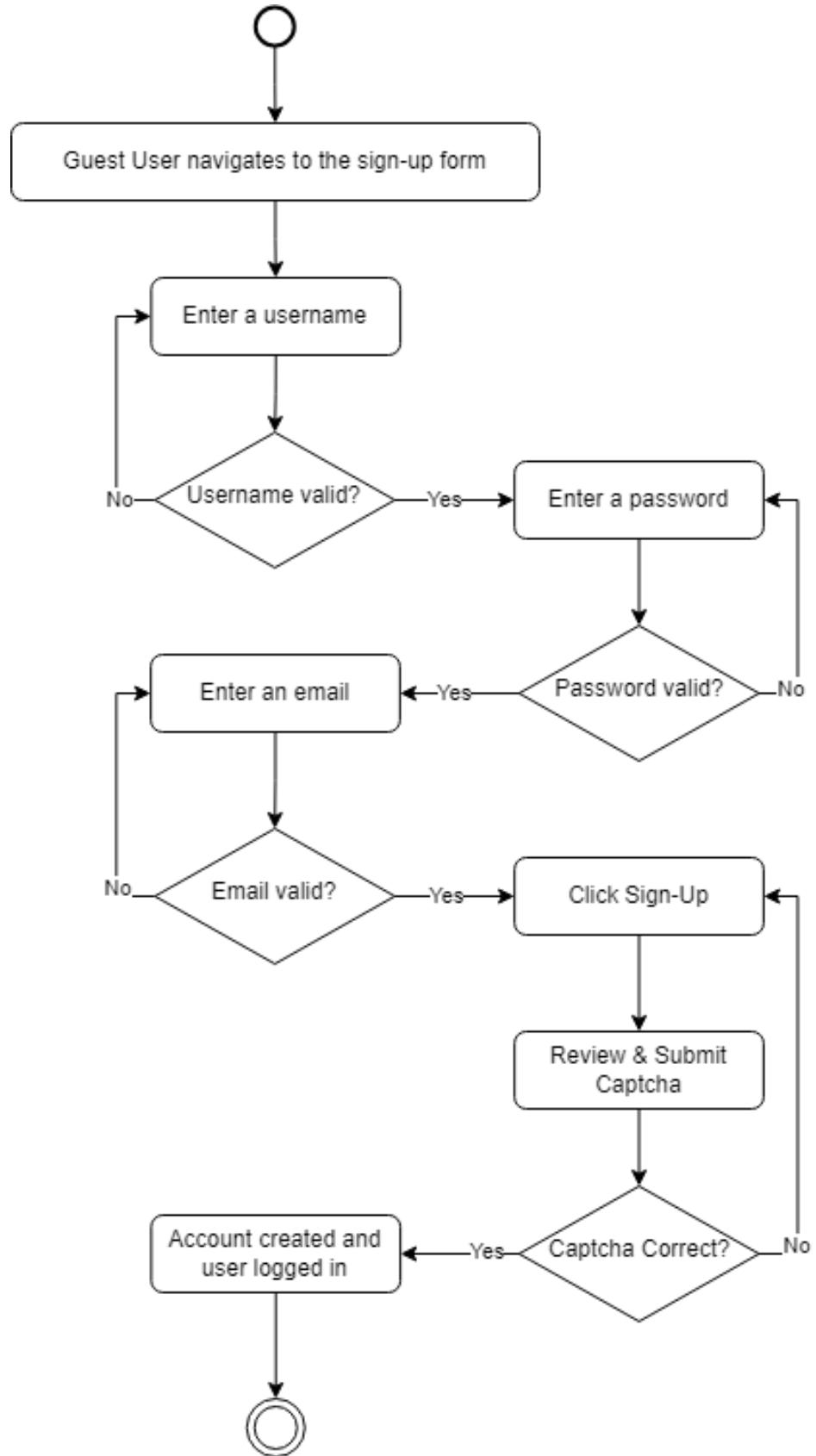


Figure 10: Sign-up Activity diagram

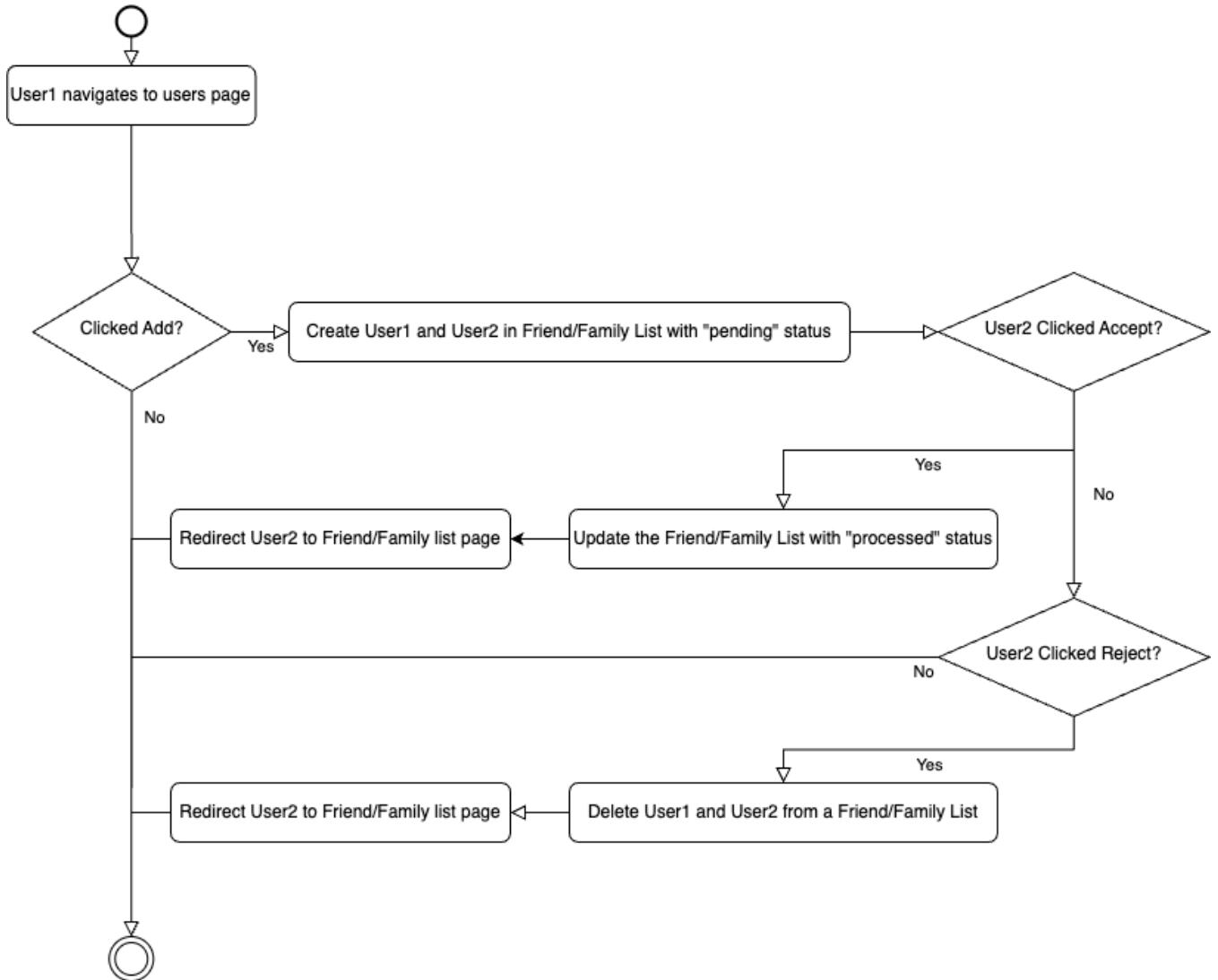


Figure 11: Create Friend/Family Activity Diagram

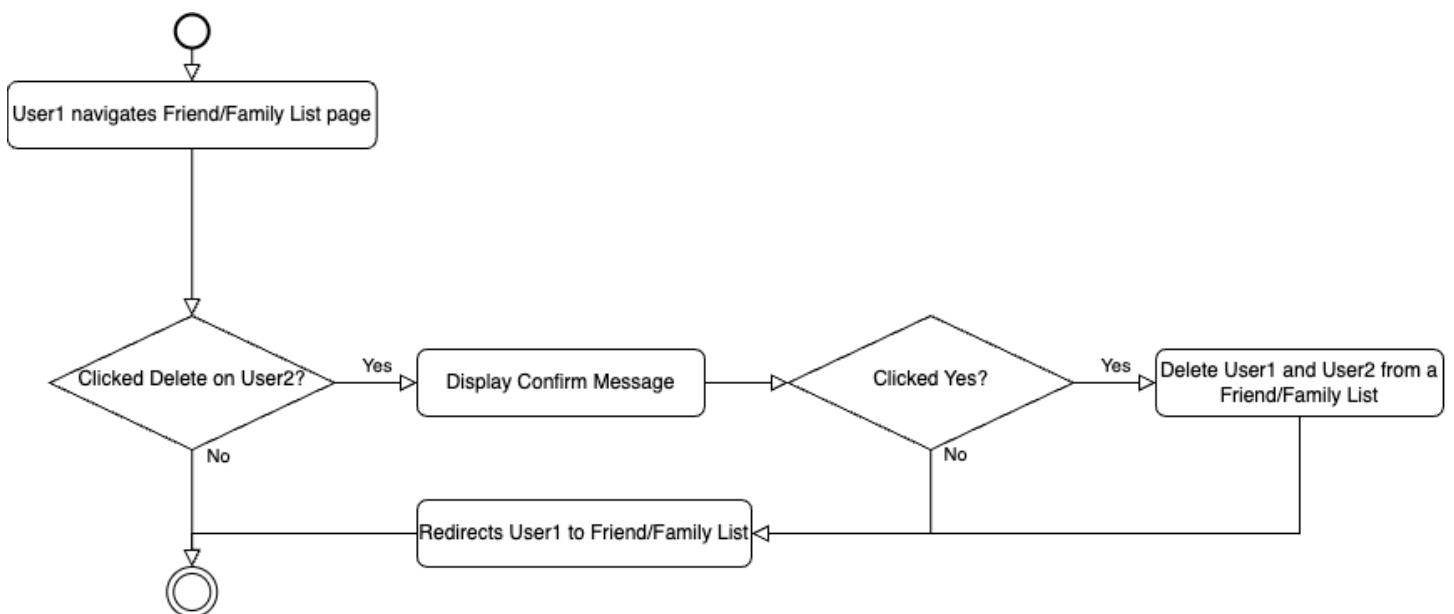


Figure 12: Delete Friend/Family Activity Diagram

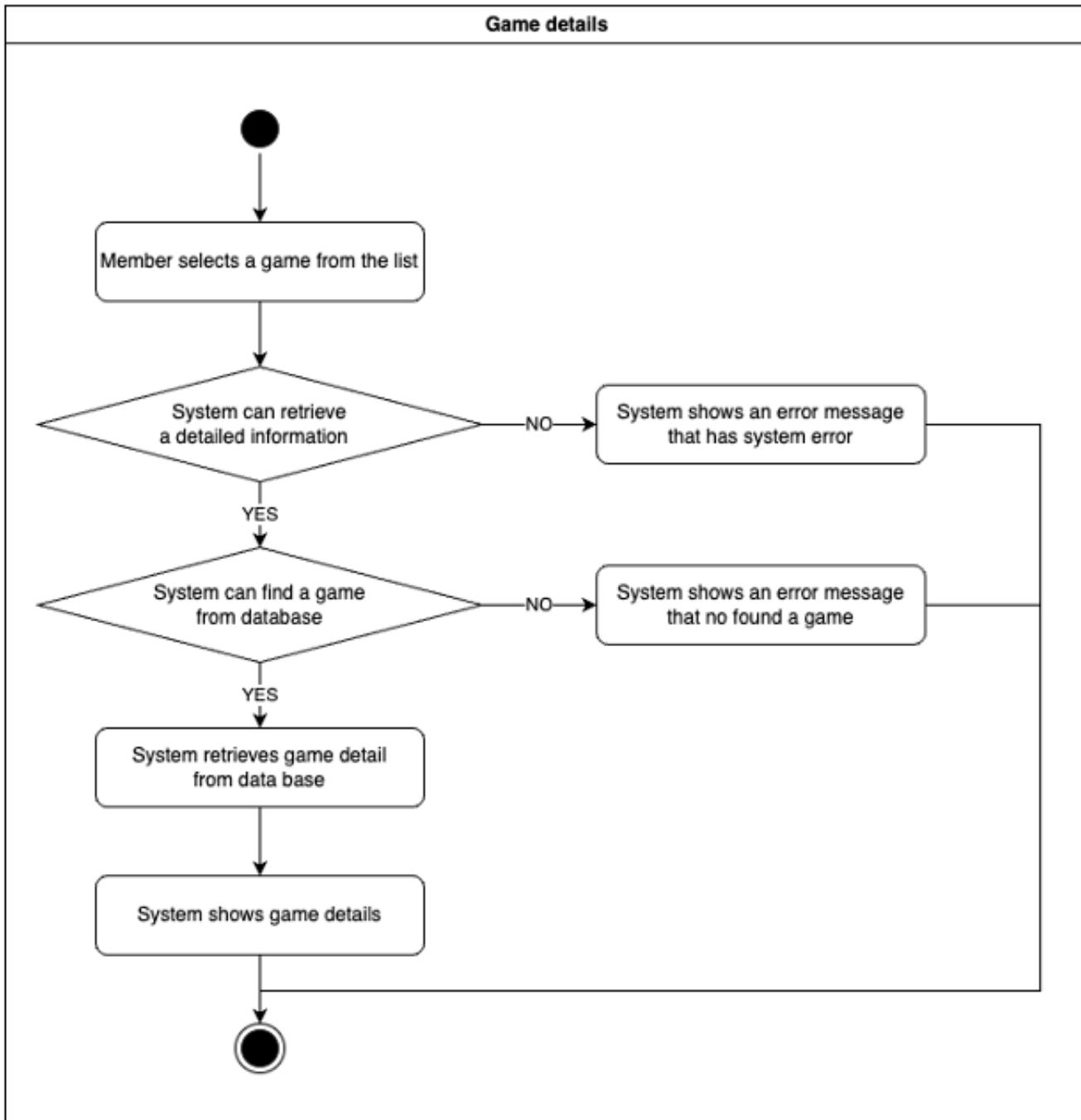


Figure 13: Display Game Detail Diagram

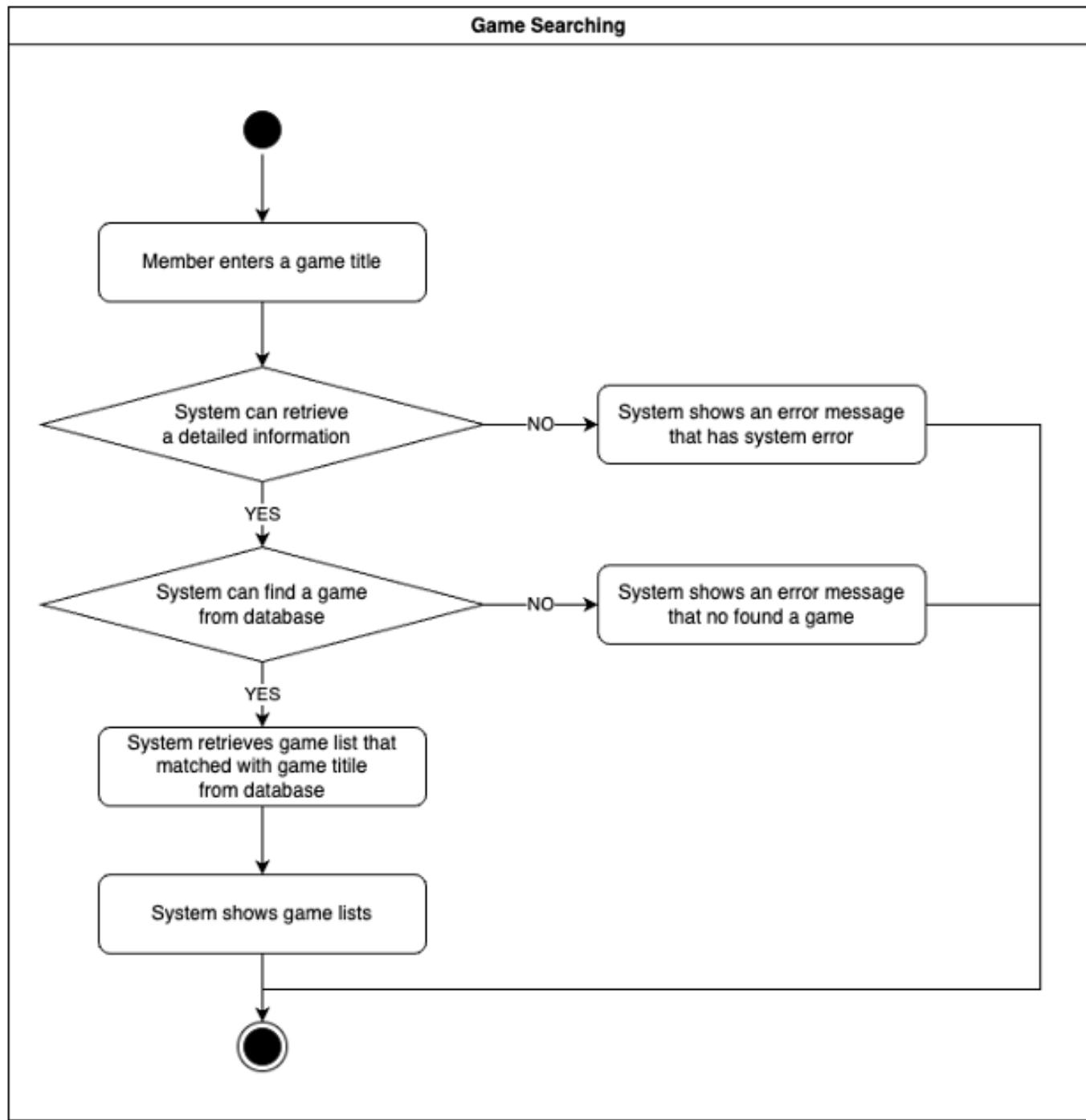


Figure 14: Search Game Diagram

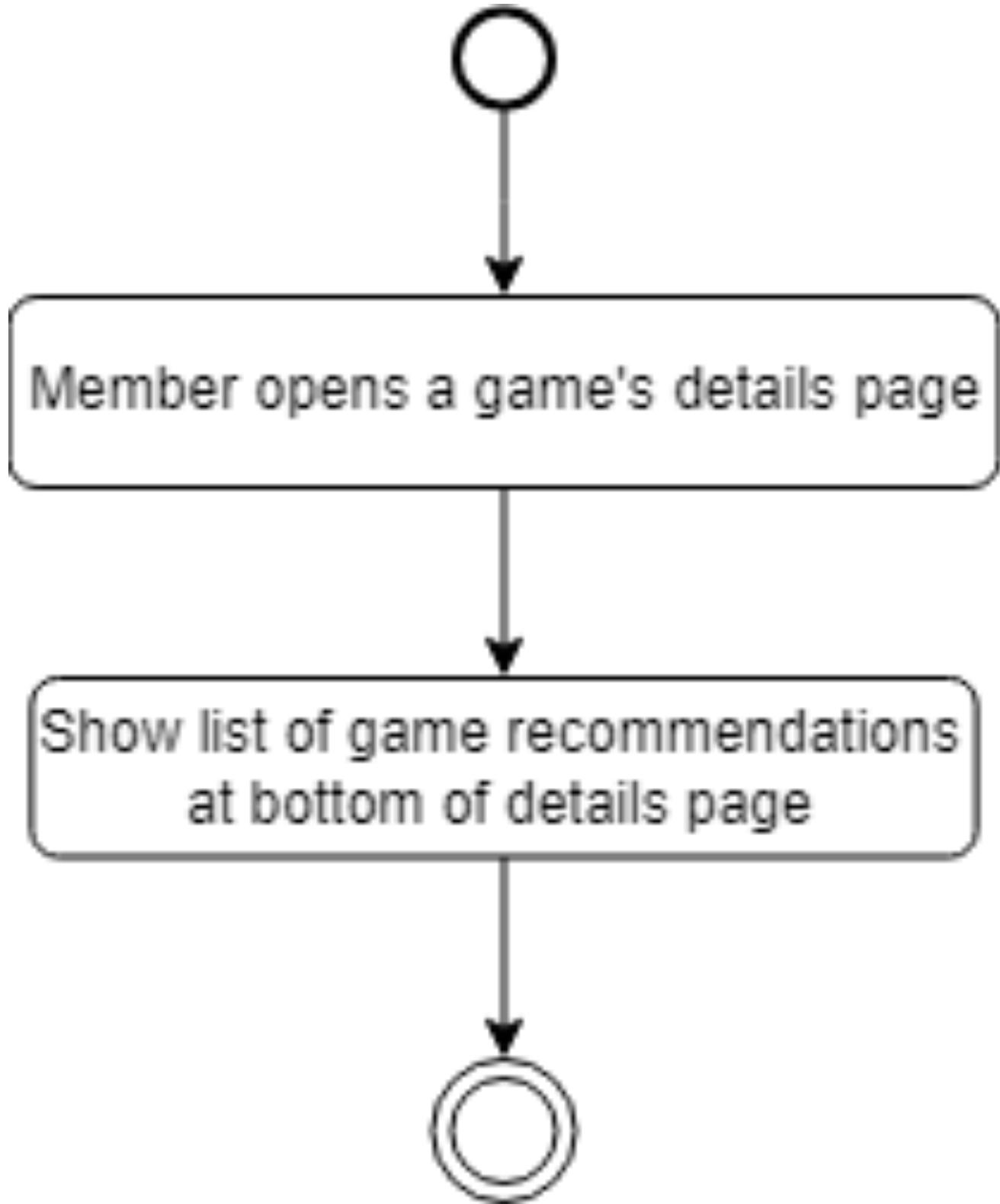


Figure 15: Display Game Recommendations Activity diagram

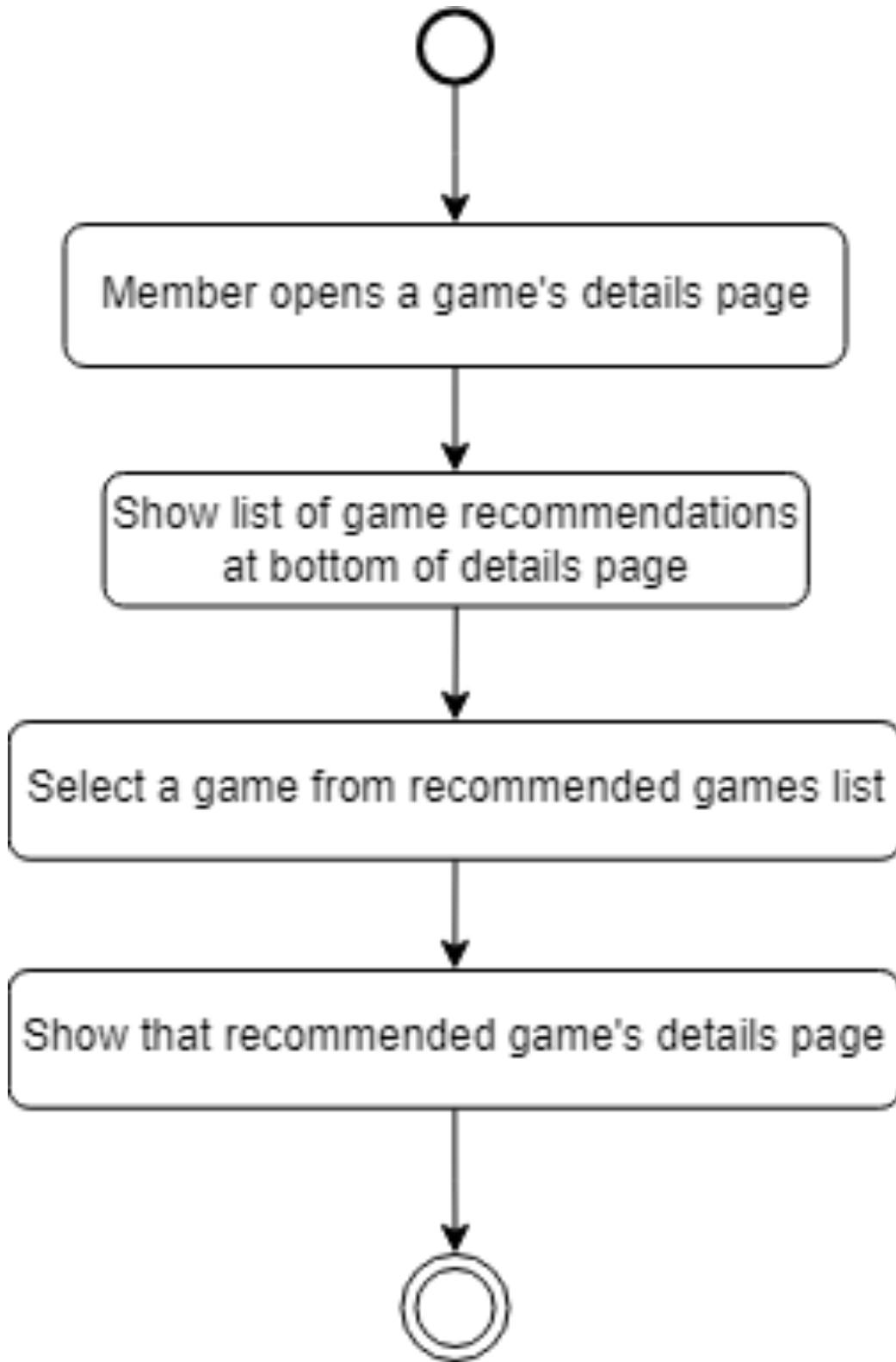


Figure 16: Select Game Recommendations Activity diagram

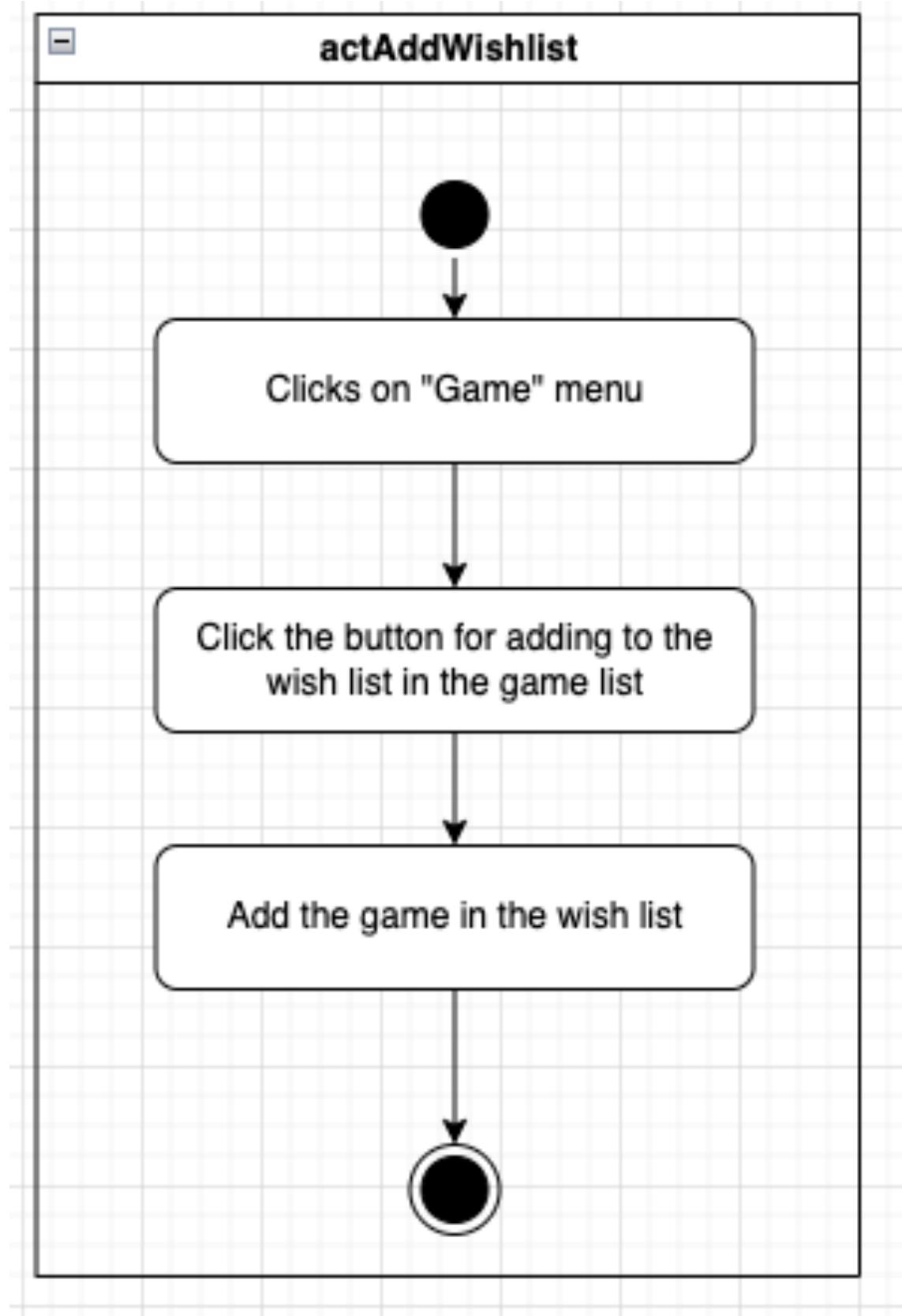


Figure 17: Add Wishlist Activity diagram

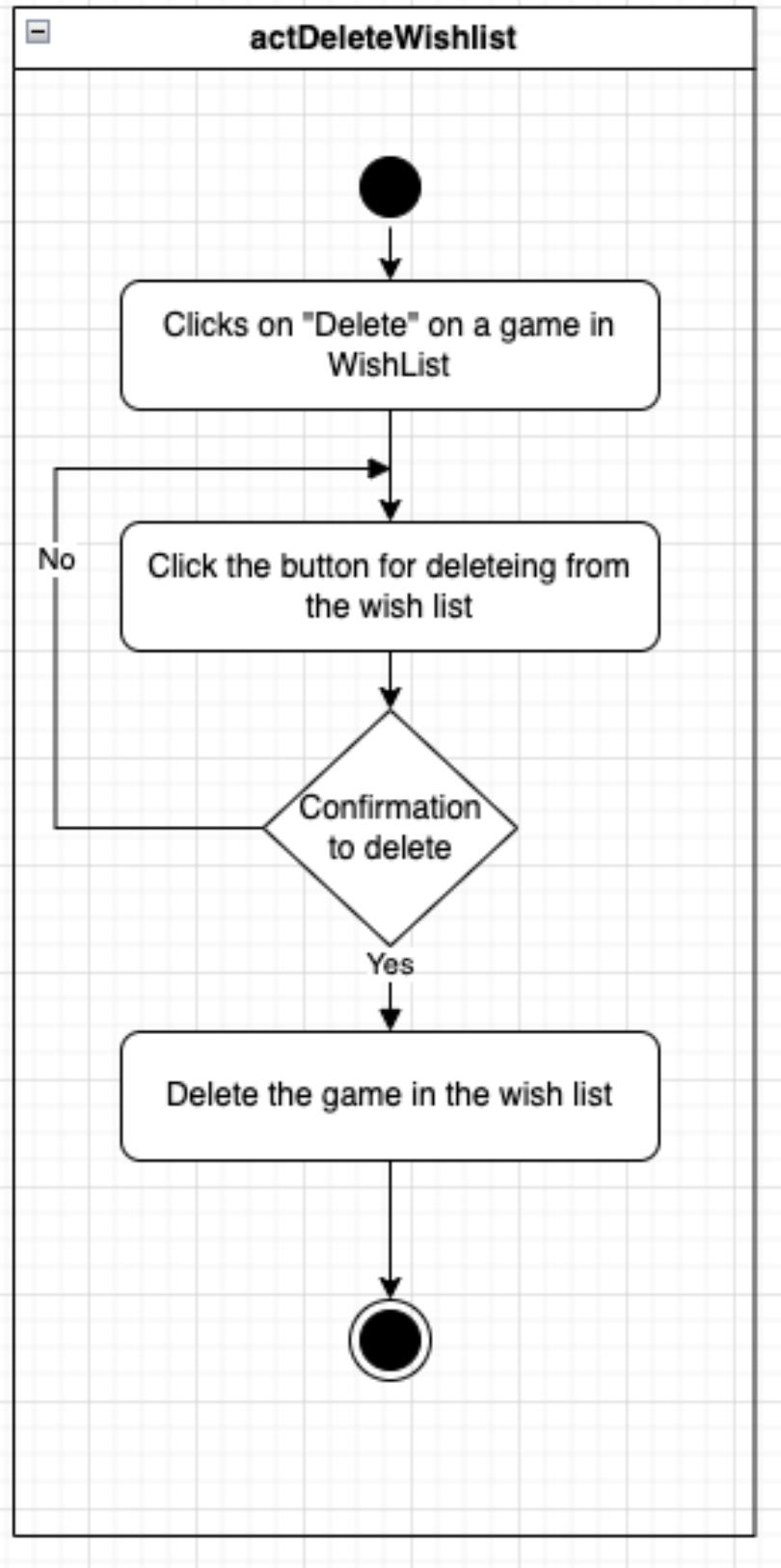


Figure 18: Delete Wishlist Activity diagram

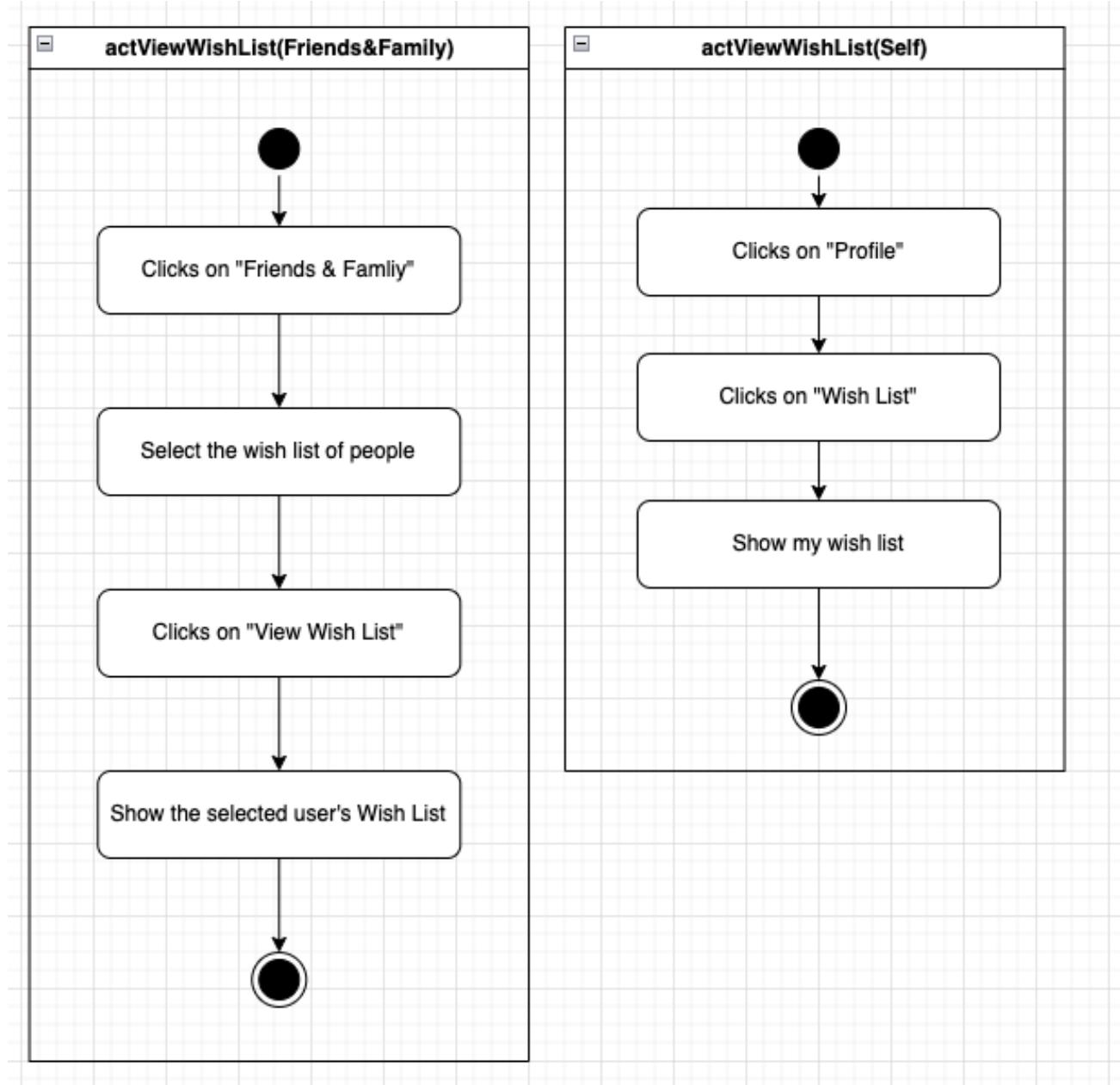


Figure 19: View Wishlist Friend/Family Activity diagram

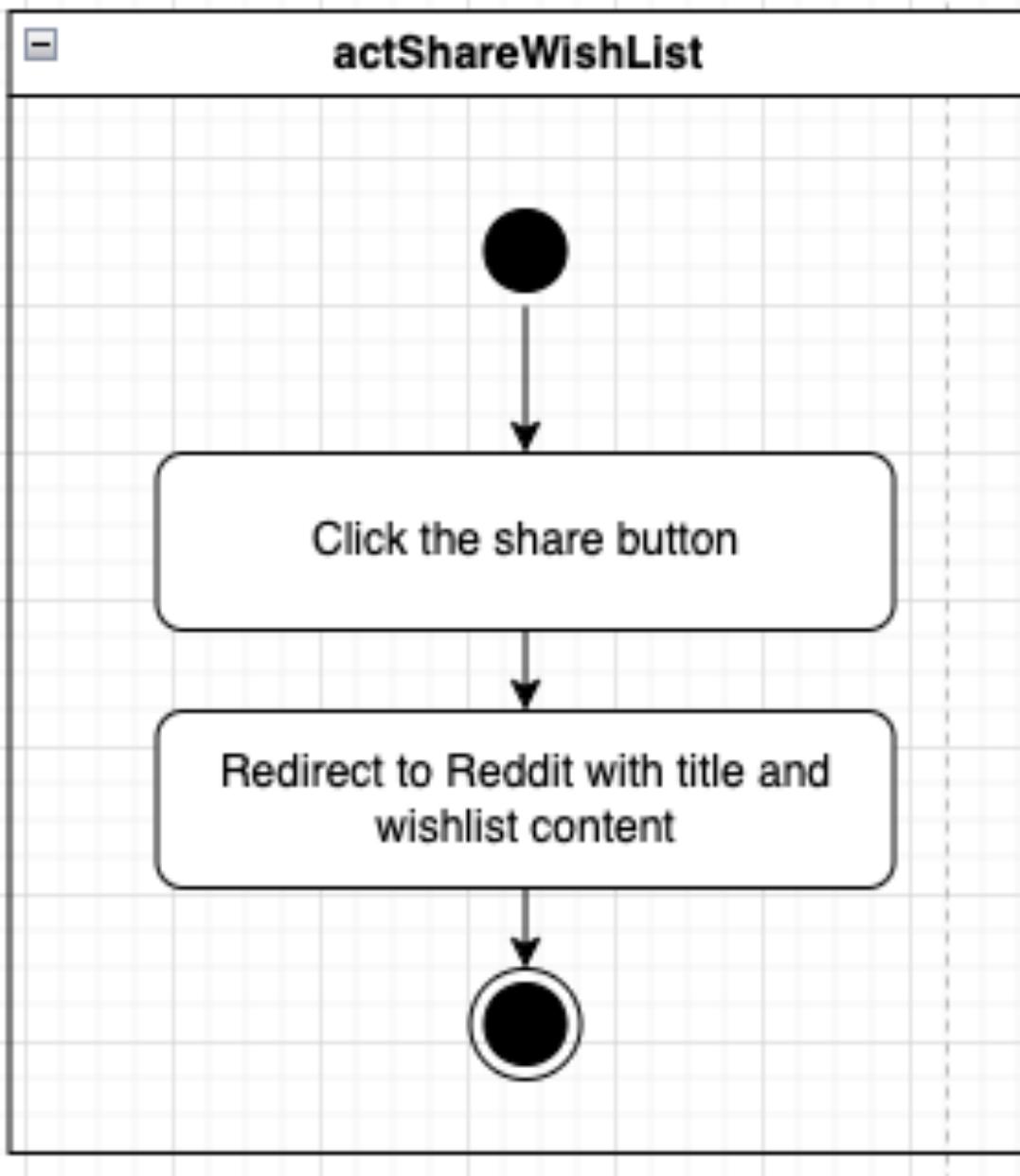


Figure 20: Share Wishlist Activity diagram

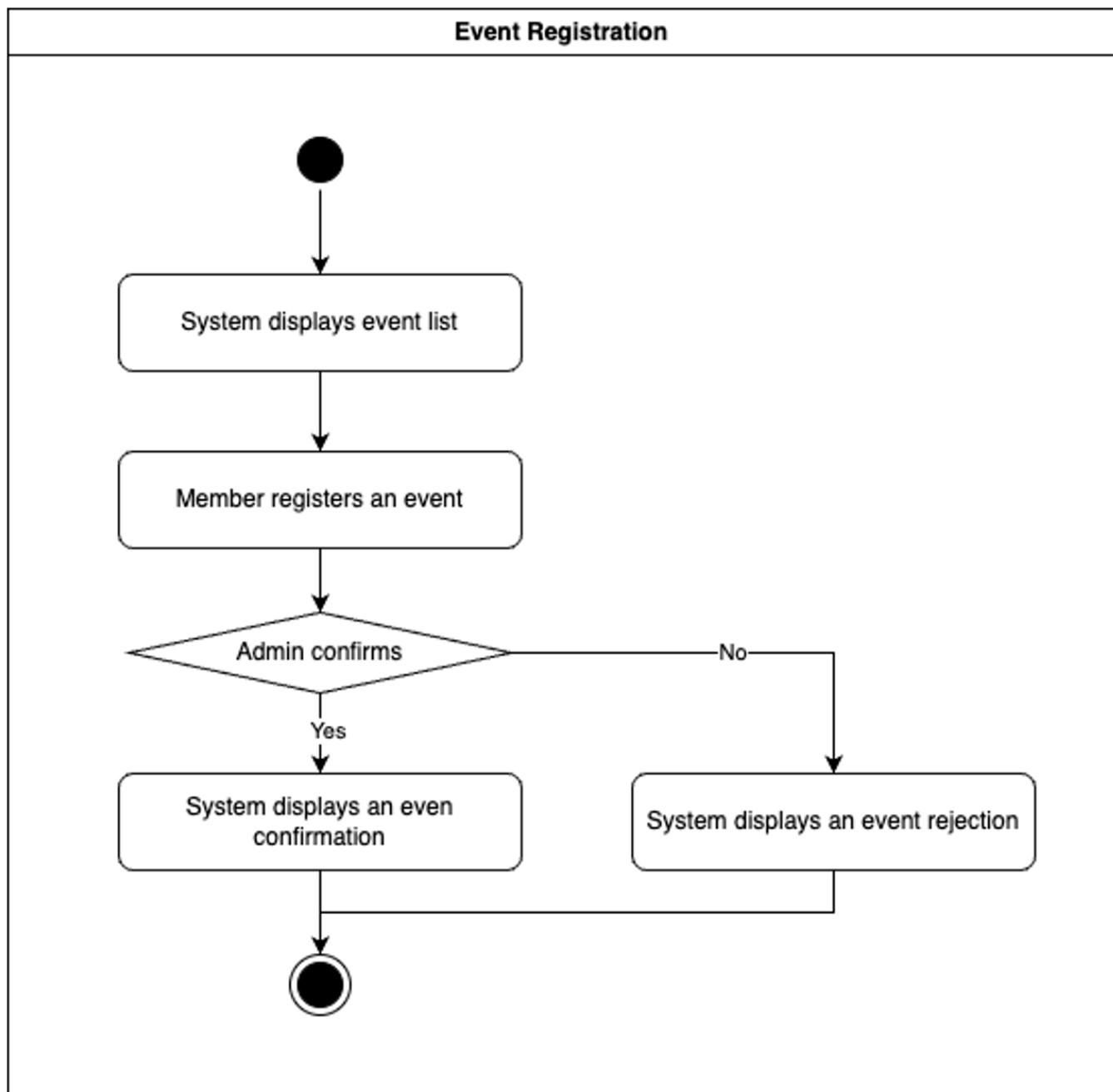


