

Date: 7<sup>th</sup> June 2021

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

Anna McColl

ISCG6420 Internet & Website Development

Semester 1, 2021

# **Project 2: Booking System Documentation**

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Prepared for Jesse Schollitt

Date Submitted: 7<sup>th</sup> June 2021

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## 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/FilestoSubmit/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/FilestoSubmit/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/FilestoSubmit/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

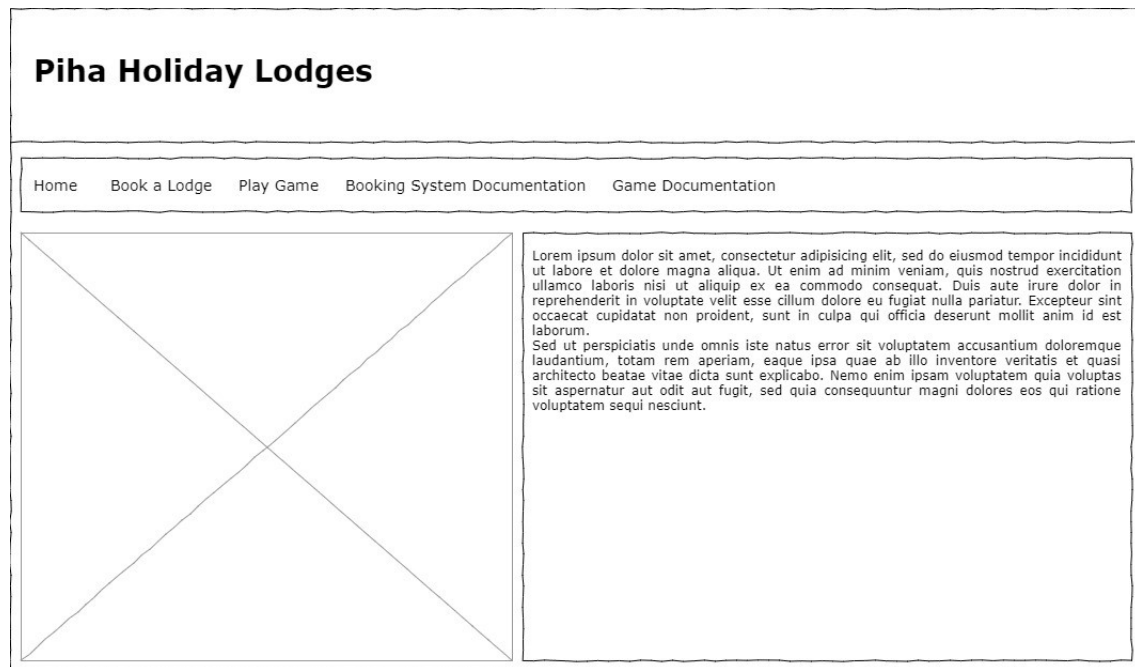


Figure 1: Wireframe for index page for Piha Holiday Lodges website

## 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 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

### 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

HomeBook a LodgePlay GameBooking System DocumentationGame 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 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



## 5.2.3 Booking Confirmation Modal

The wireframe shows a website layout for 'Piha Holiday Lodges'. At the top is a navigation bar with links: Home, Book a Lodge, Play Game, Booking System Documentation, and Game Documentation. Below the navigation bar, the page is divided into three main sections. On the left is a 'Booking Instructions' sidebar containing placeholder text. In the center is a booking form with fields for 'Check In' (dd / mm / yyyy), 'Check Out' (dd / mm / yyyy), and 'Number of Guests' (a spinner set to 1), followed by a 'Search' button. On the right is a large area labeled 'Interactive map of Piha Holiday Lodges'. Overlaid on the map is a 'Booking Confirmed' modal. The modal has a title bar with a close button, a success message 'Your booking has been successful.', a question 'Would you like to make another booking?', and a 'Make another booking' button.

