

Date: 7th June 2021

I hereby declare that the below work is completely my own.

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ISCG6420 Internet & Website Development

Semester 1, 2021

Project 2: Booking System Documentation

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Prepared for Jesse Schollitt

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Table of Contents

Table of Figures.....	1
1.0 Introduction	1
2.0 Wireframes	2
2.1 Index Page.....	2
2.2 Book A Lodge Page.....	3
2.2.1 Lodge Details Modal	4
2.2.2 Booking Summary Modal.....	5
2.2.3 Booking Confirmation Modal	6
3.0 Booking System Instructions.....	7
4.0 XML Data Dictionaries.....	8
4.1 Lodge Information XML Document.....	8
4.2 Current Bookings XML Document.....	9
5.0 Testing.....	10
5.1 Date Pickers.....	10
5.1.1 Onload Date	10
5.1.2 Previous Dates	11
5.1.3 Date Change.....	12
5.2 Number Picker	13
5.2.1 Minimum Number	13
5.2.1 Maximum Number	14
5.3 Canvas	15
5.3.1 All Lodges Available.....	15
5.3.2 Some Lodges Available.....	16
5.3.3 Smaller Lodges Unavailable	17
5.4 MouseMove Events	18
5.4.1 Mouse Over Available Lodges.....	18
5.4.1 Mouse Over Unavailable Lodges.....	19
5.4 Lodge Information Modal	20
5.4.1 Closing The Modal.....	20
5.4.2 Keep Looking Button.....	21
5.4.3 Book Lodge Button.....	22
5.5 Booking Summary Modal.....	23
5.5.1 Book Lodge Button.....	23
5.5 Booking Confirmation Modal.....	24
5.5.1 Make Another Booking Button	24

Table of Figures

Figure 1: Wireframe for index page for Piha Holiday Lodges website	2
Figure 2: Wireframe for Book a Lodge page for Piha Holiday Lodges website.....	3
Figure 3: Wireframe for Lodge Information modal on Book a Lodge page for Piha Holiday Lodges website.....	4
Figure 4: Wireframe for Booking Summary modal on Book a Lodge page for Piha Holiday Lodges website.....	5
Figure 5: Wireframe for Booking Confirmation modal on Book a Lodge page for Piha Holiday Lodges website.....	6
Figure 6: Data Dictionary for lodgeInformation.xml file.....	8
Figure 7: Data Dictionary for currentBookings.xml file	9

1.0 Introduction

Project 2 for ISCG6420 Internet and Website Development requires the creation of three website pages, along with links to the accompanying documentation, for a fictional business – Piha Holiday Lodges.

The first page is the index / landing page, which can be found at

http://dochyper.unitec.ac.nz/iwd21s1/1834/kimk72iwd/project2_AK1/index.html

The second page is an online Booking Reservation System using XML as external storage. The Book a Lodge page can be viewed at

http://dochyper.unitec.ac.nz/iwd21s1/1834/kimk72iwd/project2_AK1/booking.html

Finally, the third page of the assignment is an Interactive Game using keyboard buttons to move a character around who catches worms on a beach. The Game page can be viewed here:

http://dochyper.unitec.ac.nz/iwd21s1/1834/kimk72iwd/project2_AK1/assignment2.html

This documentation concerns itself with the second page of the website – the online Booking Reservation System.