Figure 21: Register Event

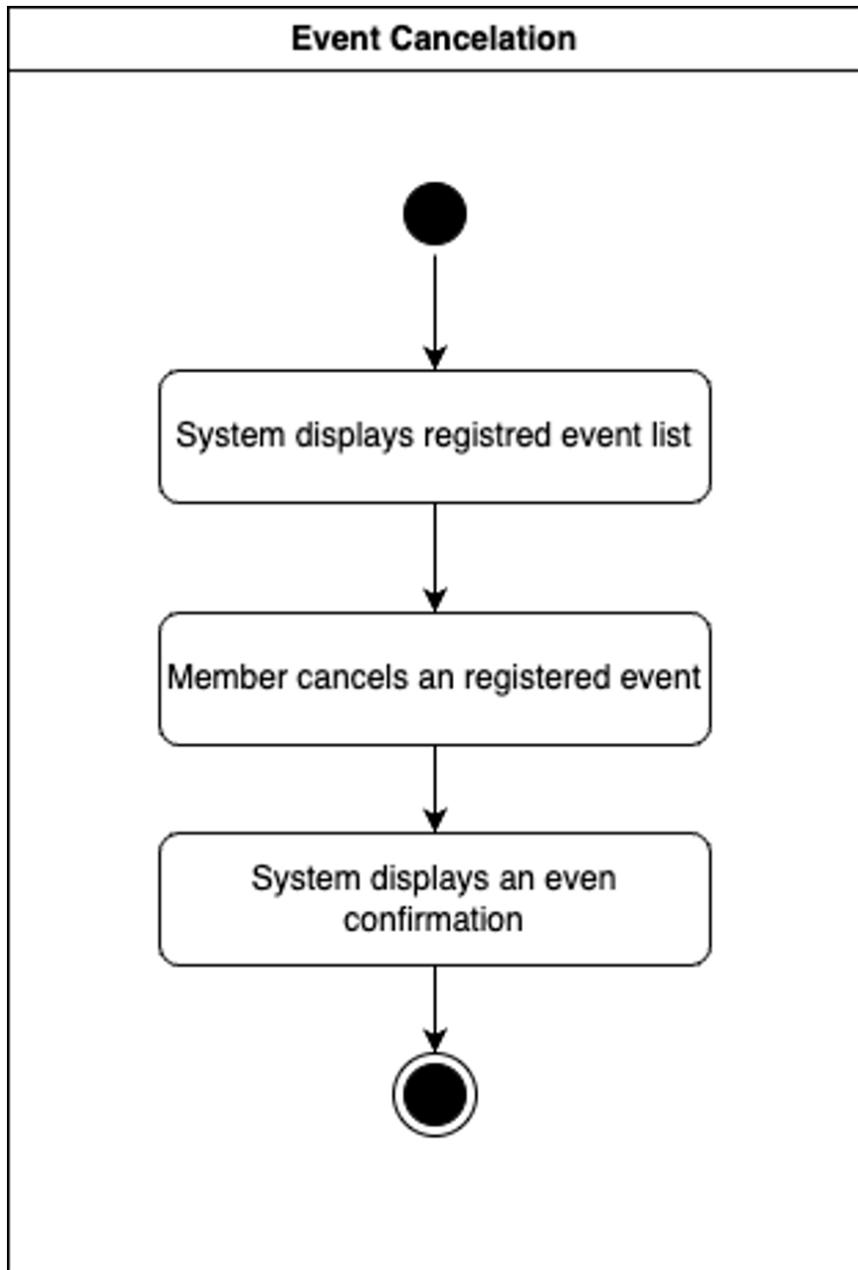


Figure 22: Cancel Event

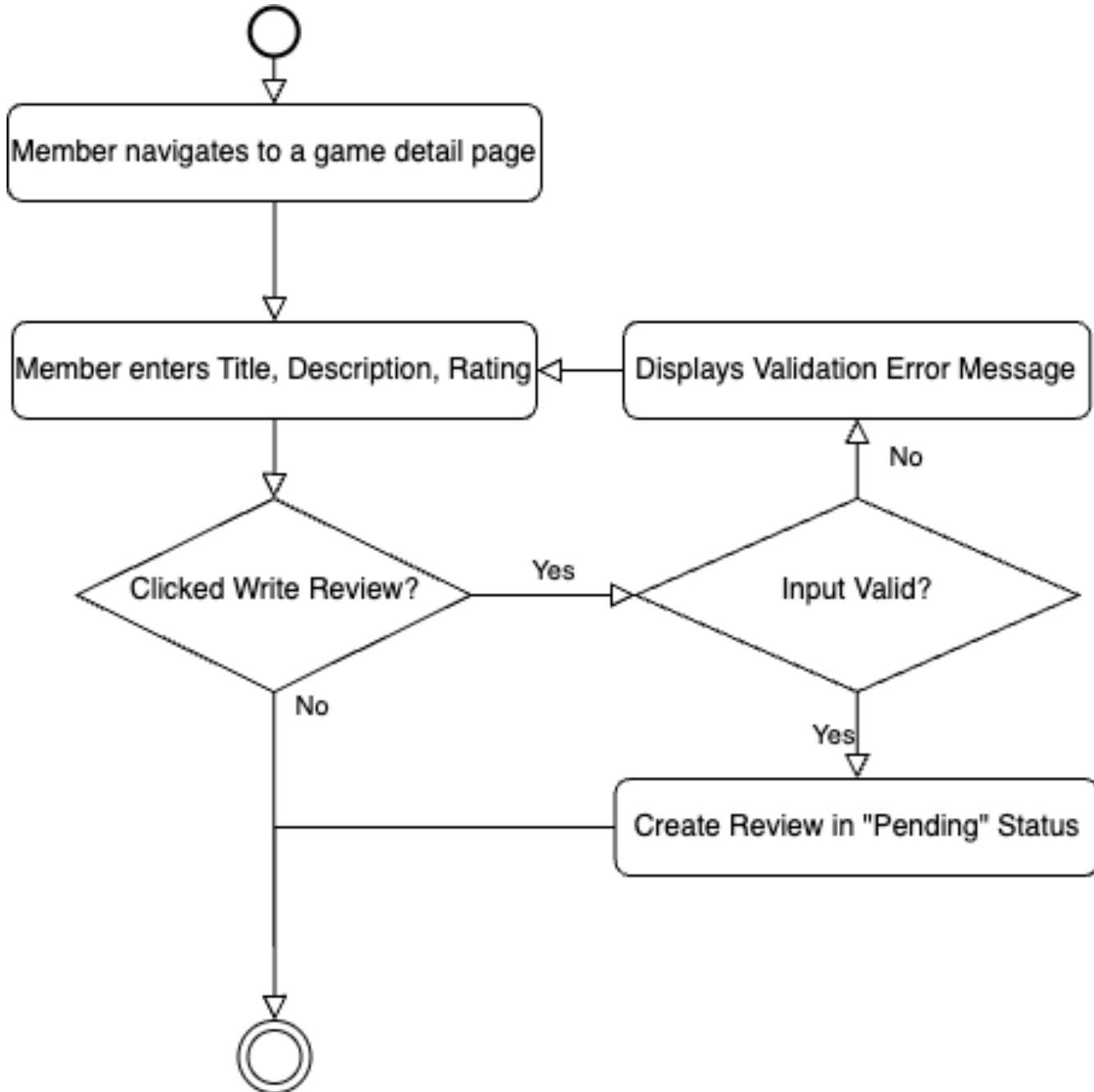


Figure 23: Rate Game

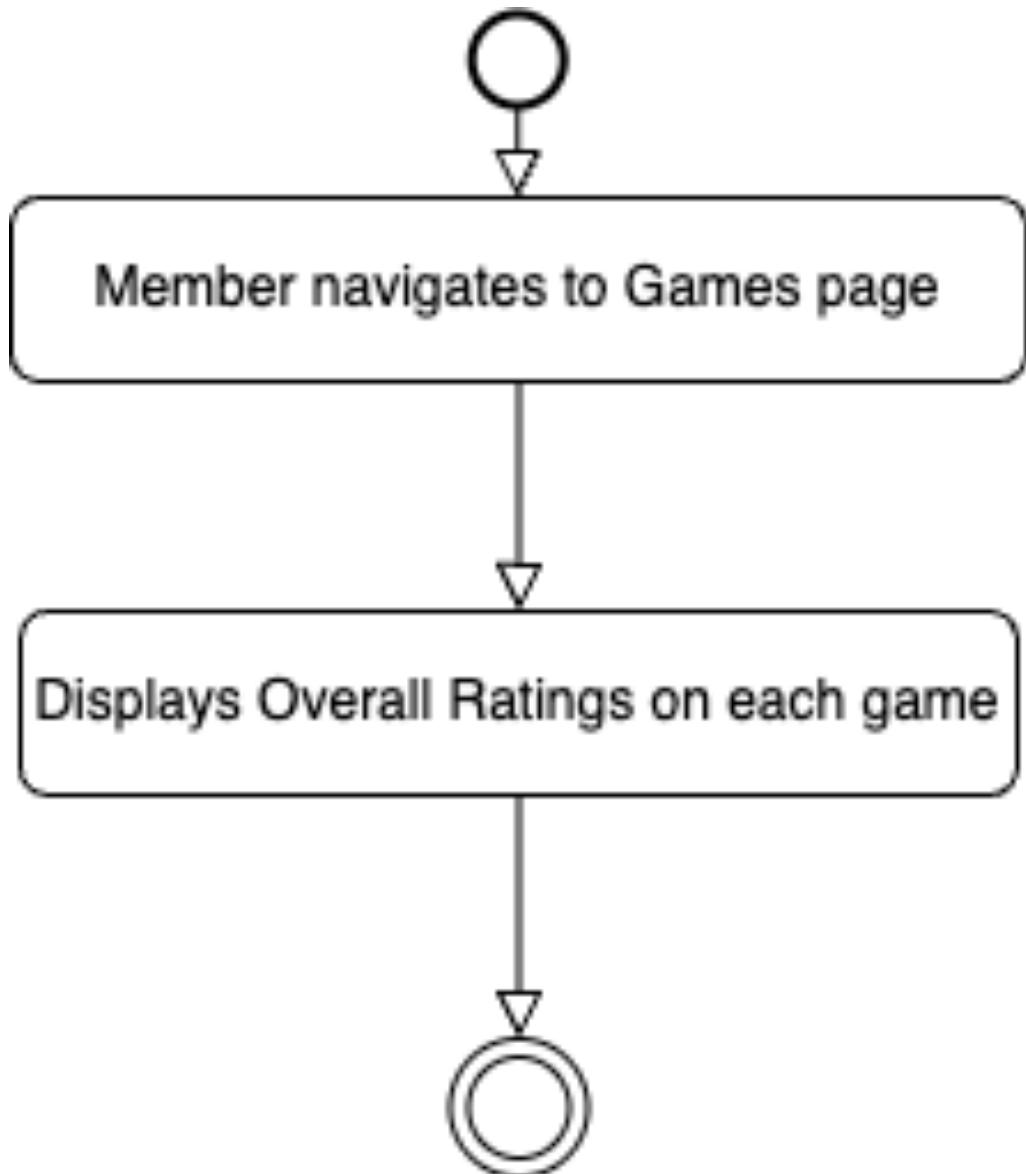


Figure 24: Display Overall Ratings

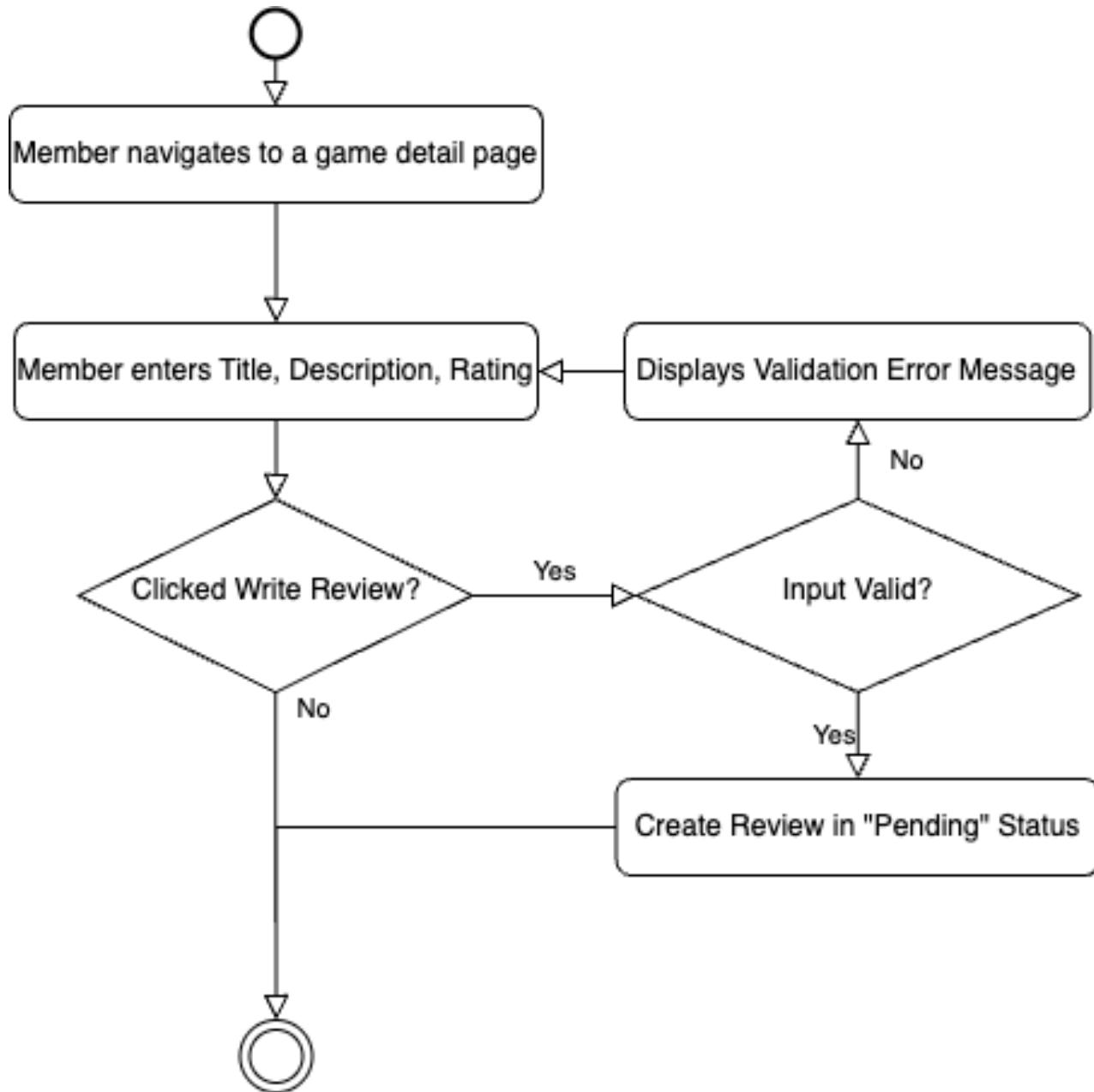


Figure 25: Write Review

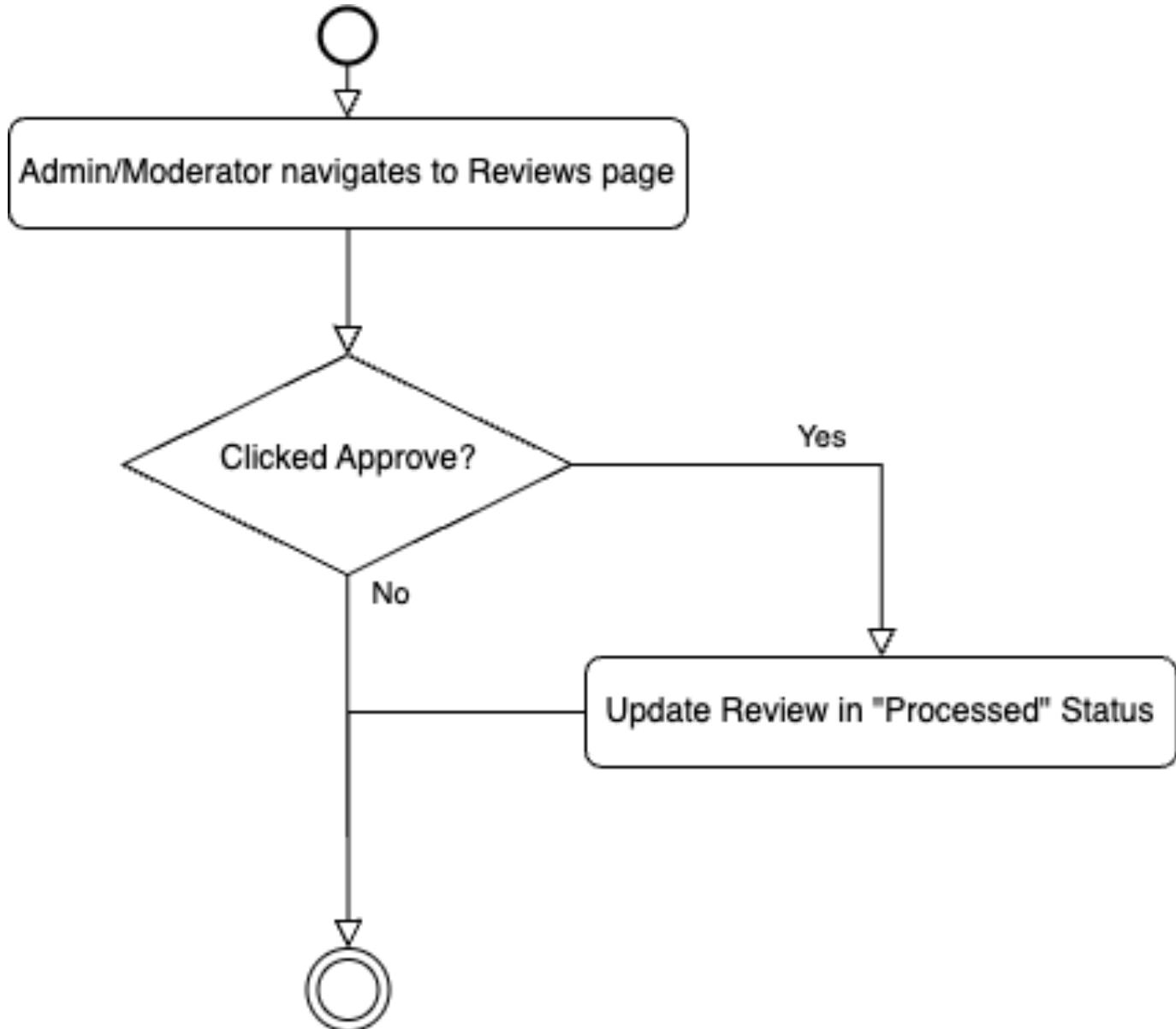


Figure 26: Approve Review

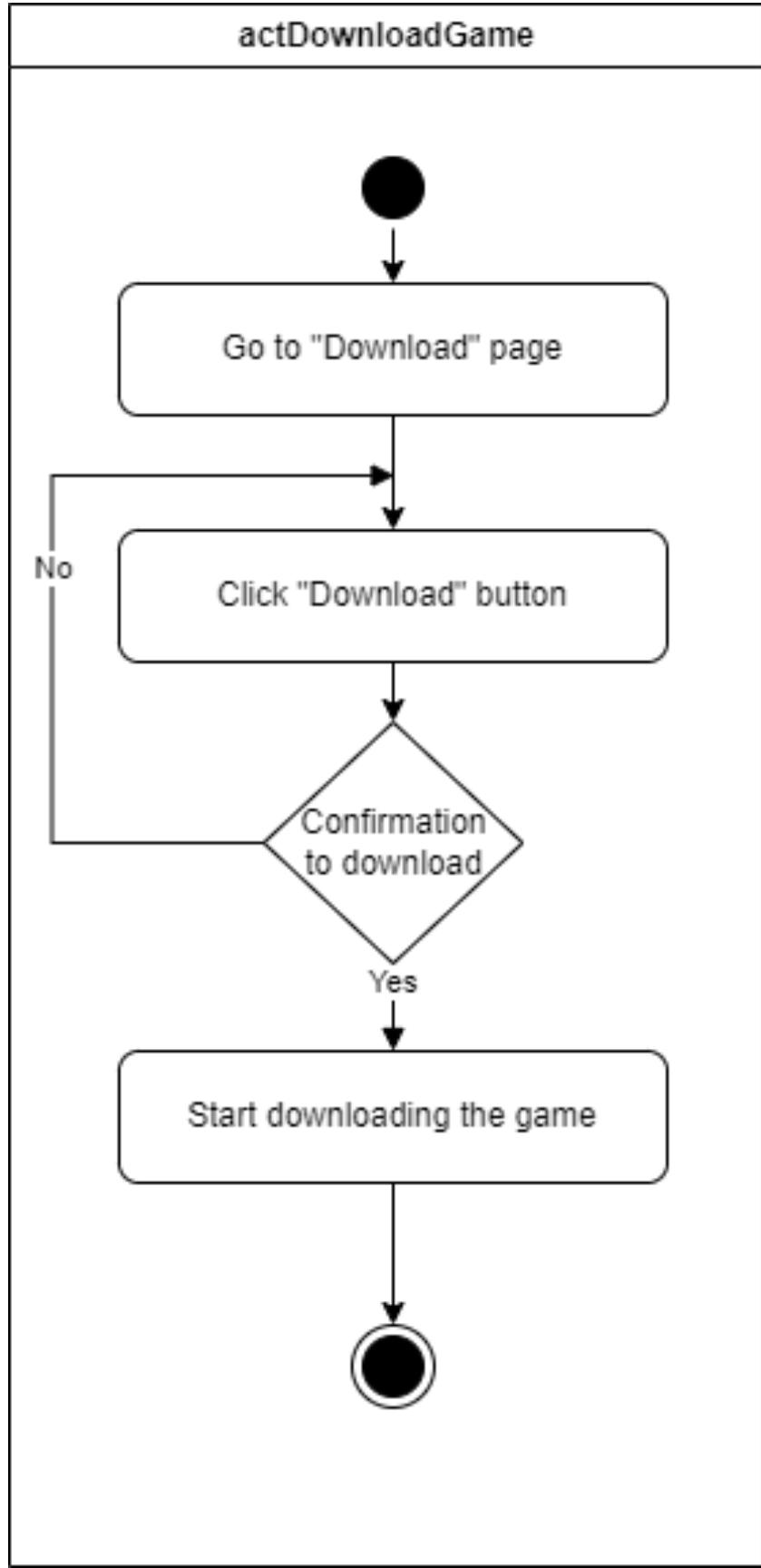


Figure 27: Download Game Activity Diagram

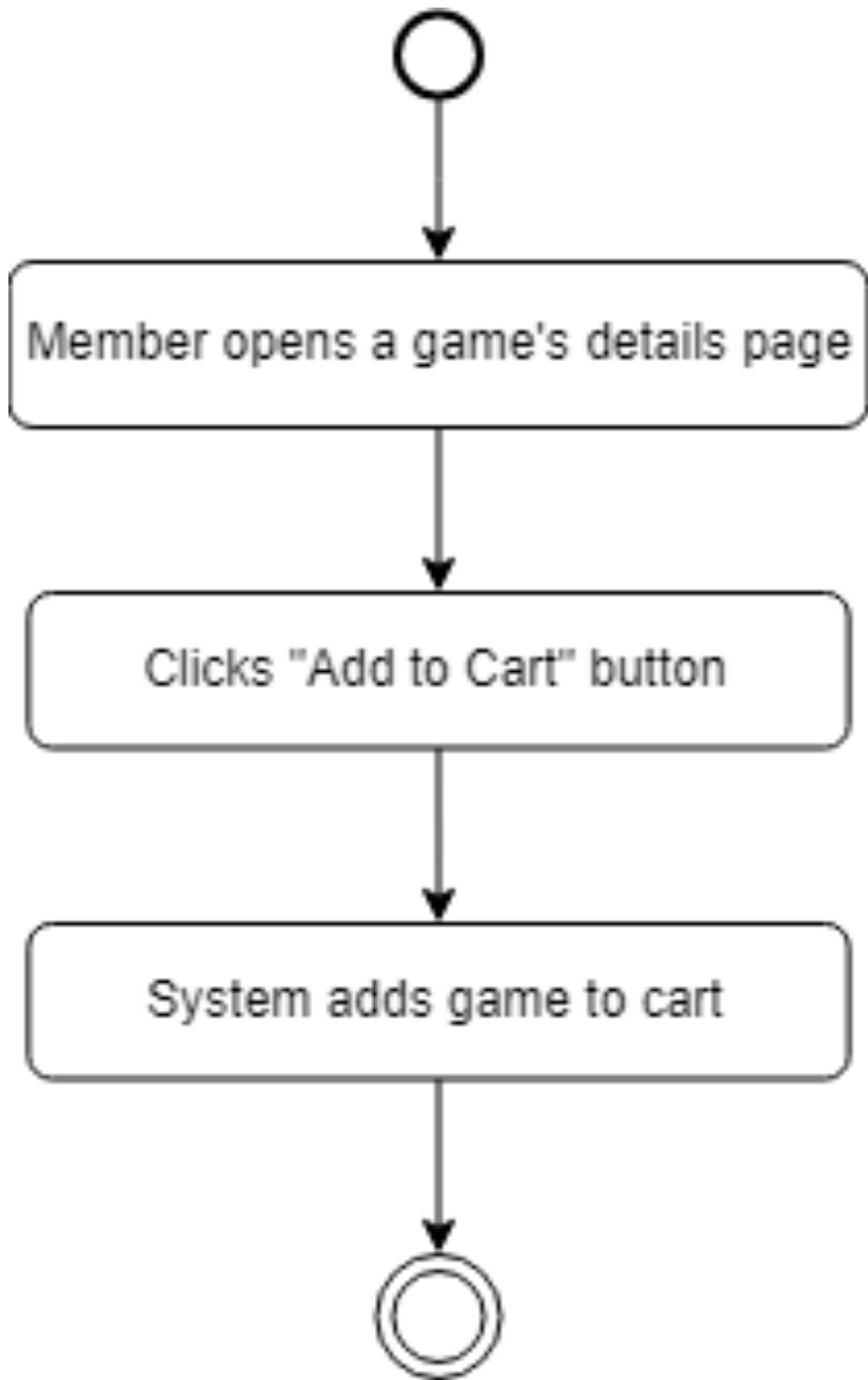


Figure 28: Add Game Cart Activity Diagram

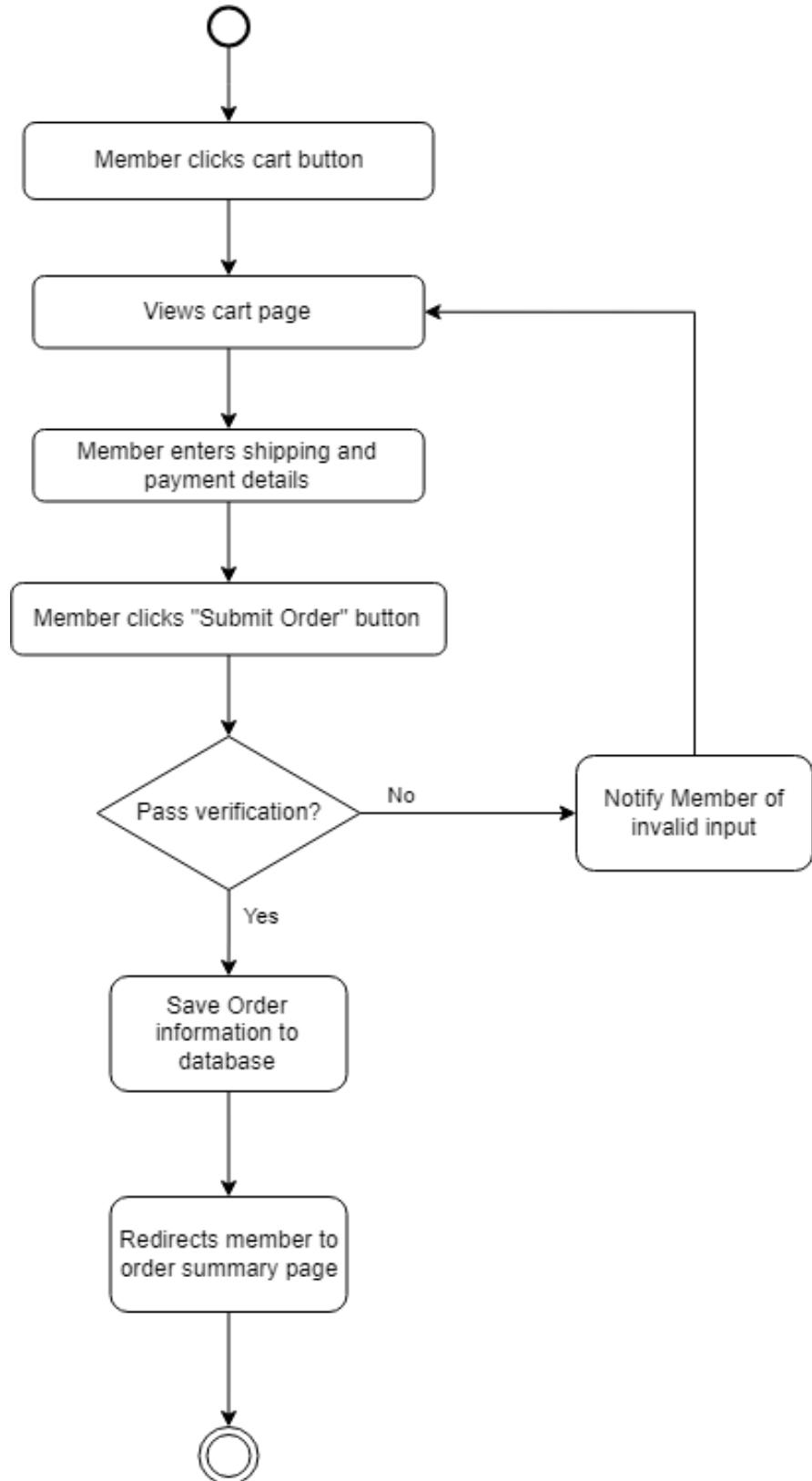


Figure 29: Checkout Cart Activity Diagram

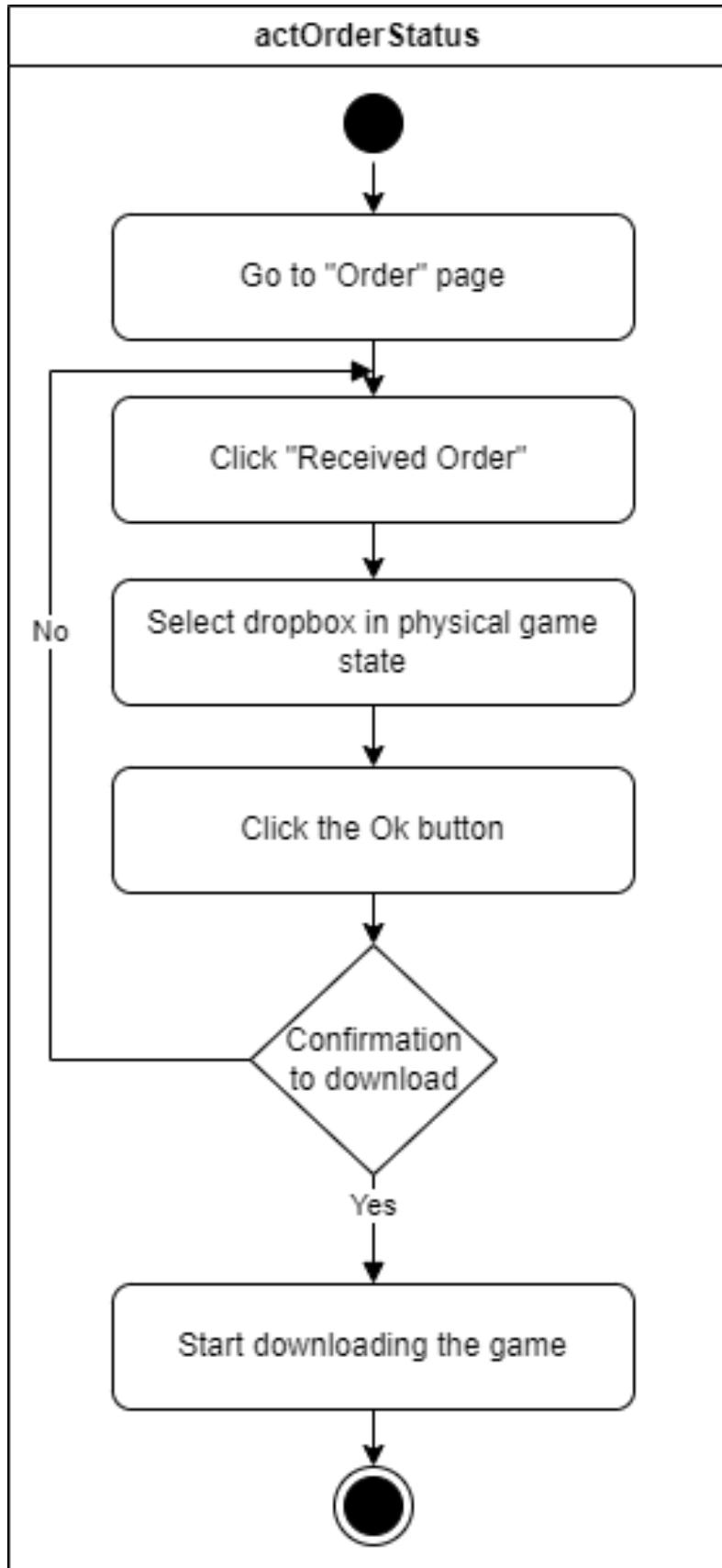


Figure 30: Update Order Status Activity Diagram

Analysis-Level (Domain) Class Diagram

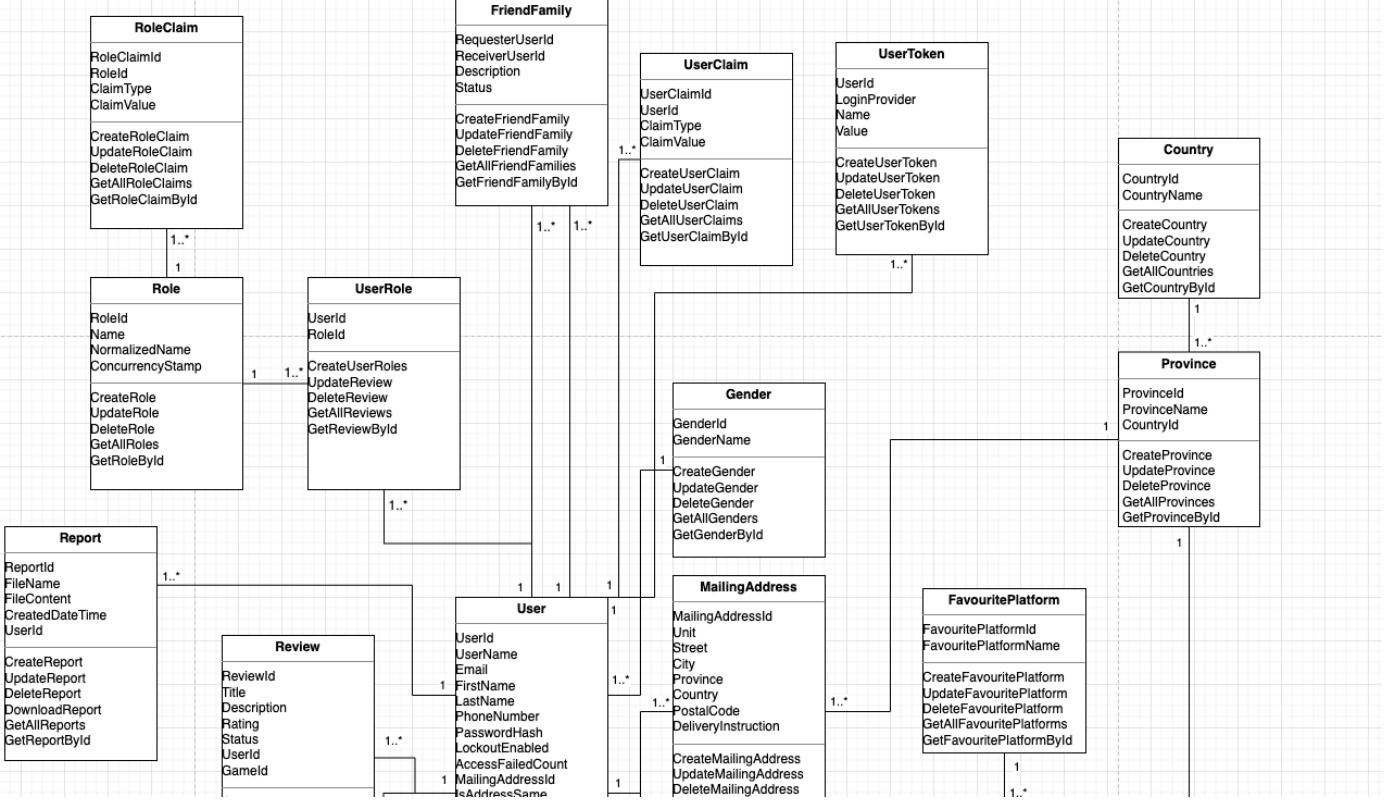


Figure 1: Analysis Level Class Diagram (1/3)

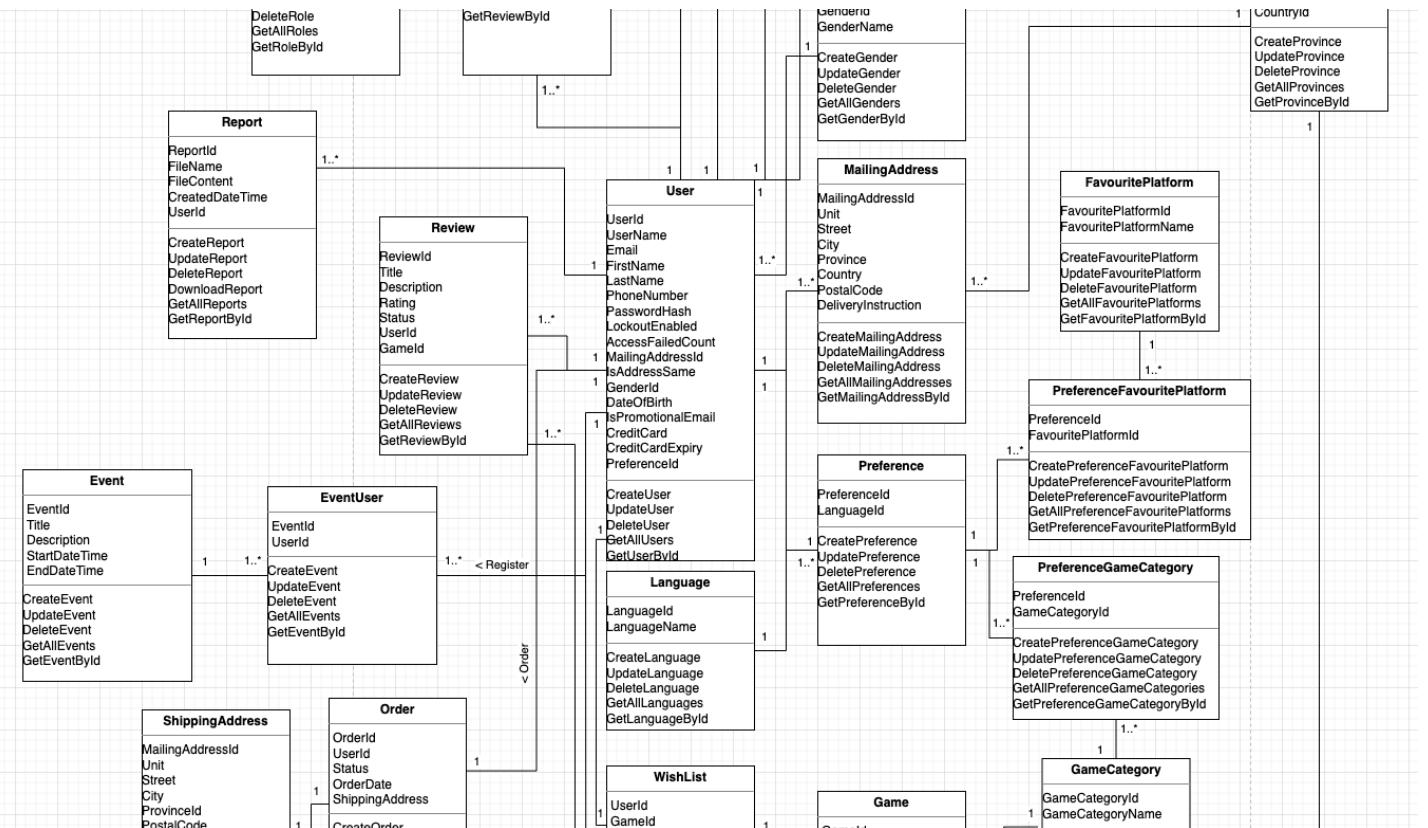


Figure 2: Analysis Level Class Diagram (2/3)

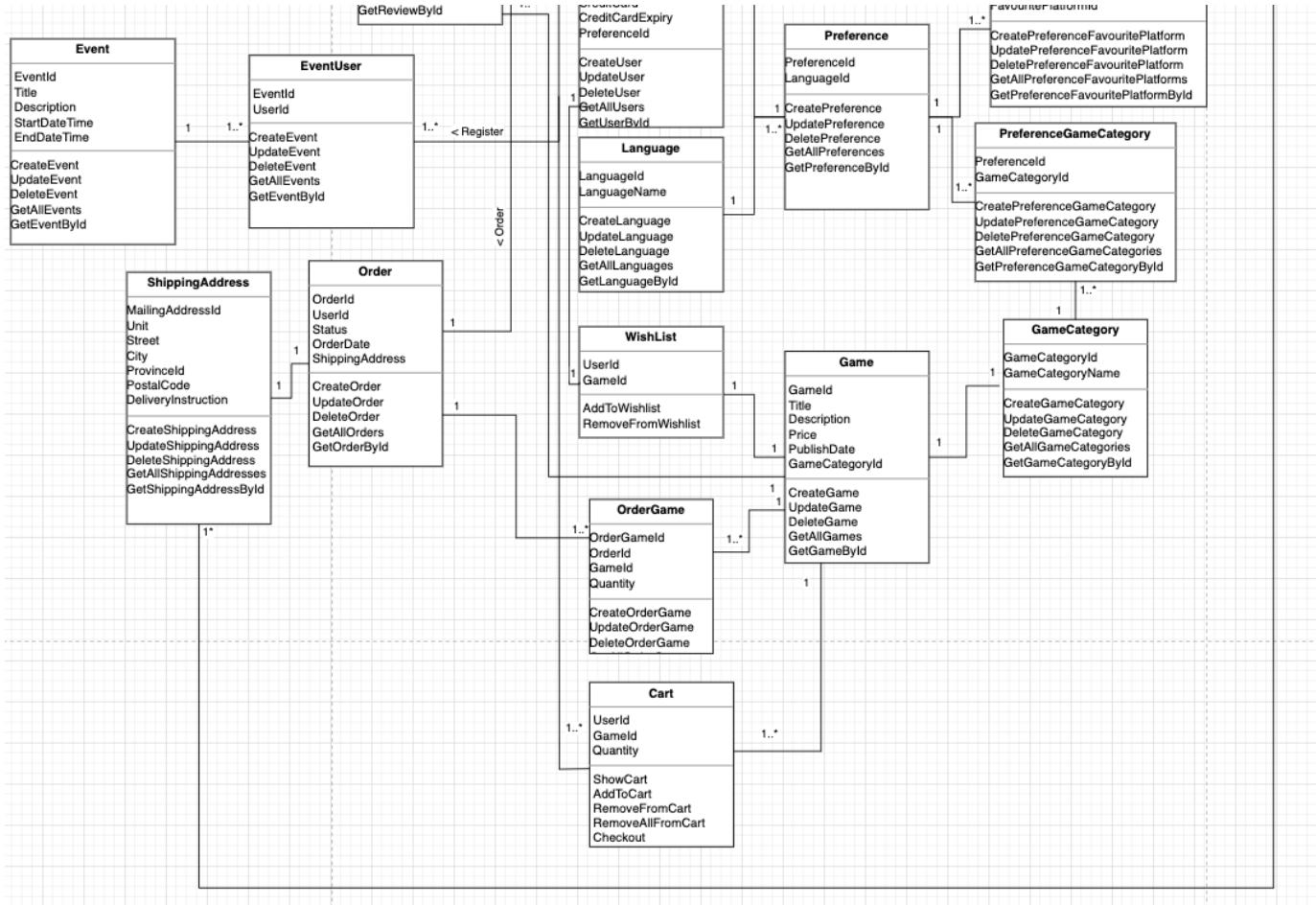


Figure 3: Analysis Level Class Diagram (3/3)