**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**

↑ To Beach

Marine Parade South

1

2

3

Office

Kitchen

Guest Lounge

Guest Lodge

Laundry

Laundry

Maintenance

13

12

11

10

9

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/FilestoSubmit/Xml/lodgeInformation.xml>

Each Lodge entry contains the below information:

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

Each Booking entry contains the below information:

Field Name	Data Type	Description	Example
<b>Reference</b>	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
<b>LodgeNumber</b>	Number	The number of the lodge booked.	6
<b>CheckInDate</b>	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)
<b>CheckOutDate</b>	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)
<b>AgreedNightlyRate</b>	Number	The Nightly Rate at the time of booking.	225
<b>TotalCost</b>	Number	The total cost of the Booking.	1125
<b>NumberOfGuests</b>	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 7<sup>th</sup> of June 2021.*

**Expected Outcomes:**

The screenshot shows a web form with a light blue background. In the center, there is a white rectangular area containing the following elements:

- Check In**: A date picker field showing '07/06/2021' with a calendar icon to its right.
- Check Out**: A date picker field showing '08/06/2021' with a calendar icon to its right.
- Number of Guests**: A text input field containing the number '1'.
- Search**: A button with the text 'Search'.

**Pass / Fail / Actual Outcome:**

Pass

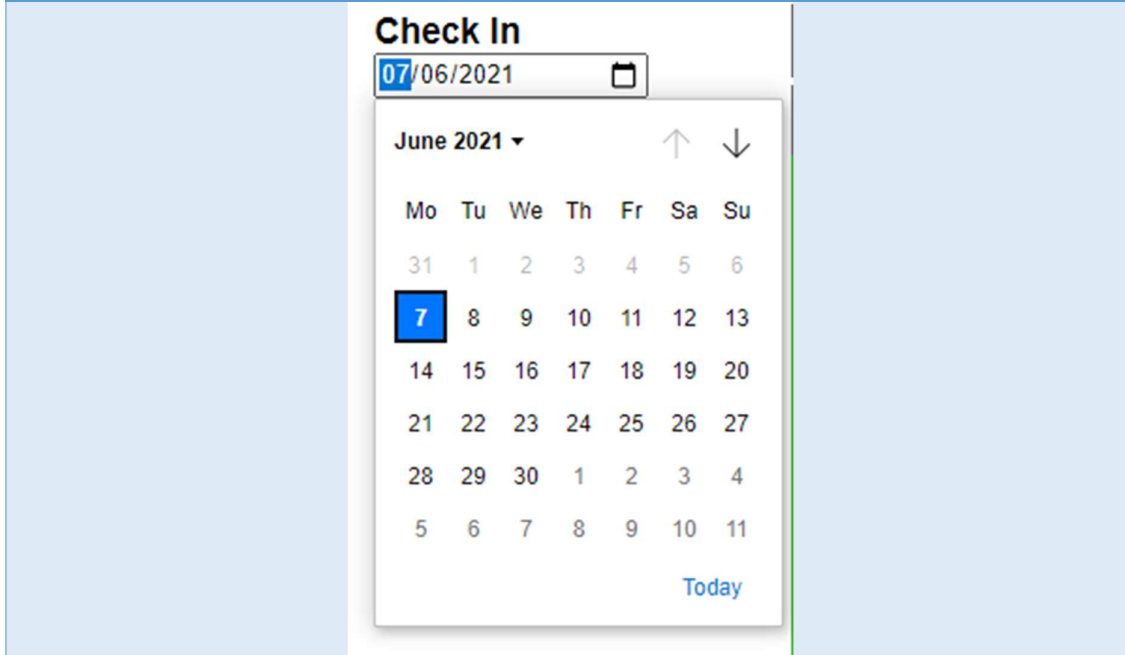
## 5.1.2 Previous Dates

**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 :5<sup>th</sup> June 2021.

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

Pass

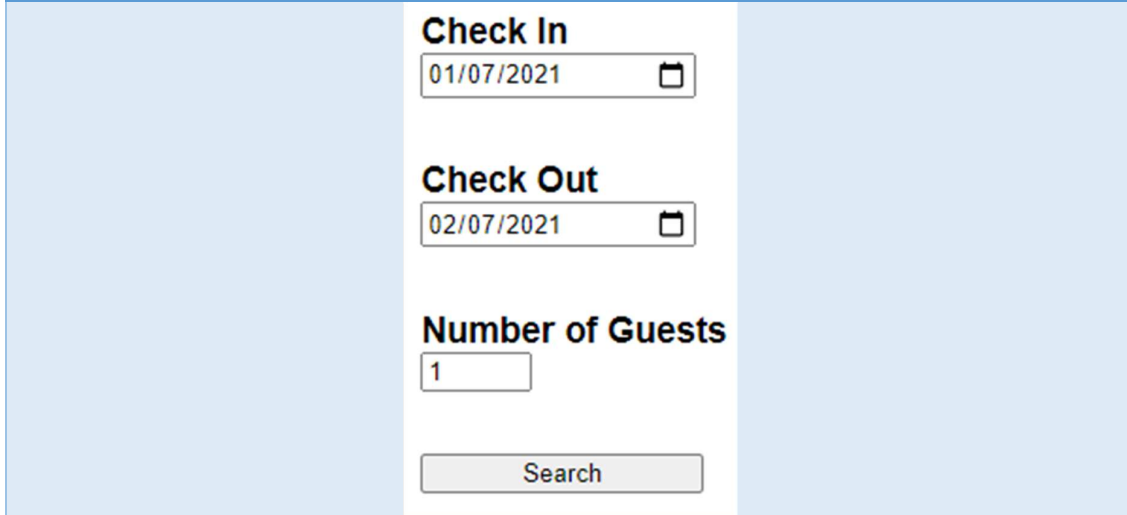
## 5.1.3 Date Change

**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 1<sup>st</sup> July 2021.

**Expected Outcomes:**

**Check In**  
01/07/2021

**Check Out**  
02/07/2021

**Number of Guests**  
1

Search

