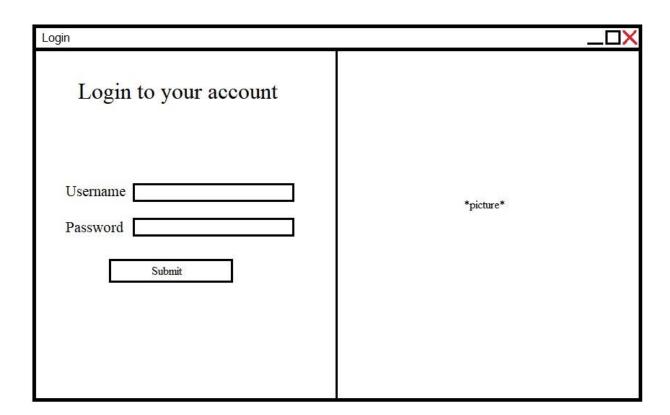
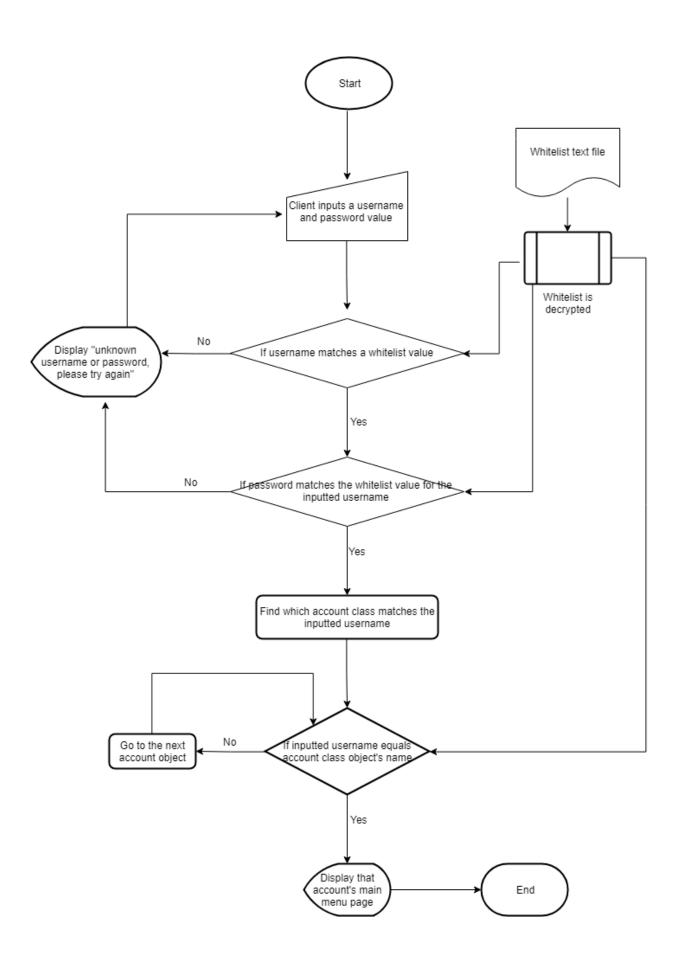
Criterion B: Design

	Login System		
Data		Example	
•	Line 1- Textbox for the username of the client (matches username on the whitelist)	Line 1- "jwstanly" Line 2- "RealEstateIsFun123"	
•	Line 2- Textbox for the client's password (matches the typed username's password stored in the whitelist)		

Location: The GUI will display the textboxes and the interface, but a text file storing the whitelist of accepted usernames and their respective passwords

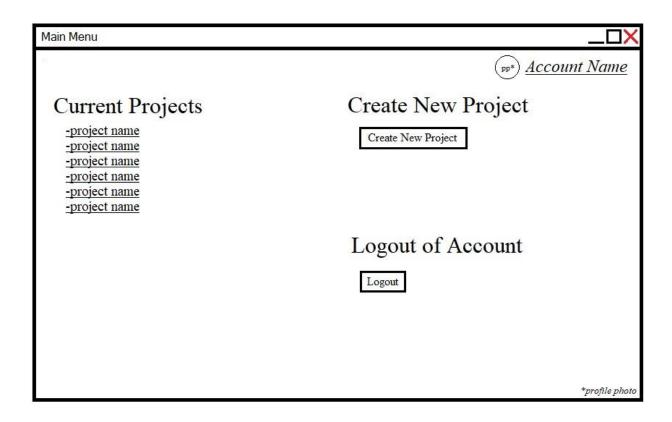
- 1. If the submitted username and password match a whitelist value, the user is granted access to the rest of the program
- 2. If the username and password submitted don't match a whitelist value, the user is denied permission to the rest of the program, and the textboxes are cleared for resubmission.