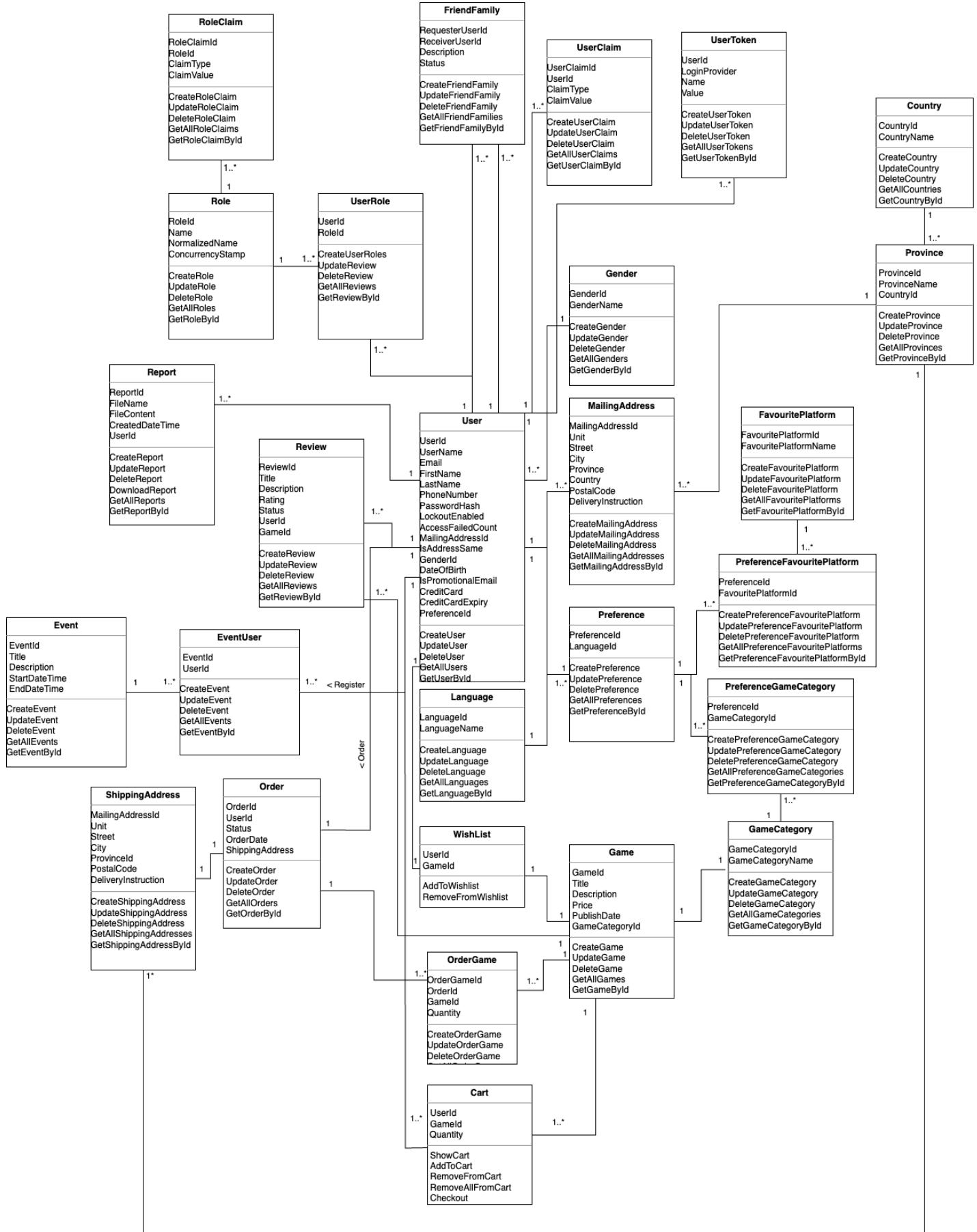


Figure 4: Entire Bird View Analysis Level Class Diagram

System Sequence Diagrams

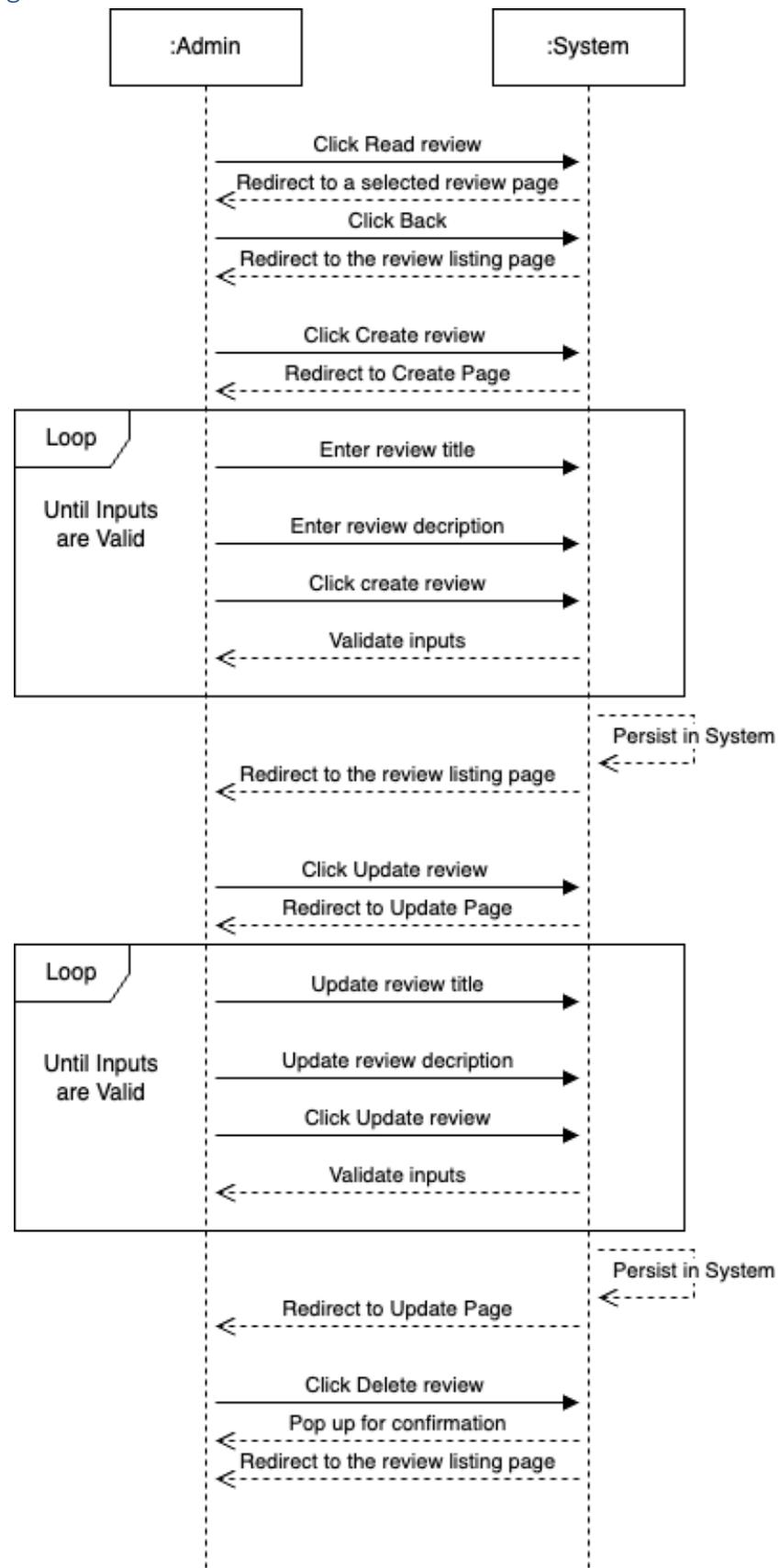


Figure 1: CRUD Review Admin System Sequence Diagram

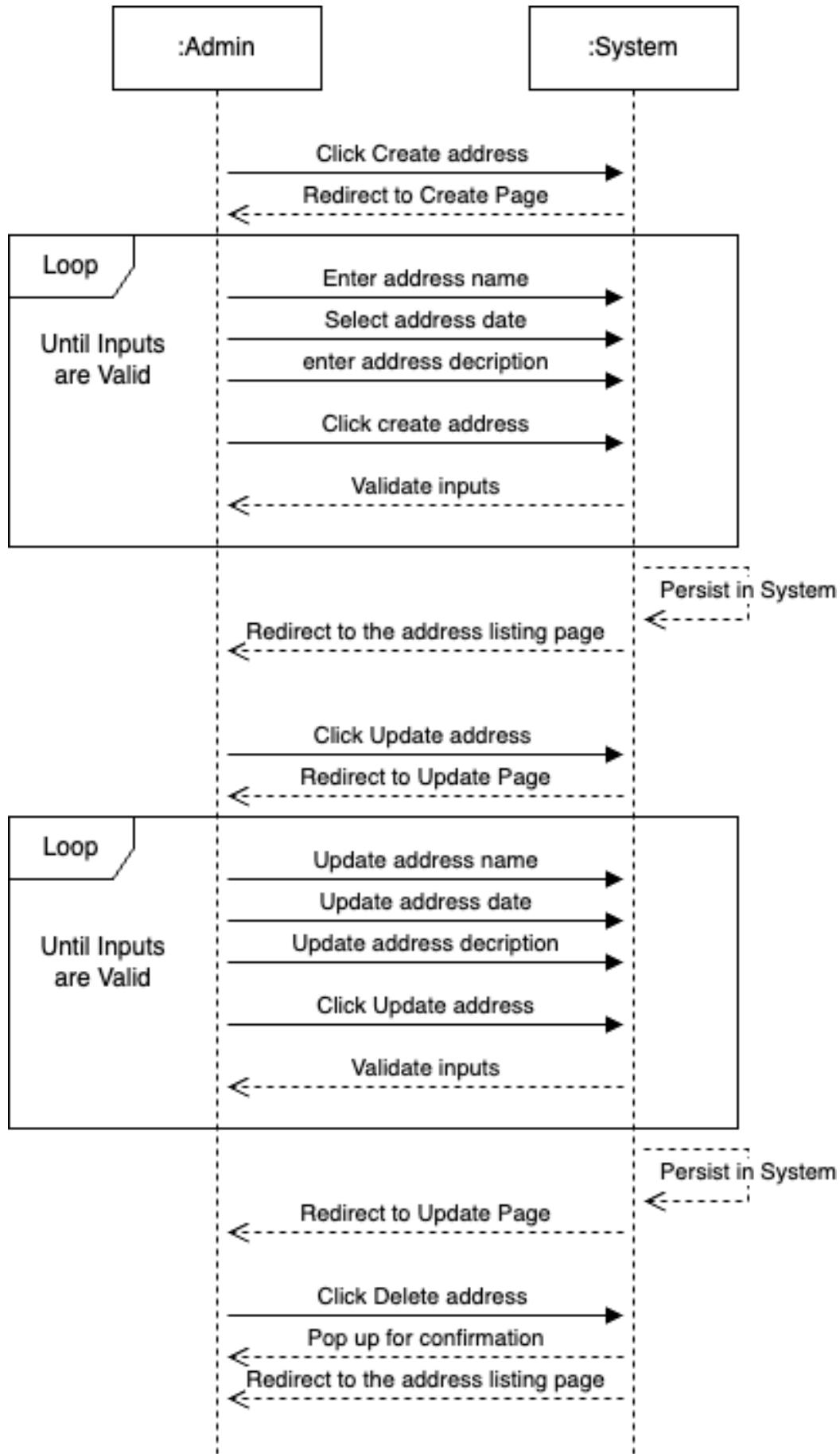


Figure 2: CRUD Address System Sequence Diagram

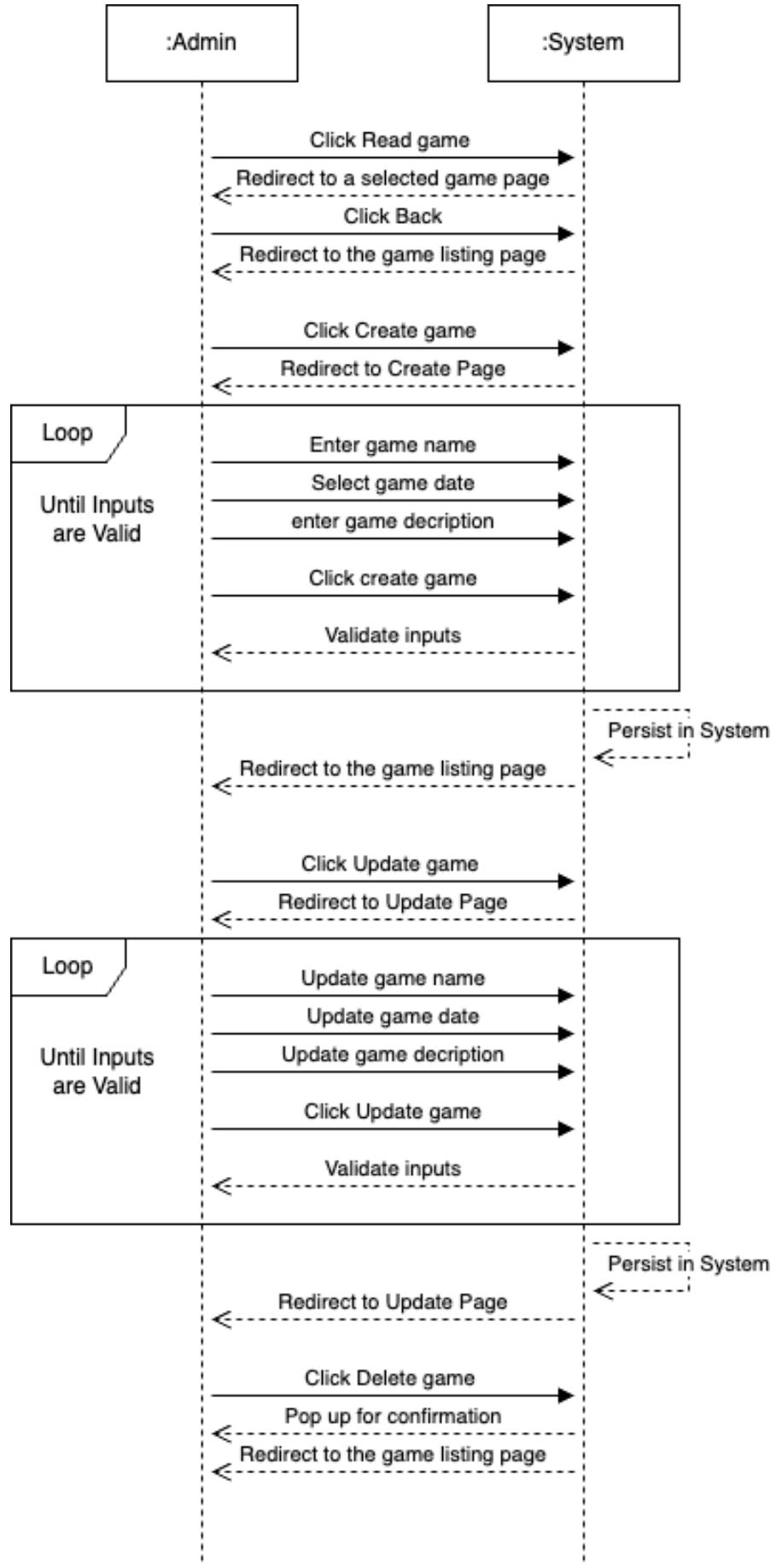


Figure 3: CRUD Game Admin System Sequence Diagram

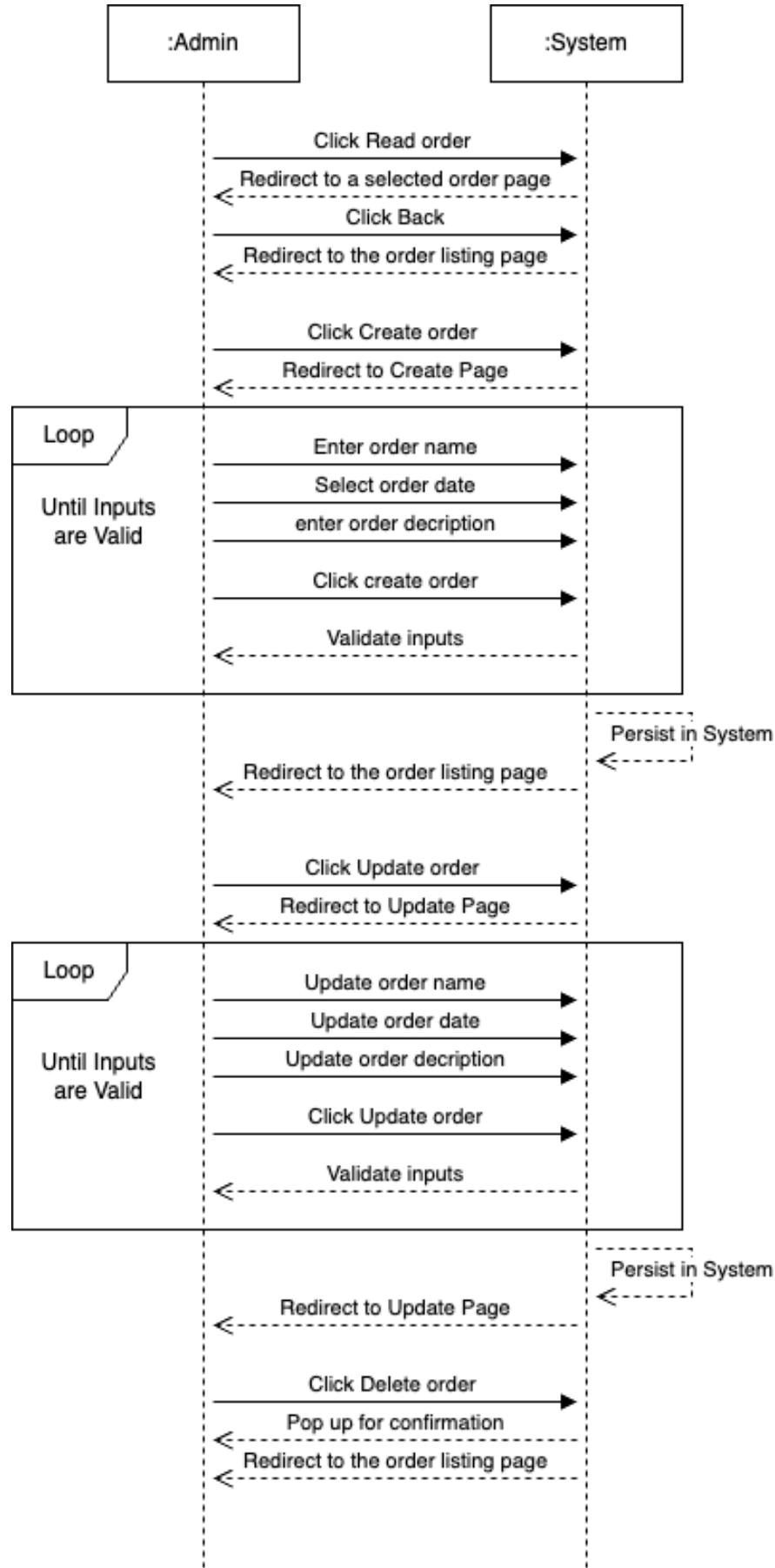


Figure 4: CRUD Order Admin System Sequence Diagram

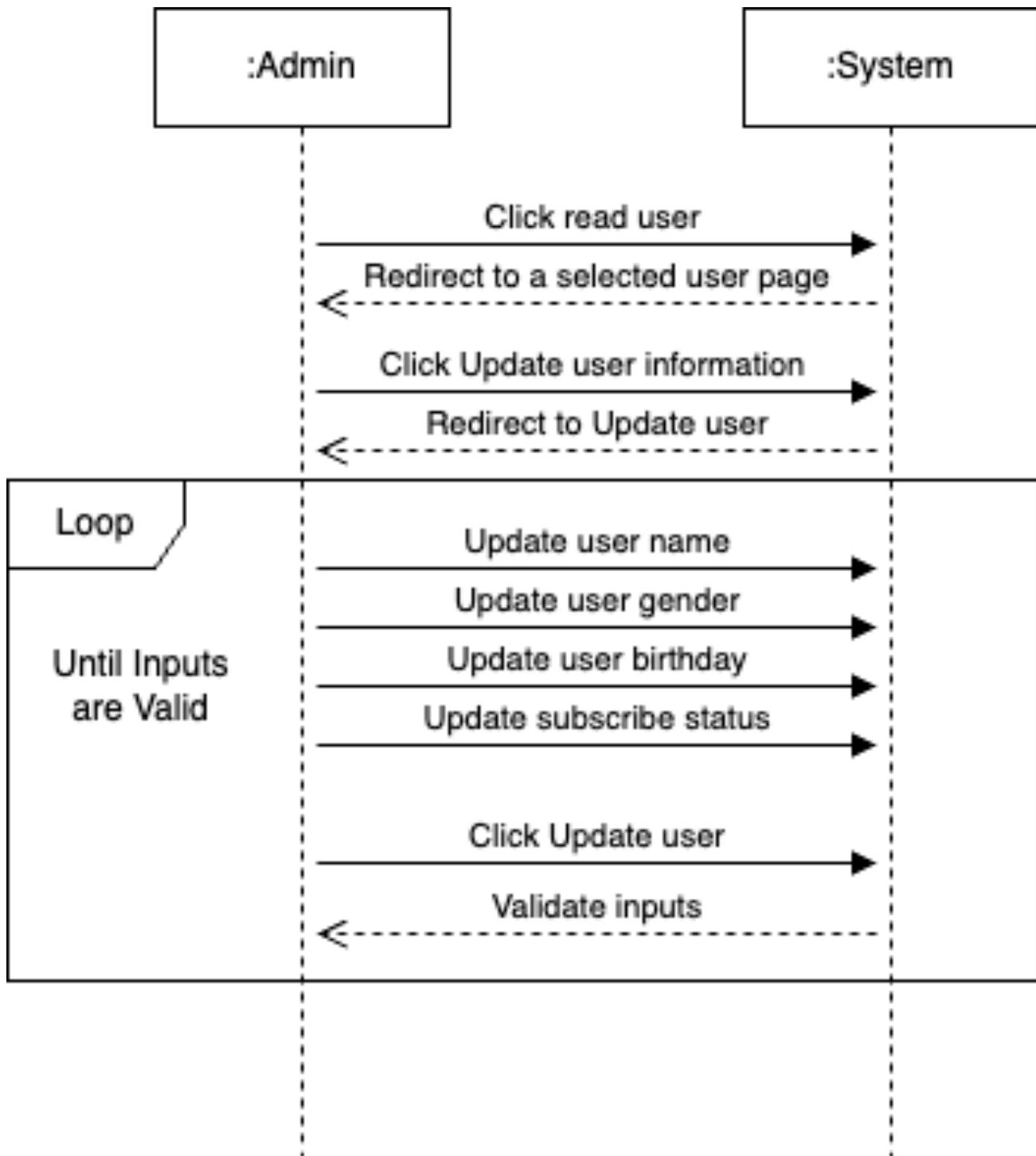


Figure 5: Update Profile System Sequence Diagram

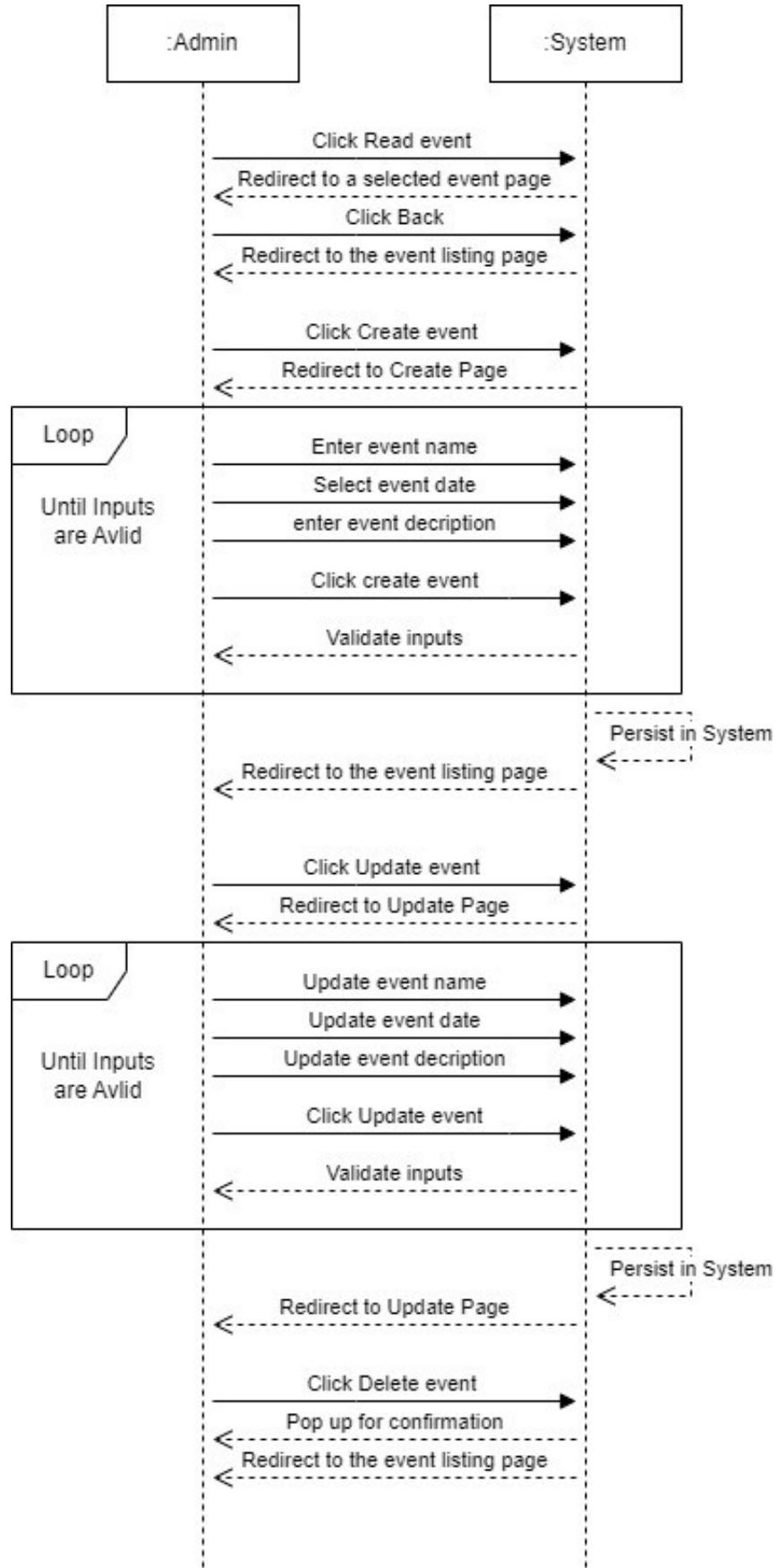


Figure 6: CRUD Event Admin System Sequence Diagram

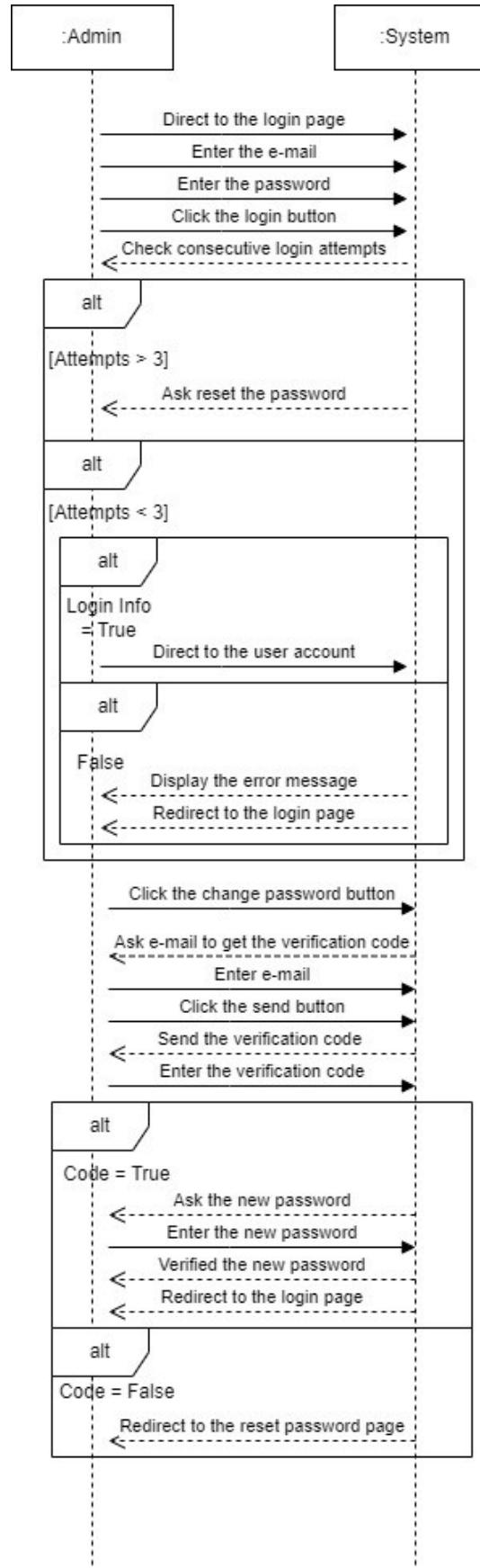


Figure 7: Login System Sequence Diagram

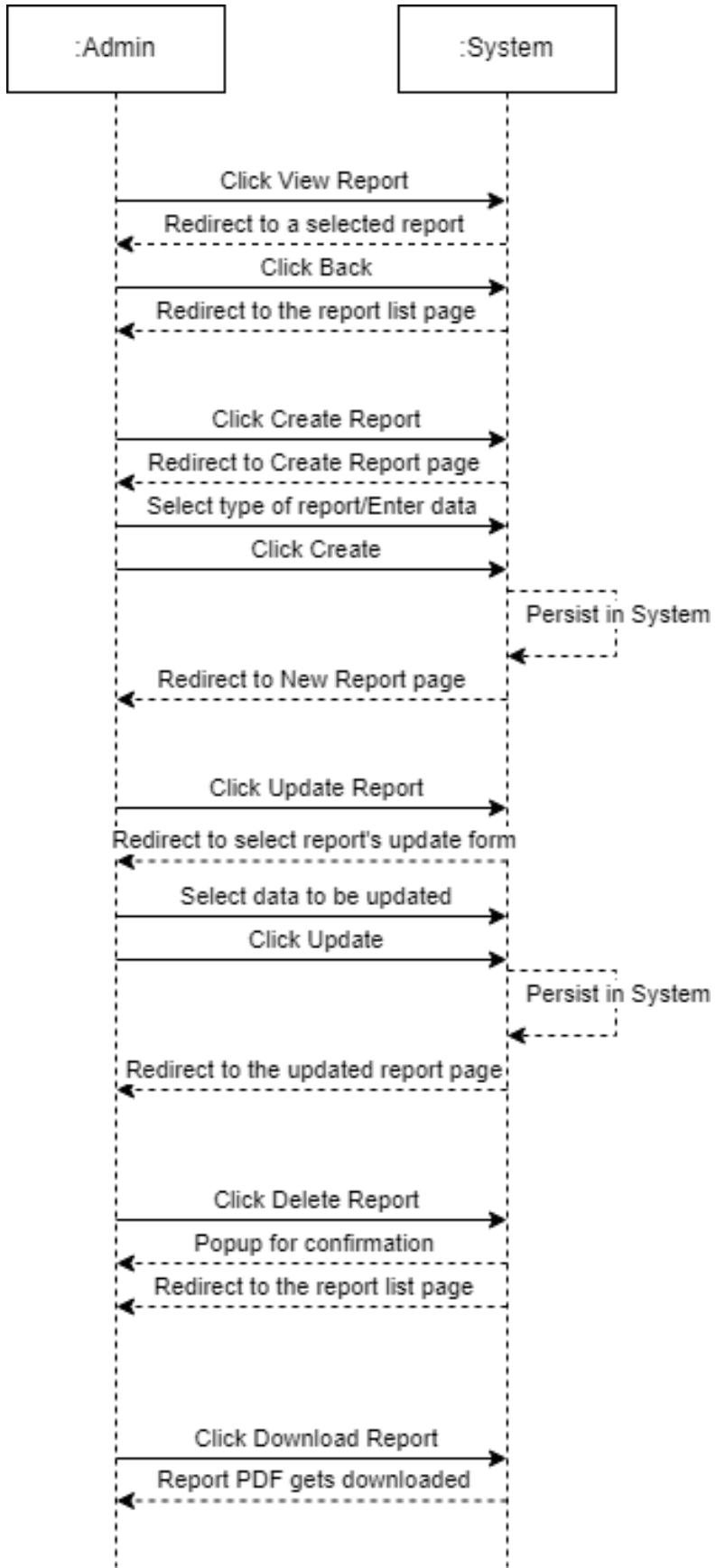


Figure 8: CRUD Reports Admin System Sequence Diagram

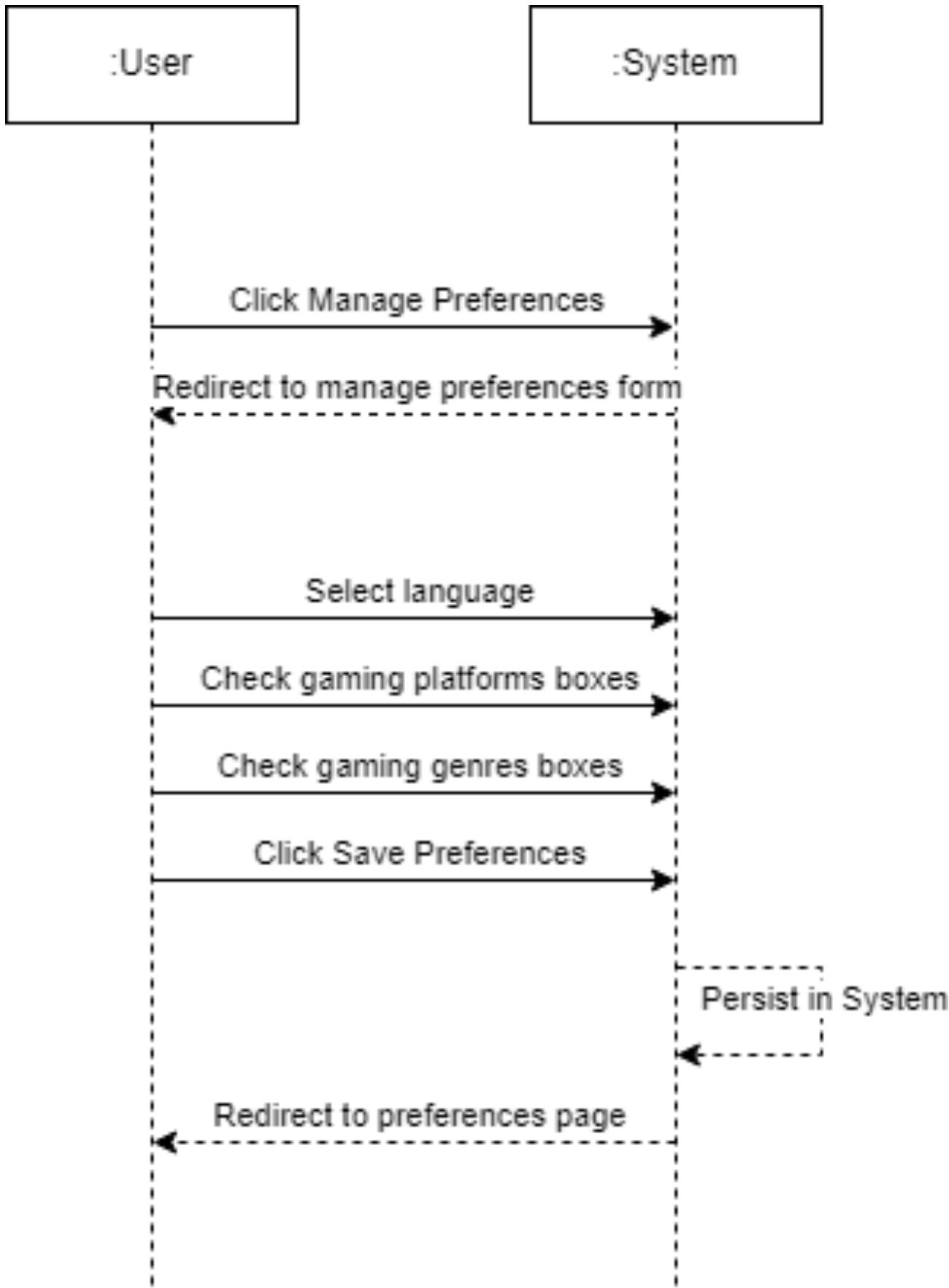


Figure 9: Update Preferences System Sequence Diagram

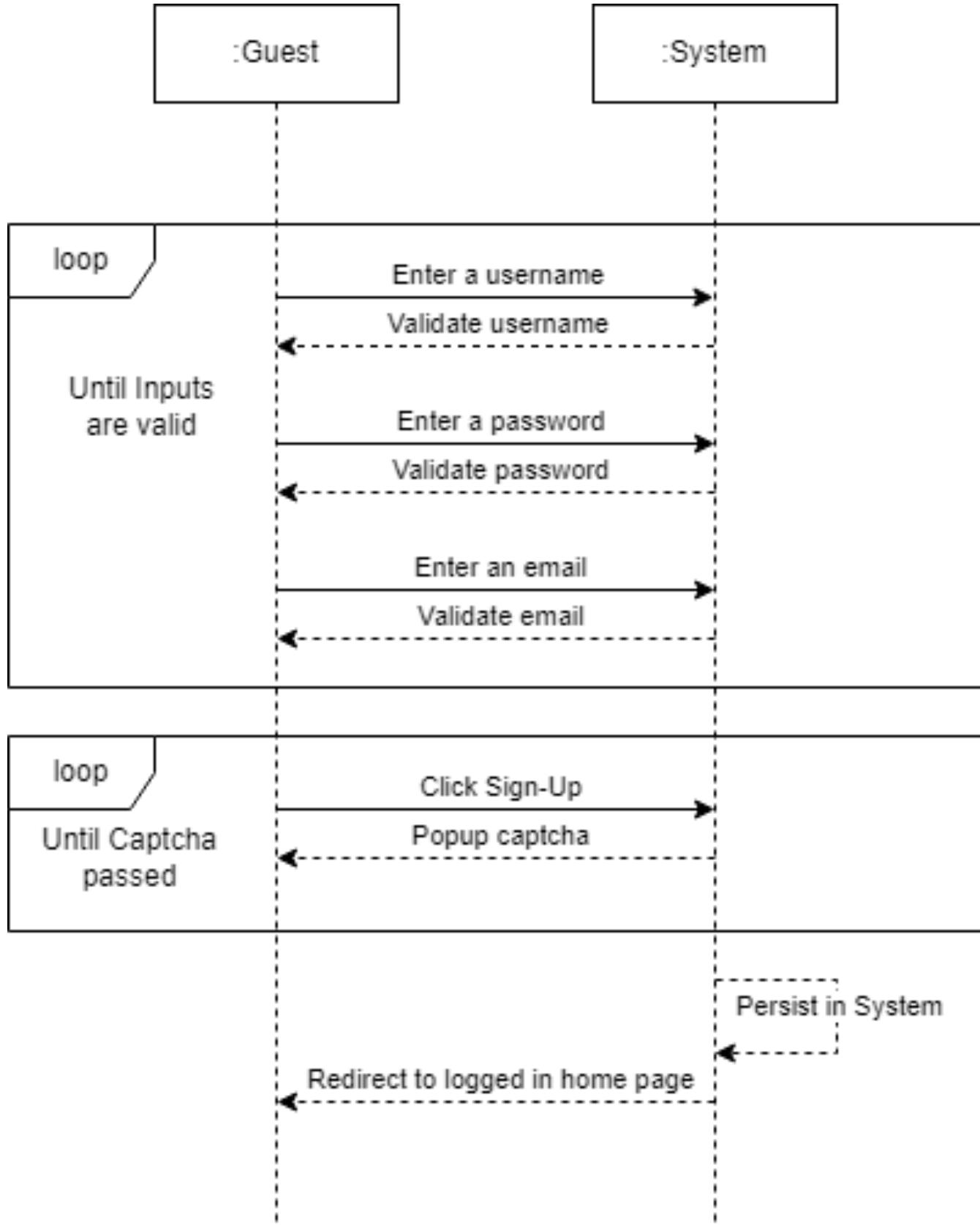


Figure 10: Sign-Up System Sequence Diagram

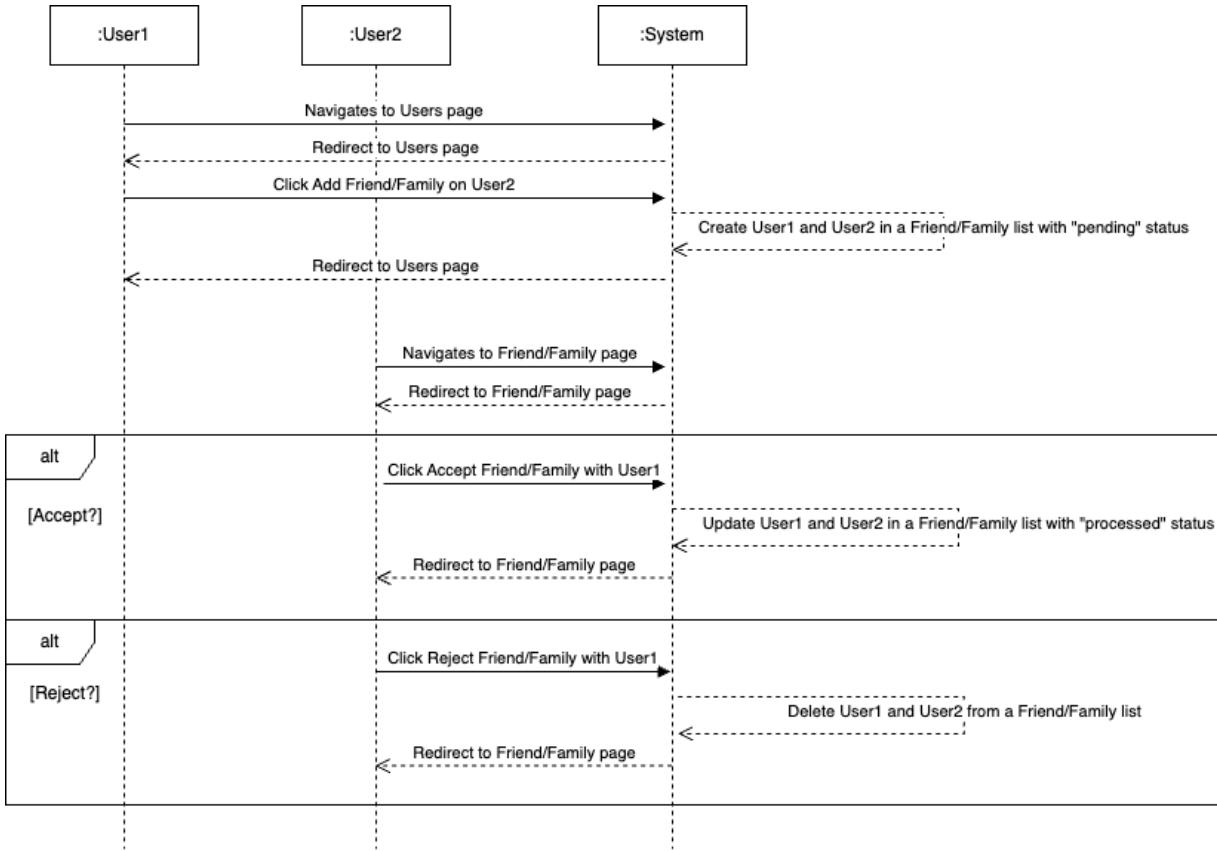


Figure 11: Create Friend/Family System Sequence Diagram

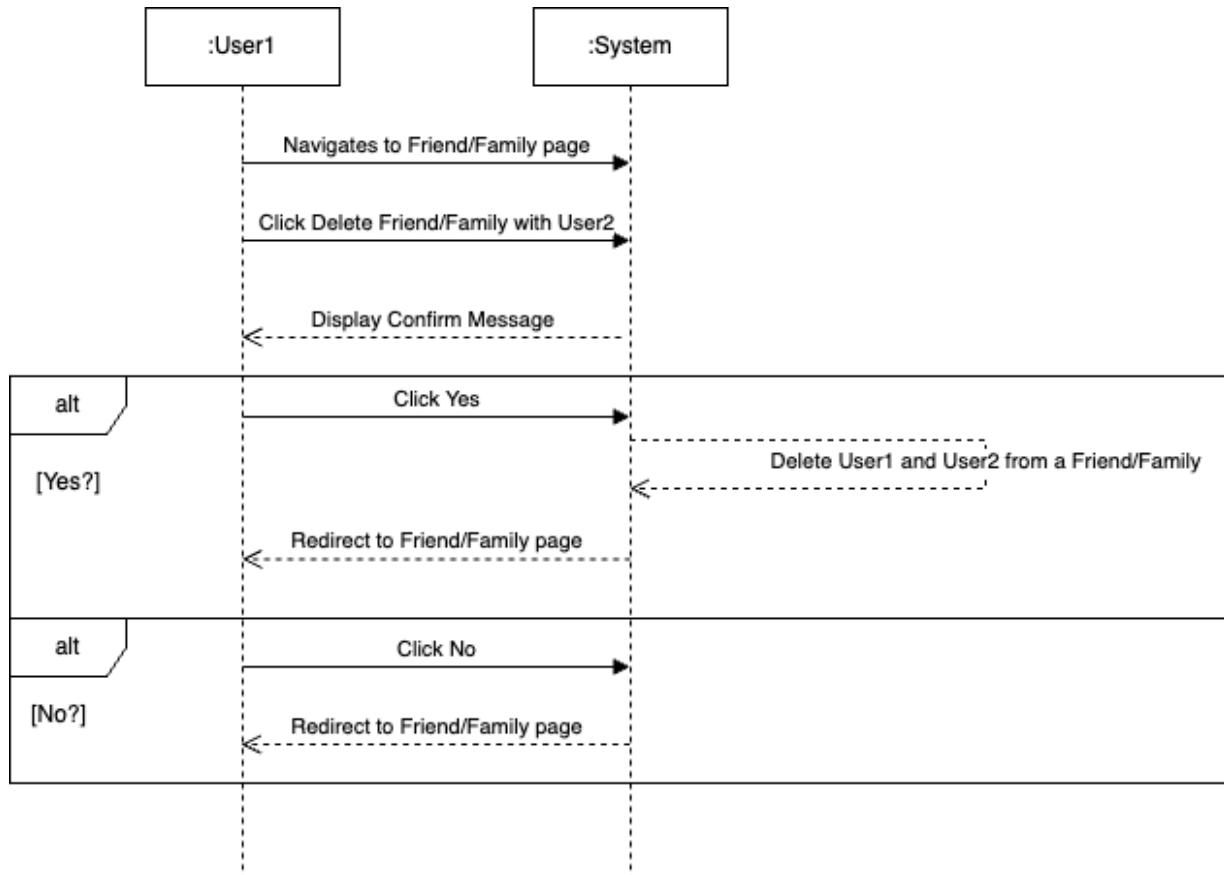


Figure 12: Delete Friend/Family System Sequence Diagram

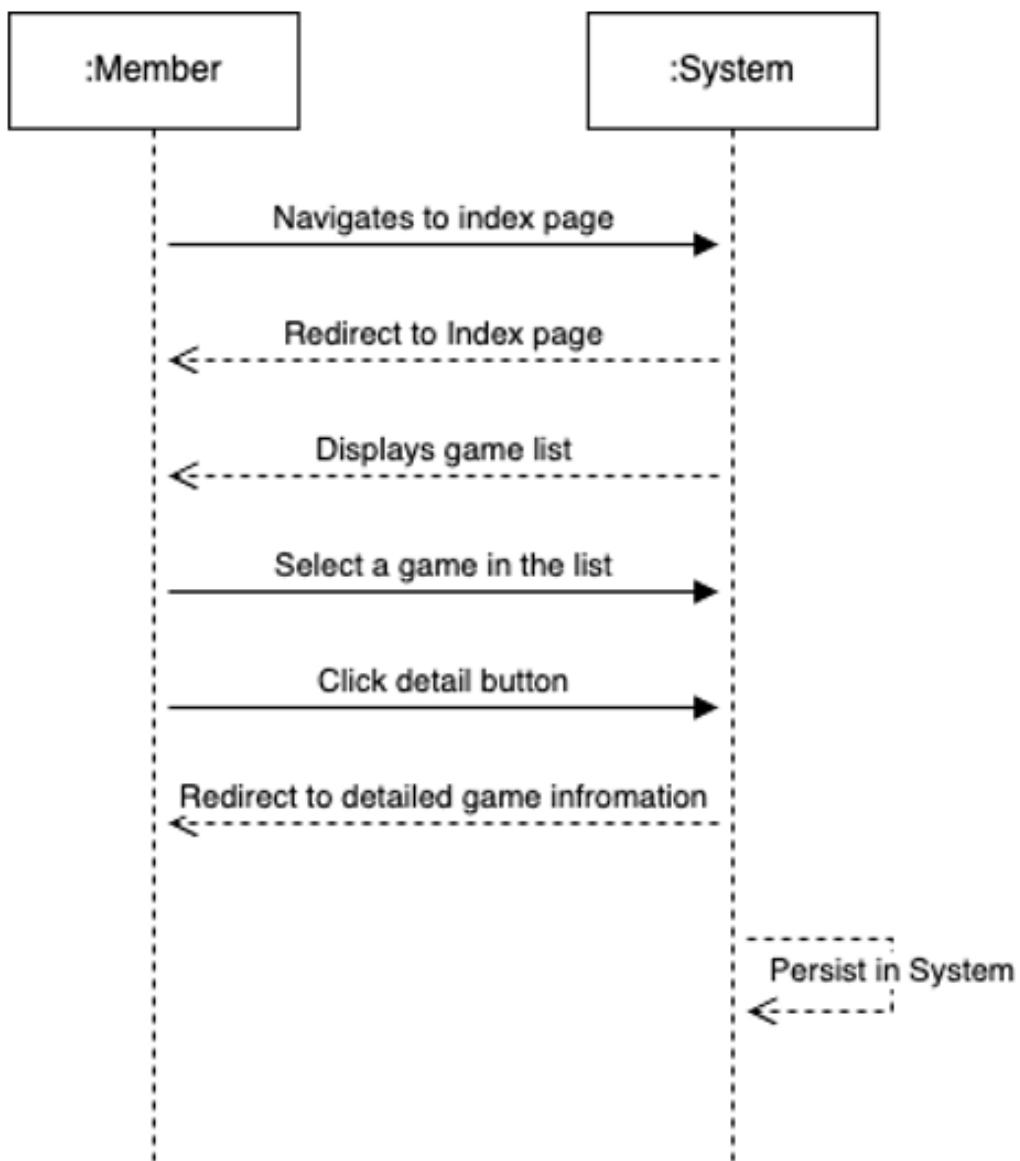


Figure 13: Display Game Detail System Sequence Diagram

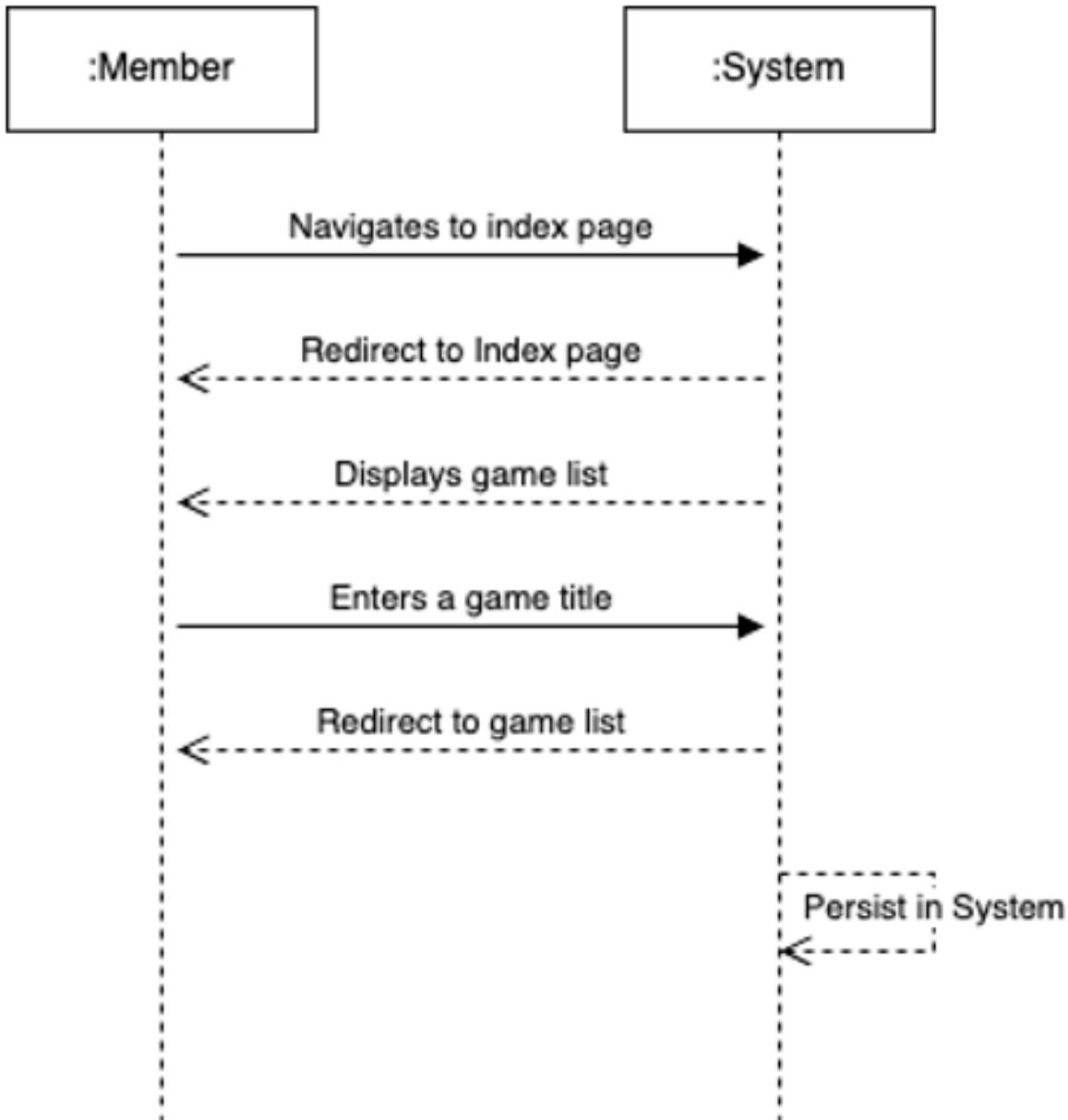


Figure 14: Search Game Sequence Diagram

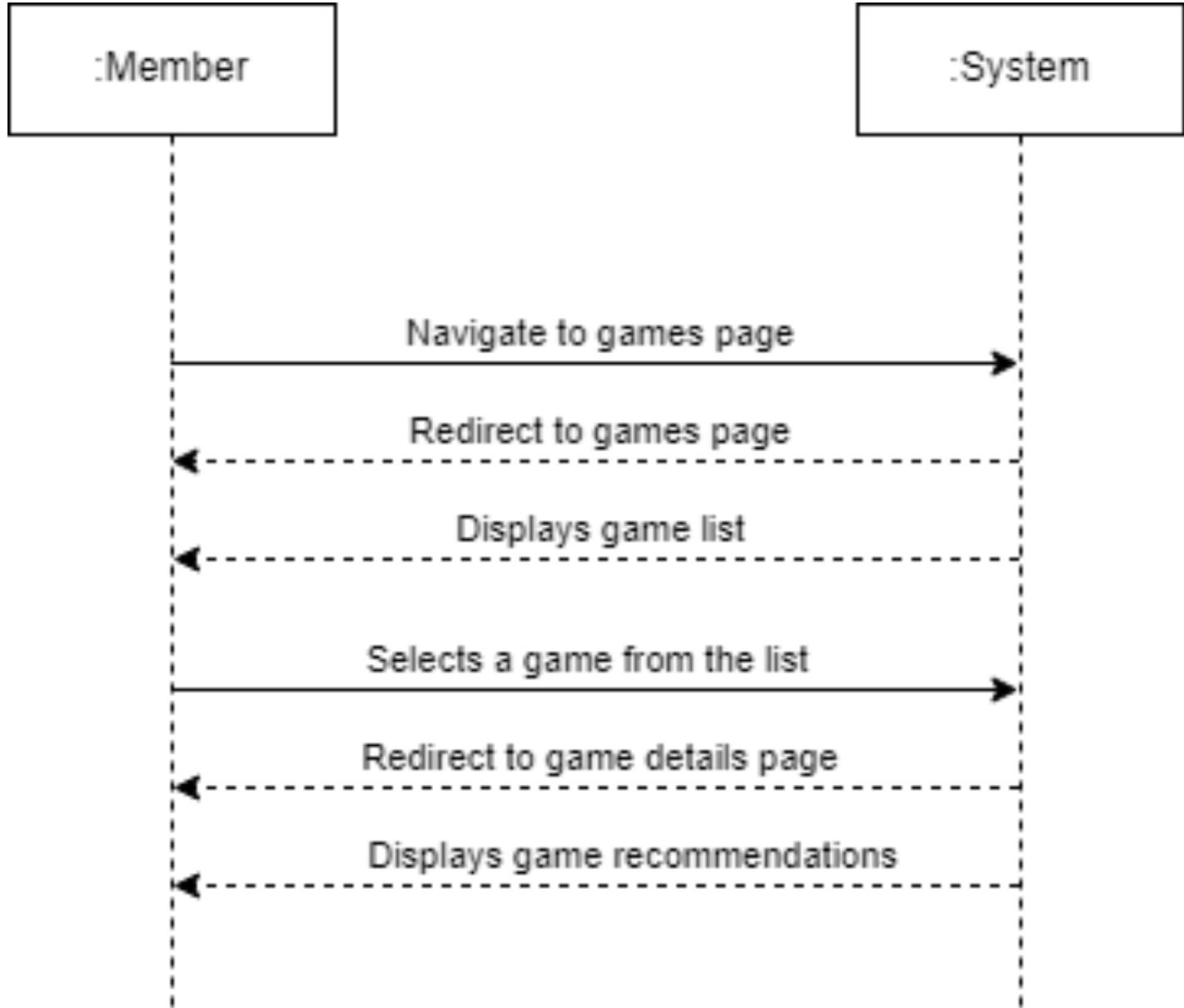


Figure 15: Display Game Recommendations View System Sequence Diagram

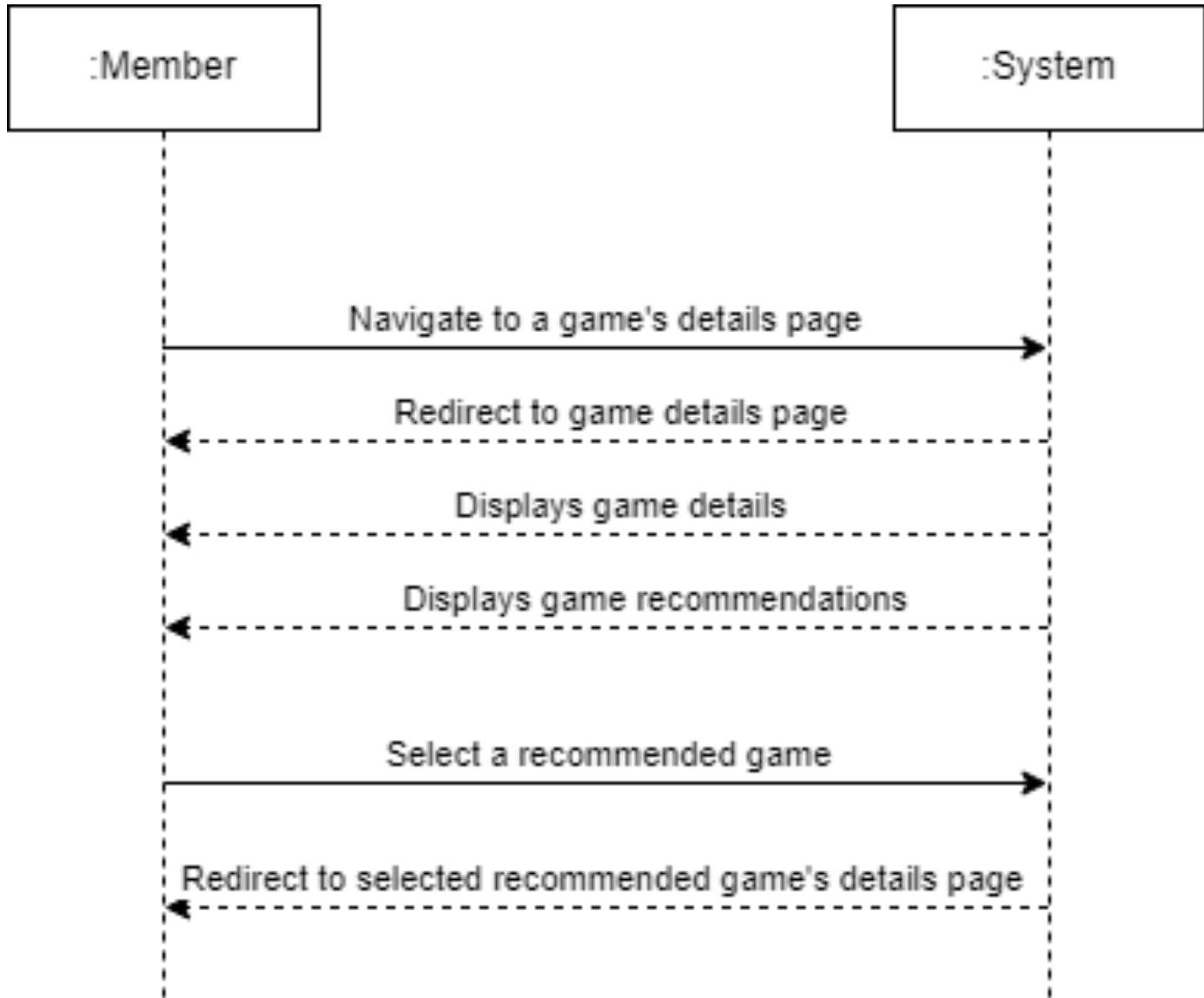


Figure 16: Select Game Recommendations System Sequence Diagram

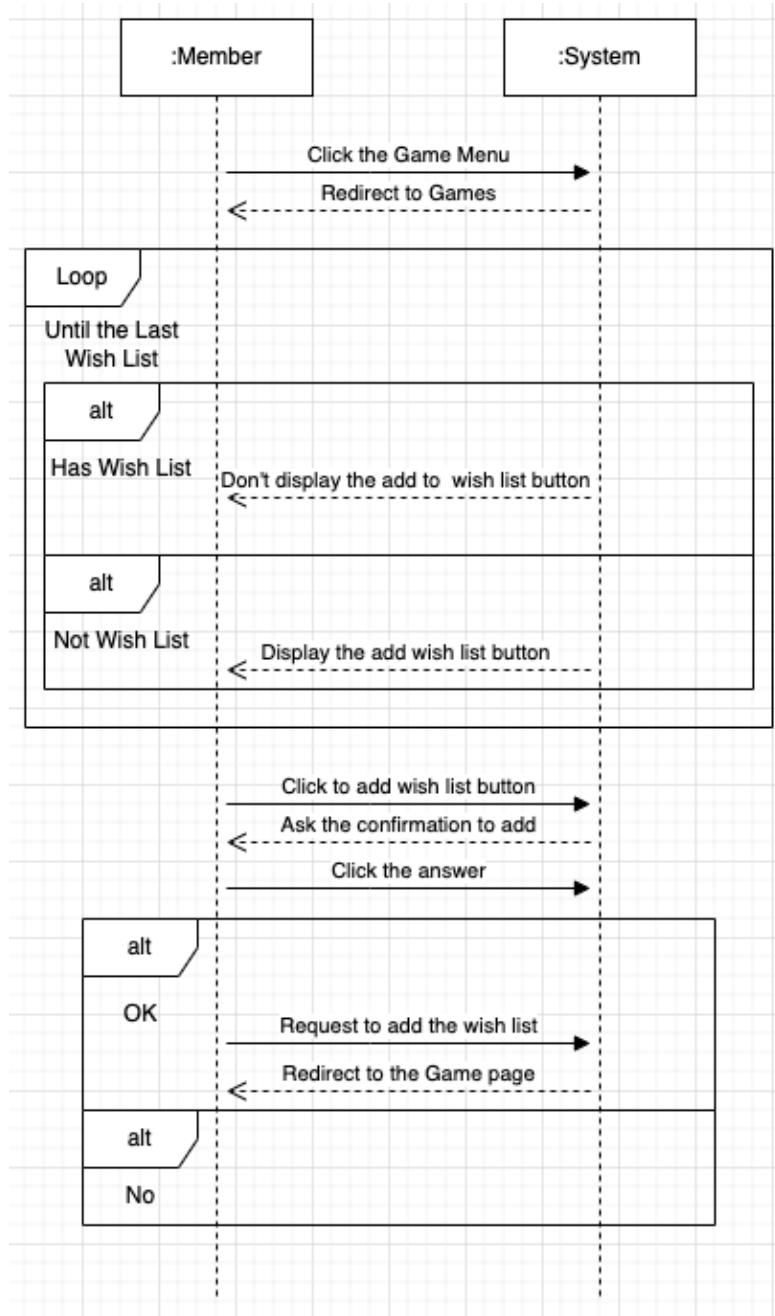


Figure 17: Add Wishlist System Sequence Diagram

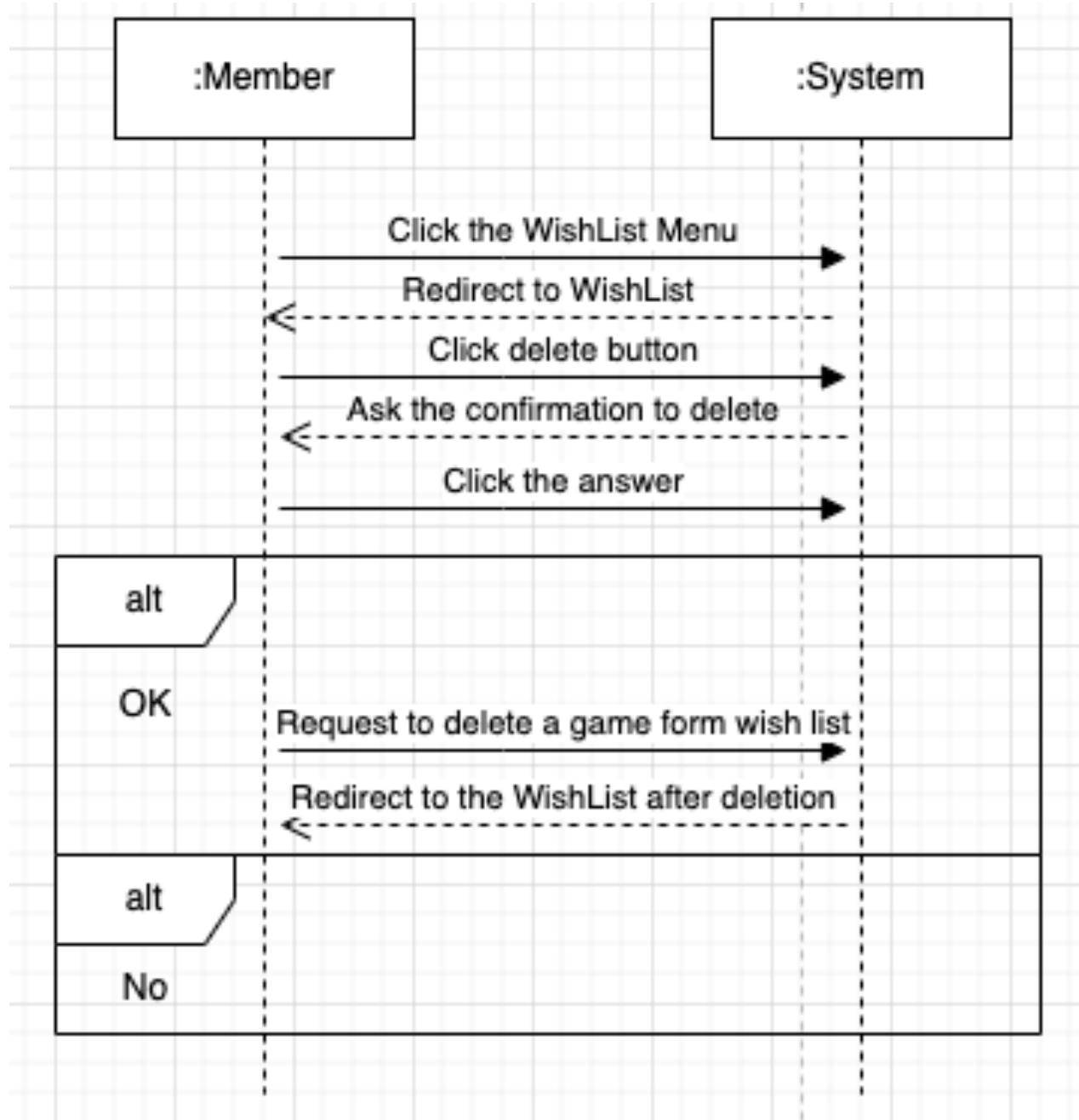


Figure 18: Delete Wishlist System Sequence Diagram

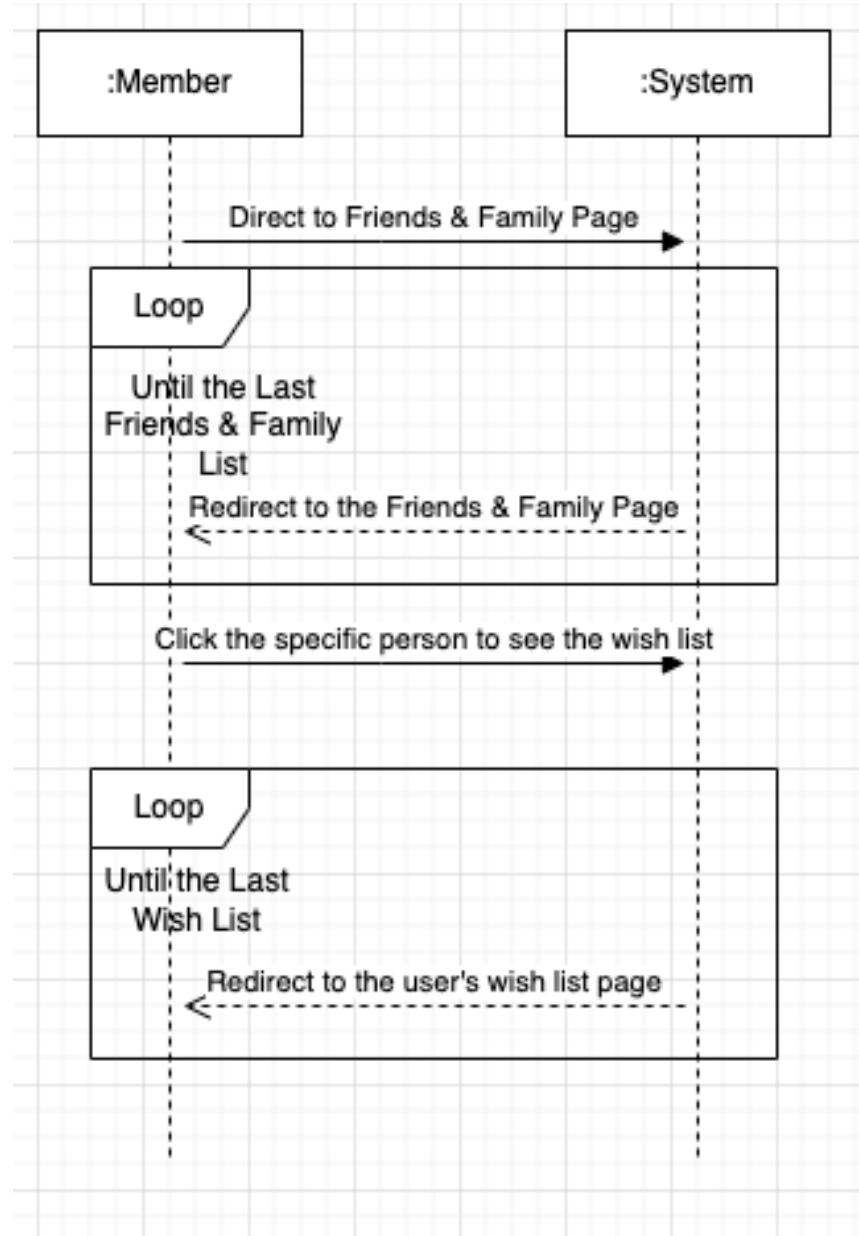


Figure 19: View Wishlist Friend/Family System Sequence Diagram

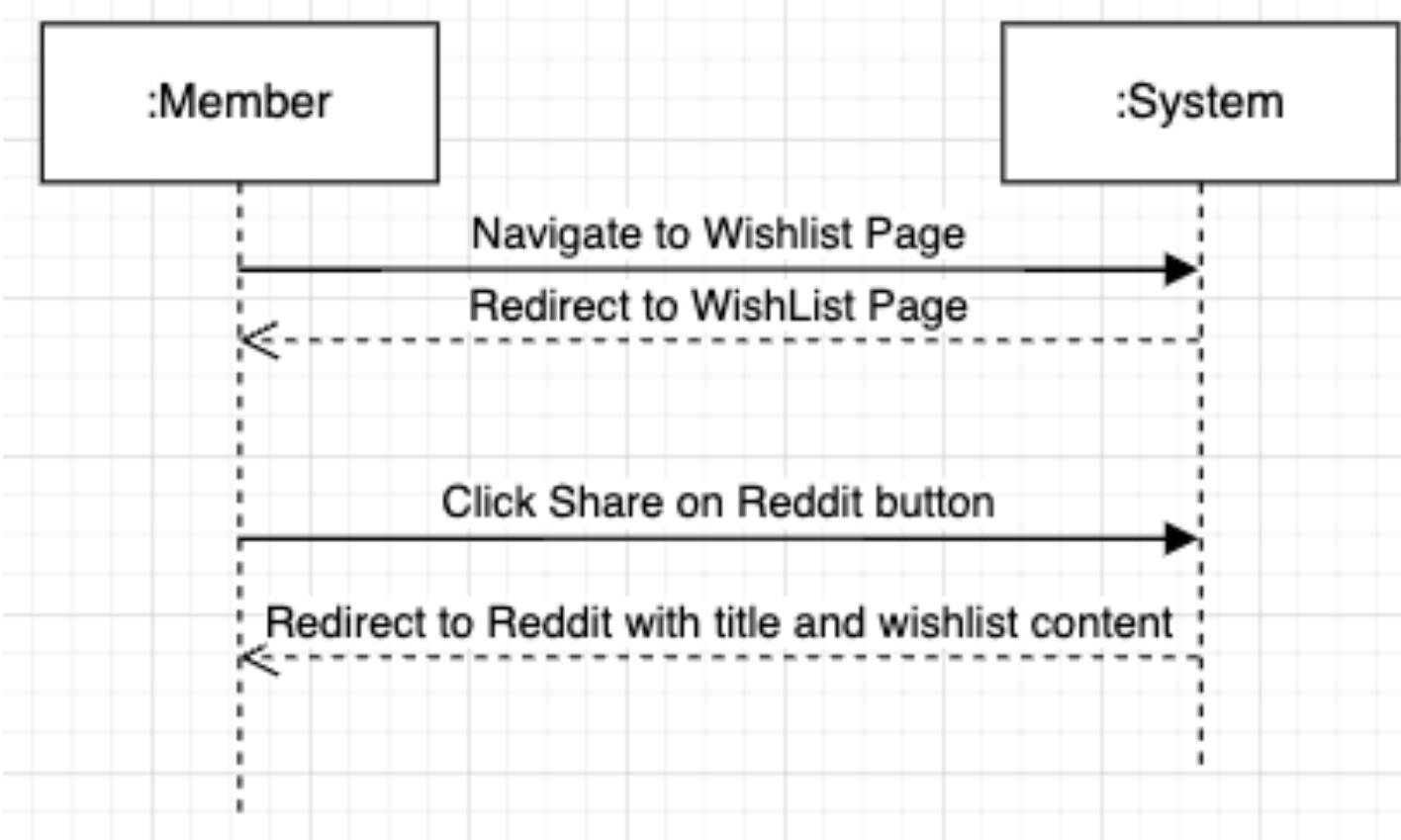


Figure 20: Share Wishlist System Sequence Diagram

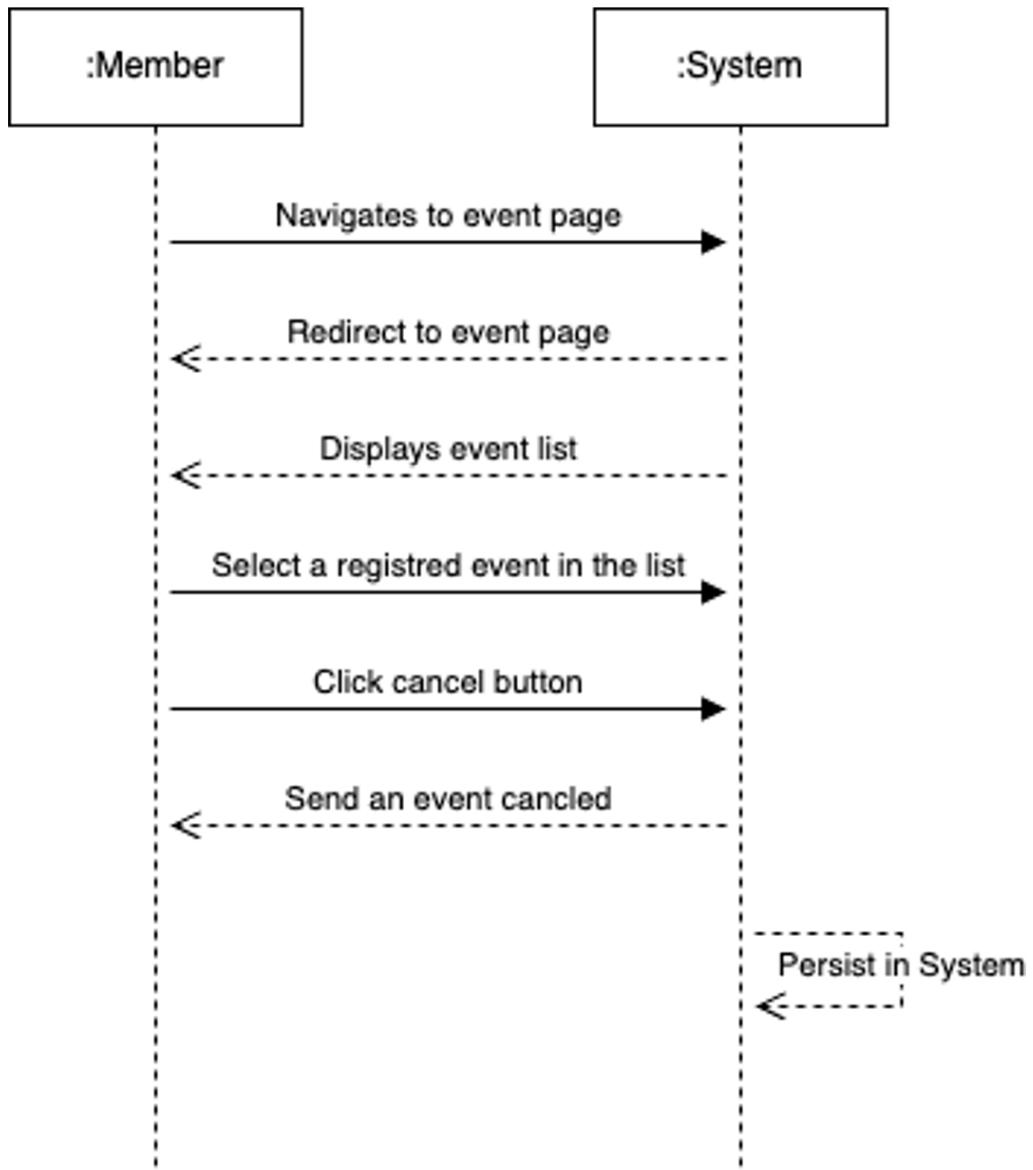


Figure 21: Cancel Event System Sequence Diagram

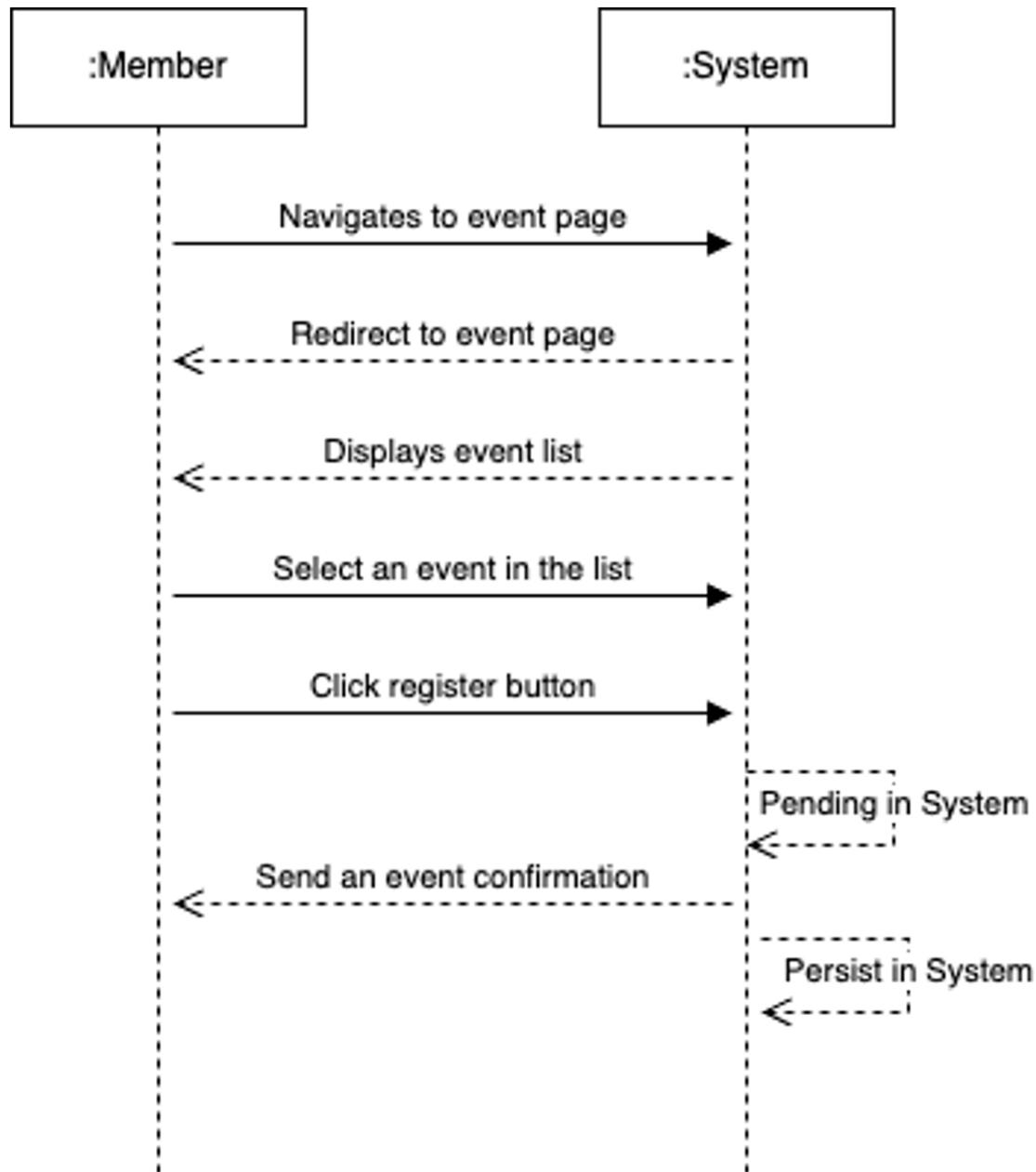


Figure 22: Register Event System Sequence Diagram

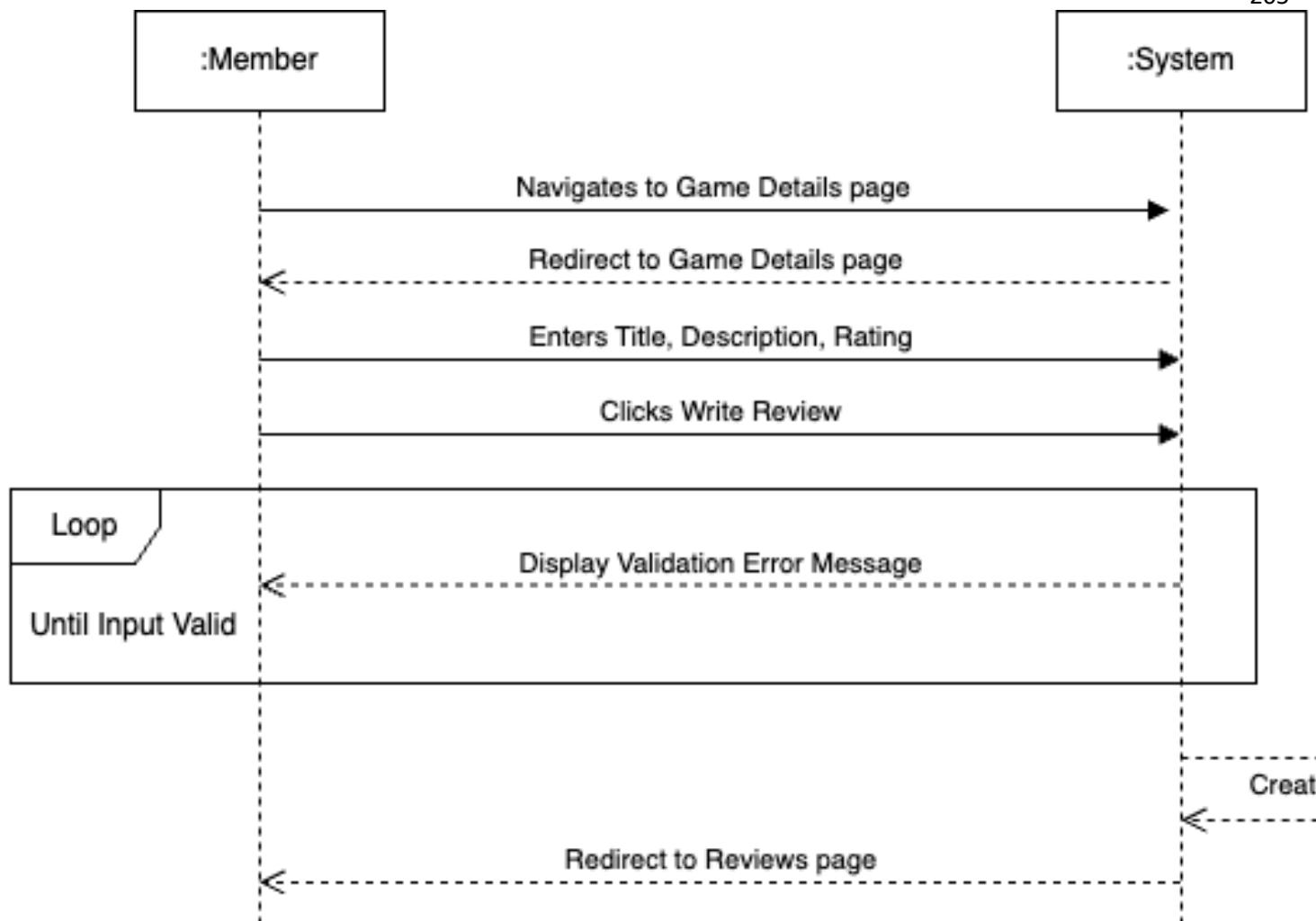


Figure 23: Rate Game System Sequence Diagram

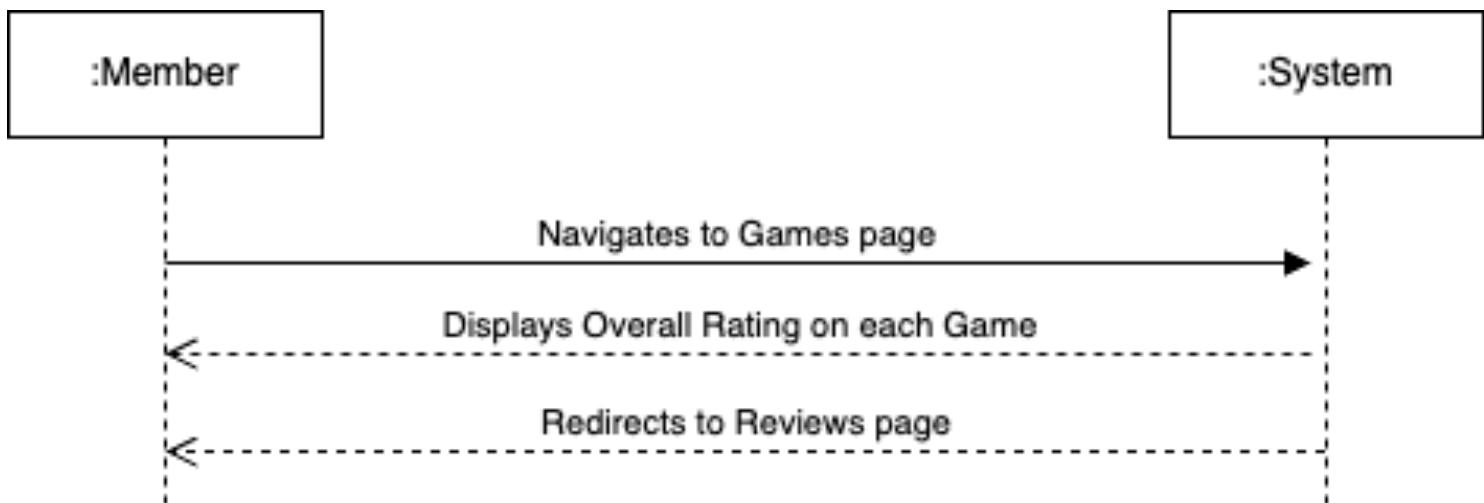


Figure 24: Display Overall Ratings System Sequence Diagram

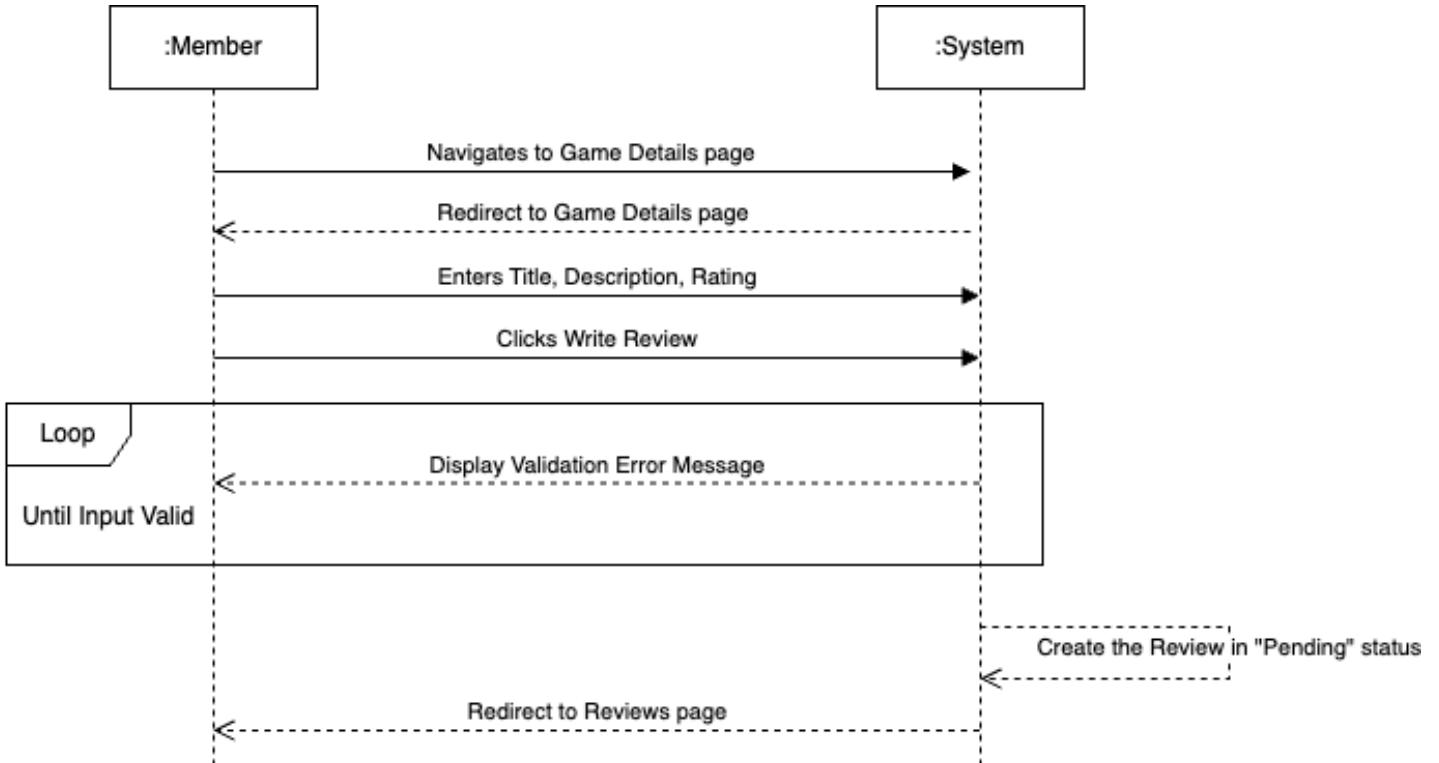