2.0 Wireframes

2.1 Index Page

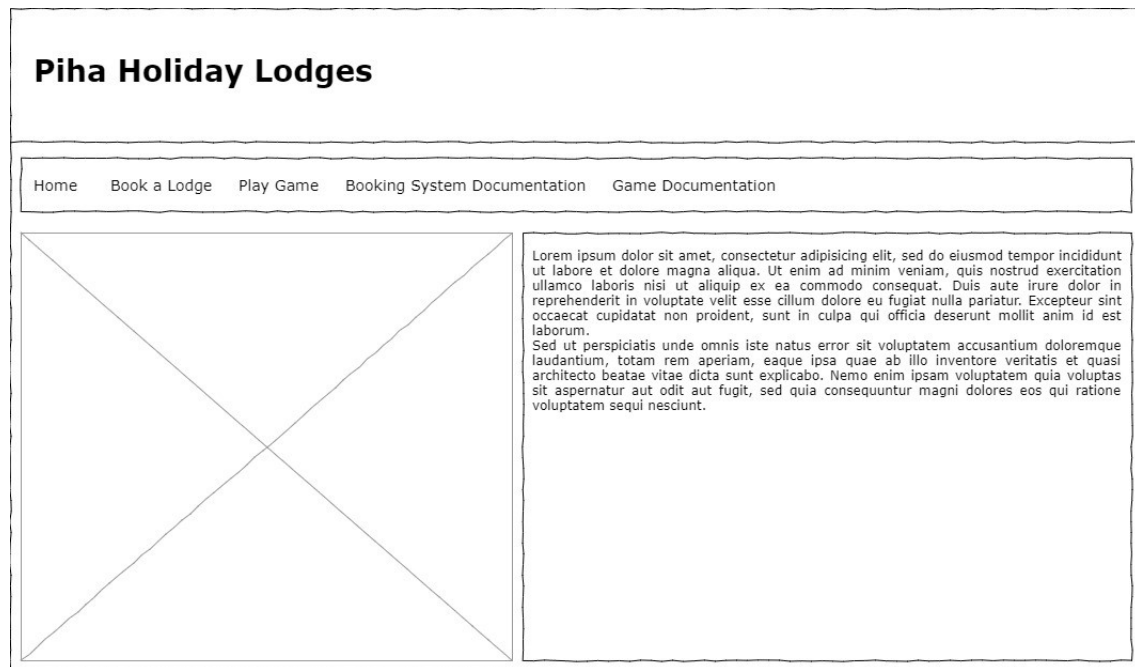


Figure 1: Wireframe for index page for Piha Holiday Lodges website

2.2 Book A Lodge Page

Piha Holiday Lodges

[Home](#) [Book a Lodge](#) [Play Game](#) [Booking System Documentation](#) [Game Documentation](#)

Booking Instructions

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia volupta

Check In

dd / mm / yyyy

Check Out

dd / mm / yyyy

Number of Guests

1

Search

Interactive map of Piha Holiday Lodges

Figure 2: Wireframe for Book a Lodge page for Piha Holiday Lodges website

2.2.1 Lodge Details Modal

Piha Holiday Lodges

[Home](#)
[Book a Lodge](#)
[Play Game](#)
[Booking System Documentation](#)
[Game Documentation](#)

Booking Instructions

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia volupta

Check In

Check Out

Number of Guests

Interactive map of Piha Holiday Lodges

Lodge Number: *lodgeID*

Interior view of Lodge

Check In Date: *ddd MM DD YYYY*

Check In Date: *ddd MM DD YYYY*

Availability: *Yes/No*

Cost Per Night: *costPerNight*

Total Cost of Stay: *totalCost*

Number of Guests: *numberGuests*

Maximum Capacity: *maxCapacity*

Check In Time: *checkInTime*

Check Out Time: *checkOutTime*

Figure 3: Wireframe for Lodge Information modal on Book a Lodge page for Piha Holiday Lodges website

2.2.2 Booking Summary Modal

Piha Holiday Lodges

[Home](#) [Book a Lodge](#) [Play Game](#) [Booking System Documentation](#) [Game Documentation](#)

Booking Instructions

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia volupta

Check In

Check Out

Number of Guests

1

Search

Interactive map of Piha Holiday Lodges

Booking Summary

Check In Date: *ddd MM DD YYYY*

Check In Date: *ddd MM DD YYYY*

Availability: *Yes/No*

Cost Per Night: *costPerNight*

Total Cost of Stay: *totalCost*

Number of Guests: *numberGuests*

Maximum Capacity: *maxCapacity*

Check In Time: *checkInTime*

Check Out Time: *checkOutTime*

Confirm Booking

Figure 4: Wireframe for Booking Summary modal on Book a Lodge page for Piha Holiday Lodges website

Author: Anna McColl

Page 5 of 24

5.2.3 Booking Confirmation Modal

Piha Holiday Lodges

[Home](#) [Book a Lodge](#) [Play Game](#) [Booking System Documentation](#) [Game Documentation](#)

Booking Instructions

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia volupta

Check In

dd / mm / yyyy

Check Out

dd / mm / yyyy

Number of Guests

1

Search

Interactive map of Piha Holiday Lodges

Booking Confirmed

Your booking has been successful.

Would you like to make another booking?

Make another booking

Figure 5: Wireframe for Booking Confirmation modal on Book a Lodge page for Piha Holiday Lodges website

3.0 Booking System Instructions

The Booking System instructions are displayed on the right side of the Book a Lodge page, as below:

Piha Holiday Lodges

[Home](#)
[Book a Lodge](#)
[Play Game](#)
[Booking System Documentation](#)
[Game Documentation](#)

How to Book a Lodge

1. Select your check in date.
2. Select your check out date.
3. Choose the number of guests for your lodge.
4. Click **Search** to see the available lodges that meet your requirements.
5. Hover over the lodges to see their details and availability (available lodges will be shaded green, unavailable lodges will be shaded red).
6. Click the **Book Lodge** button to book a lodge, or the **Keep Looking** button to see other options.
7. View your Booking Summary.
8. Confirm your booking by clicking the **Confirm Booking** button, or continue looking at other lodges.

Check In

Check Out

Number of Guests

The instructions, themselves, read:

1. Select your check in date.
2. Select your check out date.
3. Choose the number of guests for your lodge.
4. Click **Search** to see the available lodges that meet your requirements.
5. Hover over the lodges to see their details and availability (available lodges will be shaded green, unavailable lodges will be shaded red).
6. Click the **Book Lodge** button to book a lodge, or the **Keep Looking** button to see other options.
7. View your Booking Summary.
8. Confirm your booking by clicking the **Confirm Booking** button, or continue looking at other lodges.