Main Menu		
Data		Example
•	List of current projects the user is involved in. Each project in the list will be a hyperlink to the respective project's menu button to create a new project button to view account	Line 1- "Bristol Springs" Line 2- "Summerwoods" Line 3- "Plantation Creek" Line 4- "The Preserve" Line 5- "Cedar Forest" Line 6- Create New Project button Line 7- View Account button
Location: the GUI		

- 1. Clicking on a project will pull up the respective project's unique menu
- 2. Clicking on the Create New Project button will pull the new project page
- 3. Clicking on the View Account button will pull up the client's unique account page.

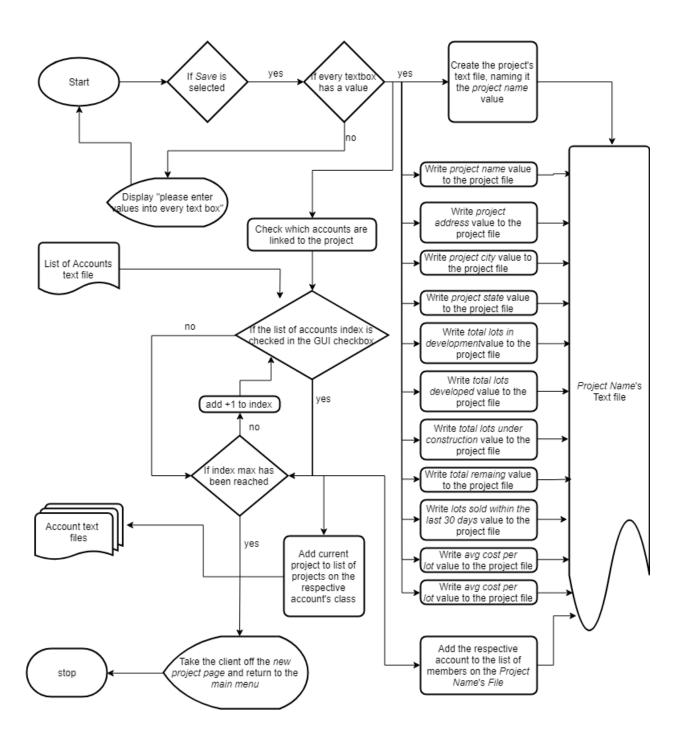


New Project Page Data Example Line 1- "Riverside Oaks" • Textbox for the name of the new project Line 2- "1234 Main Street" Textbox for the address of the new project Line 3- "Atlanta" Line 4- "Georgia" Textbox for the city of the new project Line 5- "250" Textbox for the state of the new project Line 6- "Bill Howell; John Sigma; Benny Textbox for the number of total lots in Newhouse" the new project Line 7- "100" Radio buttons that select the other Line 8- "80" clients involved in the project Line 9- "70" Textbox for the total lots developed to Line 10- "10" date Line 11- "155,000" Textbox for the total lots under Line 12- "199,990" construction Textbox for the total lots remaining Textbox for the lots sold within the last 30 days Textbox for the average cost per lot Textbox for the average price per lot Save button

Location: the GUI will display the values, but the program will create a new text file for the new project's values to be stored in.

- 1. Clicking save will store outputs in the project's text file
- 2. Clicking on *Main Menu* (back button) will prompt the user with a conformation popup. If they select yes, then the new project isn't created, and if they select no, they can continue to edit the new project.