Figure 25: Write Review System Sequence Diagram

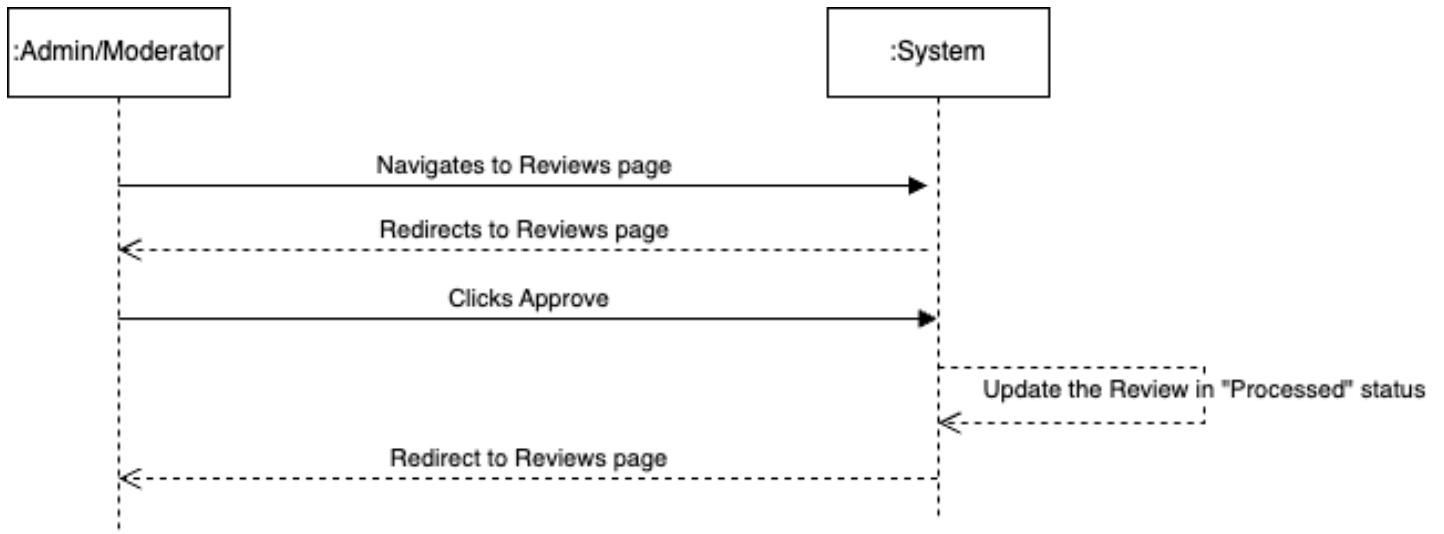


Figure 26: Approve Review System Sequence Diagram

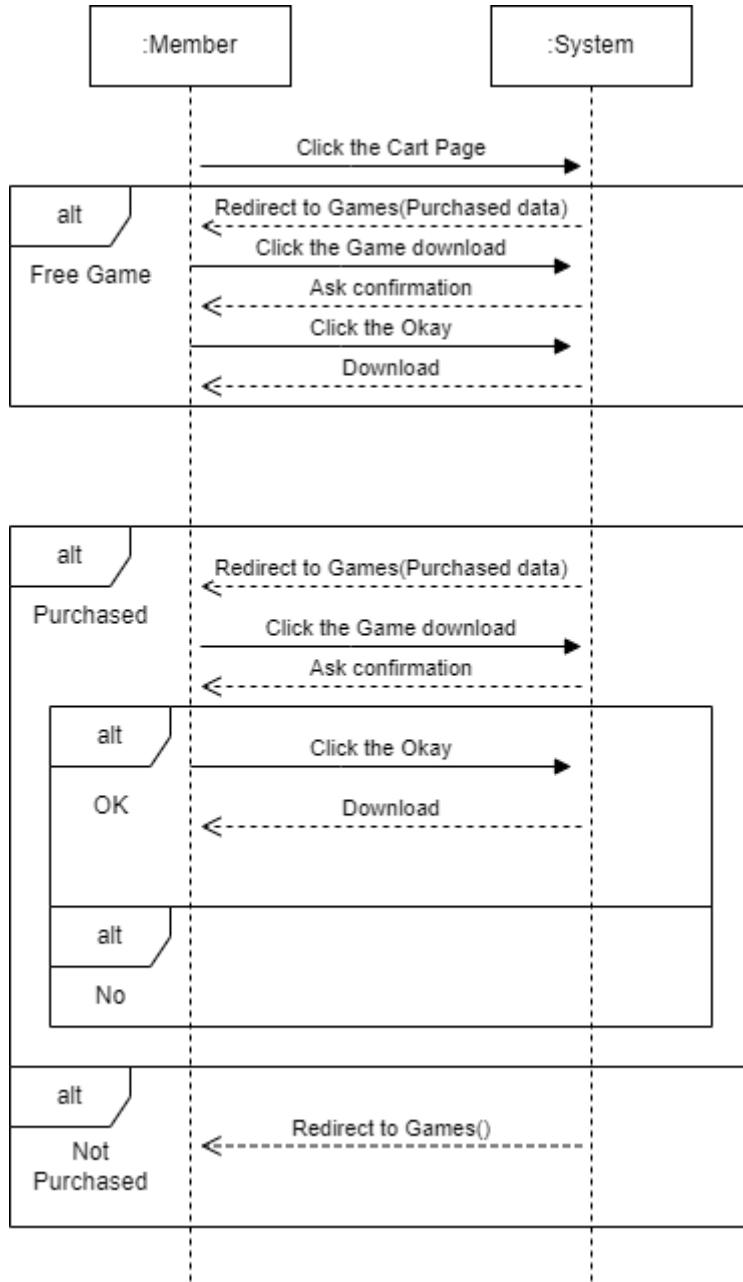


Figure 27: Download Game System Sequence Diagram

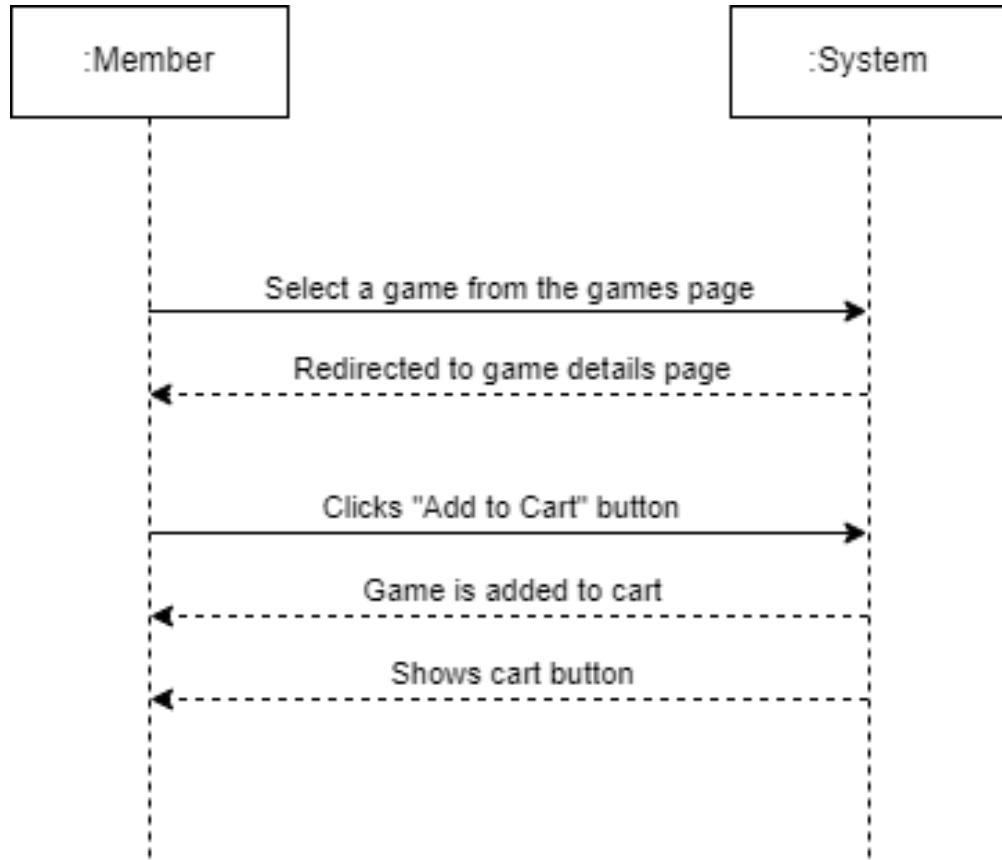


Figure 28: Add Game Cart System Sequence Diagram

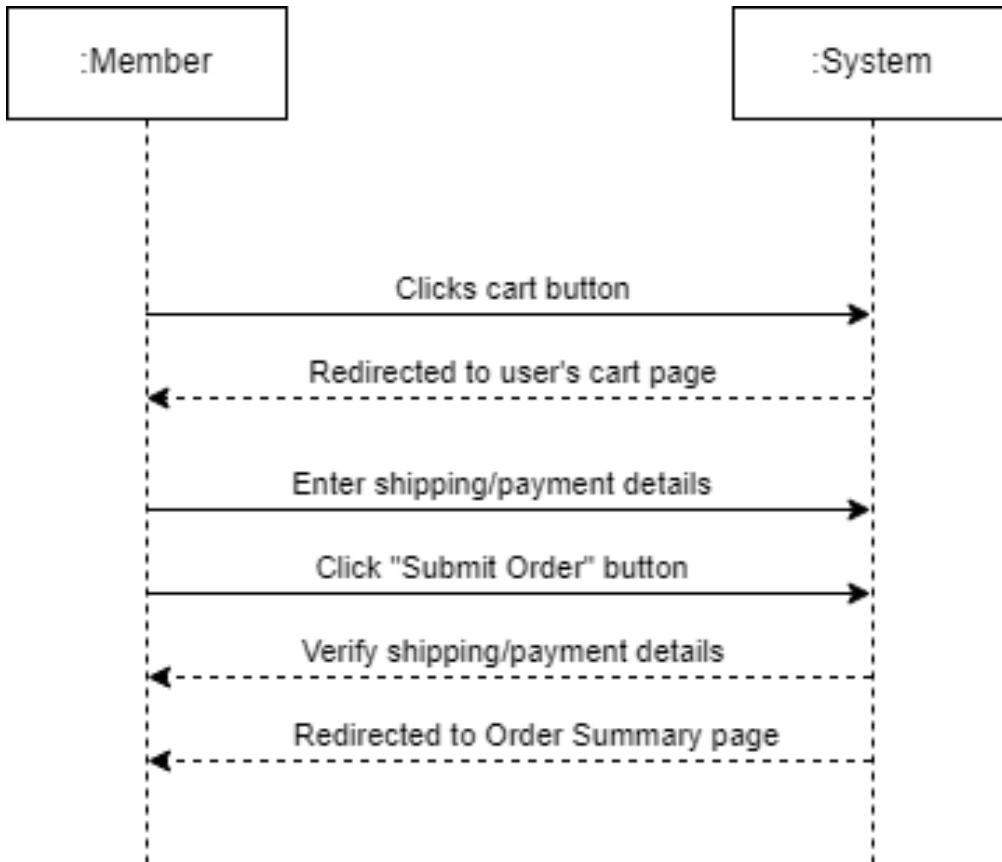


Figure 29: Checkout Cart System Sequence Diagram

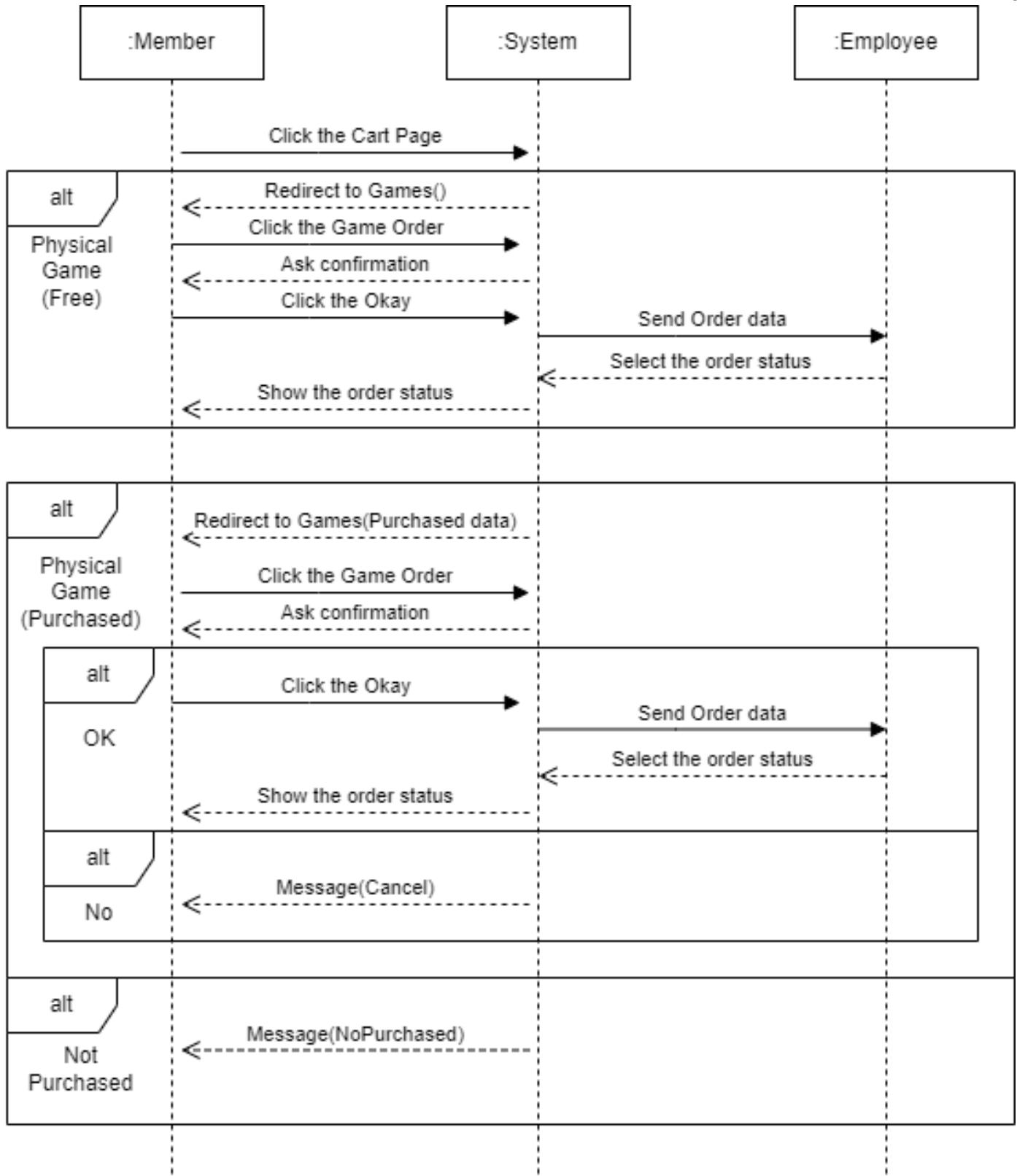


Figure 30: Update Order Status System Sequence Diagram

Design Documentation

Design-Level Class Diagram

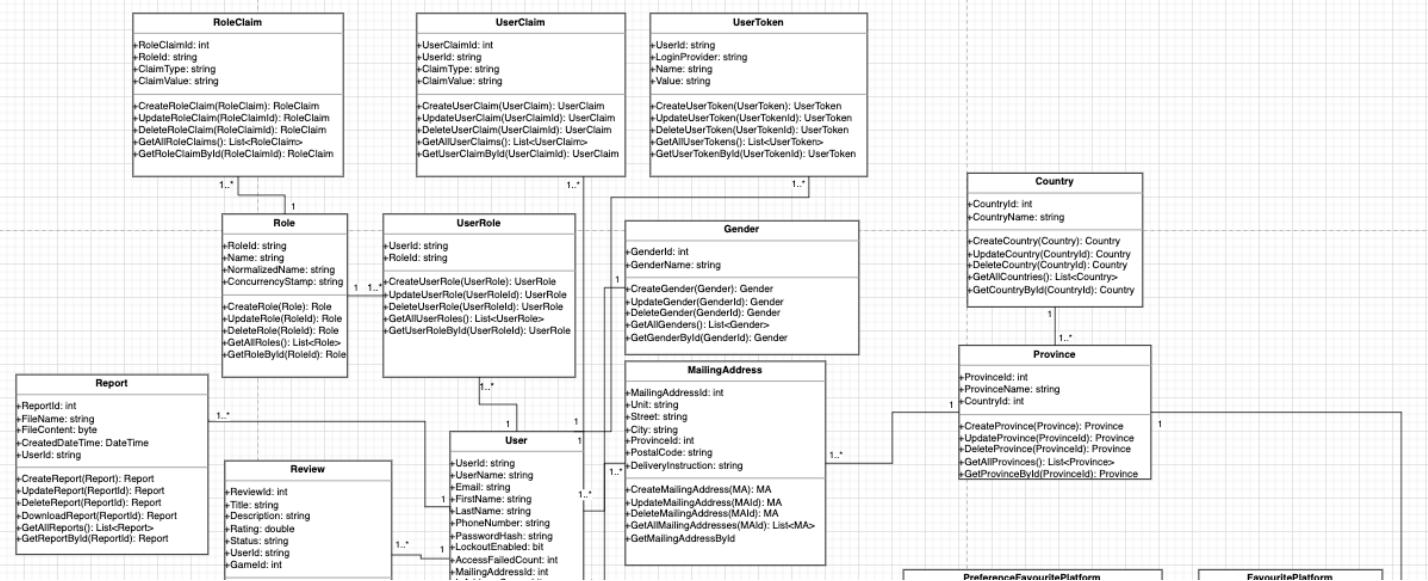


Figure 1: Design Level Class diagram 1

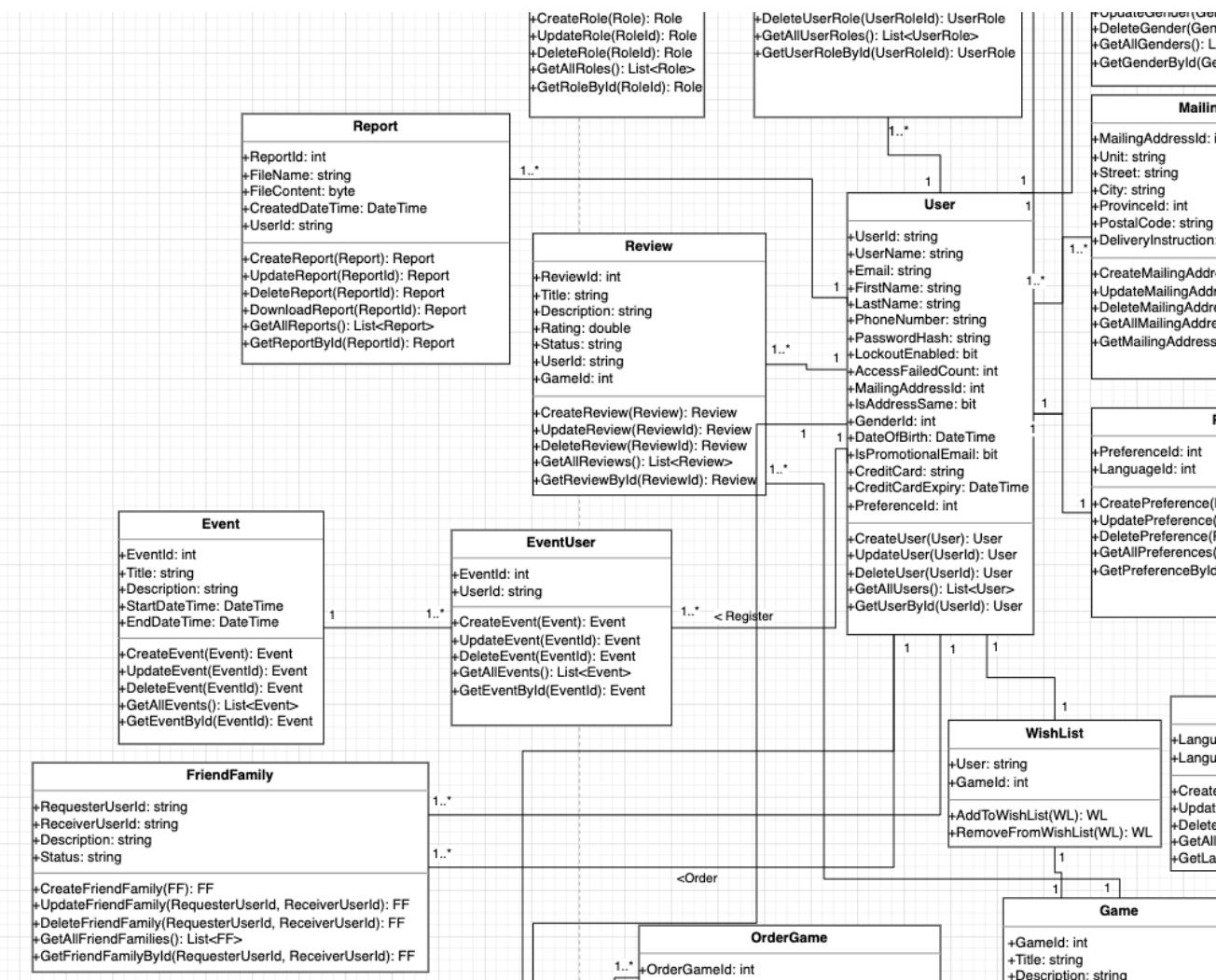


Figure 2: Design Level Class diagram 2

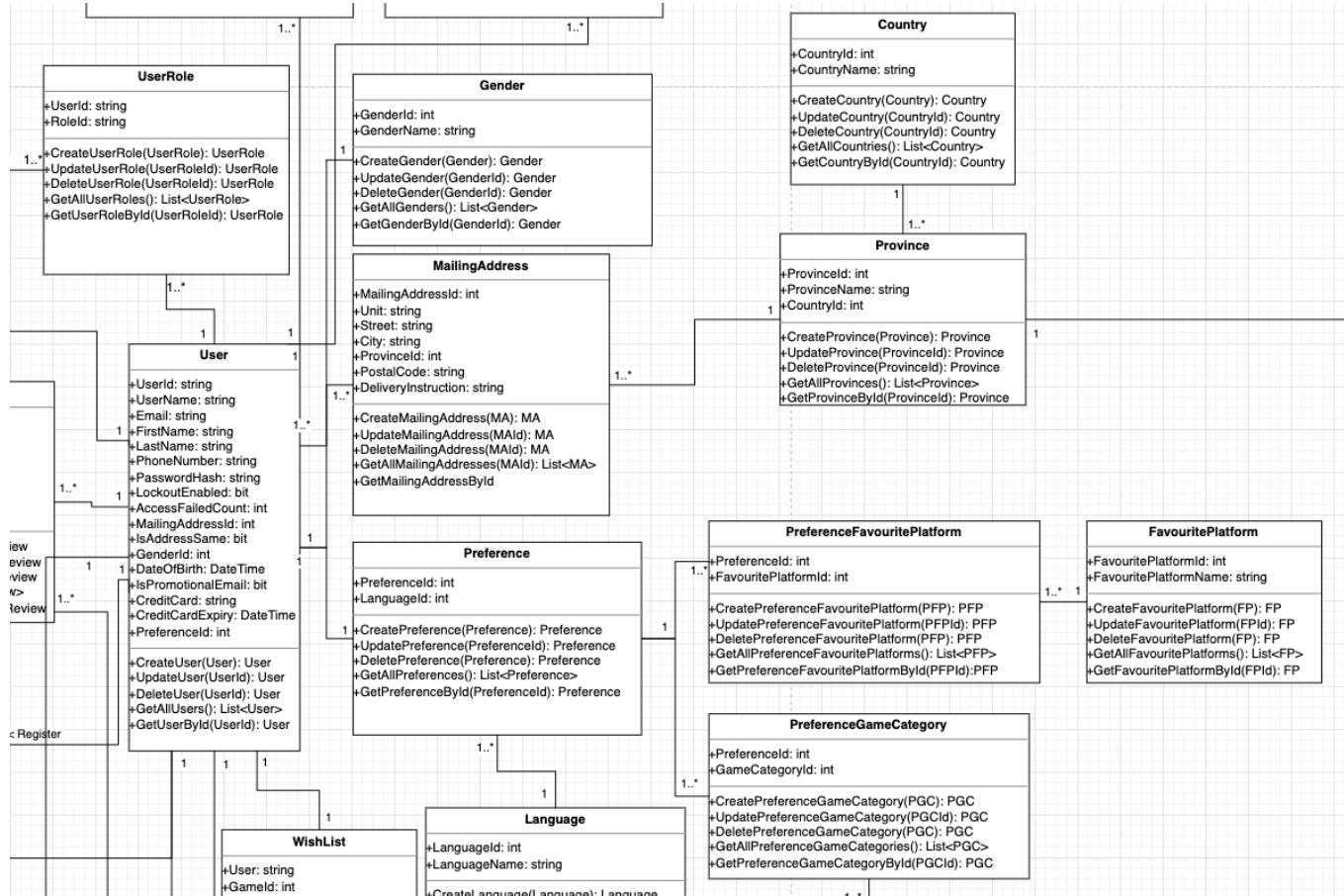


Figure 3: Design Level Class diagram 3

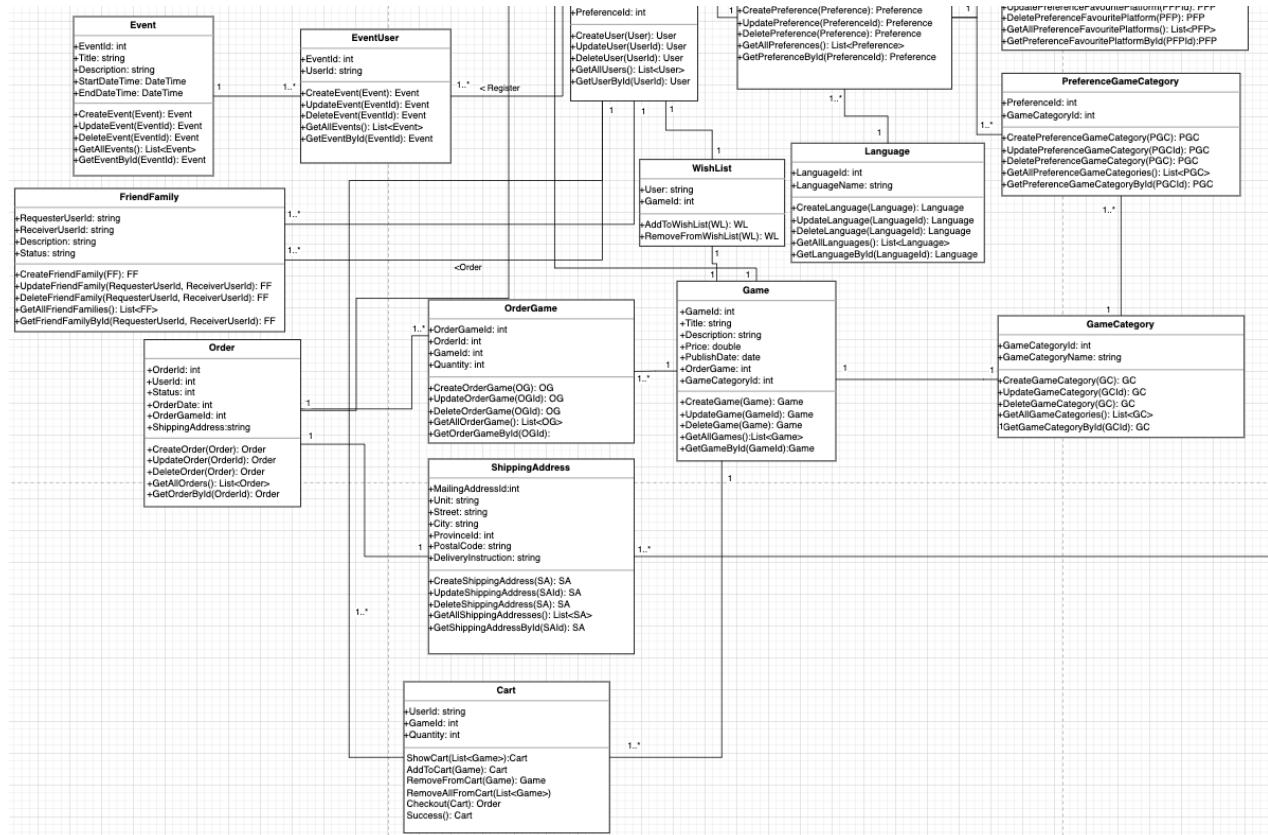


Figure 4: Design Level Class diagram 4

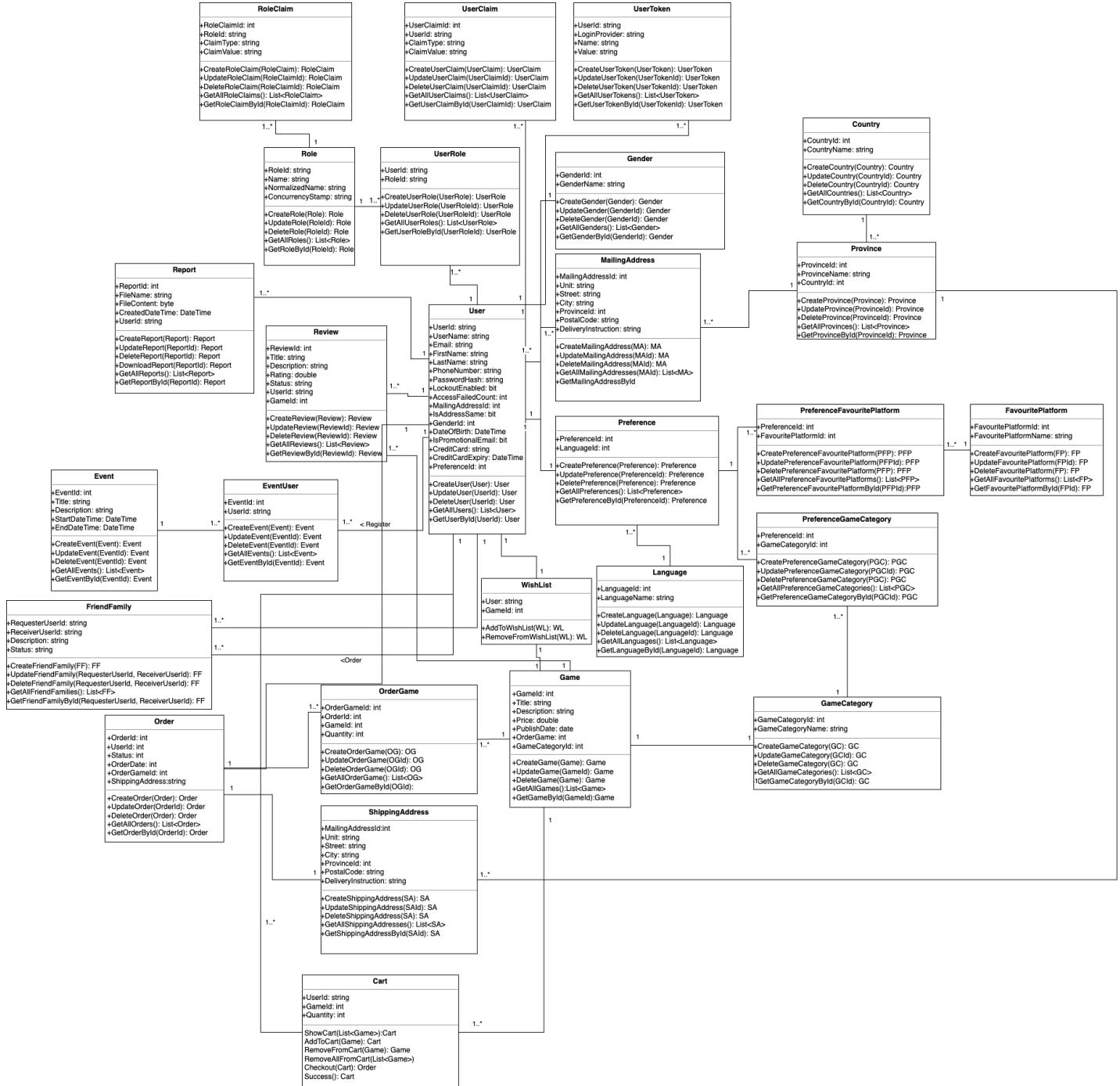


Figure 5: Entire Bird View Design Level Class diagram

Design-Level Sequence Diagrams

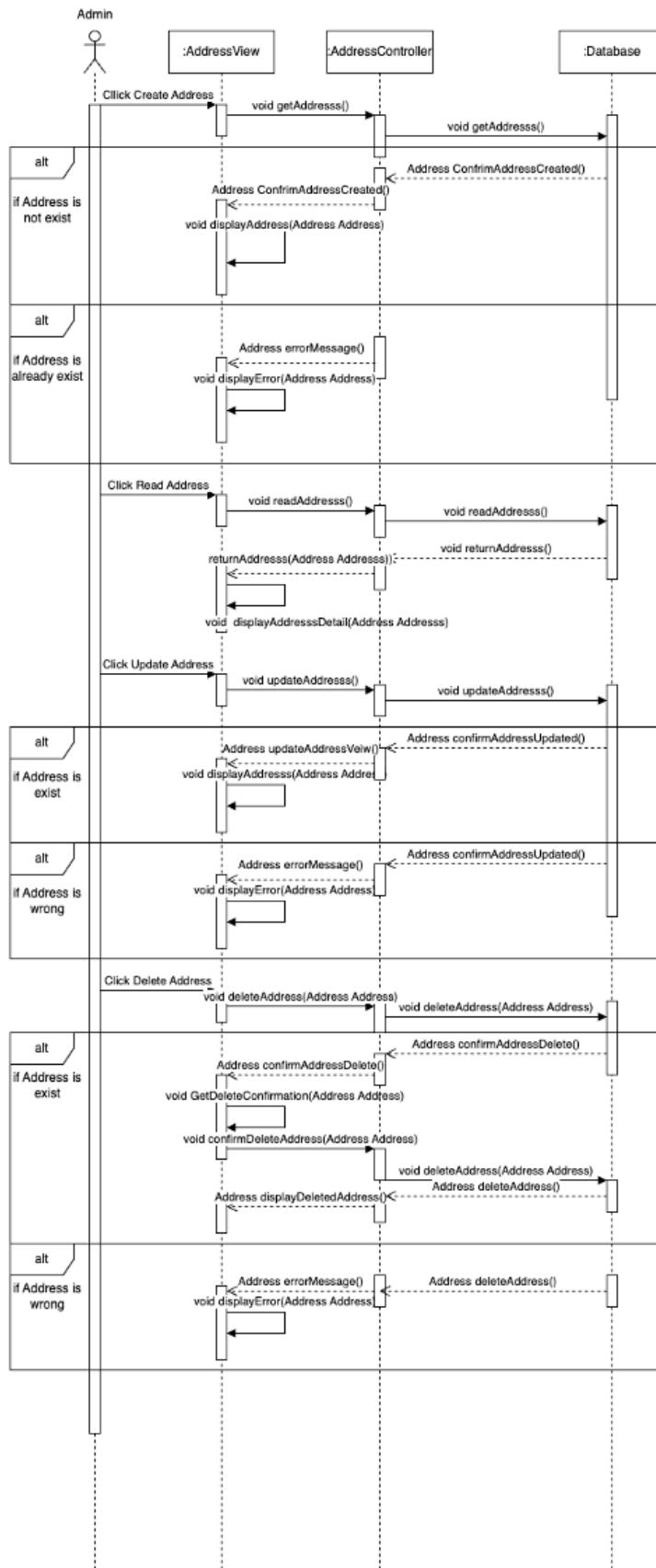


Figure 1: CRUD Address Sequence Diagram

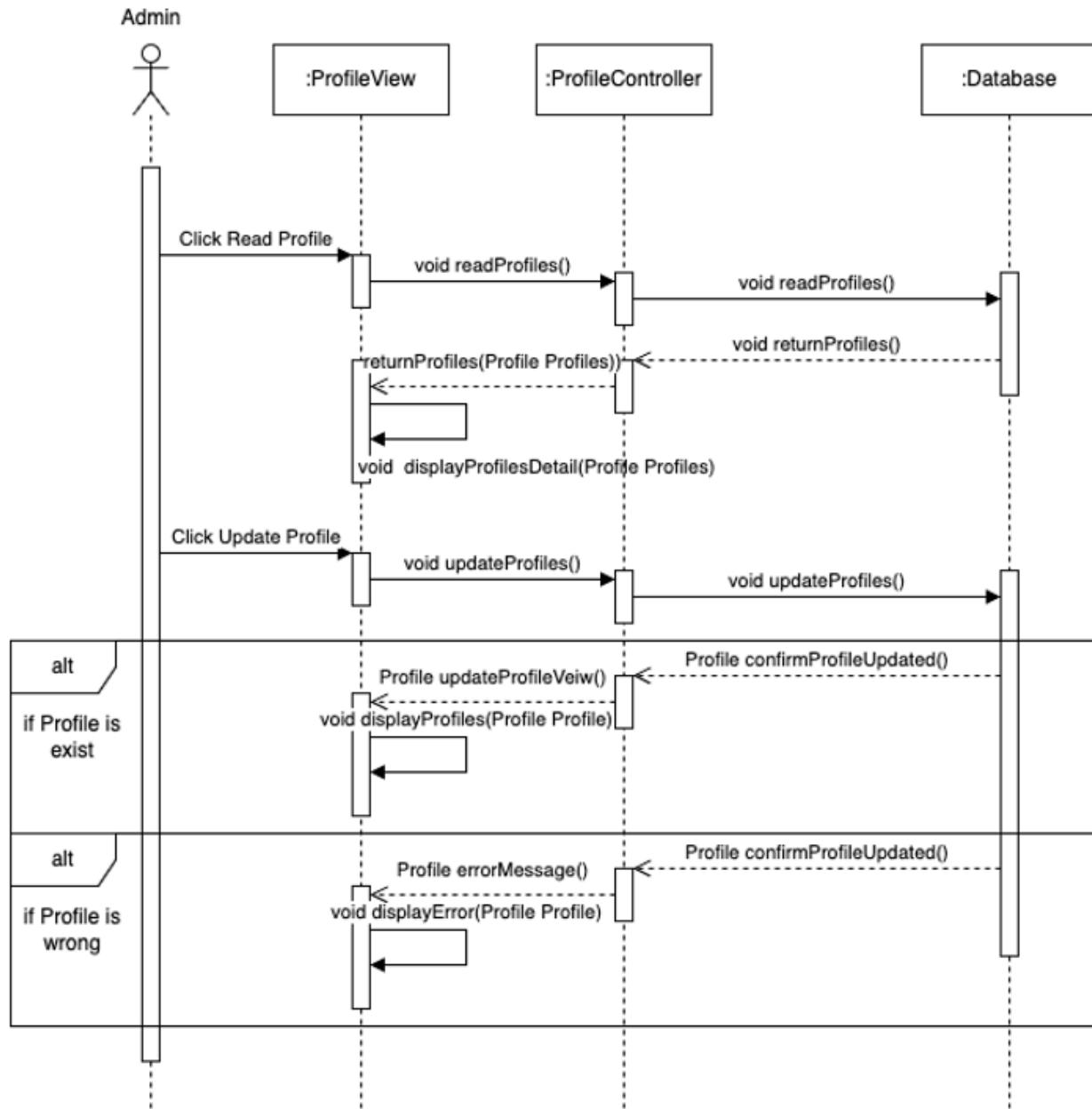


Figure 2: Update Profile Sequence Diagram

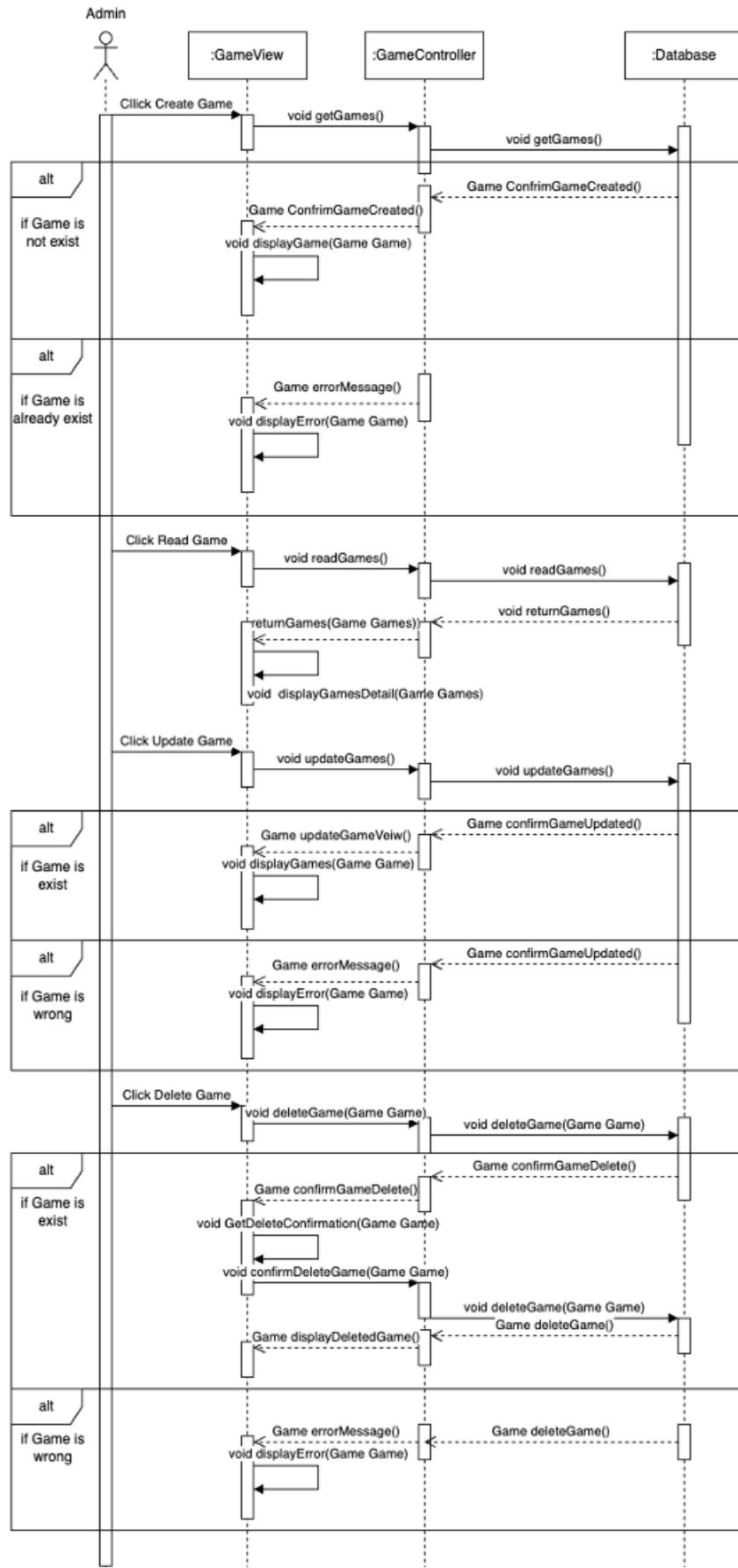


Figure 3: CRUD Game Admin Sequence Diagram

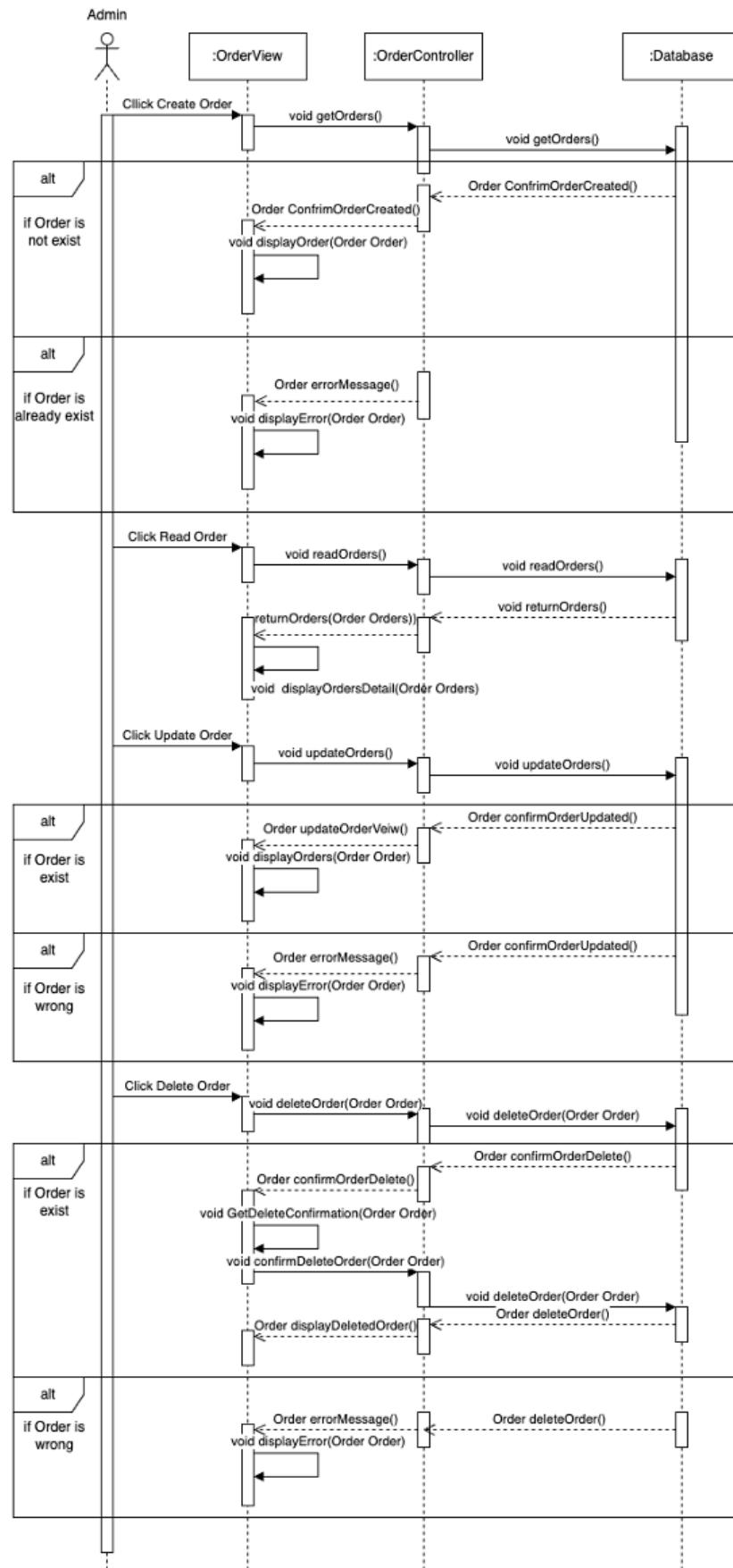


Figure 4: CRUD Order Admin Sequence Diagram

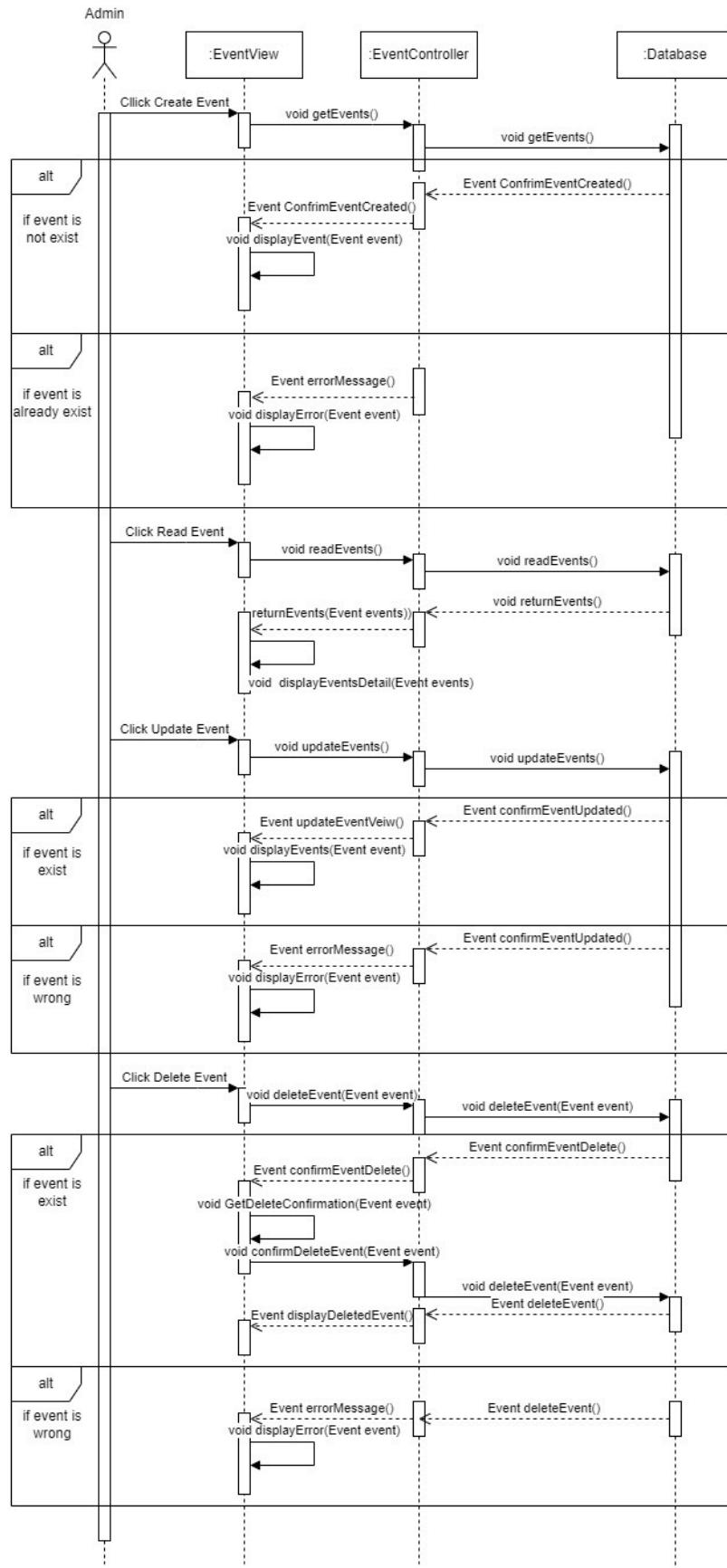


Figure 5: CRUD Event Admin Design Level Sequence Diagram

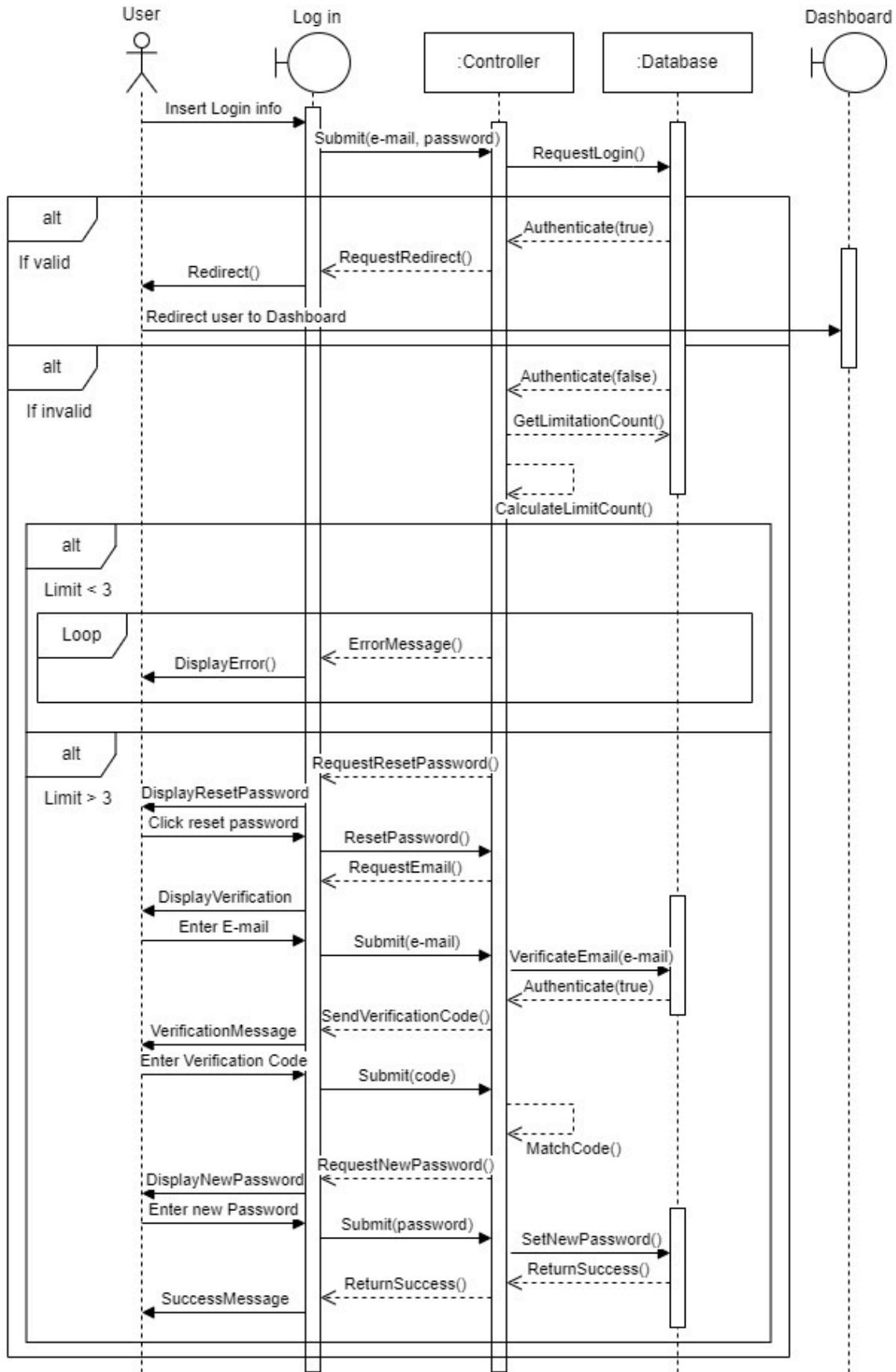


Figure 6: Login Design Level Sequence Diagram

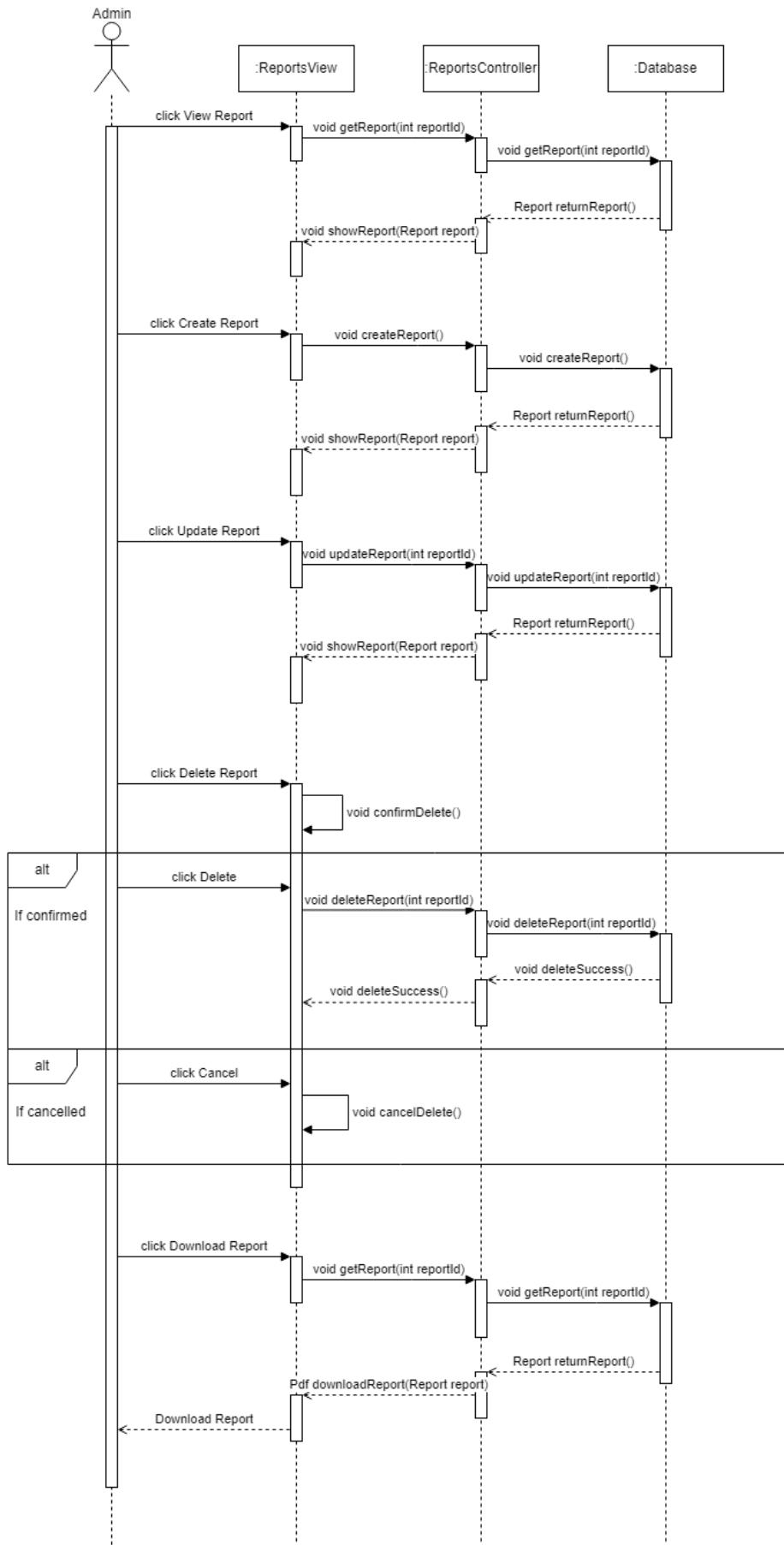


Figure 7: CRUD Reports Admin Design Level Sequence Diagram

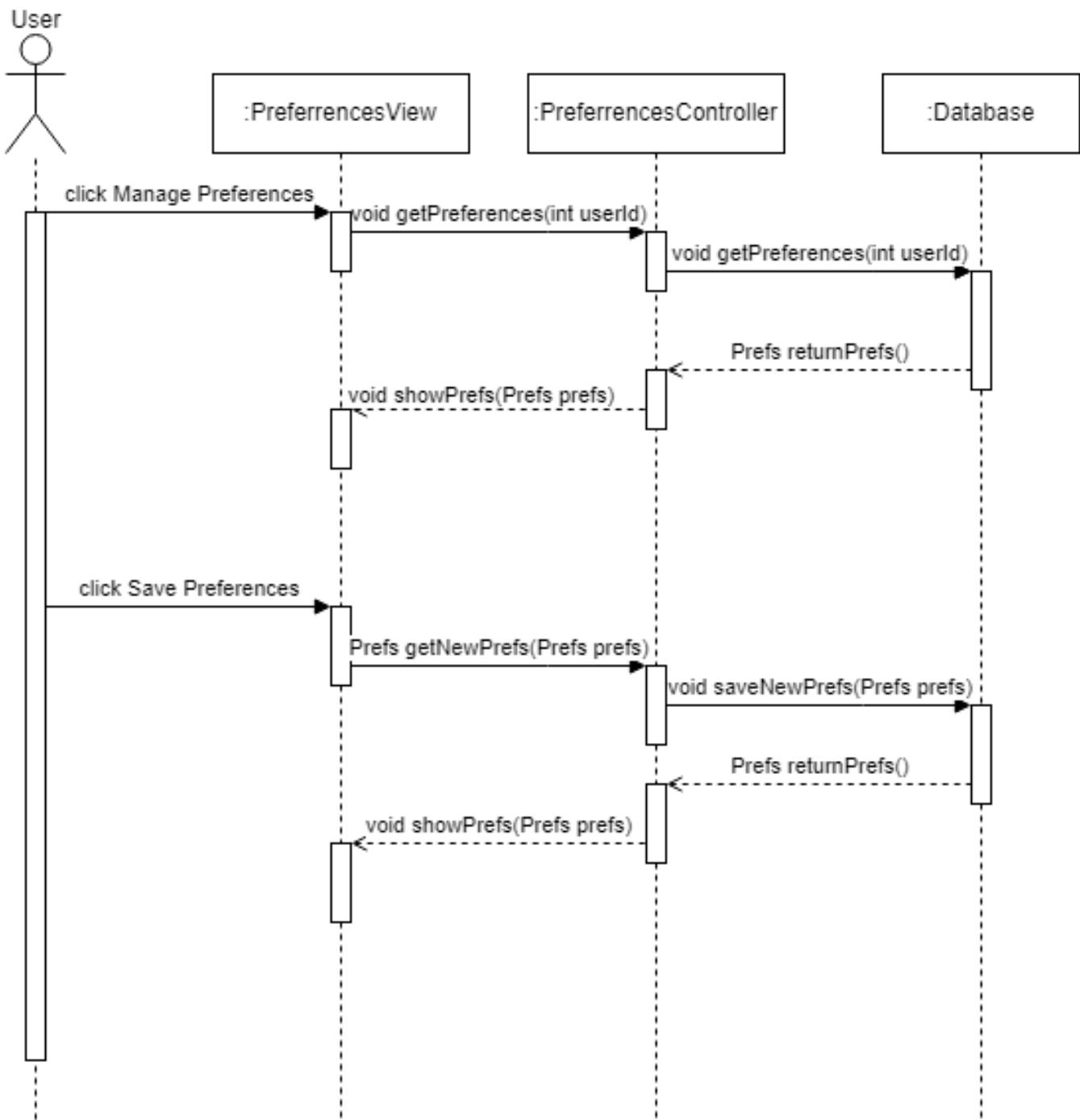


Figure 8: Update Preferences Design Level Sequence Diagram

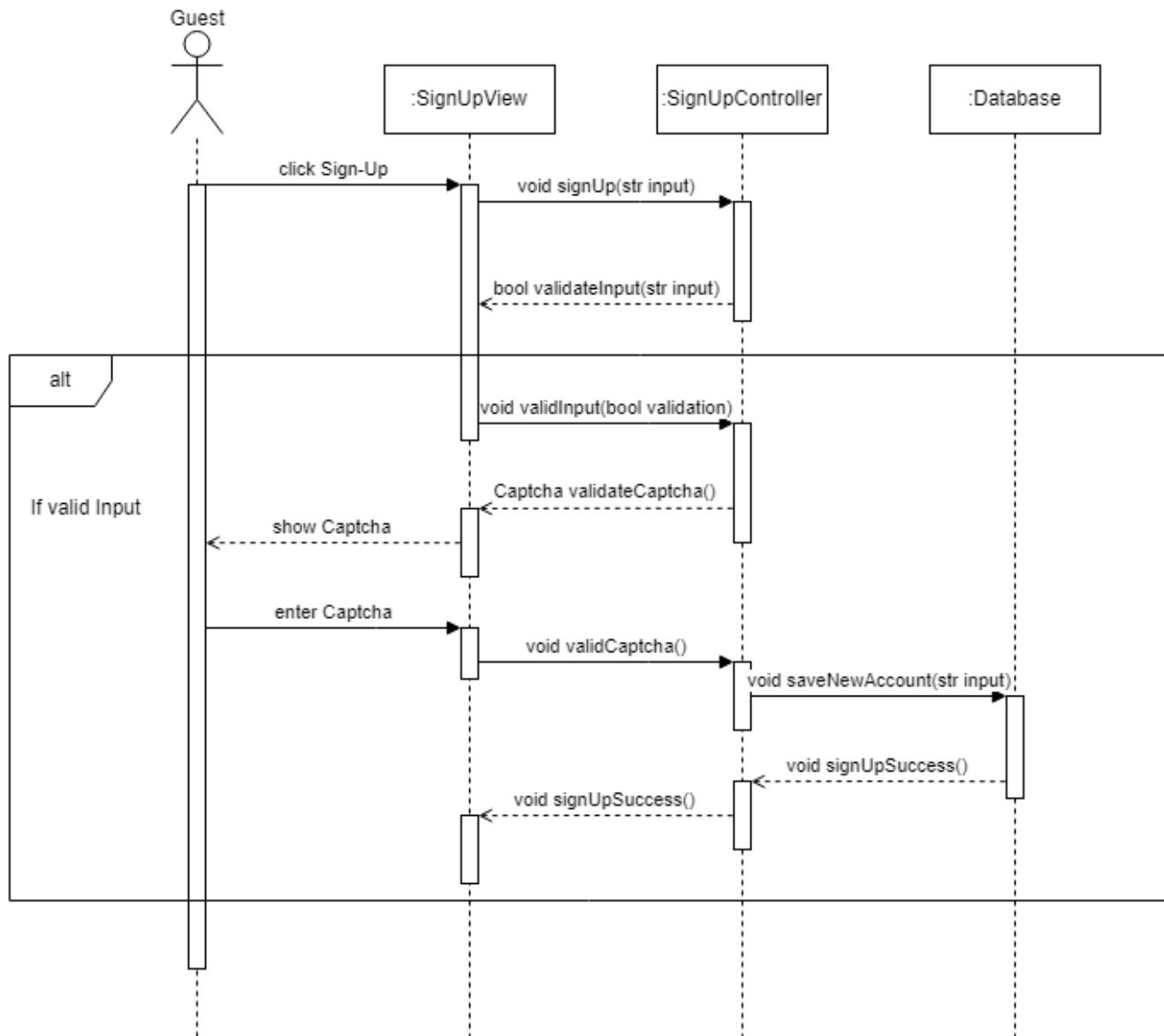


Figure 9: Sign-Up Design Level Sequence Diagram

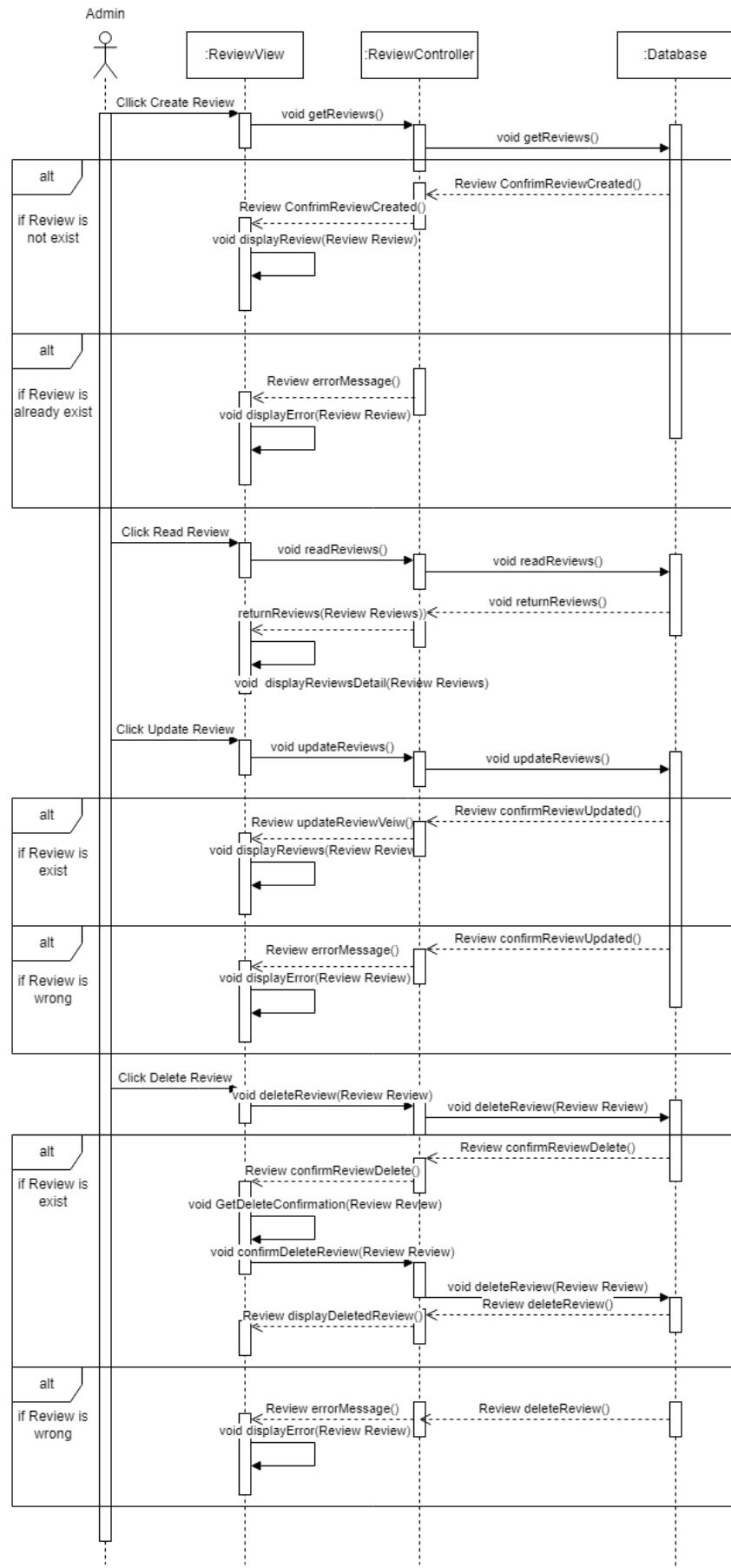


Figure 10: CRUD Review Admin Design Level Sequence Diagram

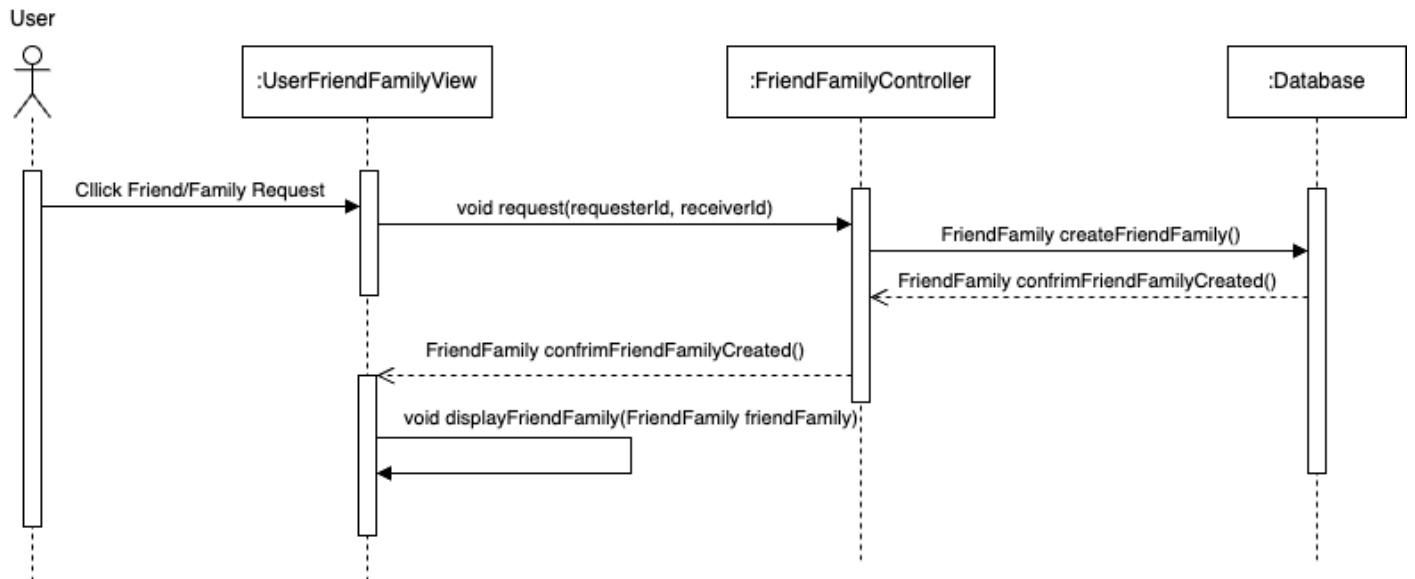


Figure 11: Create Friend/Family Design Level Sequence Diagram

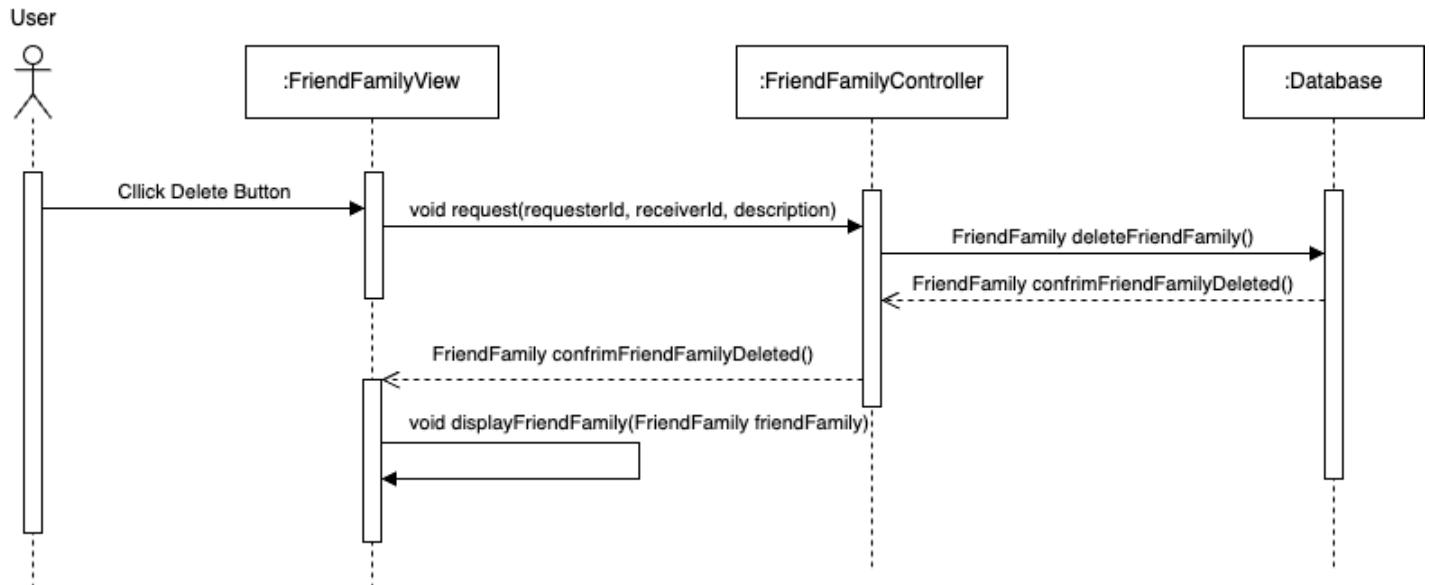


Figure 12: Delete Friend/Family Design Level Sequence Diagram

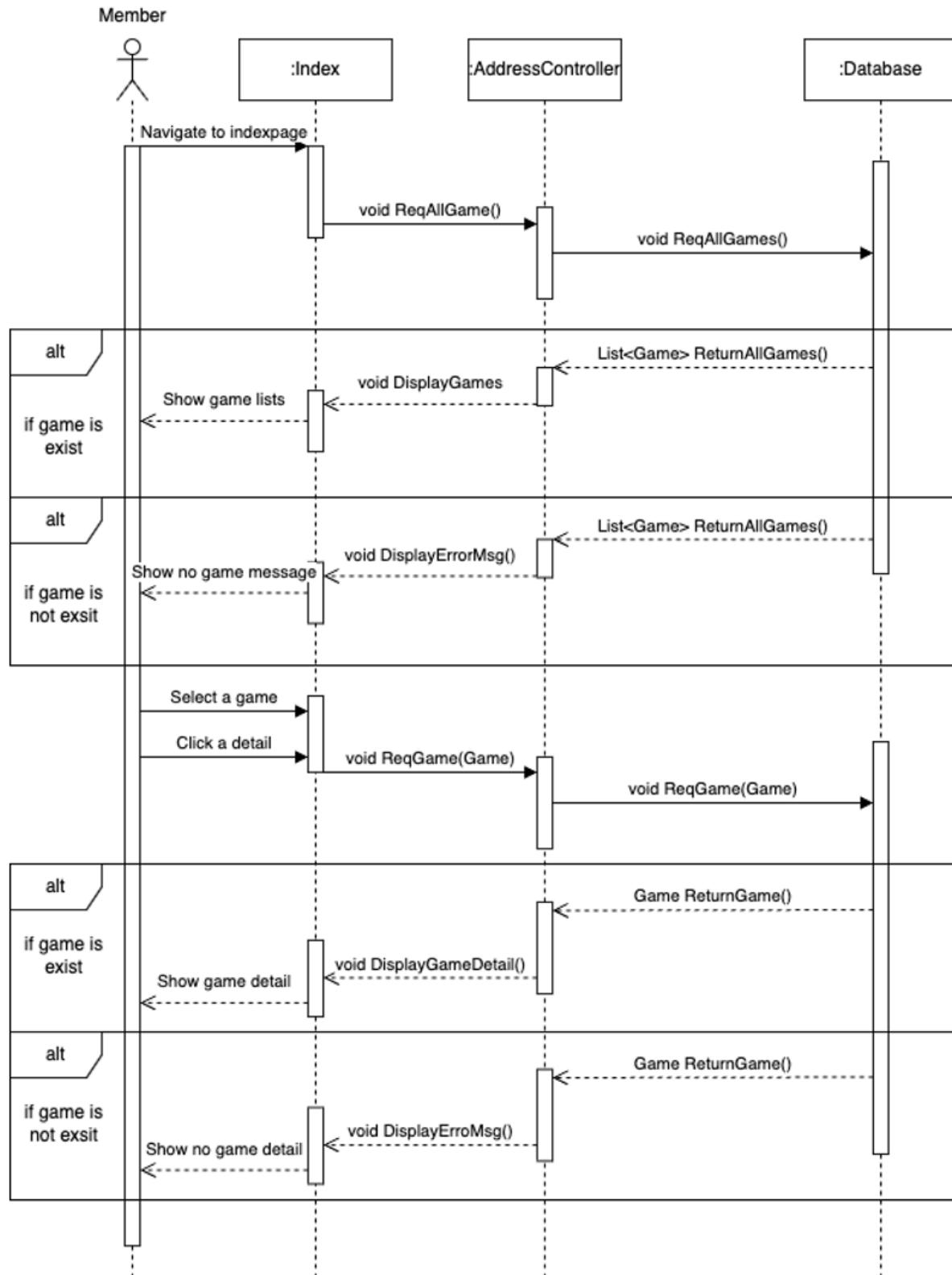


Figure 13: Display Game Detail Sequence Diagram

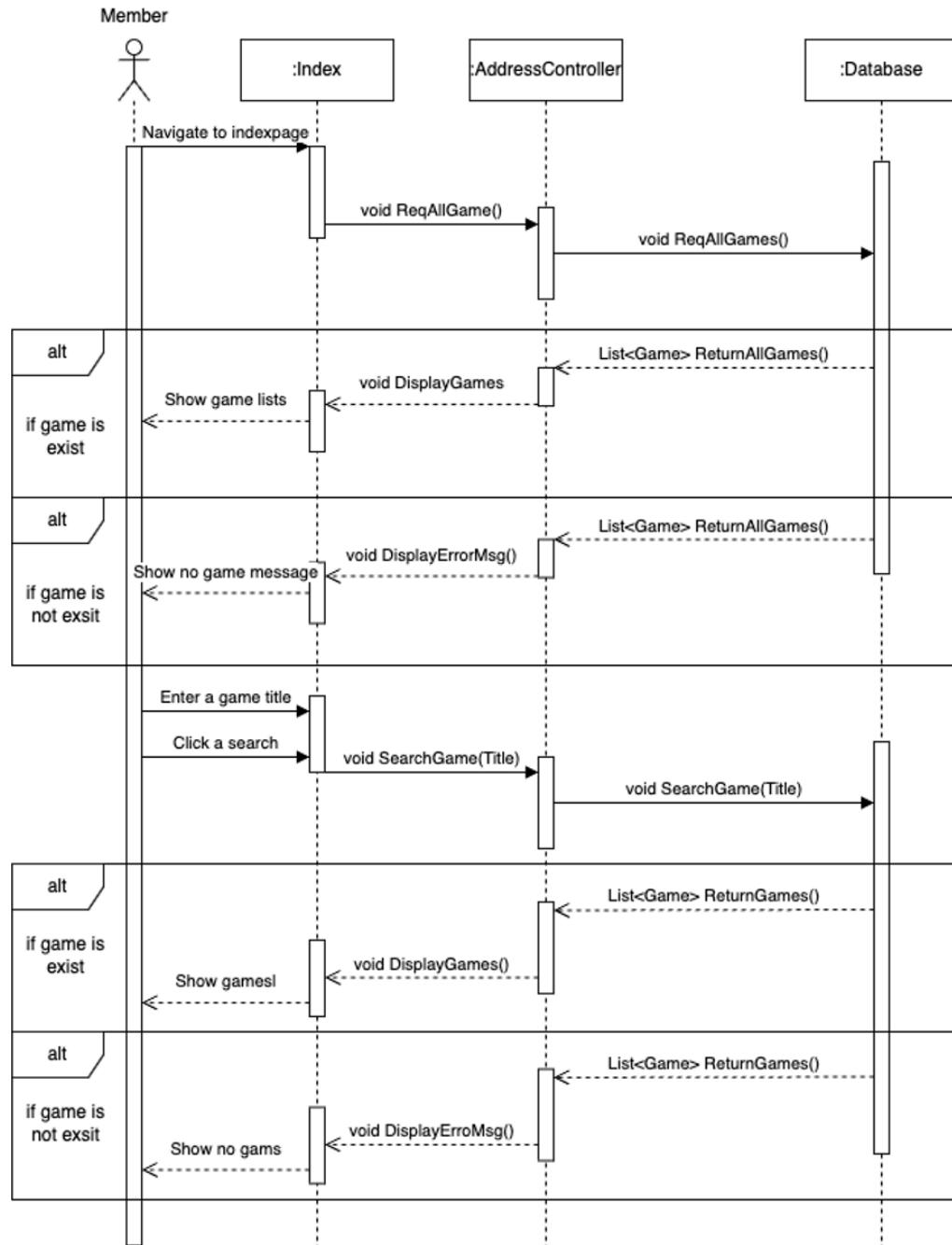


Figure 14: Search Game Sequence Diagram

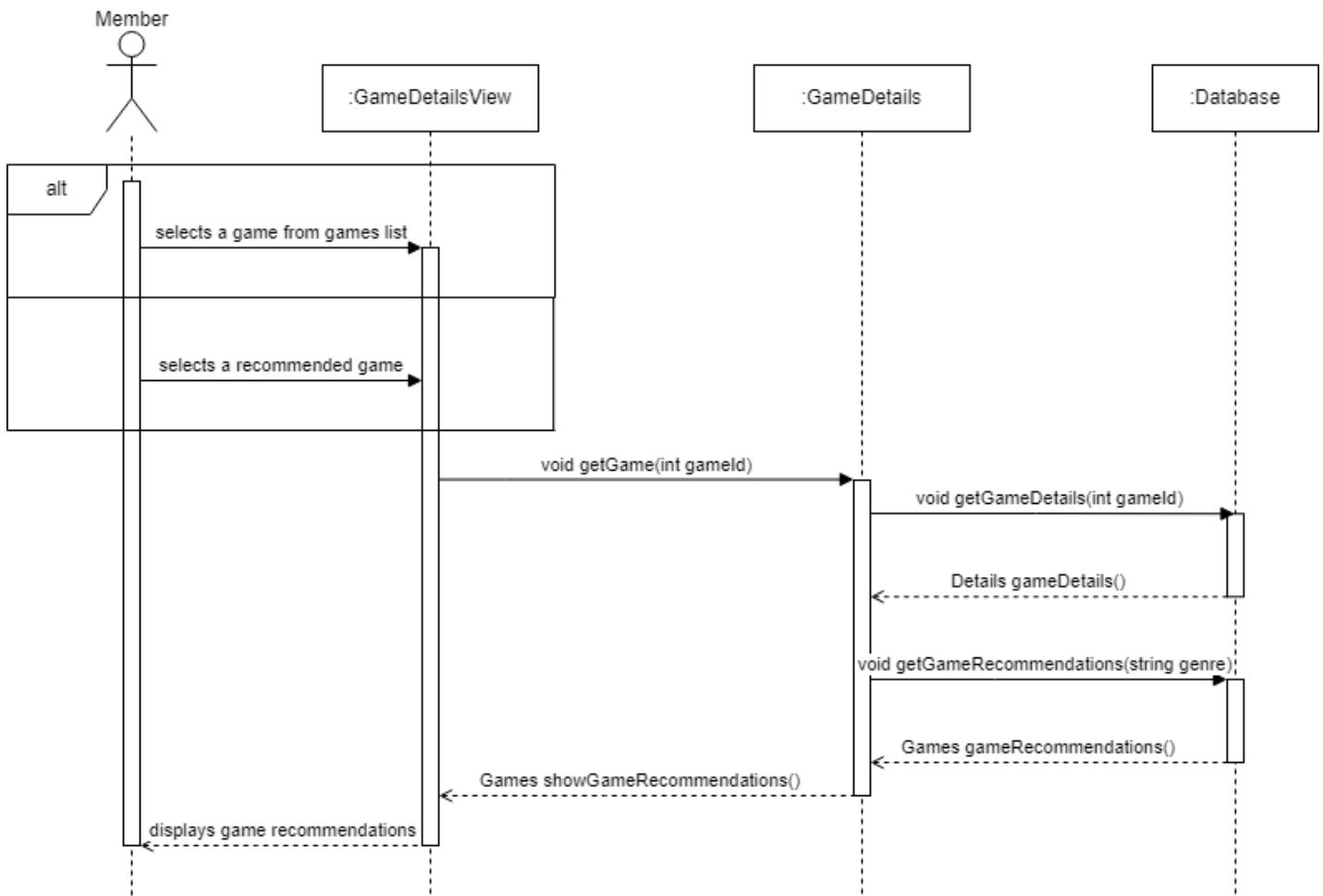


Figure 15: Display Game Recommendations Design Level Sequence Diagram