4.0 XML Data Dictionaries

The booking system makes use of two XML documents. One to store data on the lodges and the other to store data on current bookings.

4.1 Lodge Information XML Document

The Lodge Information XML document contains all the information about the lodges at Piha Holiday Lodges: their capacity, price per night, check in and check out times, interior images and specifications relating to their position on the property map.

The XML document can be viewed at:

http://dochyper.unitec.ac.nz/iwd21s1/1834/kimk72iwd/project2_AK1/Xml/lodgeInformation.xml

Each Lodge entry contains the below information:

Field Name	Data Type	Description	Example
Name	Number	The Lodge Number, the Primary Key.	1
MaxCapacity	Number	The maximum number of guests the lodge can accommodate.	4
NightlyRate	Number	The amount of money charged per night for the lodge.	150
CheckInTime	Text	The earliest the lodge is available for guests to check in.	3:00pm
CheckOutTime	Text	The latest guests are allowed to check out of the lodge.	10:00am
Image	Text	The file name for an image containing an interior view of the lodge.	lodgeCapacity4.jpg
ImageX	Number	The X co-ordinate (in pixels) of the lodge's left-most point on the map of Piha Holiday Lodges.	20
ImageY	Number	The Y co-ordinate (in pixels) of the lodge's top-most point on the map of Piha Holiday Lodges.	100
ImageWidth	Number	The width (in pixels) that the lodge takes up on the map of Piha Holiday Lodges.	100
ImageHeight	Number	The height (in pixels) that the lodge takes up on the map of Piha Holiday Lodges.	100

Figure 6: Data Dictionary for lodgeInformation.xml file

4.2 Current Bookings XML Document

The second XML document contains information specific to current bookings including: a reference number, lodge number, check in and out date, and agreed per night cost and total cost.

The document can be viewed here:

http://dochyper.unitec.ac.nz/iwd21s1/1834/kimk72iwd/project2_AK1/Xml/currentBookings.xml

Each Booking entry contains the below information:

Field Name	Data Type	Description	Example
Reference	Text	The booking's Reference Number, the Primary Key. It is made up of the Lodge Number and the Check In Date in L-YYYY-MM-DD format (L represents the Lodge Number).	6-2021-07-05
LodgeNumber	Number	The number of the lodge booked.	6
CheckInDate	Text	The date that the booking's guests will check in (in full string format).	Mon Jul 05 2021 15:00:00 GMT+1200 (New Zealand Standard Time)
CheckOutDate	Text	The date that the booking's guests will check out (in full string format).	Sat Jul 10 2021 10:00:00 GMT+1200 (New Zealand Standard Time)
AgreedNightlyRate	Number	The Nightly Rate at the time of booking.	225
TotalCost	Number	The total cost of the Booking.	1125
NumberOfGuests	Number	The number of guests who have applied to stay in the lodge.	5

Figure 7: Data Dictionary for currentBookings.xml file

5.0 Testing

5.1 Date Pickers

5.1.1 Onload Date

Requirement To Test:

Upon opening the page, the Check In Date Picker will automatically populate with today's date and the Check Out Date Picker will automatically populate with tomorrow's date.

Test Data Input / User Action:

Open page _____.

Nb tests were conducted on the 7th of June 2021.

Expected Outcomes:

The screenshot displays a web form with a light blue background. In the center, there is a white rectangular area containing the following elements: a bold label 'Check In' above a date input field showing '07/06/2021' with a calendar icon; a bold label 'Check Out' above a date input field showing '08/06/2021' with a calendar icon; a bold label 'Number of Guests' above a text input field containing the number '1'; and a 'Search' button at the bottom.

Pass / Fail / Actual Outcome:

Pass

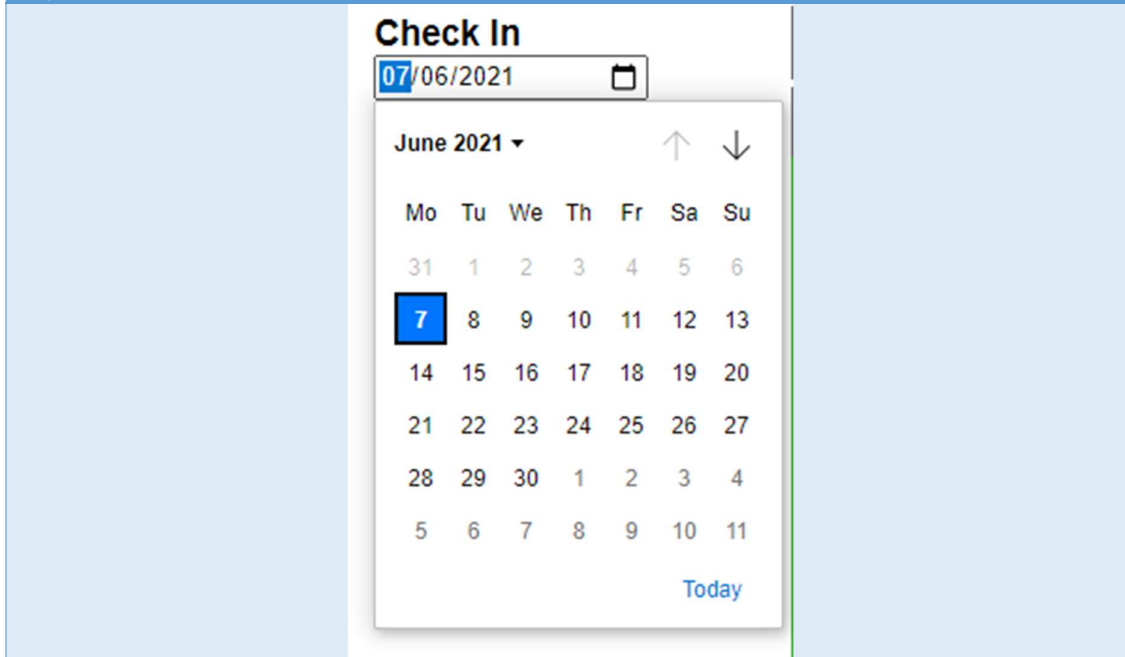
5.1.2 Previous Dates

Requirement To Test:

Upon clicking the calendar icon on the Check In Date Picker, days prior to today's date are unable to be selected.

Test Data Input / User Action:

1. Click the calendar icon on the Check In Date Picker.
2. Attempt to select the date :5th June 2021.

Expected Outcomes:**Pass / Fail / Actual Outcome:**

Pass

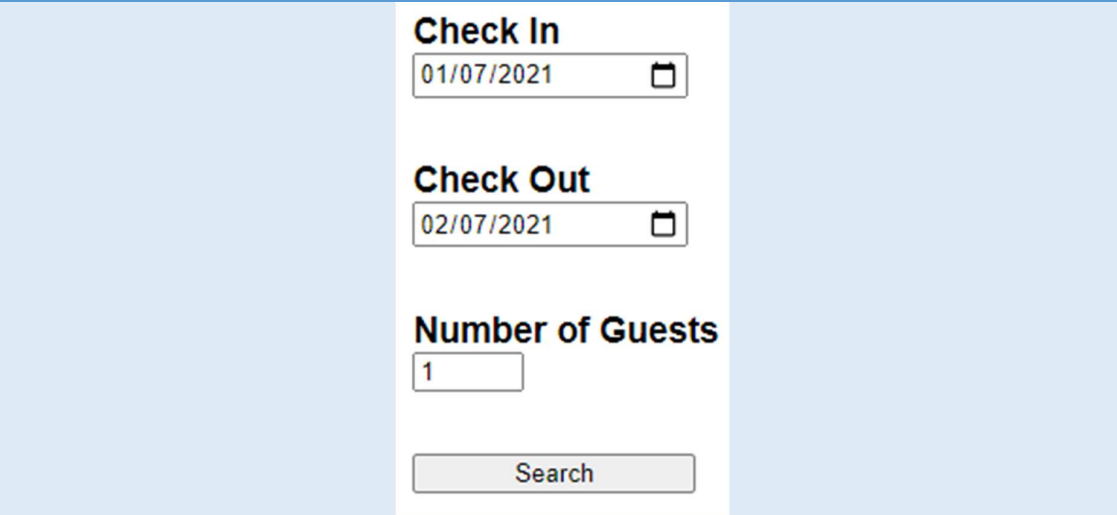
5.1.3 Date Change

Requirement To Test:

Upon selecting a date in the Check In Date Picker, the Check Out Date Picker will automatically populate with the following day's date.

Test Data Input / User Action:

1. Click the calendar icon on the Check In Date Picker.
2. Select 1st July 2021.

Expected Outcomes:

The screenshot displays a central white form area against a light blue background. The form contains three main sections: 'Check In' with a date field showing '01/07/2021' and a calendar icon; 'Check Out' with a date field showing '02/07/2021' and a calendar icon; and 'Number of Guests' with a text input field containing the number '1'. At the bottom of the form is a grey 'Search' button.

Pass / Fail / Actual Outcome:

Pass

5.2 Number Picker

5.2.1 Minimum Number

Requirement To Test:

The minimum number of guests able to be selected is 1.

Test Data Input / User Action:

Enter the number "0" into the Capacity Number Picker.

Expected Outcomes:

The screenshot shows a portion of a web form. On the left, there is a light blue sidebar with the word "Edge" at the top. The main content area has a white background. It contains three sections: "Check In" with a date picker showing "01/07/2021", "Check Out" with a date picker showing "02/07/2021", and "Number of Guests" with a dropdown menu showing "0". Below the dropdown, a yellow warning icon is followed by the text "Value must be greater than or equal to 1.".