Project Name:	Total lots developed to date:
Adress:	Total lots under construction:
City:	Total lots remaining:
State:	Lots sold within the last 30 days:
Total lots in the development:	Average cost per lot: \$
Partners Involved:	Average price per lot: \$
sssss sssss	
☐ SSSSS ☐ SSSSS	



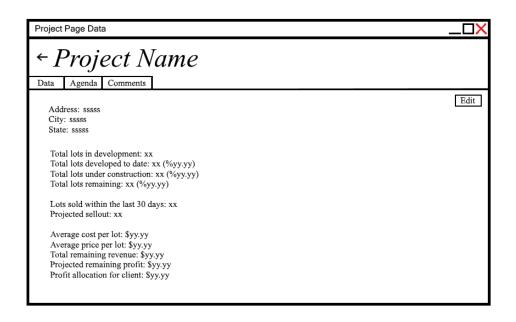
Account Settings Page		
Data	Example	
 Textbox for the name of the client • Textbox for the specialty of the client. Area box for the client's biographical information Textbox for profile photo file directory 	Line 1- "Trip Stanly" Line 2- "Plumber" Line 3- "Member of Eagerton Plumbing Company for 14 years. Proud to be helping build communities." Line 4- "C:\Users\twsta\Pictures\Camera Roll\059.PNG"	
Location: The GUI displays this, but inserted information will be stored in the client's account class text file.		
Output data 1. Clicking save will store outputs in the account's class text file		

	_UX
ne's Account Settings	
	ne's Account Settings

Data Page (Viewing)		
Data	Example	
 Text of project's address ("sssss") in a string Text of project's city ("sssss") in a string Text of project's state ("sssss") in a string Text of project's total lots ("xx") in an integer 	Line 1- "1234 Main Street" Line 2- "Atlanta" Line 3- "Georgia" Line 4- "250" Line 5- "100 (%40.0)" Line 6- "80 (%32.0)"	
 Text of project's total lots developed to date ("xx") in an integer, and the percentage to the total lots in development as a double ("yy.yy") Text of project's total lots under construction ("xx") in an integer, and the percentage to the total lots in development as a double ("yy.yy") Text of project's total lots remaining ("xx") in an integer, and the percentage to the total lots in development as a double ("yy.yy") Text of the project's lots sold within he last 30 days ("xx") in an integer Text of the project's project sellout ("xx") in an integer representing a number of months Text of the project's average cost per lot ("yy.yy") in a double Text of the project's total remaining revenue ("yy.yy") in a double Text of the project's projected remaining profit ("yy.yy") in a double Text of the client's profit allocation ("yy.yy") in a double Text of the client's profit allocation ("yy.yy") in a double 	Line 7- "70 (%28.0)" Line 8- "10" Line 9- "7 months" Line 10- "\$155,000" Line 11- "\$199,990" Line 12- "\$5,388,000" Line 13- "\$349,000" Line 14- "\$26,750"	
Leasting The CIII displays this		

Location: The GUI displays this

- 1. Clicking Edit will allow the user to edit these values on the Edit Data Project Page
- 2. Clicking on Agenda, Comments, or Main Menu (back button) takes them to their pages



Data Page (Editing)			
Data		Example	
•	Textbox for the project's total lots developed to date Textbox for the project's total lots under construction Textbox for the project's total lots remaining Textbox for the project's lots sold within the last 30 days Textbox for the project's average cost per lot Textbox for the project's average price per lot	Line 1- "100" Line 2- "80" Line 3- "70" Line 4- "10" Line 5- "\$155,000" Line 6- "\$199,990"	

Location: The GUI displays this, but the data values inputted are updated inside the project's text file upon clicking *Save*.

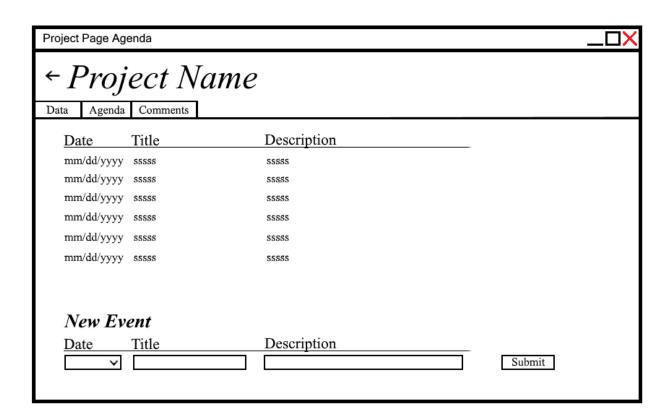
- 1. Clicking *save* will allow the user to update these values inside the project's text file, and will display the *project data viewing page* after doing so.
- 2. Clicking on *Agenda, Comments, or Main Menu (back button)* will prompt the user to confirm their decision with a popup. If the user says yes, the inputted data is **not** saved and they are taken to the respective menu. If no, then the user remains on the data editing page.