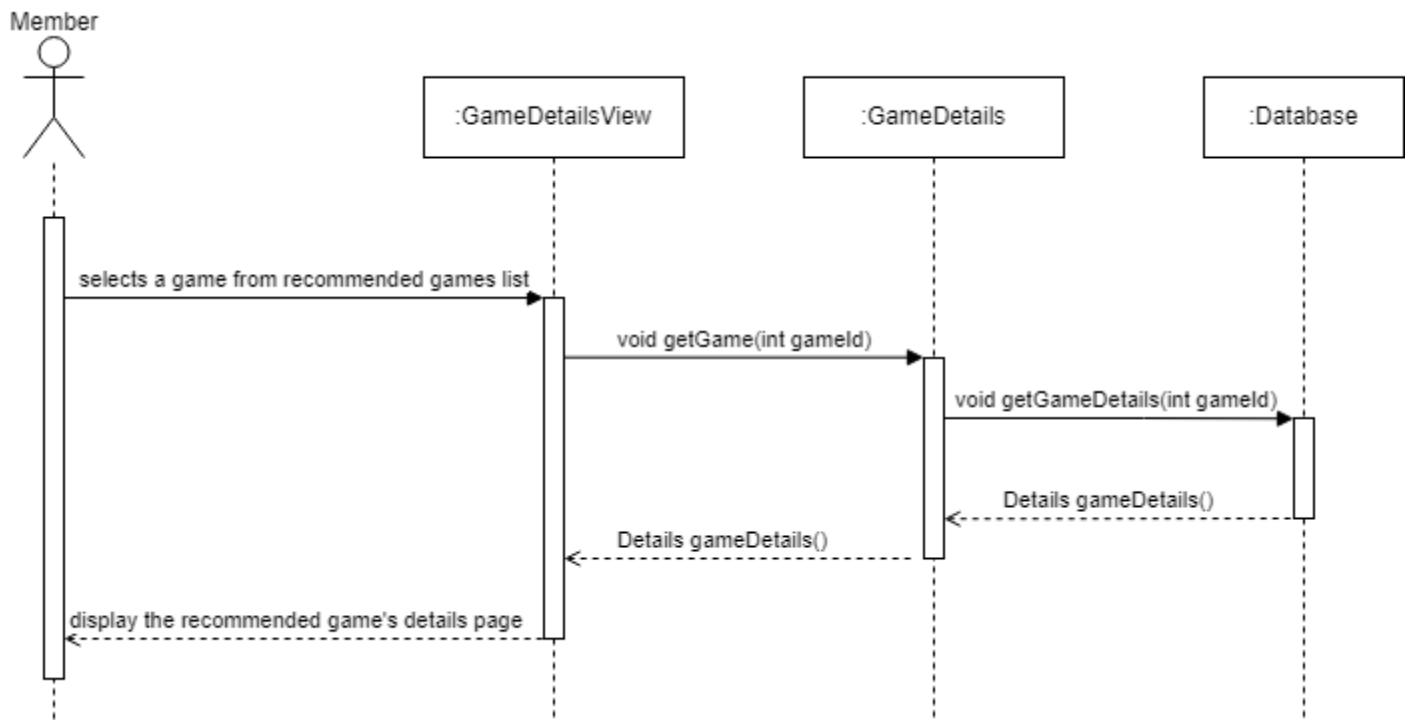


Figure 16: Select Game Recommendations Design Level Sequence Diagram

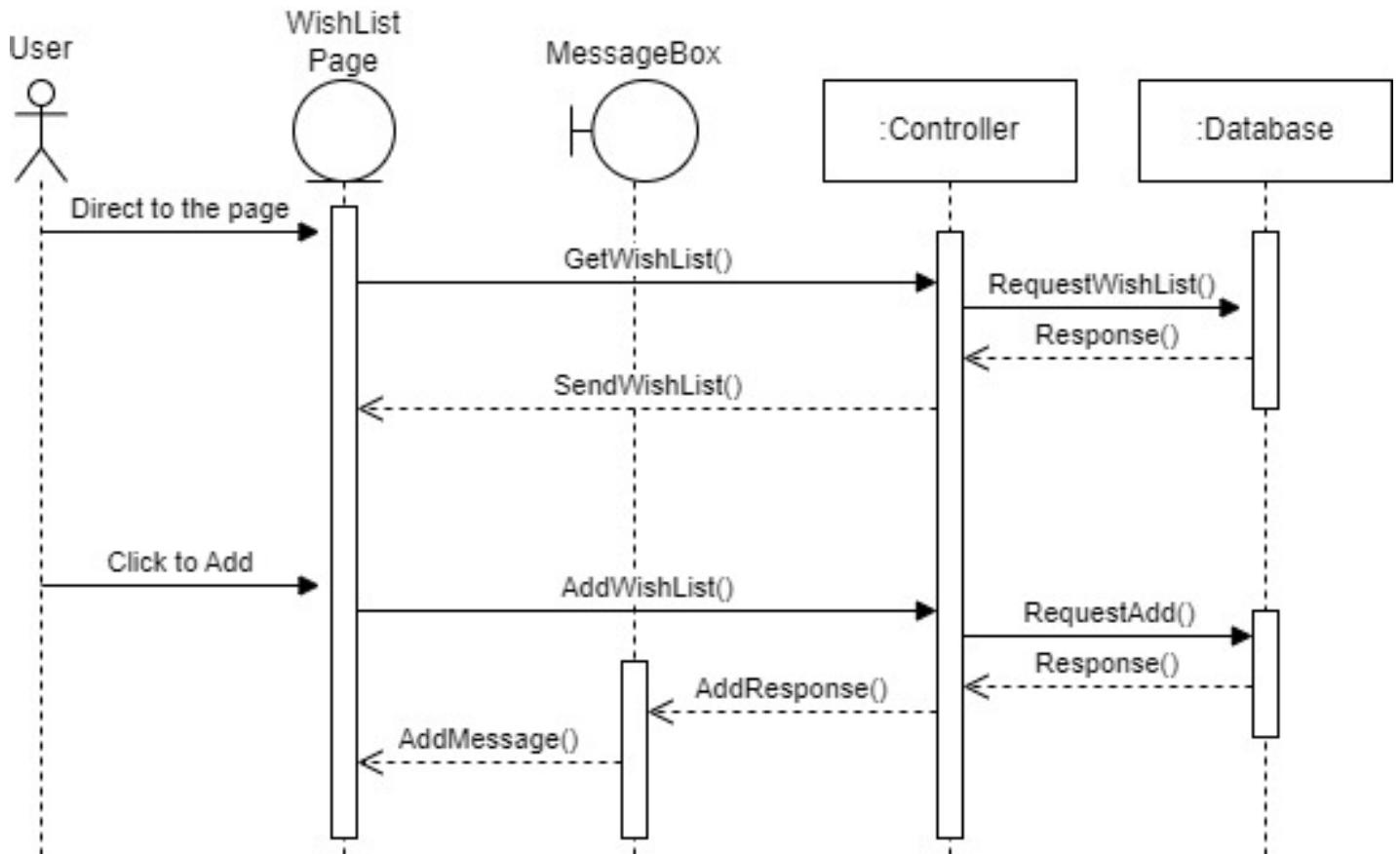


Figure 17: Add Wishlist Design Level Sequence Diagram

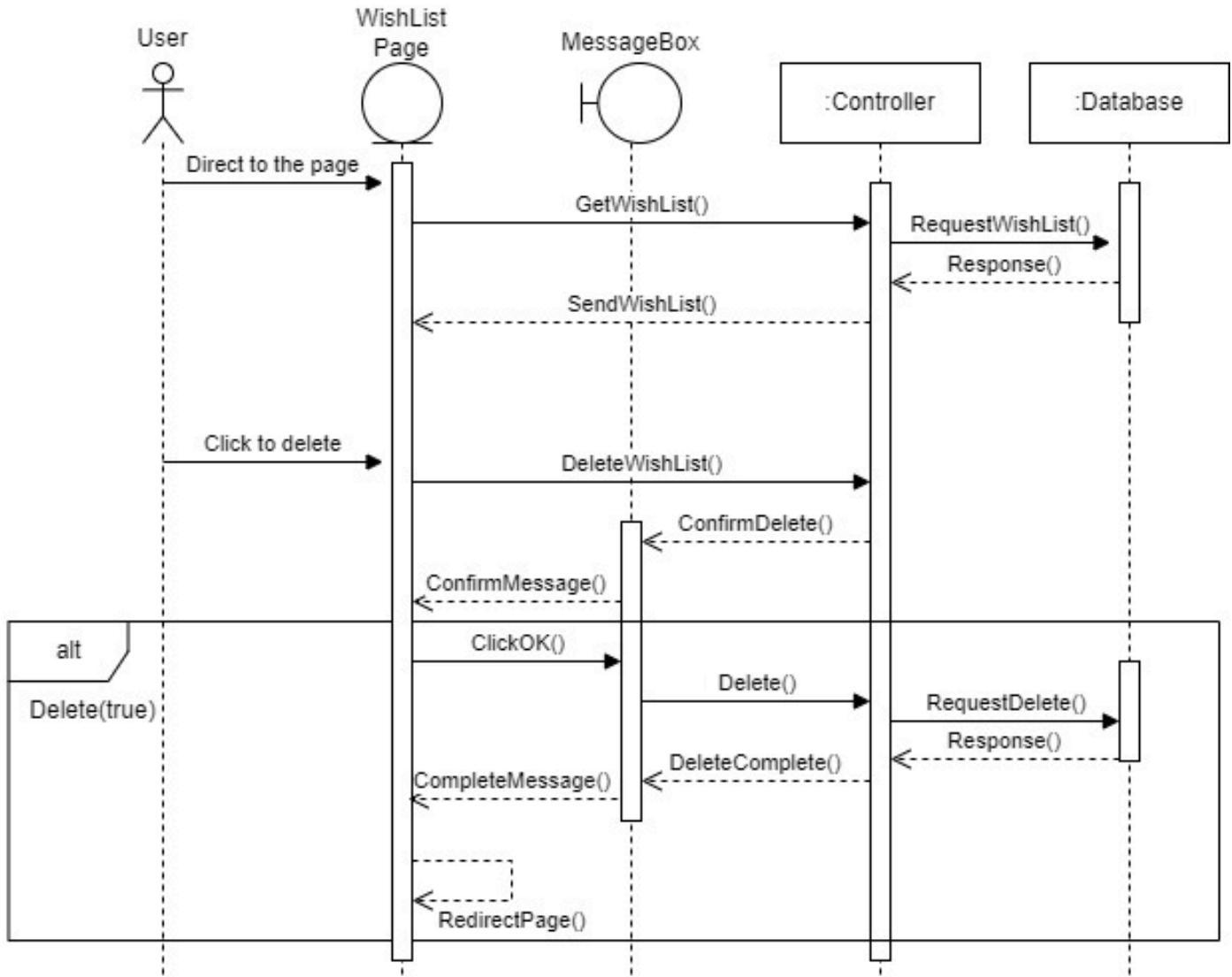


Figure 18: Delete Wishlist Design Level Sequence Diagram

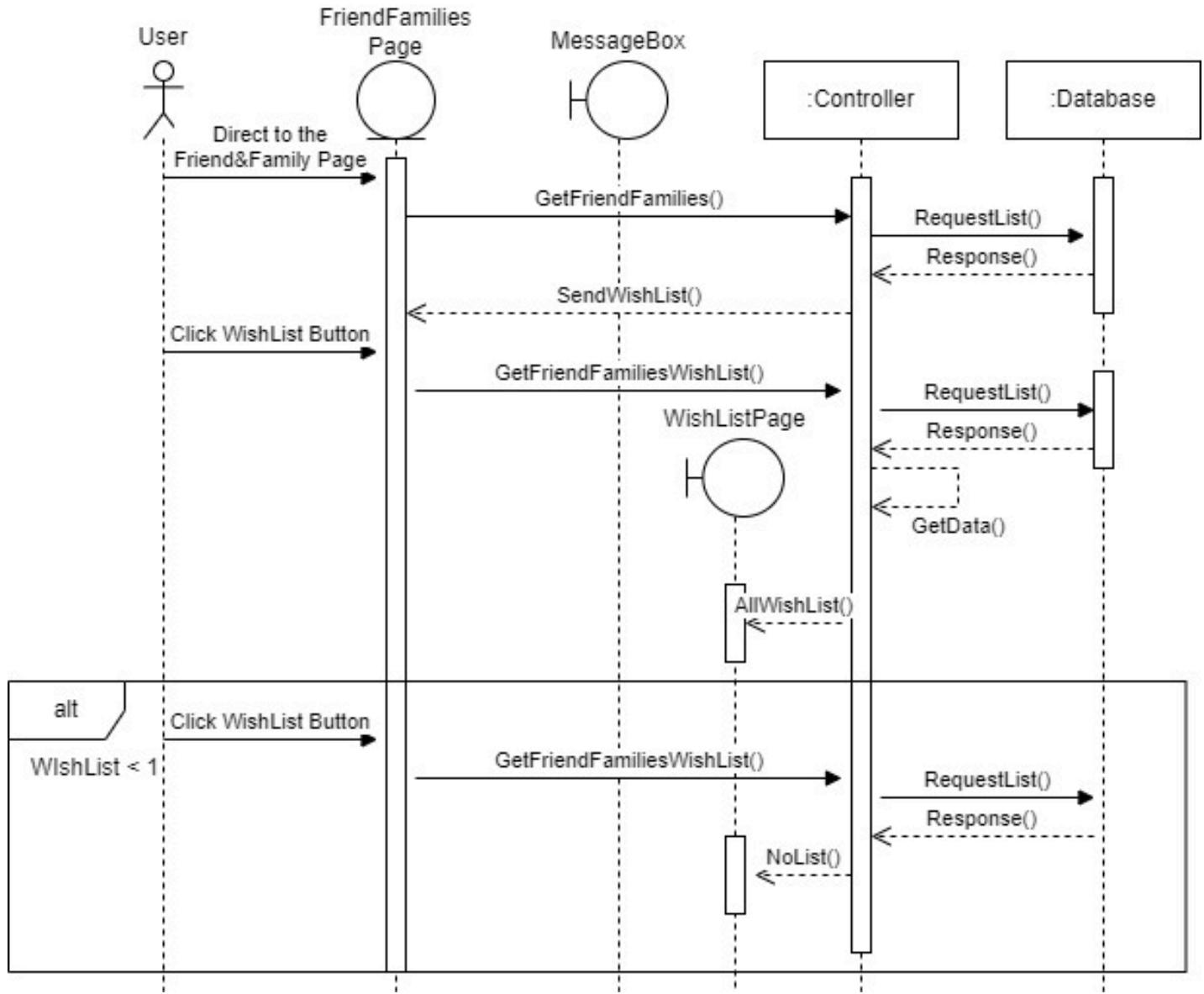


Figure 19: View Wishlist Friend/Family Design Level Sequence Diagram

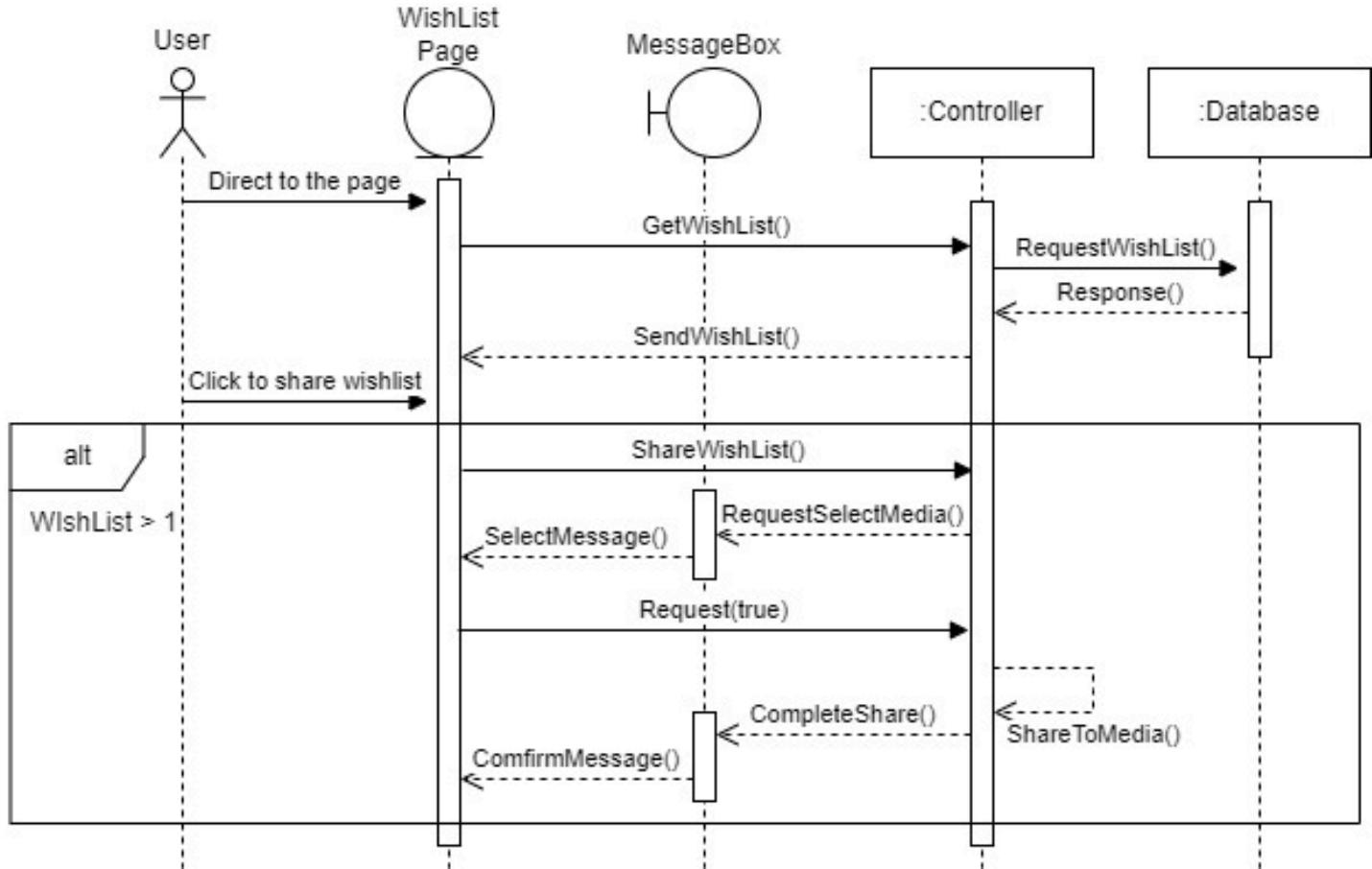


Figure 20: Share Wishlist Design Level Sequence Diagram

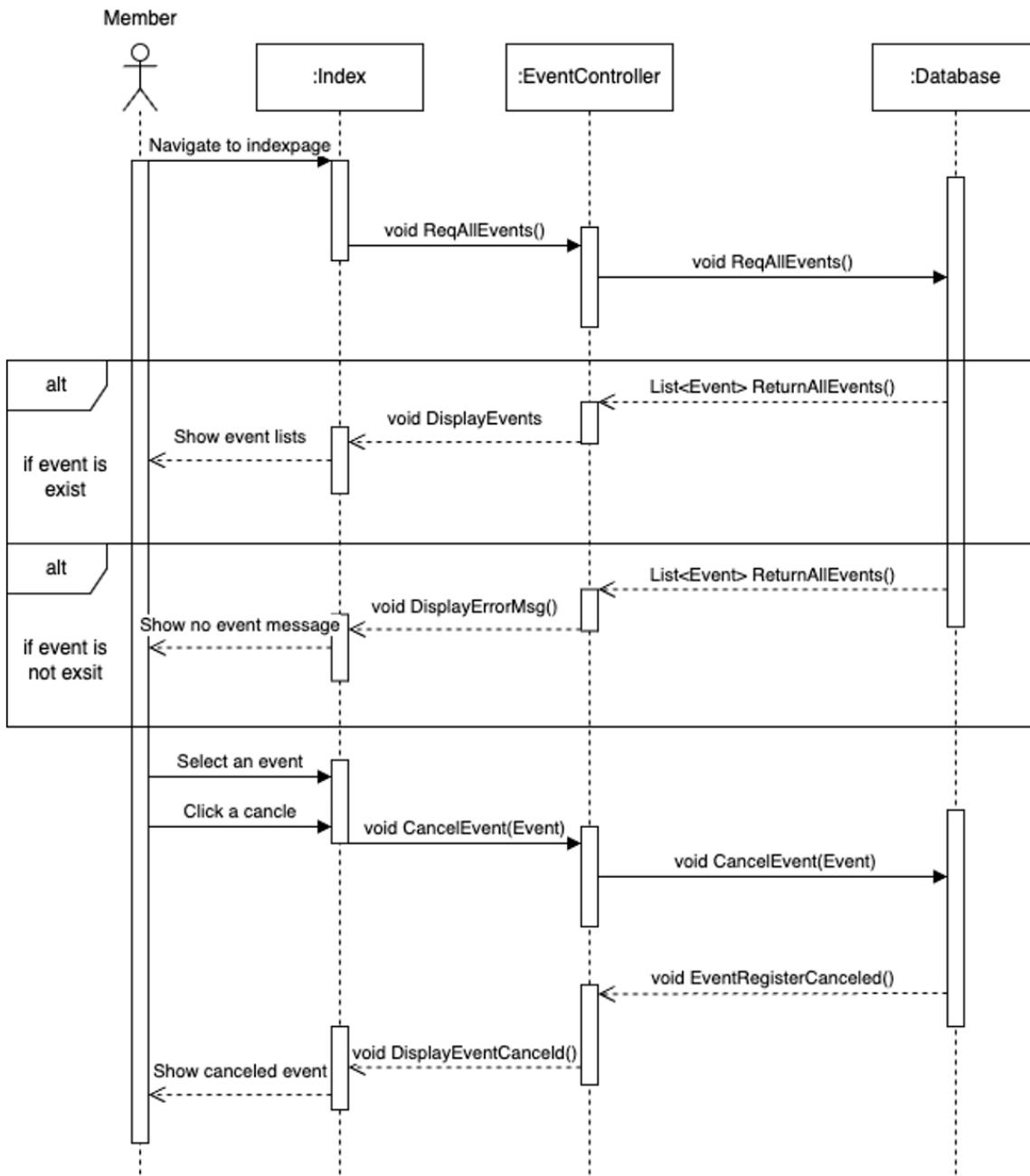


Figure 21: Cancel Event Design Level Sequence Diagram

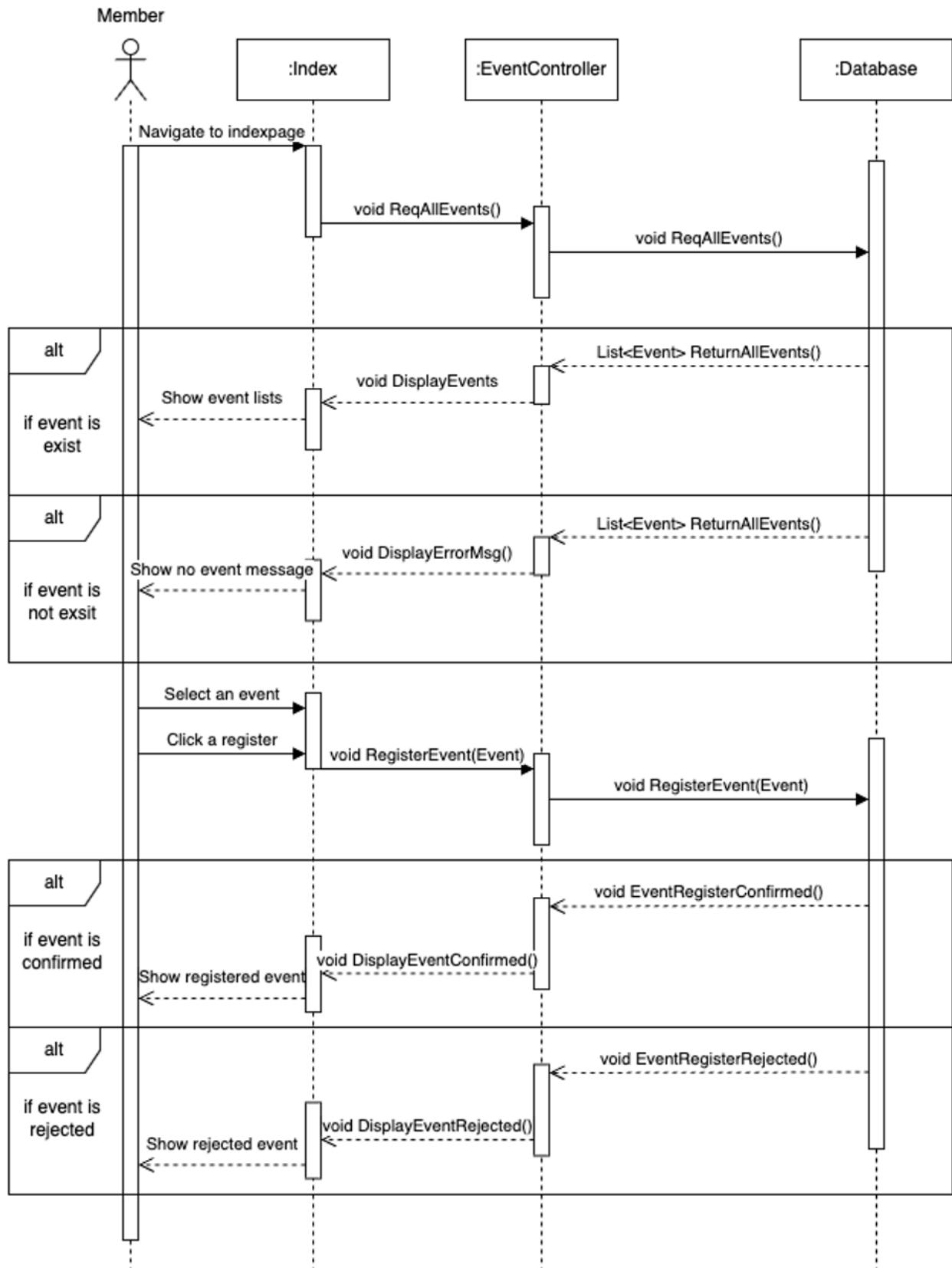


Figure 22: Register Event Design Level Sequence Diagram

Member

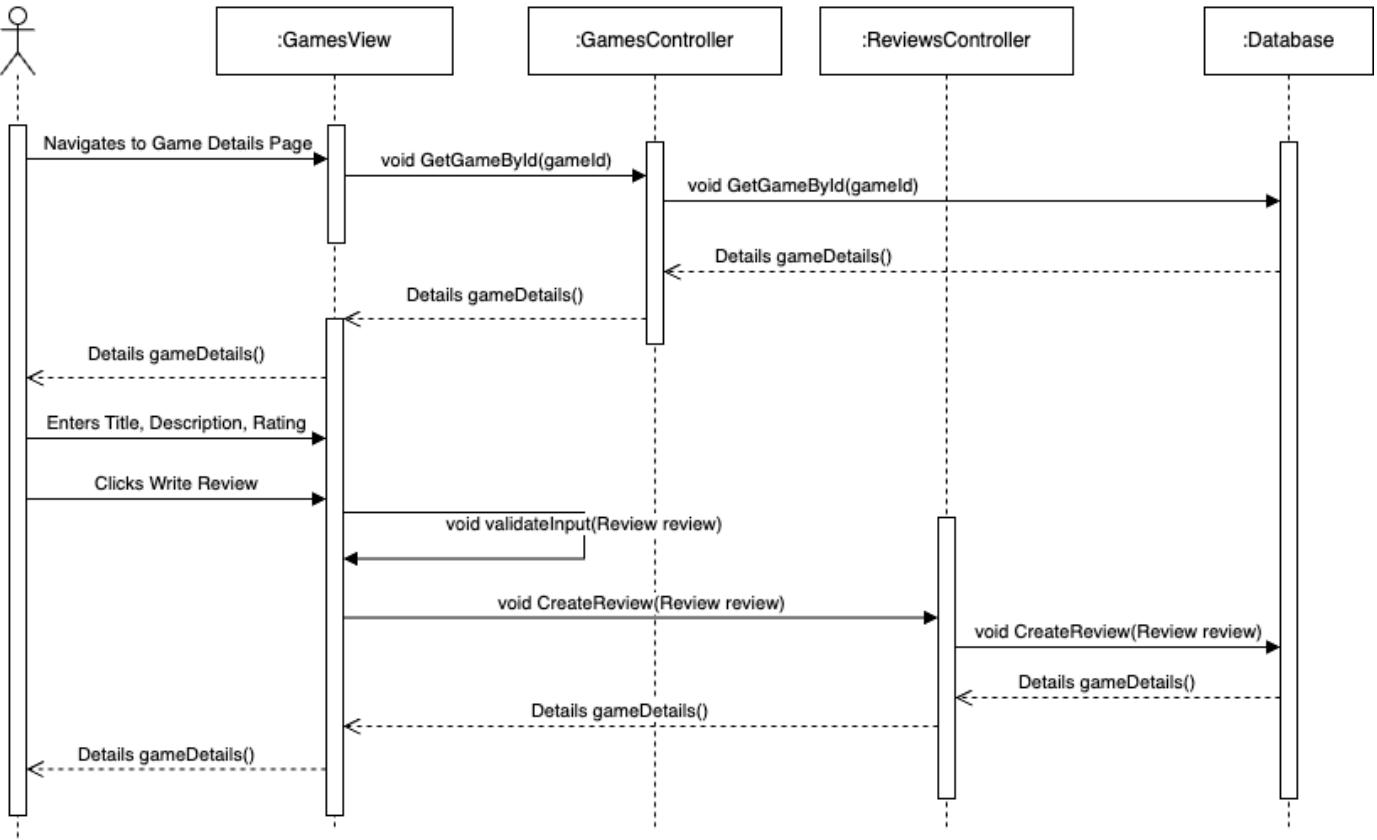


Figure 23: Rate Game Design Level Sequence Diagram

Member

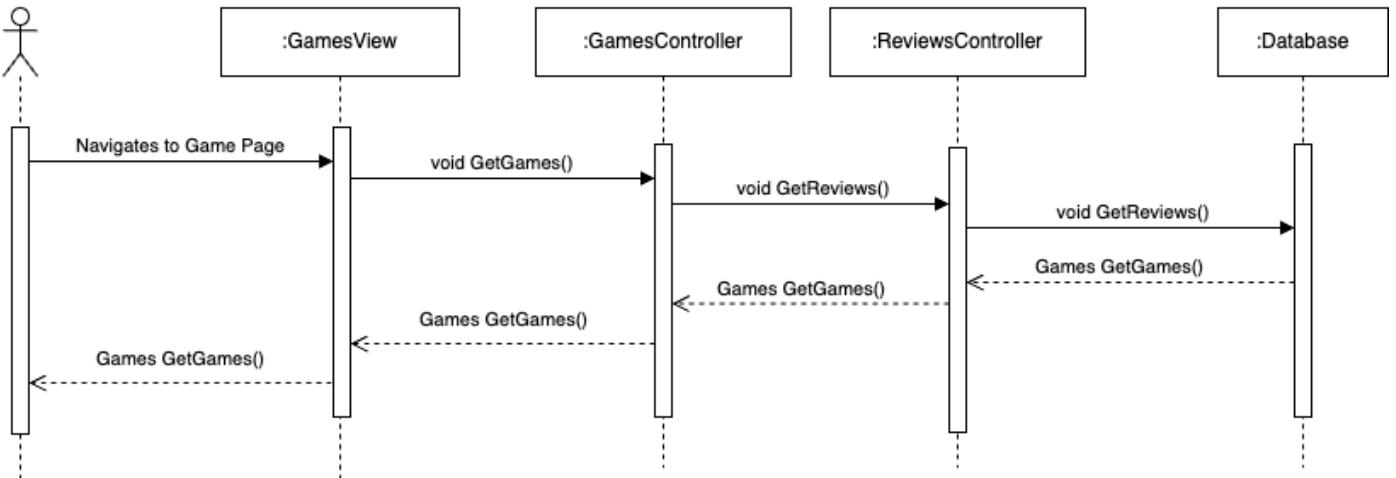


Figure 24: Display Overall Ratings Design Level Sequence Diagram

Member

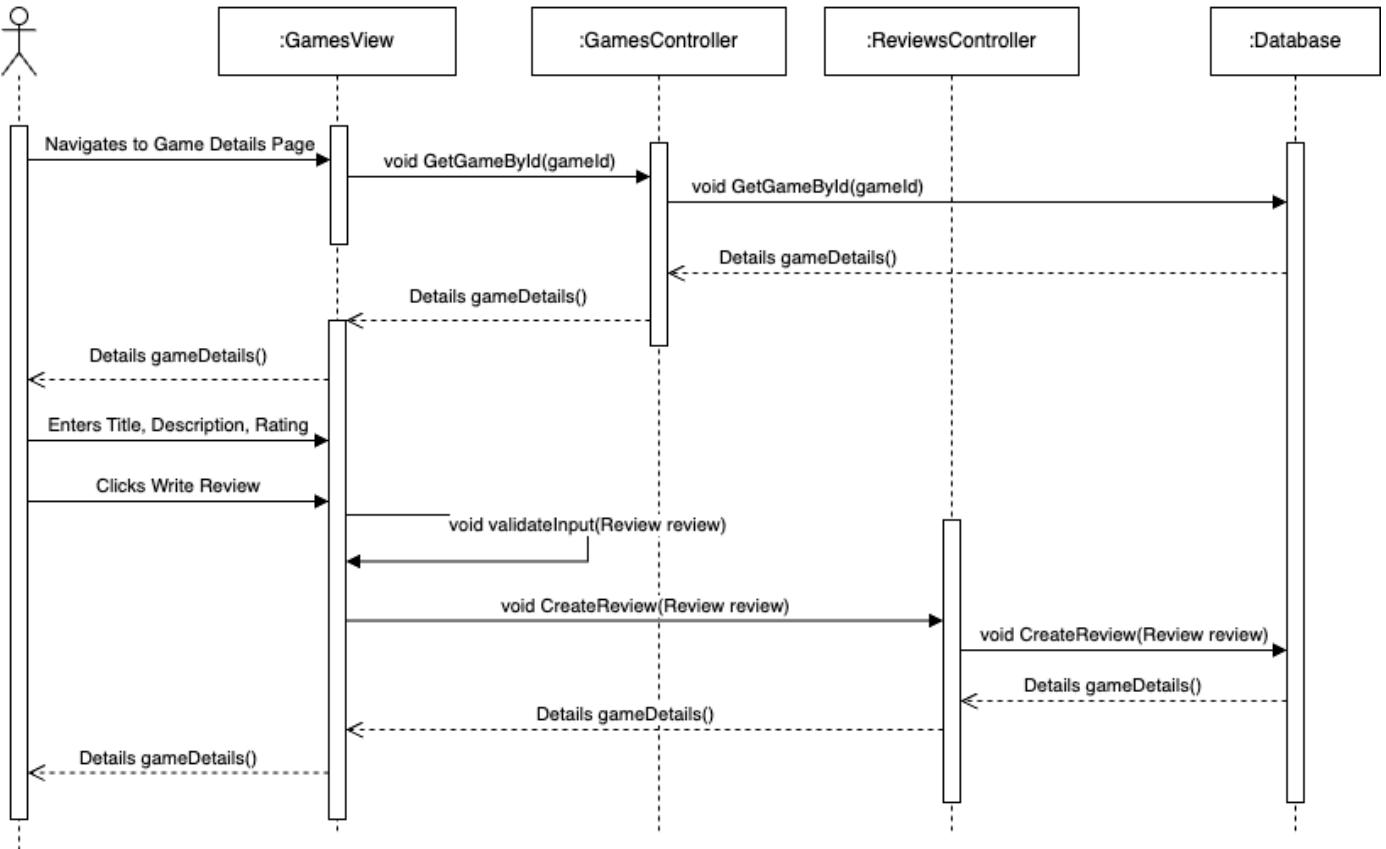


Figure 25: Write Review Design Level Sequence Diagram

Admin/Moderator

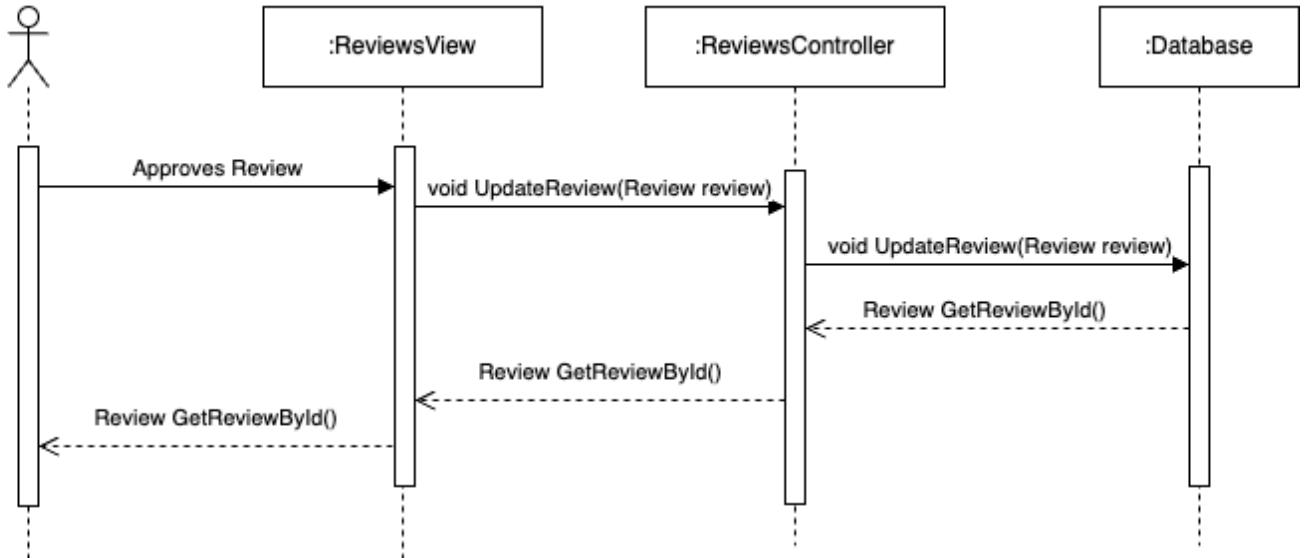


Figure 26: Approve Review Design Level Sequence Diagram

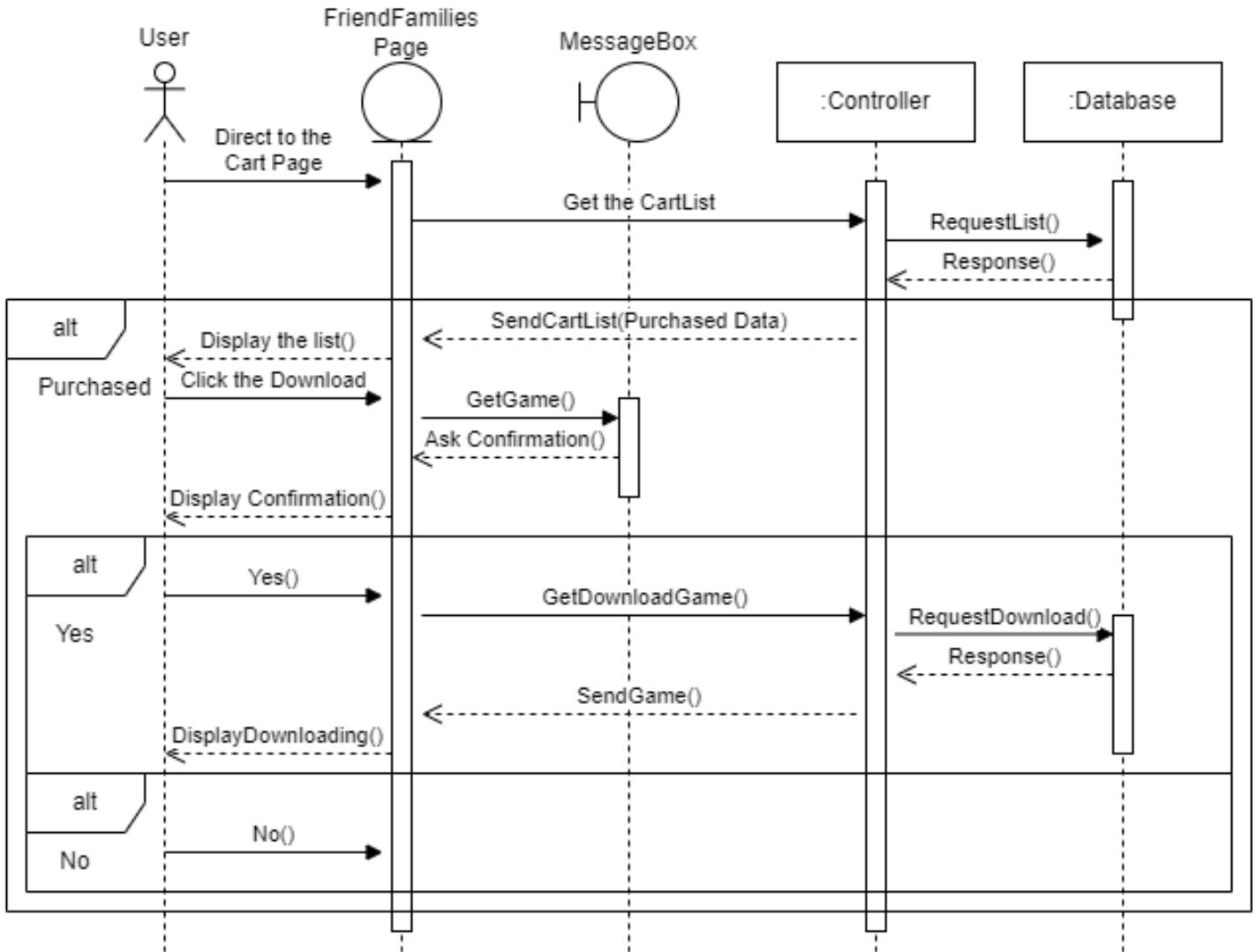


Figure 27: Download Game Design Level Sequence Diagram

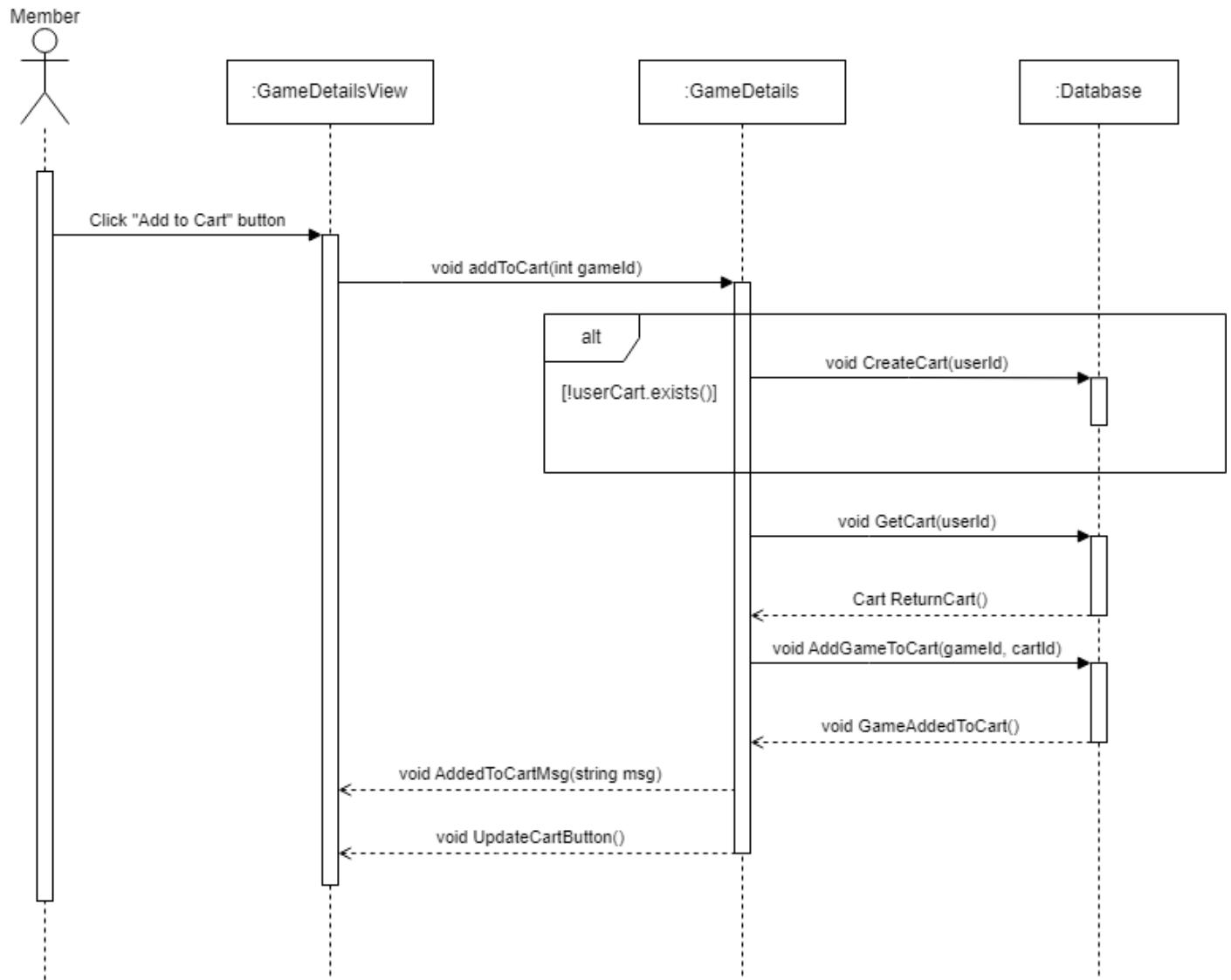


Figure 28: Add Game Cart Design Level Sequence Diagram

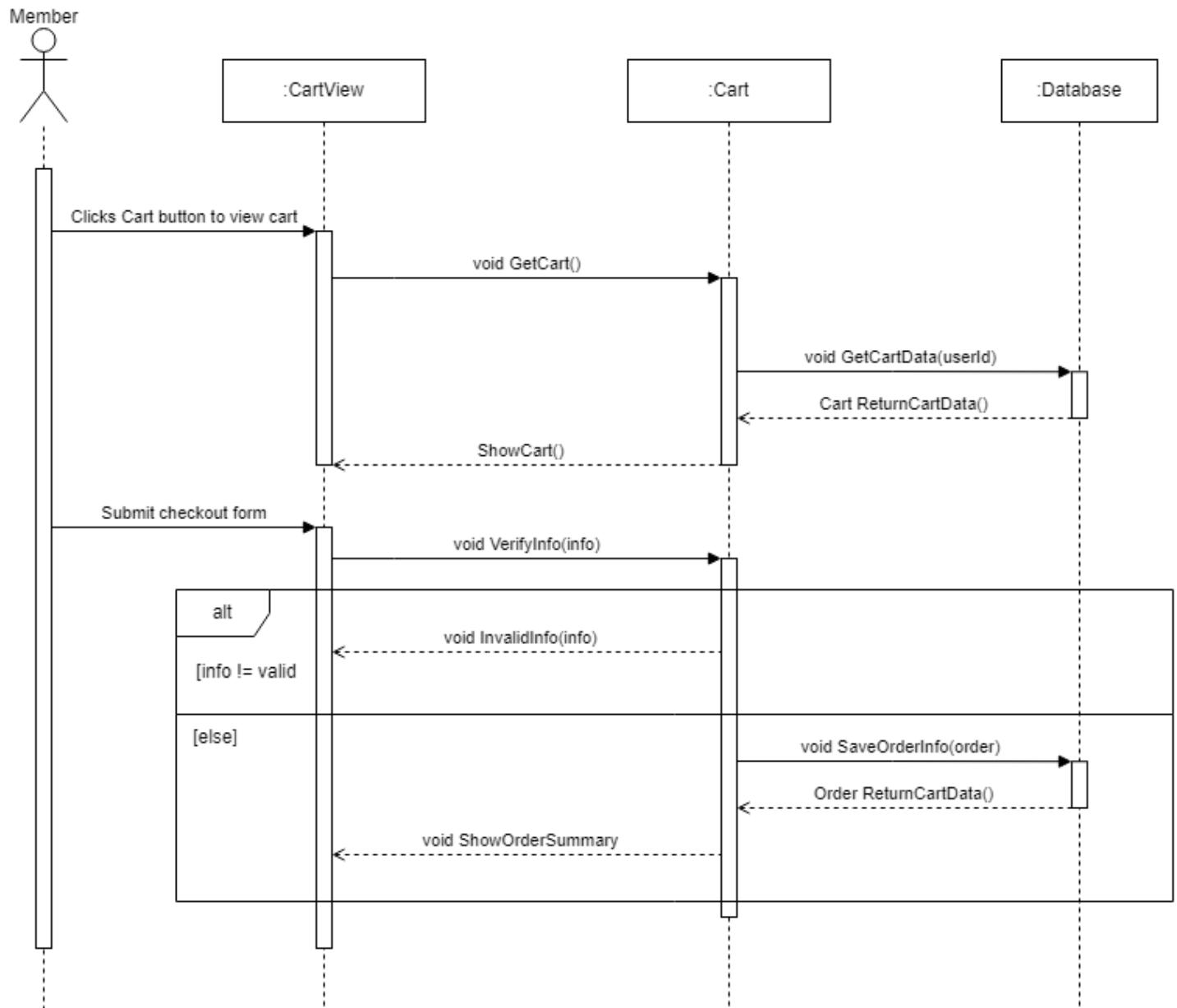


Figure 29: Checkout Cart Design Level Sequence Diagram

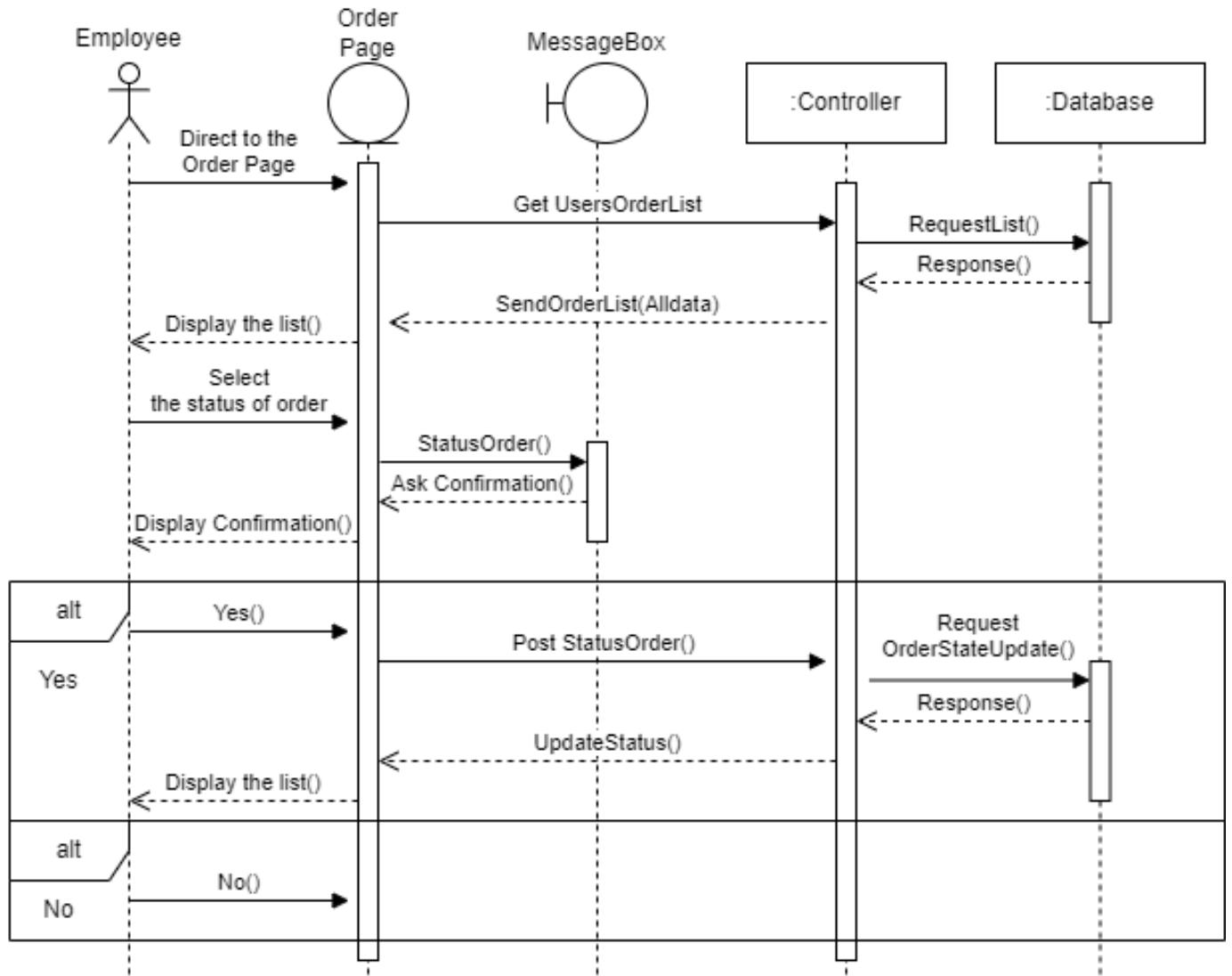


Figure 30: Update Order Status Design Level Sequence Diagram

Navigation Diagrams



Figure 11: Navigation Diagram 1

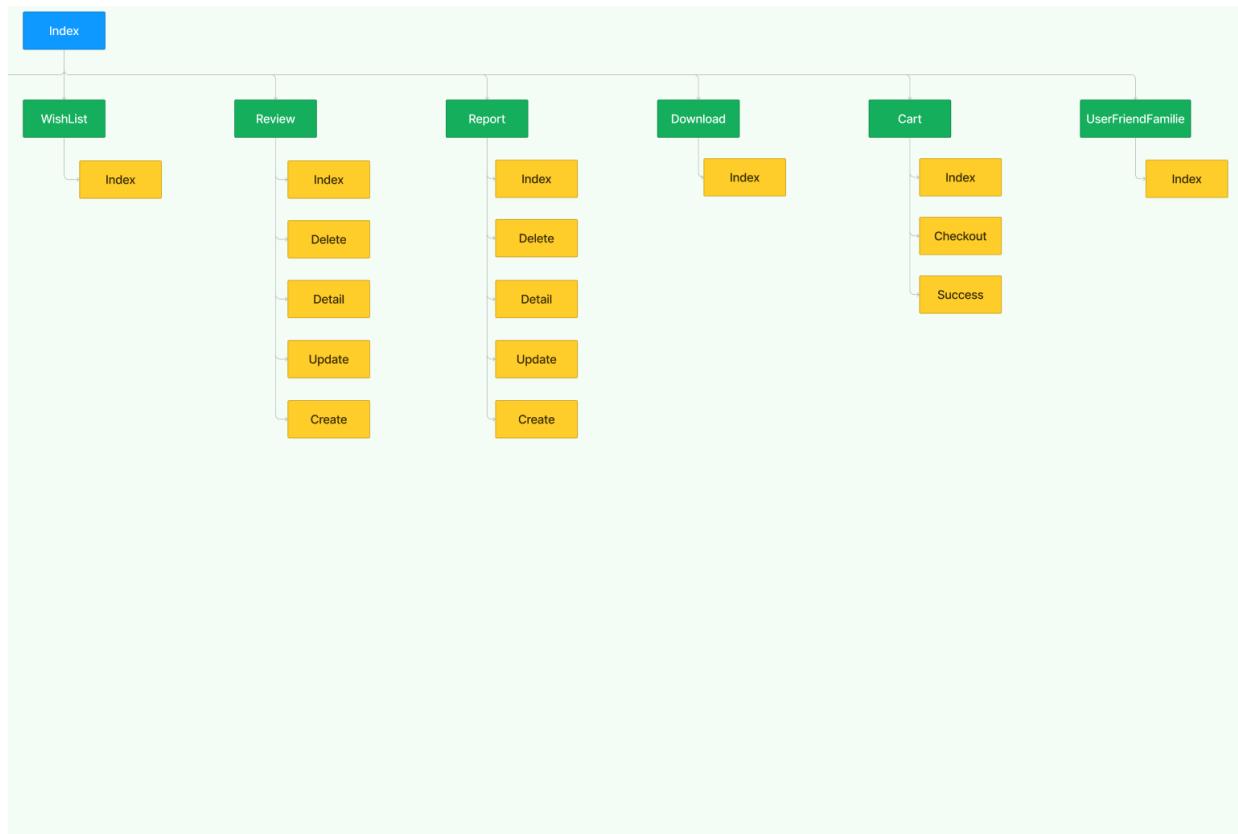


Figure 2: Navigation Diagram 2

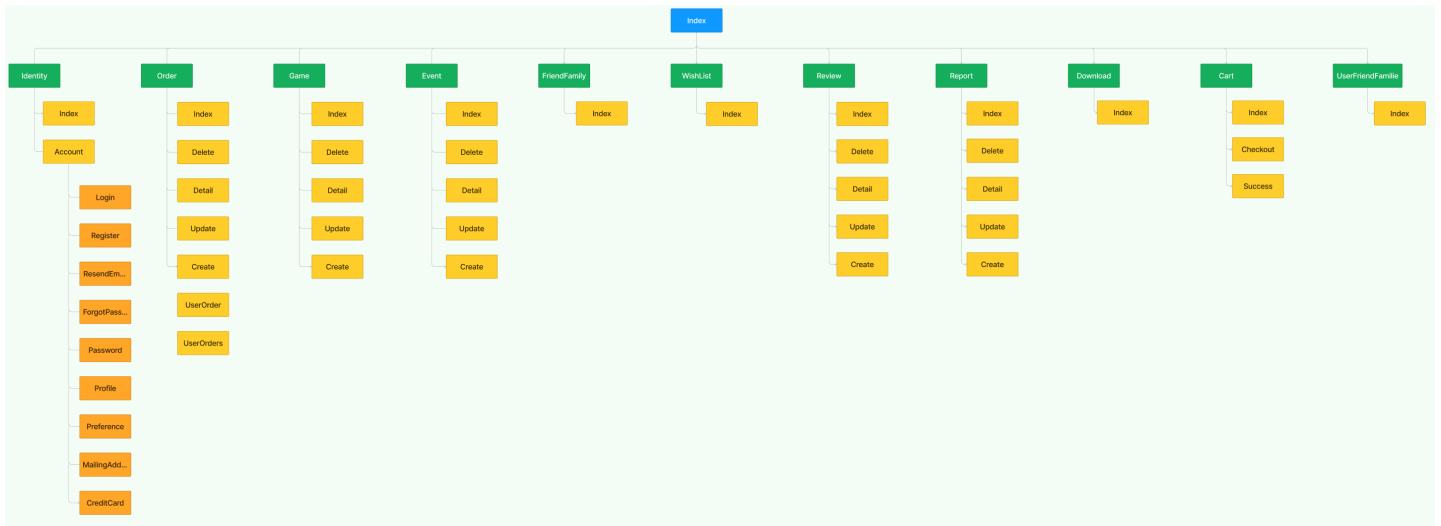


Figure 3: Entire Bird View Navigation Diagram

User Interface Prototypes

Conestoga Virtual Game Store

Home Store Event Register **Login**

Welcome to the CVGS Insiders Club

Register



BE A MEMBER !

Join the CVGS Insiders Club, where gaming enthusiasts unite for an exclusive online experience! Marvin Aday, our Vice President of Retail Operations, is dedicated to enhancing your gaming journey. In his pursuit to boost online game sales, he identified the need for a unique platform that caters to our loyal customers.

Our Vision: At CVGS, we envision a community-driven space that offers members unprecedented access and privileges. The Insiders Club is your gateway to a realm of exciting features and benefits that will keep you immersed in the gaming world.