**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:	
Pass / Fail / Actual Outcome:	
Pass	



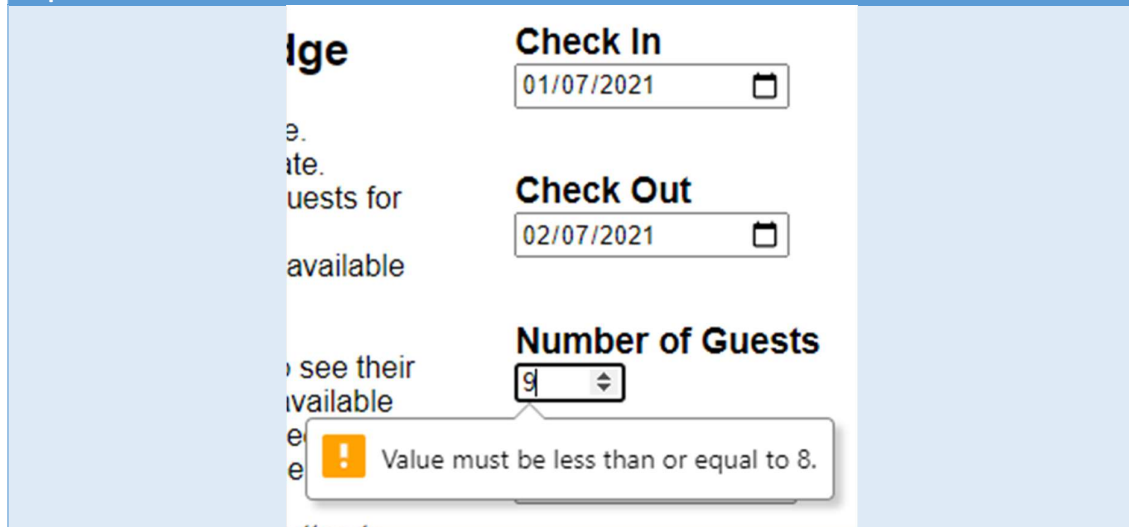
## 5.2.1 Maximum Number

**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 text "Large", "e.", "ite.", "uests for", "available", "see their", "available", "e", and "e". 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 "9". A red error message box is displayed below the "Number of Guests" field, containing 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: 1<sup>st</sup> July 2021
2. Enter the Check In Date: 3<sup>rd</sup> July 2021
3. Enter Capacity: 2
4. Click "Search" button.

##### Expected Outcomes:

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

- Check In:** 01/07/2021
- Check Out:** 03/07/2021
- Number of Guests:** 2
- Search** button

On the right, a map shows the layout 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. All lodges are shaded green, indicating they are available. The central area of the map contains the following labels:

- Office
- Kitchen
- Guest Lounge
- Guest Laundry
- Lodge Laundry
- Maintenance

##### 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: 6<sup>th</sup> July 2021
2. Enter the Check In Date: 10<sup>th</sup> 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: 6<sup>th</sup> July 2021
2. Enter the Check In Date: 10<sup>th</sup> July 2021
3. Enter Capacity: 5
4. Click "Search" button.

**Expected Outcomes:**

The screenshot displays a web application 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:** 5
- Search button:** A button labeled "Search".

To the right of the form is a map of the lodge complex. The map shows a central building with an "Office", "Kitchen", "Guest Lounge", and "Guest Laundry". Surrounding this central building are 13 numbered lodges. Lodges 1 through 12 are shaded red, indicating they are unavailable. Lodge 13 is shaded green, indicating it is available. The map also shows a "To Beach" arrow pointing up and a "Marine Parade South" arrow pointing down.