Pass / Fail / Actual Outcome:

Pass

5.2.1 Maximum Number

Requirement To Test:

The maximum number of guests able to be selected is 8.

Test Data Input / User Action:

Enter the number "9" into the Capacity Number Picker.

Expected Outcomes:

The screenshot shows a portion of a web form. On the left, there is a light blue sidebar with the word "Large" at the top. The main content area is white. It contains three sections: "Check In" with a date picker showing "01/07/2021", "Check Out" with a date picker showing "02/07/2021", and "Number of Guests" with a dropdown menu showing "9". Below the dropdown, a red error message box is displayed with an exclamation mark icon and the text "Value must be less than or equal to 8.".

Pass / Fail / Actual Outcome:

Pass

5.3 Canvas

5.3.1 All Lodges Available

Requirement To Test:

Any available lodge will be shaded green

Test Data Input / User Action:

1. Enter the Check In Date: 1st July 2021
2. Enter the Check In Date: 3rd July 2021
3. Enter Capacity: 2
4. Click "Search" button.

Expected Outcomes:

Check In
01/07/2021

Check Out
03/07/2021

Number of Guests
2

Pass / Fail / Actual Outcome:

Pass

5.3.2 Some Lodges Available

Requirement To Test:

Any lodge which is already booked is unavailable for viewing. Any available lodge will be shaded green. Any unavailable lodge will be shaded red.

Test Data Input / User Action:

1. Enter the Check In Date: 6th July 2021
2. Enter the Check In Date: 10th July 2021
3. Enter Capacity: 2
4. Click "Search" button.

Expected Outcomes:

Check In

Check Out

Number of Guests

Pass / Fail / Actual Outcome:

Pass

5.3.3 Smaller Lodges Unavailable

Requirement To Test:

A booking cannot be made for a lodge that cannot accommodate the required number of guests, or is already booked. Any available lodge will be shaded green. Any unavailable lodge will be shaded red.

Test Data Input / User Action:

1. Enter the Check In Date: 6th July 2021
2. Enter the Check In Date: 10th July 2021
3. Enter Capacity: 5
4. Click "Search" button.

Expected Outcomes:

Check In

Check Out

Number of Guests

The map shows a central building with the following layout: Office, Kitchen, Guest Lounge, and Guest Laundry. To the left of the central building is a row of 5 red lodges (1-5). To the right is a row of 5 red lodges (9-13). Below the central building are 2 green lodges (6-7). To the right of the central building is a row of 3 red lodges (10-12). Lodges 7 and 8 are shaded green, indicating they are available. All other lodges are shaded red, indicating they are unavailable.

Pass / Fail / Actual Outcome:

Pass

5.4 MouseMove Events

5.4.1 Mouse Over Available Lodges

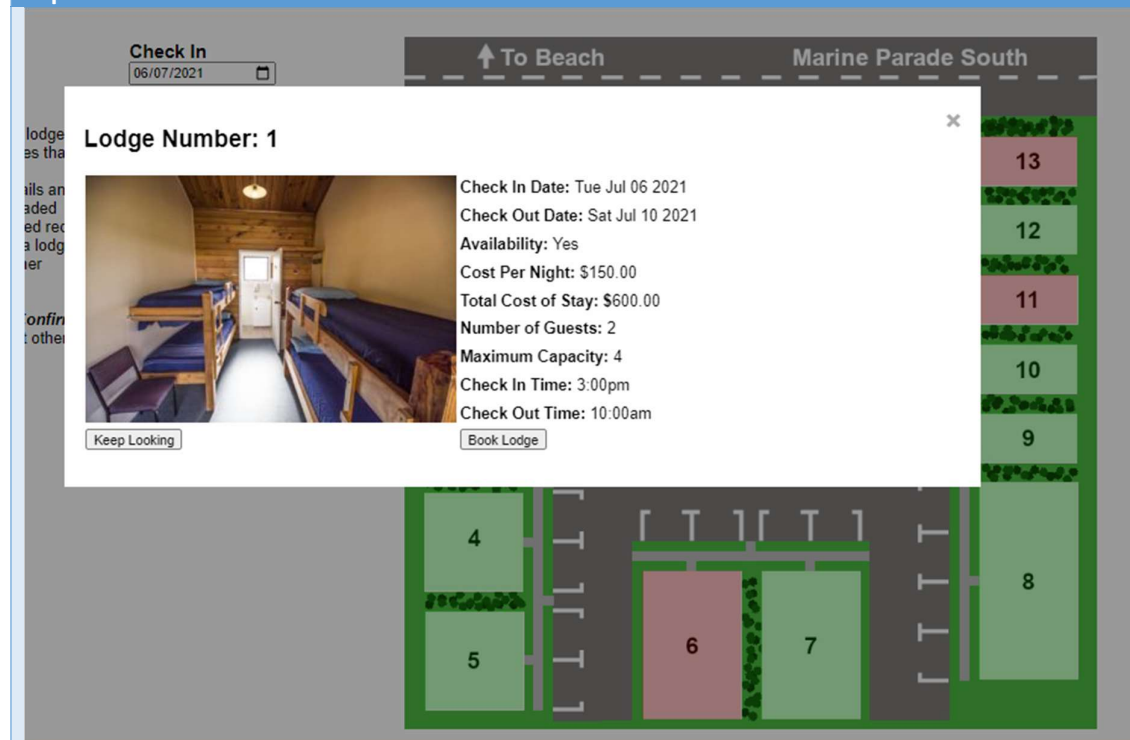
Requirement To Test:

A Modal will pop up when the mouse hovers over any available lodge, and be populated with information about the lodge specific to the search results.