Membership Perks:

- Members-Only Access: Gain entry to a curated selection of exclusive content, game previews, and early access to releases. Stay ahead of the curve and be the first to experience the latest in gaming.
- Special Discounts: Enjoy exclusive discounts on a wide range of products, ensuring you get the best deals on all your favorite games and accessories.
- Gaming News and Updates: Receive personalized updates on your preferred gaming genres, upcoming events, and insider insights from industry experts.
- Interactive Forums: Engage with fellow members in lively discussions, share gaming tips, tricks, and strategies, and connect with like-minded gamers from around the world.
- Game Reviews and Ratings: Contribute your reviews and ratings for games you've played, helping others make informed decisions and fostering a sense of community.
- Member-Driven Contests and Challenges: Compete in exciting gaming challenges, win amazing prizes, and showcase your skills to the community.

Our Commitment: The CVGS Insiders Club is designed to be a platform built by gamers, for gamers. We are constantly evolving and welcome your suggestions and feedback to tailor the experience to your preferences.

Become an Insider today and unlock a world of gaming excitement like never before! Embrace the future of gaming at CVGS, where every click brings you closer to your gaming dreams.

[Join the Insiders Club](#) and embark on a gaming adventure like no other!

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Figure 12: Home Page

Games

Create



FC24
\$70.62
EA Sports

[Update](#) [Delete](#)



God of War
\$54.99
Santa Monica Studio

[Update](#) [Delete](#)

Figure 13: CRUD Game Admin Page

Congestoga Virtual Game Store

Home Store Event Register Manage Welcom, Admin!

Events

Create

Manage

Games

Events

Orders

Reviews

Reports

FIFA Challenge
2023-10-30

Update

Delete

EA Sports

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Figure 14: CRUD Event Admin Page

Orders

Create

Order ID	Game Name	User ID	Detail	Update	Delete
1	FC24	USER1	Detail	Update	Delete
2	FC24	USER2	Detail	Update	Delete

Manage

- Games
- Events
- Orders
- Reviews
- Reports

Figure 15: CRUD Order Admin Page

Reviews			Create		
Review ID	Review Game ID	Review User ID	Detail	Update	Delete
1	1	376945	Detail	Update	Delete
2	1	378849	Detail	Update	Delete
3	1	104456	Detail	Update	Delete