**Pass / Fail / Actual Outcome:**

Pass

## 5.4 MouseMove Events

### 5.4.1 Mouse Over Available Lodges

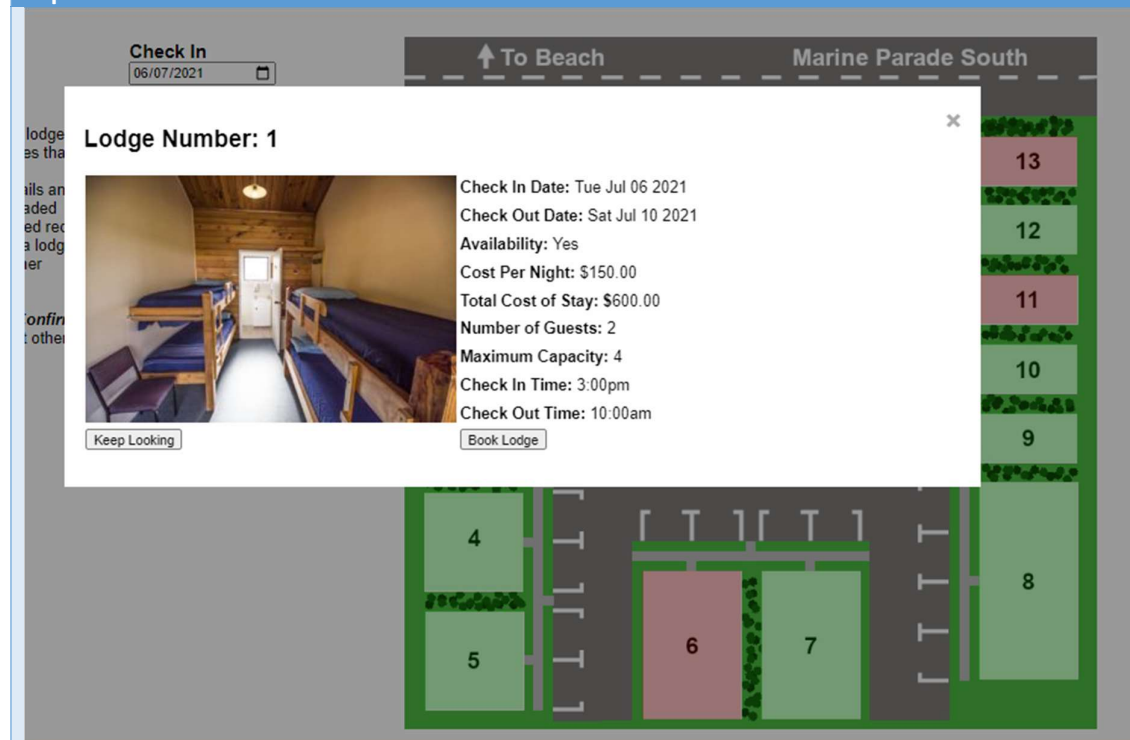
#### Requirement To Test:

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: 6<sup>th</sup> July 2021
2. Enter the Check In Date: 10<sup>th</sup> 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: 6<sup>th</sup> July 2021
2. Enter the Check In Date: 10<sup>th</sup> 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:

- Check In:** A date picker showing 06/07/2021.
- Check Out:** A date picker showing 10/07/2021.
- Number of Guests:** A text input field containing the number 2.
- Search:** A button to initiate the search.

To the right of the search 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, Lodge Laundry, and Maintenance. Arrows indicate the direction to the beach and the marine parade.

**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 <sup>th</sup> July 2021	
2. Enter the Check In Date: 10 <sup>th</sup> 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: 6<sup>th</sup> July 2021
2. Enter the Check In Date: 10<sup>th</sup> 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 rooms:

- Office
- Kitchen
- Guest Lounge
- Guest Lodge Maintenance

Surrounding the central area are several lodges, numbered 1 through 13. Lodges 1 through 5 are on the left, lodges 8 through 12 are on the right, and lodges 6 and 7 are at the bottom. Lodges 6 and 11 are highlighted in pink. Arrows at the top of the map indicate directions: "To Beach" (up) and "Marine Parade South" (down).