Test Data Input / User Action:

1. Enter the Check In Date: 6th July 2021
2. Enter the Check In Date: 10th July 2021
3. Enter Capacity: 2
4. Click "Search" button.
5. Hover over Lodge 1.

Expected Outcomes:



Pass / Fail / Actual Outcome:

Pass

5.4.1 Mouse Over Unavailable Lodges

Requirement To Test:

A Modal will pop up when the mouse hovers over any available lodges.

Test Data Input / User Action:

1. Enter the Check In Date: 6th July 2021
2. Enter the Check In Date: 10th July 2021
3. Enter Capacity: 2
4. Click "Search" button.
5. Hover over Lodge 13.

Expected Outcomes:

The screenshot displays a web interface for booking lodges. On the left, there is a search form with the following fields and values:

- Check In:** 06/07/2021
- Check Out:** 10/07/2021
- Number of Guests:** 2
- Search:** (button)

To the right of the form is a map of the lodge complex. The map is oriented with 'To Beach' at the top and 'Marine Parade South' at the bottom. The lodges are numbered 1 through 13. Lodges 1, 2, 3, 4, 5, 8, 9, 10, and 12 are green, indicating they are available. Lodges 6, 11, and 13 are pink, indicating they are unavailable. The map also shows common areas: Office, Kitchen, Guest Lounge, Guest Laundry, and Maintenance.

Pass / Fail / Actual Outcome:

Pass

5.4 Lodge Information Modal

5.4.1 Closing The Modal

Requirement To Test:	
Clicking outside the modal will close it.	
Test Data Input / User Action:	
1. Enter the Check In Date: 6 th July 2021	
2. Enter the Check In Date: 10 th July 2021	
3. Enter Capacity: 2	
4. Click "Search" button.	
5. Hover over Lodge 1.	
6. Click on the grey area outside the modal	
Expected Outcomes:	
<div><div><div>Check In</div><div>06/07/2021</div></div><div><div>Check Out</div><div>10/07/2021</div></div><div><div>Number of Guests</div><div>2</div></div><div>Search</div></div> <div><div><div><div>To Beach</div><div>Marine Parade South</div></div><div><div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div></div><div><div>Office</div><div>Kitchen</div><div>Guest Lounge</div><div>Guest Laundry</div><div>Lodge Laundry</div><div>Maintenance</div></div><div><div>6</div><div>7</div></div><div><div>8</div><div>9</div><div>10</div><div>11</div><div>12</div><div>13</div></div></div></div></div>	
Pass / Fail / Actual Outcome:	
Pass	

5.4.2 Keep Looking Button

Requirement To Test:

Clicking on the “Keep Looking” button will close the modal.

Test Data Input / User Action:

1. Enter the Check In Date: 6th July 2021
2. Enter the Check In Date: 10th July 2021
3. Enter Capacity: 2
4. Click “Search” button.
5. Hover over Lodge 1.
6. Click on the “Keep Looking” button.

Expected Outcomes:

The screenshot displays a web application interface for a lodge. On the left side, there is a search form with the following fields and values:

- Check In:** 06/07/2021
- Check Out:** 10/07/2021
- Number of Guests:** 2
- Search:** A button labeled "Search".

On the right side, there is a map of the lodge layout. The map shows a central area with the following labels:

- Office**
- Kitchen**
- Guest Lounge**
- Guest Lodge Maintenance**

The map also shows several numbered lodges:

- Lodges 1, 2, 3, 4, and 5 are green rectangular blocks on the left side.
- Lodges 8, 9, 10, 11, and 12 are green rectangular blocks on the right side.
- Lodges 6 and 7 are pink rectangular blocks at the bottom.

Arrows at the top of the map indicate directions: "To Beach" (upward arrow) and "Marine Parade South" (upward arrow).