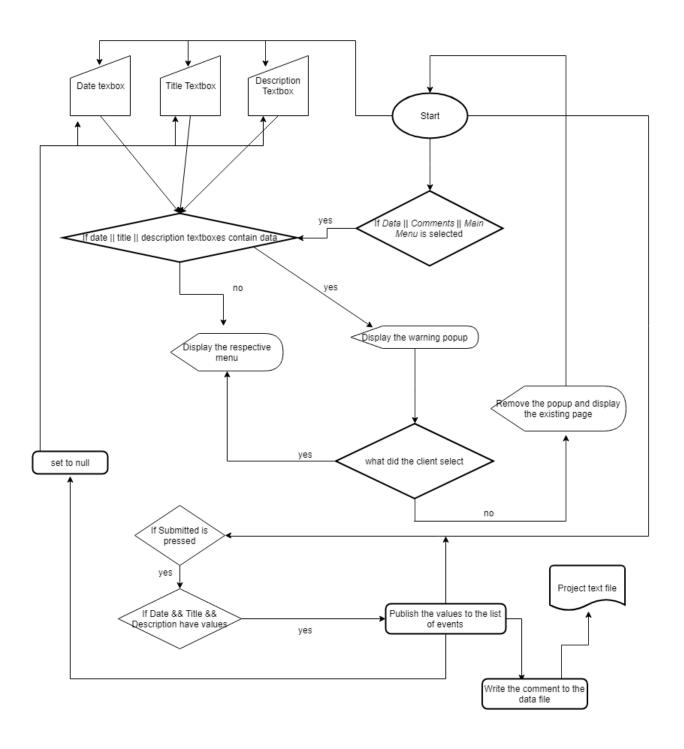
Project Page Data	_ _ X
← Project Name Data Agenda Comments	
Total lots developed to date: Total lots under construction: Total lots remaining: Lots sold within the last 30 days: Average cost per lot: \$ Average price per lot: \$	
	Save

Project Agenda Page		
Data		Example
•	List of event dates chronologically ("mm/dd/yyyy") List of event titles chronologically stored in a string ("sssss") List of event descriptions chronologically stored in a string ("sssss") Dropdown menu to select date of a new event Textbox for the new event's title Textbox for the new event's description	Line 1- "10/29/2018" Line 2- "Property Inspection" Line 3- "The inspectors will be following up on flaws discovered in the structural engineering. Everyone dress up for the occasion." Line 4- "11/4/2018" Line 5- "Plumbers Coming" Line 6- "Coming in to install pipes on lots 33-48"

Location: The GUI displays this, but the data values inputted for a new event are updated inside the project's text file upon clicking *Submit*.

- 3. Clicking *Submit* will allow the user to update these values inside the project's text file, and will display the new event on the list.
- 4. Clicking on *Data, Comments, or Main Menu (back button)* will prompt the user to confirm their decision with a popup, if they have started creating a new event without clicking *Submit*. If the user says yes, the inputted data is **not** saved into a new event and they are taken to the respective menu. If no, then the user remains on the *agenda* page.