4	1	115649	Detail	Update	Delete

Figure 16: CRUD Review Admin Page

Reports			Create	
Report ID	Report Name	Detail	Update	Delete
1	Game list report	Detail	Update	Delete
2	Game detail report	Detail	Update	Delete
3	Member detail report	Detail	Update	Delete
4	Member list report	Detail	Update	Delete
5	Wish list report	Detail	Update	Delete
6	Sales report	Detail	Update	Delete

Figure 17: CRUD Report Admin Page

Register

Create a new Account

Be our member and get the perks

User Name

Email

Password

Confirm password

Register

Figure 18: Sign up Page

Log In

Use a local account to log in

let's get started

 Email Password Confirm password Remember me?[Register](#)[Forgot your password?](#)[Register as a new user](#)[Resend email confirmation](#)

Figure 19: Login Page

Manage Your account

Change your account settings

[Register](#)

Profile

Email

Email
TestUser

Password

First Name

Two-factor authentication

Last Name

Personal data

Phone Number

Preference

Gender
Others

Mailing Address

Date of Birth
yyyy-mm-dd Promotional Email Is Address Same?[Save](#)

Figure 20: Update Profile Page

Manage Your account

Change your account settings

[Register](#)[Email](#)[Password](#)[Two-factor authentication](#)[Personal data](#)[Preference](#)[Mailing Address](#)

Preference

Favorite Platforms

- PC
- Mobile
- Console
- Others

Game Categories

- Action
- Adventure
- FPS
- Shooter

Language
English[Save](#)*Figure 21: Update Preference Page*

Manage Your account

Change your account settings

[Register](#)[Email](#)[Password](#)[Two-factor authentication](#)[Personal data](#)[Preference](#)[Mailing Address](#)

Mailing Address

Unit

Street

City

Province

Country

Postal Code

Delivery Instruction

[Save](#)*Figure 22: CRUD Address Page*

Users

UserName	First Name	Last Name	Request	
Moderator	Francis	Ramos	Friend Request	Family Request
SuperAdmin	Tyrone	Mcgee	Friend Request	Family Request
Tester2	Test2FirstName	Test2LastName	Friend Request	Family Request
Tester1	Test1FirstName	Test1LastName	Friend Request	Family Request

Figure 12: Create Friend/Family

The screenshot shows a web browser window with the address bar containing 'localhost:7239'. The main content area displays a table titled 'Friend/Family' with one row. A modal dialog box is overlaid on the page, asking 'Are you sure want to delete?' with 'OK' and 'Cancel' buttons. In the top right corner of the main content area, there is a blue button labeled 'Welcome back, Admin! ▾'.