Pass / Fail / Actual Outcome:

Pass

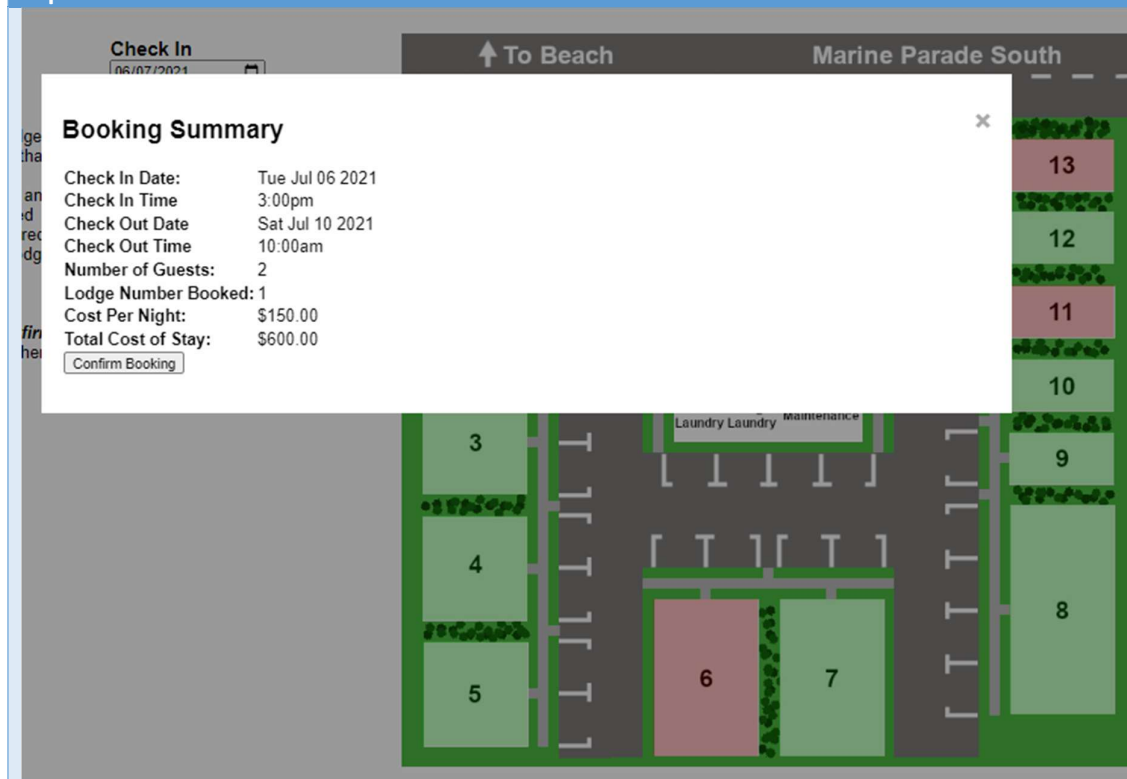
5.4.3 Book Lodge Button

Requirement To Test:

Clicking on the “Book Lodge” button will alter the modal contents to the Booking Summary

Test Data Input / User Action:

1. Enter the Check In Date: 6th July 2021
2. Enter the Check In Date: 10th July 2021
3. Enter Capacity: 2
4. Click “Search” button.
5. Hover over Lodge 1.
6. Click on the “Book Lodge” button.

Expected Outcomes:**Pass / Fail / Actual Outcome:**

Pass

5.5 Booking Summary Modal

5.5.1 Book Lodge Button

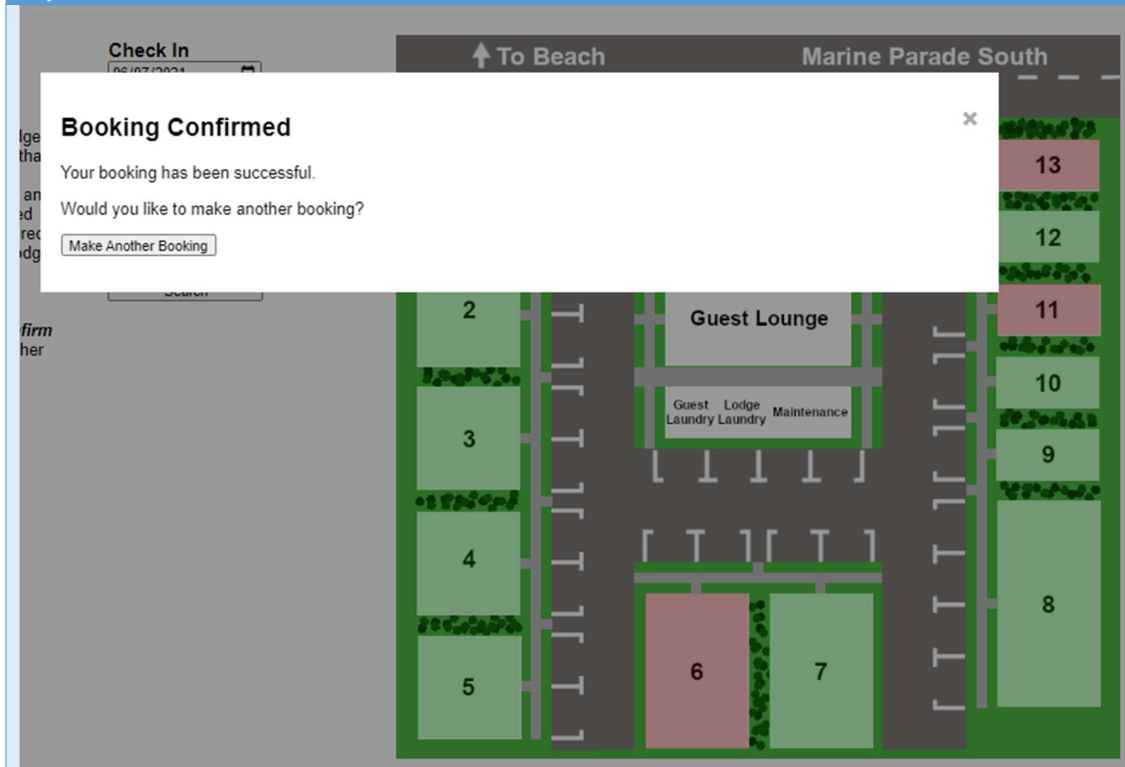
Requirement To Test:

Clicking on the “Confirm Booking” button will alter the modal contents to the Booking Confirmation.

Test Data Input / User Action:

1. Enter the Check In Date: 6th July 2021
2. Enter the Check In Date: 10th July 2021
3. Enter Capacity: 2
4. Click “Search” button.
5. Hover over Lodge 1.
6. Click on the “Book Lodge” button.
7. Click on the “Confirm Booking” button.

Expected Outcomes:



Pass / Fail / Actual Outcome:

Pass

5.5 Booking Confirmation Modal

5.5.1 Make Another Booking Button

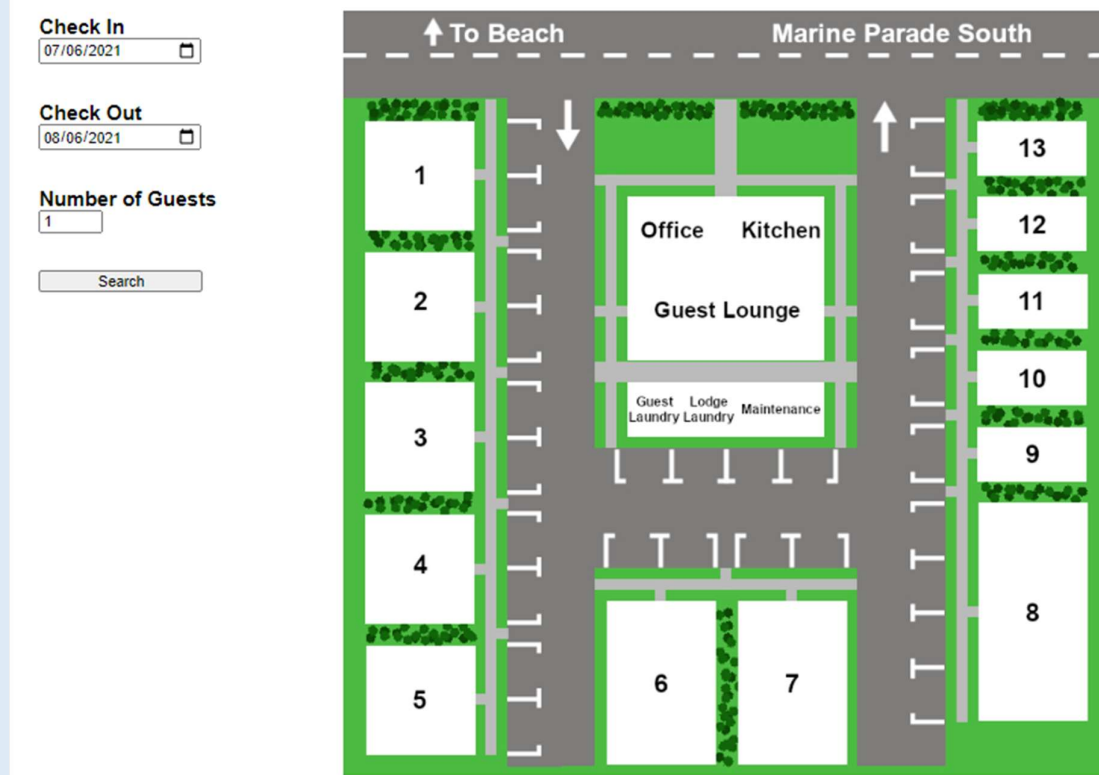
Requirement To Test:

Clicking on the “Make Another Booking” button will close the modal and reset the search fields.

Test Data Input / User Action:

1. Enter the Check In Date: 6th July 2021
2. Enter the Check In Date: 10th July 2021
3. Enter Capacity: 2
4. Click “Search” button.
5. Hover over Lodge 1.
6. Click on the “Book Lodge” button.
7. Click on the “Confirm Booking” button.
8. Click on the “Make Another Booking” button.

Expected Outcomes:



Pass / Fail / Actual Outcome:

Pass