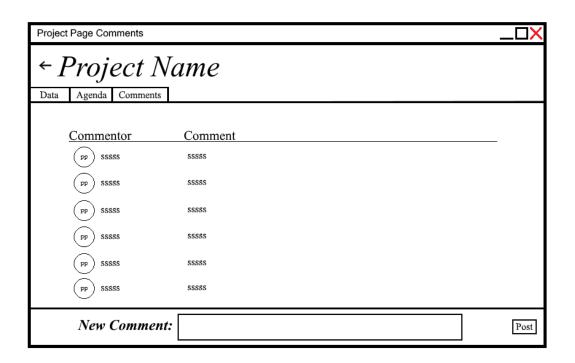


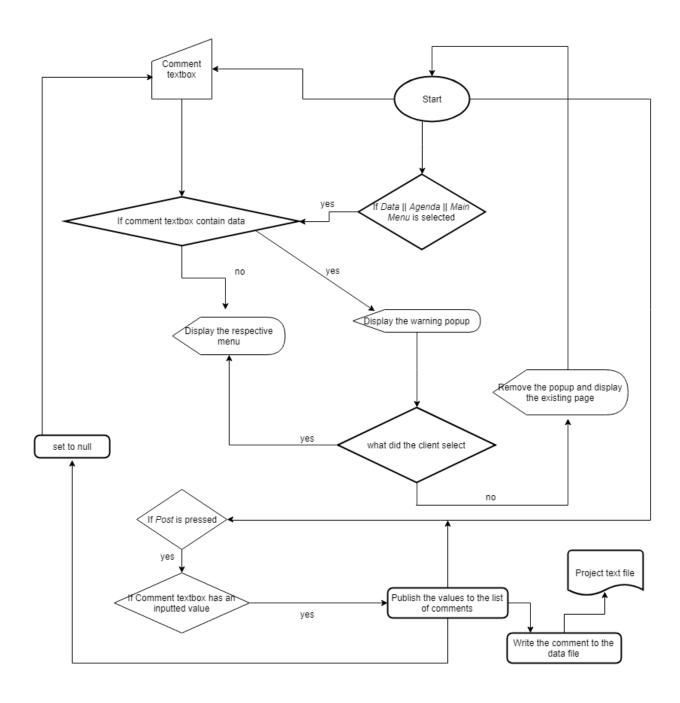


Project Comments Page		
Data	Example	
 List of profile photos ("pp") stored in images adjacent to their respective commenters List of commenters stored in a string ("sssss") adjacent to their respective comment List of comments stored in a string ("sssss") adjacent to their respective commenters Text area for clients to make new comments Button Post to allow clients to post their new comments 	Line 1- [Image.PNG] Line 2- "Bill Young" Line 3- "Property looked hideous today we really need to call a cleanup crew in" Line 4- "I agree. I'll call William later today."	

Location: The GUI displays this, but the data values inputted for a new comment are updated inside the project's text file upon clicking *Post*.

- 5. Clicking *Post* will allow the user to update these values inside the project's text file, and will display the new comment on the page.
- 6. Clicking on *Data, Agenda, or Main Menu (back button)* will prompt the user to confirm their decision with a popup, if they have started creating a new comment without clicking *Post*. If the user says yes, the inputted data is **not** saved into a new comment and they are taken to the respective menu. If no, then the user remains on the *comments* page.





	Project Problems Page		
Data		Example	
•	Table of problem values that contain the problems, descriptions, and priority	Line 1- "Fix the plumbing" Line 2- "Property looked hideous today we really need to call a plumber crew in"	
•	Text fields for each of the three parameters listed above	Line 3- "4" (out of 5)	
•	Add button		

Location: The GUI displays this, but the data values inputted for a new problem are updated inside the project's problem text file upon clicking *Post*.

- 5. Clicking *Add* will allow the user to update these values inside the project's text file, and will display the new comment on the page.
- 6. Clicking on *Data, Agenda, Comments, or Main Menu (back button)* will prompt the user to confirm their decision with a popup, if they have started creating a new comment without clicking *Post*. If the user says yes, the inputted data is **not** saved into a new comment and they are taken to the respective menu. If no, then the user remains on the *comments* page.

Test Plan

Action to be tested	<u>Test method</u>
Allow certain users access to their accounts while rejecting unknown users	Input 4 different combinations of usernames and passwords (both correct, username correct, password correct, neither correct) to see if the program only allows the first scenario.
The client can view a menu of their current projects	Ensure that client, based on their account class, can only view objects of the project class if they were previously tagged. Create a diagram to track which clients are allowed access to which projects, and log into each of their accounts to see if the correct list appears.
The client can create new projects and share them to other coworkers/clients	The New Project Page will allow users to properly input data points, which will be stored in the project's text file. Additionally, the client will tag others, and its connection will be verified by logging into the other client's account to see if it appears on their list of projects.
The program can input data values and store them to the respective project	The <i>Edit Project Data</i> page effectively allows for data types to be entered and stored into the project's data file. Additionally, the page will report errors if incorrect forms of data are submitted (like inserting a double like 15.5 for total lots which uses int's).
The program can log comments inputted from different coworkers/clients	Various inputs will be tested to see if the comment board holds up. Additionally, multiple clients will logon to verify if all comments appear across all accounts.
The program can log events inputted from different coworkers/clients	Various inputs will be tested to see if the agenda holds up. Additionally, multiple clients will logon to verify if all events appear across all accounts.

Words: 286