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Lea Davis
Dr. Marshall
Software Engineering Project: Report #1
September 29, 2020

M & L Co. Website

Contribution Breakdown

Below we have included our team members contribution breakdown. This table shows the section and tasks each team member worked on. This contribution breakdown is easy to follow and flows with the structure of the report.

SECTION	TASK	ASSIGNED TO
Website Design		
	Build initial website	Maraya
	Include landing page	Maraya
	Push website into Github	Maraya
System Requirements		
	Enumerated Functional Requirements	Lea
	Enumerated Nonfunctional Requirements	Lea
	User Interface Requirements	Maraya
Functional Requirements		
	Stakeholders	Maraya
	Actors and Goals	Maraya
	Use Cases	Lea
	Casual Description	Lea
	Use Case Diagram	Lea
	Traceability Matrix	Lea
	Fully Dressed Description	Lea
	System Sequence Diagrams	Lea
User Interface Specification		
	Preliminary design	Maraya
	User effort estimation	Maraya
Domain Analysis		
	Domain model	Lea
	System operation contracts	Lea
Project size estimation		Lea
Plan of Work		Maraya
References		Lea/Maraya

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Section 1: Scope of Work

1.1 Scope of Work

This project is the implementation of a maze game on a web page. This maze will be accessible and free for the public. The maze has easy, medium and hard difficulty options. The user is able to choose the difficulty level they want and given three minutes to get from the start point to the finish point. As in a typical maze, there are horizontal and vertical lines called borders. If a user comes into contact with a border, then they are sent back to the start point. The maze will contain random objects, and if a user comes into contact with these objects, then a random amount of seconds is added on to the countdown timer. The maze will also contain random holes where the user is sent back to the start point if they come into contact with them. If the user doesn't make it to the finish point before the time runs out, then the current maze template refreshes (if the user chooses to continue). If the user makes it to the end before the time runs out, then a new maze template is generated (if the user chooses to continue). If the user doesn't choose to continue the game, then they will be asked if they want to continue the session. If the user wants to continue the session, then they are asked to choose difficulty level again. If the user doesn't want to continue the session, then the user is prompted to the goodbye screen. This maze is intended for recreational purposes only, for the maze does **NOT** keep tab of users, score or frequency played.

Section 2: Website Design

2.1 Website Design

We created a website designed with HTML and CSS and pushed the website to github. Click the link to access the URL here: https://maelbu.github.io/SoftEng/.

Section 3: System Requirements

3.1 Enumerated Functional Requirements

Below is the functional requirements table. These line items are extracted from the user's narrative and listed below. Each requirement has a number and priority weight associated.

FUNCTIONAL REQ-*x*	Priority Weight	Description
FR01	High	The webpage shall include a landing page with team member name, introduction and picture.
FR02	High	The user shall have a choice to click easy, medium and hard for maze difficulty.
FR03	High	The maze shall be 2 dimensional.
FR04	High	The maze should have a countdown timer present starting with three minutes.
FR05	High	The maze shall have a clear start and finish point.
FR06	High	The user shall have to start on the start point.
FR07	High	The user shall be taken back to the start point when in contact with any borders (no touch zone).
FR08	Medium	The maze shall display a status message to the user at the end of game and end of session. See example. Ex: Your game has ended and you passed/failed! Would you like to continue?

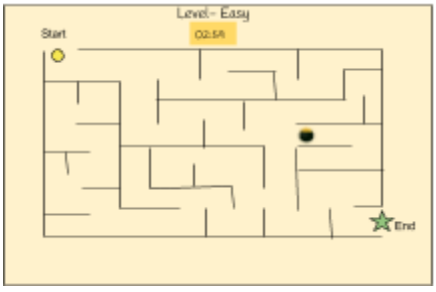
FR09	Medium	The user shall be able to respond to status messages and be prompted to the correct page. Referencing
FR10	Medium	The user shall be prompted to the goodbye screen after choosing to end the session.
FR11	Medium	The maze shall open up in a new page on the website.
FR12	Medium	The user shall be able to click a button to start maze.
FR13	Medium	The maze shall pop up an instruction box.
FR14	Medium	The user shall be able to move freely throughout the maze.
FR15	Medium	The maze shall have random holes in the maze. When the user comes in contact with the hole, it is taken back to the start of the maze.
FR16	Medium	The maze shall have objects inside that add a random number of seconds to the countdown timer ranging from two to fifteen seconds.
FR17	Medium	The maze shall refresh the current template if the user doesn't make it to the finish point before countdown timer reaches zero.
FR18	Low	There shall be a three second countdown before the timer starts to countdown.