**Pass / Fail / Actual Outcome:**

Pass



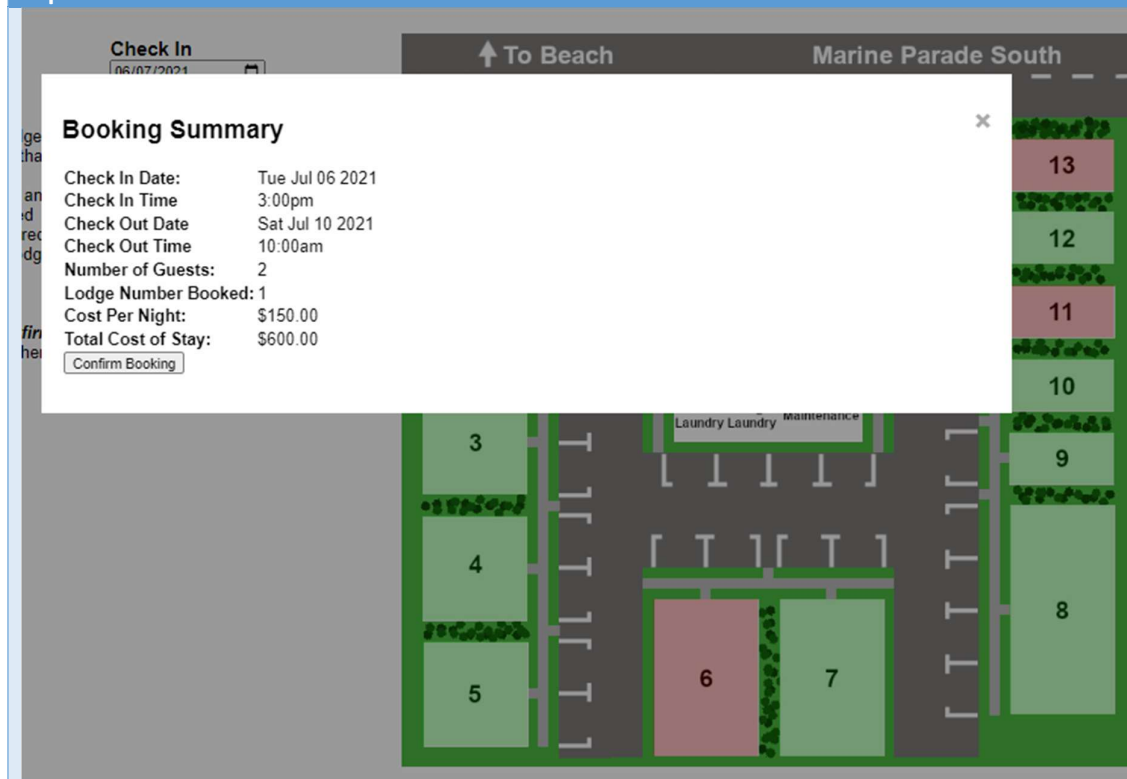
## 5.4.3 Book Lodge Button

**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: 6<sup>th</sup> July 2021
2. Enter the Check In Date: 10<sup>th</sup> 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

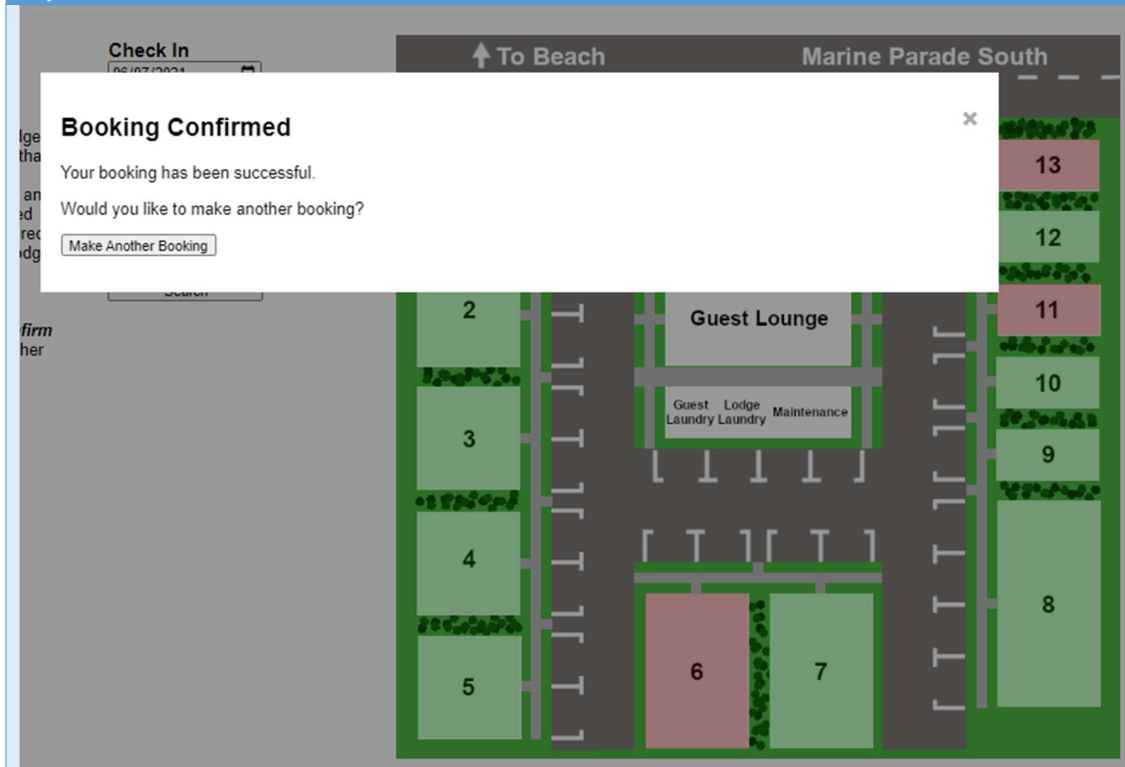
#### Requirement To Test:

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: 6<sup>th</sup> July 2021
2. Enter the Check In Date: 10<sup>th</sup> 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

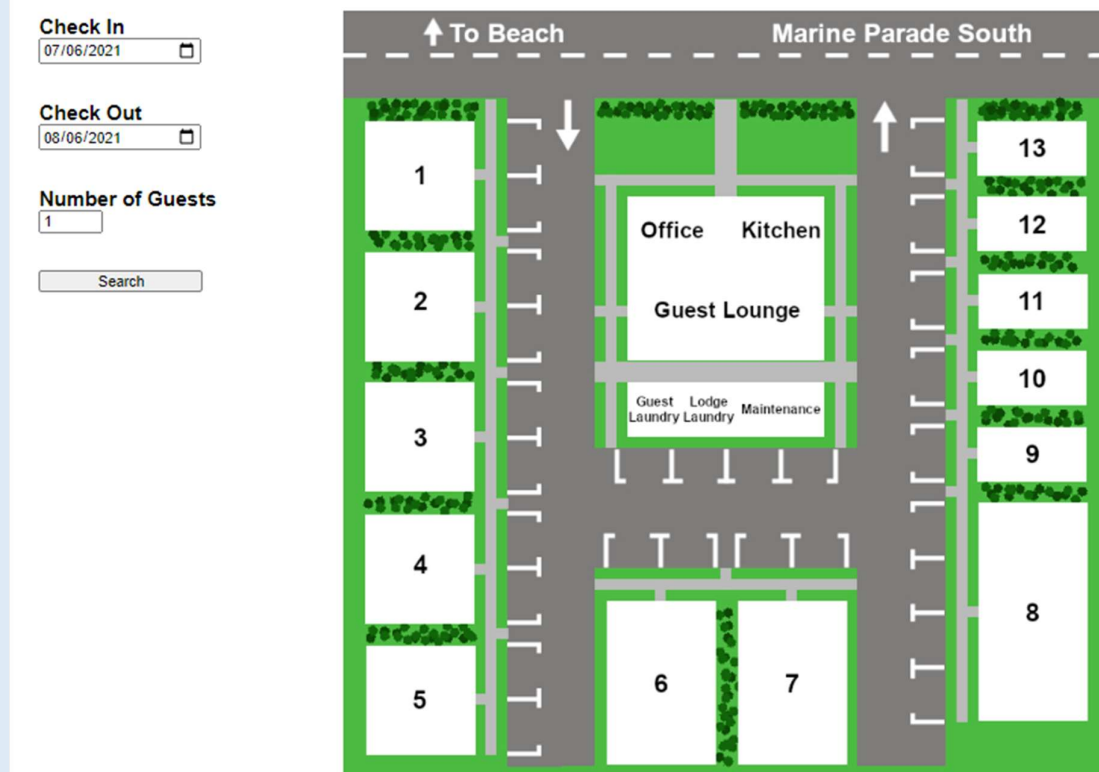
#### Requirement To Test:

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: 6<sup>th</sup> July 2021
2. Enter the Check In Date: 10<sup>th</sup> 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