User	Description	Status	Action	Wishlist
Member	Friend	Processed	Delete	Wish List

Figure 13: Delete Friend/Family

Games

[Create a Game](#)

Title	Price	Publish Date	GameCategory	Actions
Counter-Strike 2	\$0.00	2012-08-21	FPS	Details Edit Delete

Figure 14: Search Game

Game Details

Game

Title Counter-Strike 2

Description For over two decades, Counter-Strike has offered an elite competitive experience, one shaped by millions of players from across the globe. And now the next chapter in the CS story is about to begin. This is Counter-Strike 2.

Price \$0.00

Publish Date 2012-08-21

GameCategory FPS

[Edit](#) |

Recommended Games

We don't have any other games like Counter-Strike 2. Maybe try one of our newest titles!

Title	Price	Publish Date	GameCategory
Star Trek: Infinite	\$39.99	2023-10-12	Action
Cities: Skylines II	\$59.99	2023-10-12	Adventure

Figure 15: Display Game Detail

Game Details

Game

Title Cities: Skylines II

Description Raise a city from the ground up and transform it into a thriving metropolis with the most realistic city builder ever. Push your creativity and problem-solving to build on a scale you've never experienced. With deep simulation and a living economy, this is world-building without limits.

Price \$59.99

Publish Date 2023-10-12

GameCategory Adventure

[Edit |](#)

Recommended Games

We don't have any other games like Cities: Skylines II. Maybe try one of our newest titles!

Title	Price	Publish Date	GameCategory
Star Trek: Infinite	\$39.99	2023-10-12	Action
Counter-Strike 2	\$0.00	2012-08-21	FPS

Figure 16: Display Game Recommendations

Game Details

Game

Title Star Trek: Infinite

Description Star Trek: Infinite is a grand strategy experience that lets you play your own Star Trek story as the leader of one of four major factions in the galaxy. Follow the specially crafted story or blaze your own trail in the first Star Trek grand strategy game.

Price \$39.99

Publish Date 2023-10-12

GameCategory Action

[Edit |](#)

Recommended Games

We don't have any other games like Star Trek: Infinite. Maybe try one of our newest titles!

Title	Price	Publish Date	GameCategory
Cities: Skylines II	\$59.99	2023-10-12	Adventure
Counter-Strike 2	\$0.00	2012-08-21	FPS

Figure 17: Select Game Recommendations

Games

[Create a Game](#)

Title	Price	Publish Date	GameCategory	Actions
Counter-Strike 2	\$0.00	2012-08-21	FPS	Details Edit Delete
Star Trek: Infinite	\$39.99	2023-10-12	Action	Details Edit Delete
Cities: Skylines II	\$59.99	2023-10-12	Adventure	Details Edit Delete Add to Wishlist

Figure 18: Add Wishlist

The screenshot shows a web browser window with the address bar displaying "localhost:7239". The main content area is titled "My Wishlist" and lists two items:

Game Title	Price	Action
Counter-Strike 2	0	Details Delete
Star Trek: Infinite	39.99	Details Delete

A blue button labeled "Share on Reddit" is located below the table. A modal dialog box is centered over the page, containing the text "localhost:7239 says" and "Are you sure want to delete?". It has "OK" and "Cancel" buttons. In the top right corner of the main content area, there is a blue box with the text "Welcome back, Admin! ▾".

© 2023 - PROG3050 - [Privacy](#)

Figure 19: Delete Wishlist

Friend/Family

User	Description	Status	Action	Wishlist
Member	Friend	Processed	<button>Delete</button>	<button>Wish List</button>

Figure 20: View Wishlist Friend/Family

My Wishlist

Game Title	Price	Action
Counter-Strike 2	0	Details Delete
Star Trek: Infinite	39.99	Details Delete

[Share on Reddit](#)

Figure 21: Share Wishlist

Event Create

Event

Title

Description

Start Date Time

 yyyy-mm-dd --:-- --

End Date Time

 yyyy-mm-dd --:-- --

[Create](#)

[Back to List](#)

Figure 22: Register Event

Events

[Create New Event](#)

Title	Description	StartDateTime	EndDateTime	Action
2023 Annual Event	Welcome Newcomers! Enjoy the party!	2023-11-11 12:00:00 AM	2023-11-13 12:00:00 AM	Details CancelEvent Edit Delete
2023 GameCon	Welcome Game Developers! Enjoy the party!	2023-12-13 12:00:00 AM	2023-12-14 12:00:00 AM	Details CancelEvent Edit Delete

Figure 23: Cancel Event

Game Details

Game

Title Counter-Strike 2

Description For over two decades, Counter-Strike has offered an elite competitive experience, one shaped by millions of players from across the globe. And now the next chapter in the CS story is about to begin. This is Counter-Strike 2.

Price \$0.00

Publish Date 2012-08-21

GameCategory FPS

[Edit |](#)

Recommended Games

We don't have any other games like Counter-Strike 2. Maybe try one of our newest titles!

Title	Price	Publish Date	GameCategory
Simson	\$0.00	2023-11-28	Adventure
Star Trek: Infinite	\$39.99	2023-10-12	Action
Cities: Skylines II	\$59.99	2023-10-12	Adventure

Reviews

Write your Review

Title *

Description *

Rating



[Write Review](#)

Games

[Create a Game](#)

Title	Price	Date	GameCategory	Ratings	Publish	
						Actions
Counter-Strike 2	\$0.00	2012-08-21	FPS	★★★	Details	Edit Delete Add to Wishlist
Star Trek: Infinite	\$39.99	2023-10-12	Action	★★★☆	Details	Edit Delete Add to Wishlist
Cities: Skylines II	\$59.99	2023-10-12	Adventure	★★★★	Details	Edit Delete Add to Wishlist
Simson	\$0.00	2023-11-28	Adventure	★★★★	Details	Edit Delete Add to Wishlist

Figure 25: Display Overall Rating

Game Details

Game

Title	Star Trek: Infinite
Description	Star Trek: Infinite is a grand strategy experience that lets you play your own Star Trek story as the leader of one of four major factions in the galaxy. Follow the specially crafted story or blaze your own trail in the first Star Trek grand strategy game.
Price	\$39.99
Publish Date	2023-10-12
GameCategory	Action

[Edit |](#)

Recommended Games

We don't have any other games like Star Trek: Infinite. Maybe try one of our newest titles!

Title	Price	Publish Date	GameCategory
Simson	\$0.00	2023-11-28	Adventure
Cities: Skylines II	\$59.99	2023-10-12	Adventure
Counter-Strike 2	\$0.00	2012-08-21	FPS

Reviews

Good Game

Posted by Admin



Star Trek: Infinite is a decent game to play. I'll definitely recommend you to play.

Write your Review

Title *

Description *

Rating



[Write Review](#)

Figure 26: Write Review

Reviews

[Create New Review](#)

Title	Description	Rating	Status	User	Game	
The Best Game!	Counter-Strike 2 is the best game that I've ever played. Actions and graphics are amazing.	★★★	Processed	Member	Counter-Strike 2	Edit Details Delete
Good Game	Star Trek: Infinite is a decent game to play. I'll definitely recommend you to play.	★★	Processed	Admin	Star Trek: Infinite	Edit Details Delete
Bad Game!	Cities: Skylines II is my type of game. I'm more into puzzle and mystery,	★★	Pending	Moderator	Cities: Skylines II	Approve Edit Details Delete
Bad Game!	I wasn't into this game since I have a 3D motion sickness.	★★	Pending	Moderator	Star Trek: Infinite	Approve Edit Details Delete

Figure 27: Approve Review

Download

Free Games

Title	Download
Counter-Strike 2	<button>Download</button>
Simson	<button>Download</button>

Purchased Games

Title	Download
Star Trek: Infinite	<button>Download</button>
Cities: Skylines II	<button>Download</button>

Figure 28: Download Game

Games

[Create a Game](#)

Your cart is empty, add some games first!

Title	Price	Date	GameCategory	Ratings	Actions	
Counter-Strike 2	\$0.00	2012-08-21	FPS		Details Add to Cart	Edit Delete
Star Trek: Infinite	\$39.99	2023-10-12	Action		Details Add to Cart	Edit Delete
Cities: Skylines II	\$59.99	2023-10-12	Adventure		Details Add to Cart	Edit Delete

Figure 29: Add Game Cart

Cart Checkout

Shipping Address

First Name

Last Name

Phone Number

Unit

Street

City

Country

 Canada

Province

 AB

Postal Code

Delivery Instruction

Credit Card

Credit Card Number

Expiry

 -----, ----

CVC

Submit Order

Back to Cart

Cart

Title	Quantity	Price	Total Cost
Counter-Strike 2	1	0	0
Star Trek: Infinite	1	39.99	39.99
Cart Total:			\$39.99

Figure 30: Checkout Cart

Orders

User	Status	Order Date	ShippingAddress	Order Cost	Status Change
Admin	Shipping	2020-10-21	William Potter, 501, 87 DANFORTH AVE, TORONTO, ON, Canada, M4K 1M8, 222-222-2222		Processed Pending
Moderator	Processed	2022-02-19	Francis Ramos, 4 FIRST AVE S, BIG VALLEY, AB, Canada, T0L 1K0, 333-333-3333		Pending Shipping
Member	Shipping	2012-09-21	Ernest McKnight, PO BOX 4600 STN B, COURtenay, BC, Canada, V9N 0A7, 444-444-4444		Processed Pending
Admin	Pending	2023-12-02	ddd ddd, 3601, 50 Wellesley Street, Toronto, AB, Canada, M5E 0C8, 647-891-0841	\$0.00	Processed Shipping

Report List and Designs

Report List

Report #	Report Name	Content and Purpose of Report	Main User(s)	Frequency	Data Source
R01	Users	<p>List all accounts and details about each such account type (admin, user, etc.), and identifiers such as account username and email.</p> <p>The purpose is to see all accounts.</p>	Admin	On-Demand	Database: Users table, UserRole table, Role table
R02	User Details	<p>Given an account's ID, email, or username, provide all account details of a specified account as well as other information pertaining to their wish list and order history.</p> <p>The purpose is to see all details of any given account.</p>	Admin	On-Demand	User Input: User ID/Email/Username Database: User table, WishList table, Order table, Reviews table
R03	Games	<p>List all games and related game details such as game name, category, and platform.</p> <p>The purpose is to see all games.</p>	Admin	On-Demand	Database: Games table
R04	Game Details	<p>Given a game's ID or name provide all game details of the specified game.</p> <p>The purpose is to see all details of any given game.</p>	Admin	On-Demand	User Input: Game ID/Name Database: Games table, Order table,
R05	Wishlists	<p>Provides a list of all wish listed games and how many times they have been wish listed.</p> <p>The purpose is to see which games are most commonly wish listed.</p>	Admin	On-Demand	Database: WishList table
R06	Sales History	<p>List of all sales including related details of each sale such as who, what, when and how much it cost.</p> <p>The purpose is to see the overall sale history.</p>	Admin	On-Demand	Database: Order table, Game table
R07	Game Sales	List of which games have sold the most.	Admin	On-Demand	Database: Order Table, Game table, OrderGame table

		The purpose is to see which games have been the hottest sellers.			
R08	Events	<p>List of all events including related details of each event such as who the event creator is and when the event is as well as the number of registered users attending.</p> <p>The purpose is to see all the different planned events and their related important information to gauge popularity.</p>	Admin	On-Demand	Database: Event table, Users table, EventUser table

Report Designs

R01 – Users Report

Users Report	Created By DeveloperAdmin1	2023-10-10
Users		
UserRole	UserName	Email
Admin	Admin	Admin@gmail.com
Admin	PROG3050	PROG3050@gmail.com
Admin	DeveloperAdmin1	DeveloperAdmin1@gmail.com
Customer	John123Doe	JohnDoe@gmail.com
Customer	XxJaneDoe1xX	JaneDoe1@gmail.com
Users Report	Page 1 of 1	

R02 – User Details Report

User Details Report	Created By DeveloperAdmin1	2023-10-10		
User Information				
UserRole		UserName		
Admin		DeveloperAdmin1		
Personal Information				
FirstName	LastName	Email	PhoneNumber	Gender
Bob	Ross	DeveloperAdmin1@gmail.com	123-345-6789	Male
Mailing Address				
Street Address	City	Province	Country	PostalCode
50 University Ave. East.	Waterloo	ON	Canada	N2J 2V8
Preferences				
Language	PromotionalEmails	GameCategory	Platform	
English	Yes	FPS, RPG	PC	
Order History				
OrderDate	Status	OrderCost	ShippingAddress	
2023-10-5	Arrived	\$29.99	50 University Ave. East. Waterloo, ON, Canada, N2J 2V8	
2023-10-7	Shipped	\$129.98	50 University Ave. East. Waterloo, ON, Canada, N2J 2V8	
2023-10-8	Shipped	\$69.99	50 University Ave. East. Waterloo, ON, Canada, N2J 2V8	
Wish List				
Title	Category	Platform	Cost	
Sons Of The Forest	Horror	PC	\$38.99	
Injustice 2	Fighting	PC	\$69.99	
User Details Report	Page 1 of 1			

R03 – Games Report

Games Report		Created By DeveloperAdmin1	2023-10-10
Games			
Title	GameCategory	Price	
Counter Strike 2	FPS	\$29.99	
Mortal Kombat 1	Fighting	\$89.99	
Baldur's Gate 3	RPG	\$79.99	
Cyberpunk 2077	FPS, RPG	\$79.99	
The Elder Scrolls V: Skyrim	RPG	\$10.99	
New World	MMORPG	\$49.99	
The Elder Scrolls Online	MMORPG	\$24.99	
Sid Meier's Civilization VI	Strategy	\$7.99	
Phasmophobia	Horror	\$10.99	
Call of Duty: Modern Warfare III	FPS	\$89.99	
No Man's Sky	Open World, Sci-Fi	\$38.99	
Sons Of The Forest	Open World, Survival Horror	\$38.99	
Starfield	Open World, RPG, Sci-Fi	\$89.99	
Beat Saber	VR, Rhythm	\$33.99	
Injustice 2	Fighting	\$69.99	

R04 – Game Details Report

Game Details Report	Created By DeveloperAdmin1	2023-10-10	
Game Information			
Title	GameCategory	PublishDate	Price
Mortal Kombat 1	Fighting	2023-09-19	\$89.99
Description			
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed faucibus consectetur porttitor. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris dignissim, urna eget accumsan convallis, erat quam commodo erat, id faucibus libero tellus quis elit. Nunc iaculis congue velit sed dignissim.			
Reviews			
Title	Description	Rating	UserName
Best Game Ever!	This was the best game ever. I play it all the time and its story is great!	5/5	DeveloperAdmin1
Hated it!	The game was so buggy and could never work!	1/5	John123Doe
Meh	It was okay.	3/5	XxJaneDoe1xX
Order History			
UserName	Quantity	OrderDate	
Admin	1	2023-10-2	
DeveloperAdmin1	3	2023-10-3	
John123Doe	1	2023-10-5	
XxJaneDoe1xX	1	2023-10-6	
PROG3050	5	2023-10-10	
Game Details Report	Page 1 of 1		

R05 – Wishlists Report

Wish List Report		Created By DeveloperAdmin1	2023-10-10
Wishlisted Games			
Title		Times Wishlisted	
Counter Strike 2		20	
Sons Of The Forest		16	
CyberPunk 2077		15	
Phasmophobia		10	
New World		9	
Mortal Kombat 1		7	
The Elder Scrolls Online		6	
Baldur's Gate 3		5	
Sid Meier's Civilization VI		3	
No Man's Sky		3	
Beat Saber		2	
Wishlisted Games By Category			
GameCategory		Times Wishlisted	
FPS		35	
RPG		20	
MMORPG		15	
Survival Horror		16	
Horror		10	
Fighting		7	
Strategy		3	
Open World		3	
Sci-Fi		3	
VR		2	
Rhythm		2	
Wish List Report		Page 1 of 1	

R06 – Sales History Report

Sales History Report		Created By DeveloperAdmin1	2023-10-10
Sales History			
UserName	GameTitles	TotalCost	OrderDate
User123	Baldur's Gate 3, The Elder Scrolls V: Skyrim	\$90.98	2023-10-10
Admin	New World	\$49.99	2023-10-10
John123Doe	Starfield	\$89.99	2023-10-10
XxJaneDoe123xX	Beat Saber	\$33.99	2023-10-10
AnotherGuy	Counter Strike 2	\$29.99	2023-10-10
TheGuy	Phasmophobia, Sons Of The Forest	\$49.98	2023-10-10
Admin	No Man's Sky	\$38.99	2023-10-9
XxJaneDoe123xX	Starfield	\$89.99	2023-10-9
John123Doe	Cyberpunk 2077	\$79.99	2023-10-9
AnotherGuy	Injustice 2, Mortal Kombat 1, New World	\$209.97	2023-10-9
Admin	The Elder Scrolls Online	\$24.99	2023-10-8
XxJaneDoe123xX	Injustice 2	\$69.99	2023-10-7
TheGuy	Beat Saber	\$33.99	2023-10-7
DeveloperAdmin1	Injustice 2	\$69.99	2023-10-7
John123Doe	Beat Saber	\$33.99	2023-10-7

R07 – Game Sales Report

Game Sales Report		Created By DeveloperAdmin1		2023-10-10
Sales History				
Title	Cost	TimesPurchased	TotalCost	
Counter Strike 2	\$29.99	22	\$659.78	
Baldur's Gate 3	\$79.99	7	\$559.93	
Call of Duty: Modern Warfare III	\$89.99	5	\$449.95	
The Elder Scrolls V: Skyrim	\$10.99	40	\$439.60	
Injustice 2	\$69.99	6	\$419.94	
No Man's Sky	\$38.99	10	\$389.90	
Mortal Kombat 1	\$89.99	4	\$359.96	
Cyberpunk 2077	\$79.99	4	\$319.96	
New World	\$49.99	6	\$299.94	
Phasmophobia	\$10.99	27	\$296.73	
Sid Meier's Civilization VI	\$7.99	37	\$295.63	
Sons Of The Forest	\$38.99	7	\$272.93	
Starfield	\$89.99	3	\$269.97	
Beat Saber	\$33.99	2	\$67.98	
The Elder Scrolls Online	\$24.99	1	\$24.99	

R08 – Events Report

Events Report		Created By DeveloperAdmin1		2023-10-10
Events				
Title	Host UserName	StartTime	EndTime	Registered Users
Counter Strike 2 Tournament	DeveloperAdmin1	2023-10-15 5:00 PM	2023-10-15 11:00 PM	20
October LAN Party	Admin	2023-10-31 6:00 PM	2023-11-1 2:00 AM	7
Mortal Kombat 1 Tournament	DeveloperAdmin1	2023-11-15 5:00 PM	2023-11-15 11:00 PM	12
November LAN Party	Admin	2023-11-30 6:00 PM	2023-12-1 2:00 AM	5
Secret Santa	Admin	2023-12-1 10:00 AM	2023-12-25 10:00 AM	27

Entity Relationship Diagram (ERD)

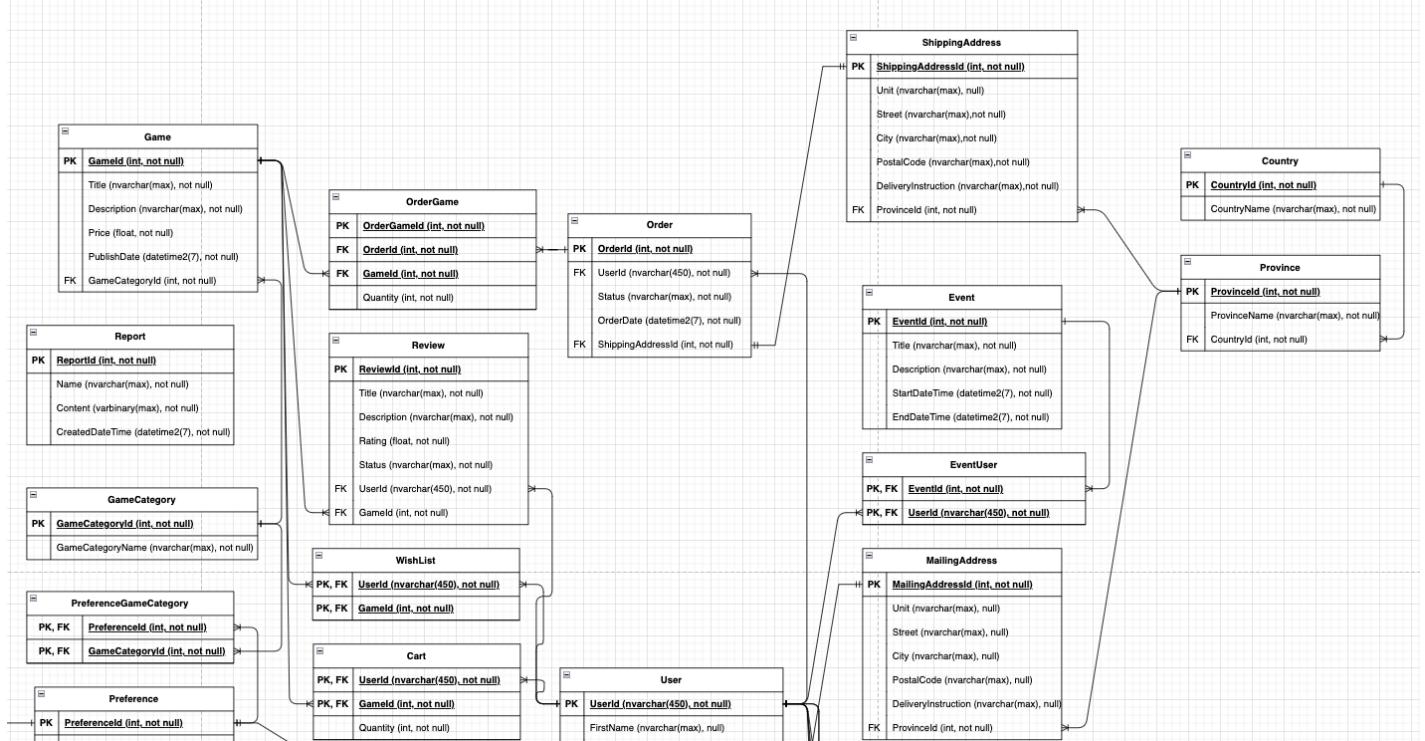


Figure 1: ERD 1

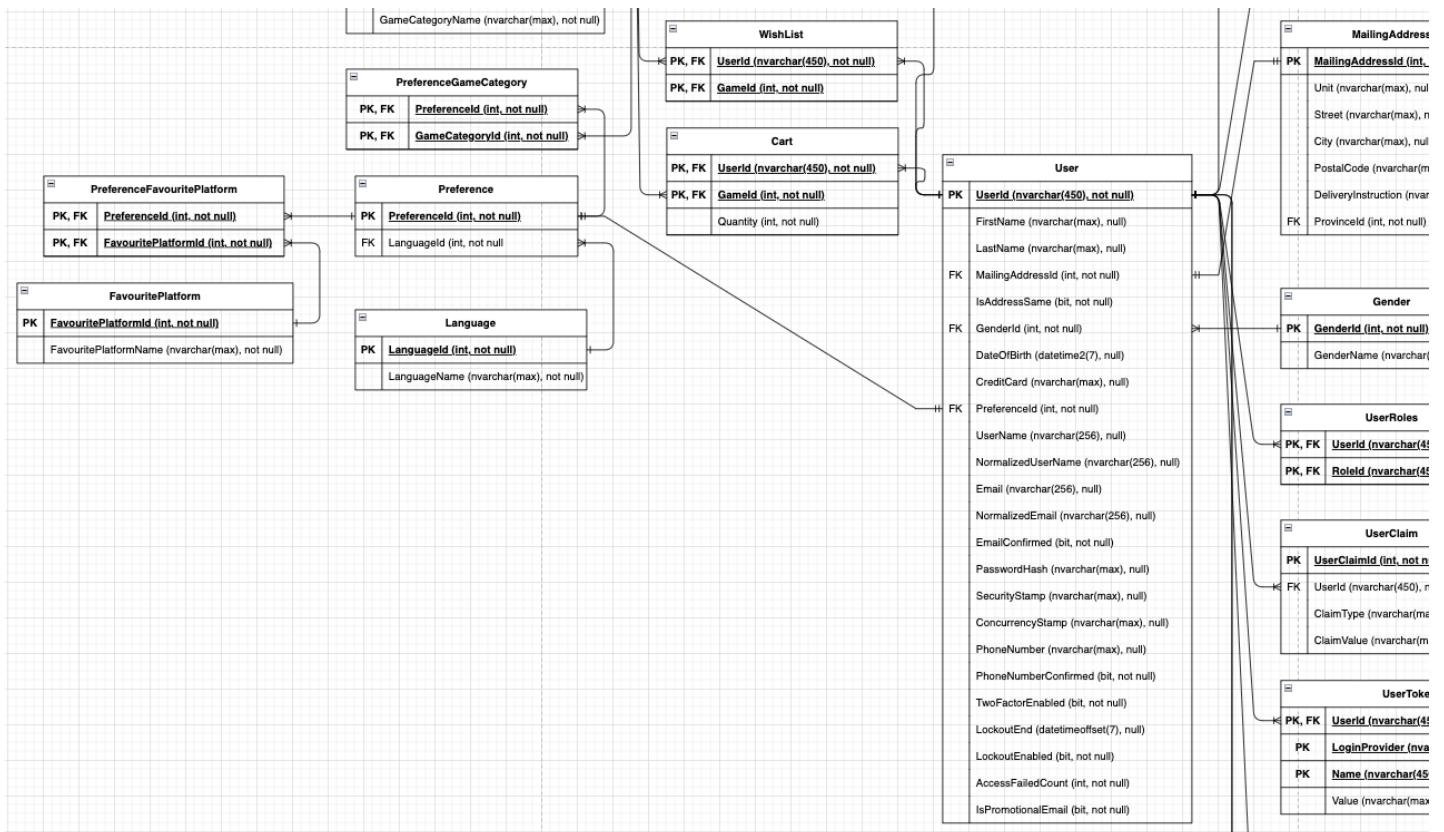


Figure 2: ERD 2

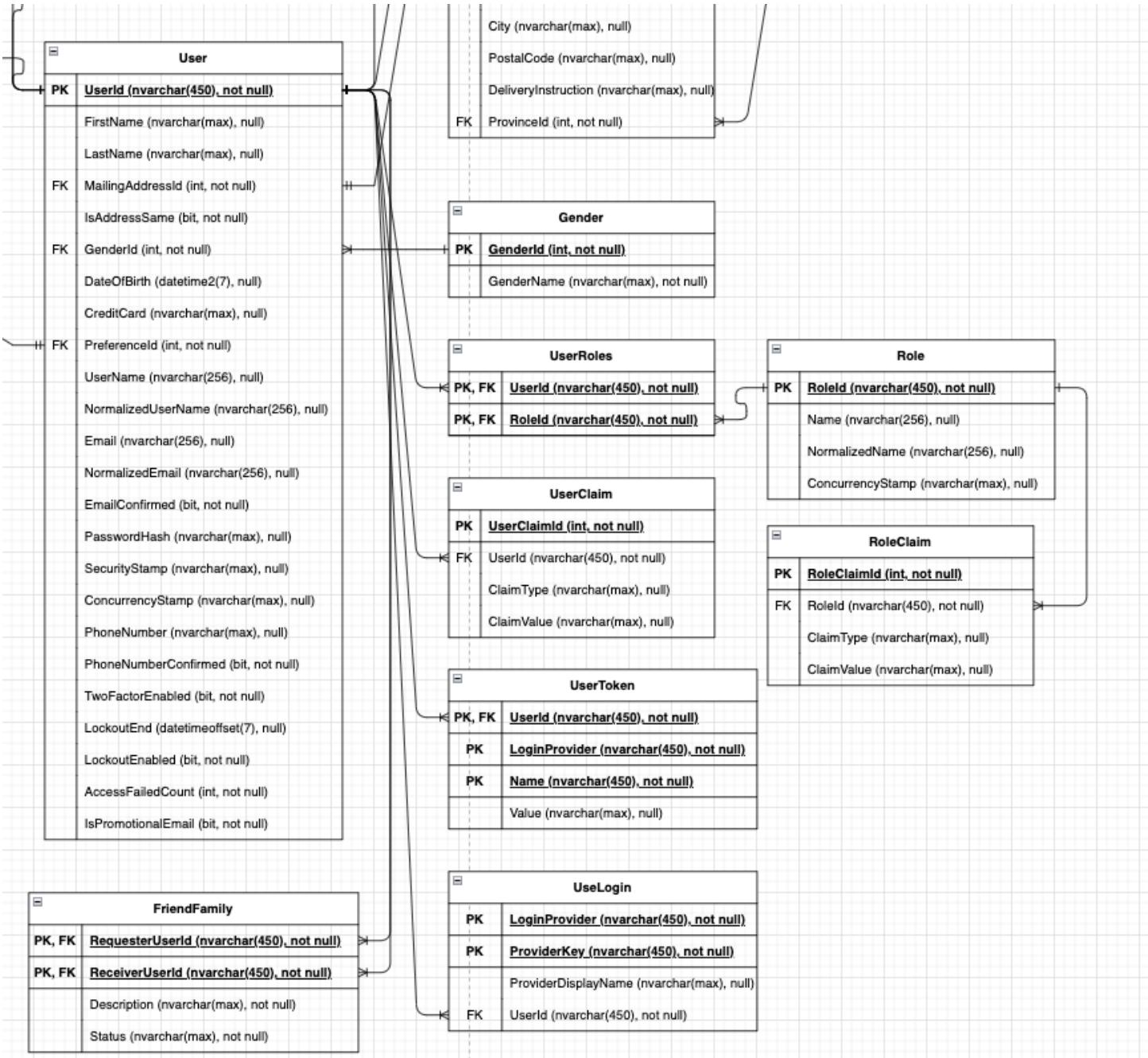


Figure 3: ERD 3

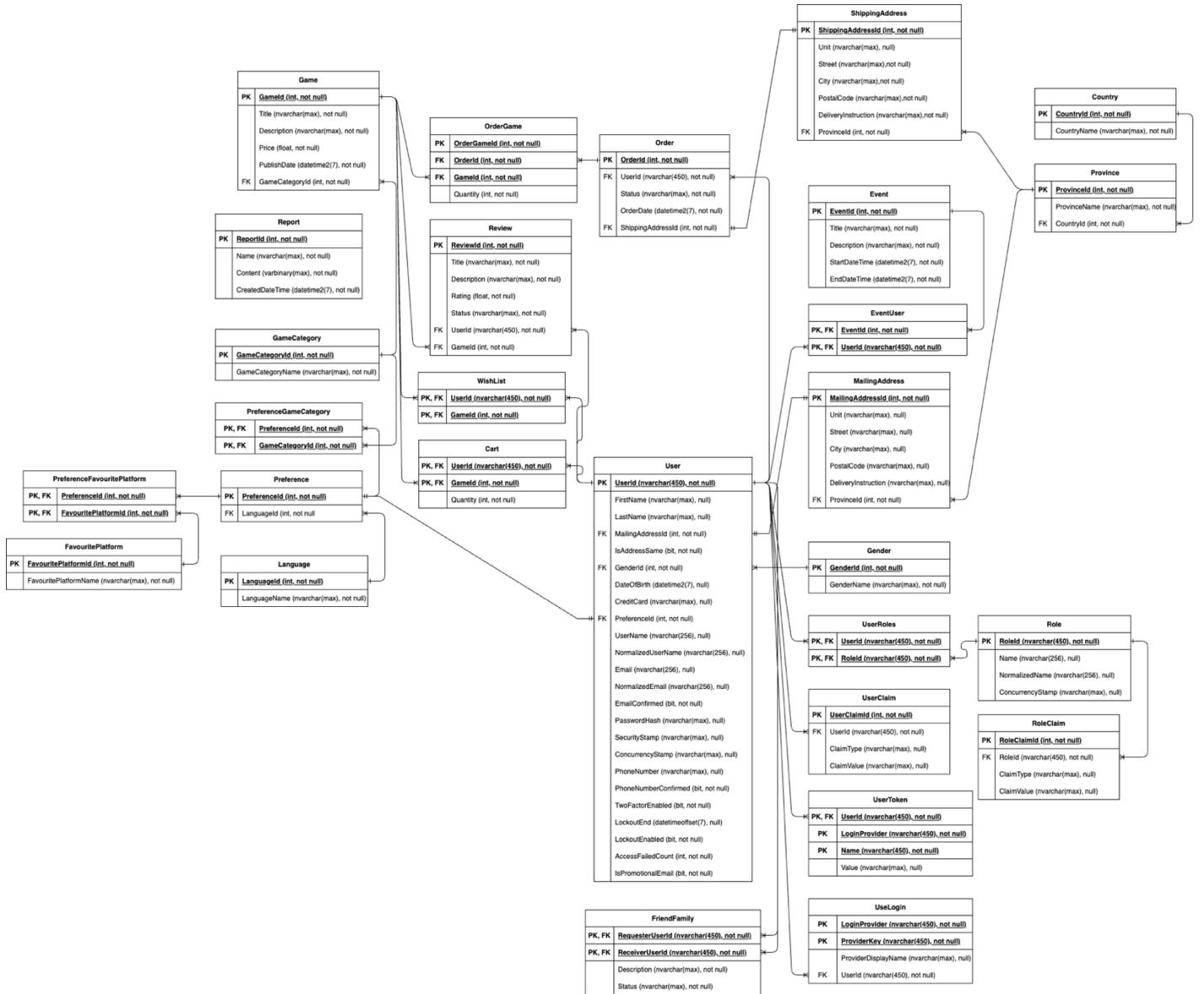


Figure 4: Entire Bird View ERD

Data Dictionary

Table Name: FavouritePlatform

PK/FK	Field Name	Description	Caption	Type	Size
PK	FavouritePlatformId	Indicates favourite platform id used as PK	Favourite Platform Id	int	4 bytes
	FavouritePlatformName	Indicates favourite platform name	Favorite Platform Name	nvarchar	2 GB

Table Name: PreferenceFavouritePlatform

PK/FK	Field Name	Description	Caption	Type	Size
PK, FK	PreferenceId	Indicates preference id used as PK, FK	Preference Id	int	4 bytes
PK, FK	FavouritePlatformId	Indicate favourite platform id used as PK, FK	Favourite Platform Id	int	4 bytes

Table Name: Preference

PK/FK	Field Name	Description	Caption	Type	Size
PK	PreferenceId	Indicates preference id used as PK	Preference Id	int	4 bytes
FK	LanguageId	Indicate language id used as FK	Language Id	int	4 bytes

Table Name: PreferenceGameCategory

PK/FK	Field Name	Description	Caption	Type	Size
PK, FK	PreferenceId	Indicates preference id used as PK, FK	Preference Id	int	4 bytes
PK, FK	GameCategoryId	Indicates game category id used as PK, FK	Game Category Id	int	4 bytes

Table Name: GameCategory

PK/FK	Field Name	Description	Caption	Type	Size
PK	GameCategoryId	Indicates game	Game Category Id	int	4 bytes

		category id used as PK			
	GameCategoryName	Indicates game category name	Game Category Name	nvarchar	2 GB

Table Name: Country

PK/FK	Field Name	Description	Caption	Type	Size
PK	CountryId	Indicates country id used as PK	Country Id	int	4 bytes
	CountryName	Indicates country name	Country Name	nvarchar	2 GB

Table Name: Province

PK/FK	Field Name	Description	Caption	Type	Size
PK	ProvinceId	Indicates province id used as PK	Province Id	int	4 bytes
	ProvinceName	Indicates province name	Province Name	nvarchar	2 GB
FK	CountryId	Indicates conutry id used as FK	Country	int	4 bytes

Table Name: Language

PK/FK	Field Name	Description	Caption	Type	Size
PK	LanguageId	Indicates language id used as PK	Language Id	int	4 bytes
	LanguageName	Indicates language name	Language Name	nvarchar	2 GB

Table Name: Users

PK/FK	Field Name	Description	Caption	Type	Size
PK	UserId	Indicates asp net user id used as PK	AspNetUsers Id	nvarchar	450 bytes
	FirstName	Indicates first name used as PK	First Name	nvarchar	2 GB

	LastName	Indicates last name used as PK	Last Name	nvarchar	2 GB
FK	MailingAddressId	Indicates mailing address id used as FK	Mailing Address Id	int	4 bytes
	IsAddressSame	Indicates whether both addresses are same	Is Address Same	bit	1 bit
FK	GenderId	Indicates gender id used as FK	Gender Id	int	4 bytes
	DateOfBirth	Indicates date of birth	Date of Birth	datetime2	6 bytes
	CreditCard	Indicates credit card	Credit Card	nvarchar	2 GB
	CreditCardExpiry	Indicates credit card expiry	Credit Card Expiry	datetime2	6 bytes
FK	PreferenceId	Indicates preference id used as FK	Preference Id	int	4 bytes
	UserName	Indicates username	Username	nvarchar	256 bytes
	NormalizedUserName	Indicates normalized username	Normalized Username	nvarchar	256 bytes
	Email	Indicates email	Email	nvarchar	256 bytes
	NormalizedEmail	Indicates normalized email	Normalized Email	nvarchar	256 bytes
	EmailConfirmed	Indicates whether email is confirmed	Is Email Confirmed	bit	1 bit
	PasswordHash	Indicates password hash	Password Hash	nvarchar	2 GB
	SecurityStamp	Indicates security stamp	Security Stamp	nvarchar	2 GB
	ConcurrencyStamp	Indicates concurrency stamp	Concurrency Stamp	nvarchar	2 GB
	PhoneNumber	Indicates phone number	Phone Number	nvarchar	2 GB
	PhoneNumberConfirmed	Indicates whether phone	Is Phone Number Confirmed	bit	1 bit

		number is confirmed			
	TwoFactorEnabled	Indicates whether two factor is enabled	Is Two Factor Enabled	bit	1 bit
	LockoutEnd	Indicates lockout end	Lockout End	datetimeoffset	10 bytes
	LockoutEnabled	Indicates whether lockout is enabled	Is Lockout Enabled	bit	1 bit
	AccessFailedCount	Indicates access failed count	Access Failed Count	int	4 bytes
	IsPromotionalEmail	Indicates if email is promotional	Is Promotional Email	bit	1 bit

Table Name: UserClaims

PK/FK	Field Name	Description	Caption	Type	Size
PK	UserClaimId	Indicates user claims id used as PK	User Claims Id	int	4 bytes
FK	UserId	Indicates user id used as FK	User Id	nvarchar	450 bytes
	ClaimType	Indicates claim type used as PK	Claim Type	nvarchar	2 GB
	ClaimValue	Indicates claim value used as PK	Claim Value	nvarchar	2 GB

Table Name: UserTokens

PK/FK	Field Name	Description	Caption	Type	Size
PK, FK	UserId	Indicates user id used as PK, FK	User Id	nvarchar	450 bytes
PK	LoginProvider	Indicates login provider as PK	Login Provider	nvarchar	450 bytes
PK	Name	Indicates name as PK	Name	nvarchar	450 bytes
	Value	Indicates value	Value	int	2 GB

Table Name: MailingAddress

PK/FK	Field Name	Description	Caption	Type	Size

PK	MailingAddressId	Indicates mailing address id used as PK	Mailing Address Id	int	4 bytes
	FirstName	Indicates firstname	Firstname	nvarchar	2 GB
	LastName	Indicates lastname	Lastname	nvarchar	2 GB
	PhoneNumber	Indicates phone number	Phonenumber	nvarchar	2 GB
	Unit	Indicates address unit	Unit	nvarchar	2 GB
	Street	Indicates address street	Street	nvarchar	2 GB
	City	Indicates address city	City	nvarchar	2 GB
FK	ProvinceId	Indicates province id used as FK	Province	int	4 bytes
	PostalCode	Indicates postal code	Postaal Code	nvarchar	2 GB
	DeliveryInstruction	Indicates delivery instruction	Delivery Instruction	nvarchar	2 GB

Table Name: UserLogins

PK/FK	Field Name	Description	Caption	Type	Size
PK	LoginProvider	Indicates login provider used as PK	Login Provider	nvarchar	450 bytes
PK	PoviderKey	Indicates provider key as PK	Provider Key	nvarchar	450 bytes
	ProviderDisplayName	Indicates provider display name	Provider Display Name	nvarchar	2 GB
FK	UserId	Indicates user id used as FK	User Id	nvarchar	450 bytes

Table Name: Gender

PK/FK	Field Name	Description	Caption	Type	Size
PK	GenderId	Indicates gender id used as PK	Gender Id	int	4 bytes
	GenderName	Indicates gender name	Gender Name	nvarchar	2 GB

Table Name: UserRoles

PK/FK	Field Name	Description	Caption	Type	Size
PK, FK	UserId	Indicates user id used as PK, FK	User Id	nvarchar	450 bytes
PK, FK	RoleId	Indicates role id used as PK, FK	Role Id	nvarchar	450 bytes

Table Name: Role

PK/FK	Field Name	Description	Caption	Type	Size
PK	RoleId	Indicates role id used as PK	Role Id	nvarchar	450 bytes
	Name	Indicates role name used as PK	Role Name	nvarchar	256 bytes
	NormalizedName	Indicates normalized name	Normalized Role Name	nvarchar	256 bytes
	ConcurrencyStamp	Indicates concurrency stamp	Concurrency Stamp	nvarchar	2 GB

Table Name: RoleClaims

PK/FK	Field Name	Description	Caption	Type	Size
PK	RoleClaimId	Indicates role claims id used as PK	Role Claims Id	int	4 bytes
FK	RoleId	Indicates role id used as FK	Role Id	nvarchar	450 bytes
	ClaimType	Indicates claim type	Claim Type	nvarchar	2 GB
	ClaimValue	Indicates claim value	Claim Value	nvarchar	2 GB

Table Name: GameCategory

PK/FK	Field Name	Description	Caption	Type	Size
PK	GameCategoryId	Indicates role game category id used as PK	Game Category Id	int	4 bytes
	GameCategoryName	Indicates game category name	Game Category Name	nvarchar	2 GB

Table Name: Game

PK/FK	Field Name	Description	Caption	Type	Size
PK	GameId	Indicates game id used as PK	Game Id	int	4 bytes
	Title	Indicates game title	Title	nvarchar	2 GB
	Description	Indicates game description	Description	nvarchar	2 GB
	Price	Indicates game price	Game Price	float	8 bytes
	PublishDate	Indicates game publish date	Publish Date	datetime2	7 bytes
FK	GameCategoryId	Indicate game category id	Game Category Id	int	4 bytes

Table Name: OrderGame

PK/FK	Field Name	Description	Caption	Type	Size
PK	OrderGameId	Indicates order game id used as PK	OrderGame Id	int	4 bytes
FK	OrderId	Indicates order id used as FK	Order Id	int	4 bytes
FK	GameId	Indicates game id used as FK	Game Id	int	4 bytes
	Quantity	Indicates quantity	Quantity	int	4 bytes

Table Name: Order

PK/FK	Field Name	Description	Caption	Type	Size
PK	OrderId	Indicates game id used as PK	Game Id	int	4 bytes
FK	UserId	Indicates user id used as FK	User Id	nvarchar	450 bytes
	Status	Indicates status	Order Status	nvarchar	2 GB
	OrderDate	Indicates order date	Order Date	datetime2	7 bytes
	OrderCost	Indicates order cost	Order Cost	int	4 bytes
FK	ShippingAddressId	Indicates shipping address id used as FK	Shipping Address Id	int	4 bytes

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Table Name: ShippingAddress

PK/FK	Field Name	Description	Caption	Type	Size
PK	ShippingAddressId	Indicates shipping address id used as PK	ShippingAddress Id	int	4 bytes
	FirstName	Indicates firstname	Firstname	nvarchar	2 GB
	LastName	Indicates lastname	Lastname	nvarchar	2 GB
	PhoneNumber	Indicates phone number	Phonenumber	nvarchar	2 GB
	Unit	Indicates unit	Unit	nvarchar	2 GB
	Street	Indicates street	Street	nvarchar	2 GB
	City	Indicates city	City	nvarchar	2 GB
FK	ProvinceId	Indicates province id used as FK	Province	int	4 bytes
	PostalCode	Indicate postal code	Postal Code	nvarchar	2 GB
	DeliveryInstruction	Indicates delivery instruction	Delivery Instruction	nvarchar	2 GB

Table Name: EventUser

PK/FK	Field Name	Description	Description	Caption	Type	Size
PK, FK	EventId	Indicates event id used as PK, FK	Indicates event id used as PK	Event Id	int	4 bytes
PK, FK	UserId	Indicates user id used as PK, FK	Indicates user id used as PK	User Id	nvarchar	450 bytes

Table Name: Event

PK/FK	Field Name	Description	Caption	Type	Size
PK	EventId	Indicates event id used as PK	Event Id	int	4 bytes
	Title	Indicates event title	Event Title	nvarchar	2 GB

	Description	Indicates event description	Event Description	int	4 bytes
	Date	Indicates event date	Event Date	datetime2	6 bytes

Table Name: Report

PK/FK	Field Name	Description	Caption	Type	Size
PK	ReportId	Indicates report id used as PK	Report Id	int	4 bytes
	Name	Indicates report name	Name	nvarchar	2 GB
	Content	Indicates report content	Content	varbinary	8000 bytes
	CreatedDate	Indicates created datetime	Created DateTime	datetime2	7 bytes

Table Name: FriendFamily

PK/FK	Field Name	Description	Caption		Type	Size
PK	RequesterUserId	Indicates requester user id as PK	Requseter Id		nvarchar	450 bytes
PK	ReceiverUserId	Indicates receiver user id as PK	Receiver Id		nvarchar	450 bytes
	Description	Indicates description of family/friend	Description		nvarchar	2 GB
	Status	Indicates status of friend/family	Family/Friend Status		nvarchar	2 GB

Table Name: WishList

PK/FK	Field Name	Description	Caption		Type	Size
PK, FK	UserId	Indicates user id as FK	User Id		nvarchar	450 bytes
PK, FK	GameId	Indicates game id as FK	Game Id		int	4 bytes

Table Name: Cart

PK/FK	Field Name	Description	Caption		Type	Size
PK, FK	UserId	Indicates user id as FK	User Id		nvarchar	450 bytes
PK, FK	GameId	Indicates game id as FK	Game Id		int	4 bytes
	Quantity	Indicates Quantity	Quantity		int	4 bytes

Construction Documentation

Test Results