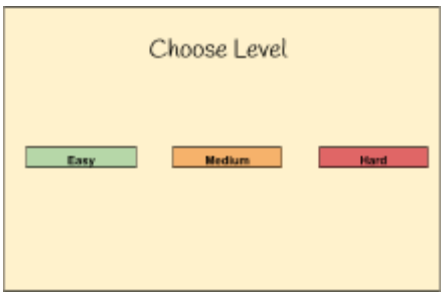
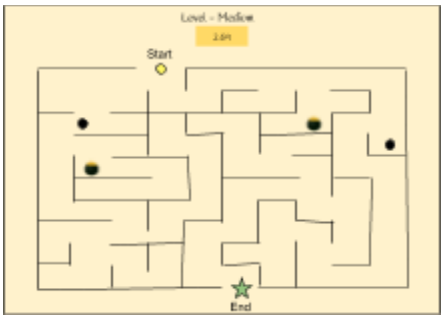
3.2 Enumerated Nonfunctional Requirements

Below is the nonfunctional requirements table. These requirements cover the implementation, accessibility and risks of the application. Each requirement has a number and priority weight associated.

NON FUNCTIONAL REQ-*x*	**Priority Weight**	**Description**
NF01	High	The implementation of the project will be free of any personal costs from the stakeholders.
NF02	High	This application shall be available on our designated GitHub page.
NF03	High	This application will not crash when a user is playing the maze.

3.3 User Interface Requirements

UI Req	Priority Weight	Description	Graphic
UI01	Medium	The user shall click the start button in order to start the game	
UI02	High	A countdown timer is displayed to the user above the game	
UI03	High	User will be shown as a yellow dot	

UI04	High	User shall choose which level maze they would like to enter (easy, medium, hard).	
UI05	High	User will be transported to the start point of the maze when comes into contact with random holes.	
UI06	High	User can collect random objects throughout the game.	

Section 4: Functional Requirements Specification

4.1 Stakeholders

Stakeholders

- Lea (Project Manager and SWE)
- Maraya (Product Manager and SWE)
- Dr. Marshall (Program Manager)
- Public (Children, Teenagers, Adults and Seniors)

4.2 Actors and Goals

Actors and Goals:

- Lea(initiating)
    - Lea's goal is to manage the overall project's plan and make sure the schedule is on track. Her role includes reviewing the requirements and risks and analyzing the project's scope. There is some development on this end, but mostly testing.

- Maraya(initiating)
    - Maraya's goal is to design, develop, and implement the application as well as provide updates and fixes to the software. Her roles focus on the user interface specifications and requirements and how those can be implemented. There is a lot of development and quality control.

- Dr. Marshall(participating)
    - Dr. Marshall's goal is to review, oversee and analyze our project's scope.

- Public(participating)
    - The public's goal is to interact with our application on the web. The public will play and have an objective of making it form the start to finish point before the countdown timer runs out.

4.3 Use Cases

This section contains Casual Description, Use Case Diagram, Traceability Matrix and Fully-Dressed Description.

4.3.1 Casual Description

Below is a table of use cases and descriptions for the application. There are use case numbers included and stages at which the use case takes place. The stages in our application are accessing the webpage, upon start of the game, during the game, pre termination loop (before the game ends and directed to another stage and termination/close out.

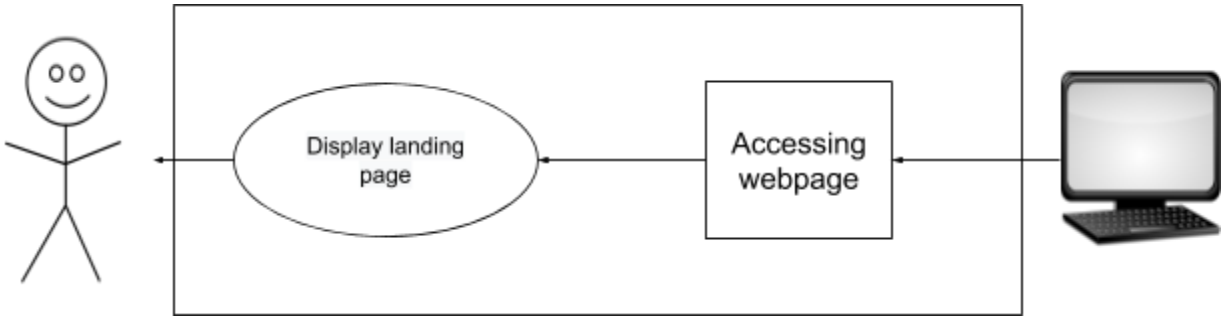
USE CASE-*x*	Stage	Description	Functional REQ Reference
UC01	Accessing webpage	When the user first accesses the application, they should be taken to a page that introduces the team.	FR01
UC02	Accessing webpage	The user will be able to click a button or tab that takes them to the page where the maze lives.	FR11
UC03	Upon Start	On the page where the maze lives, the user will click a button to actually prompt the game to start up.	FR12
UC04	Upon Start	After starting, the user will pick between 3 difficulty options.	FR02
UC05	Upon Start	After the difficulty is selected, instructions will pop up to guide the user on how to play their difficulty level.	FR13
UC06	Upon Start	After the user has read instructions a 3 second pre-timer will go off to let the user know the game is about to begin.	FR18

UC07	During	After the pre-timer, the countdown timer should begin counting down.	FR04
UC08	During	The user will start at the starting point. The clear start and finish points will make the user's object apparent.	FR05 FR06
UC09	During	The user will be able to freely move throughout the 2 dimensional maze.	FR03 FR14
UC10	During	As the user's moves through the maze, they might run into random holes, random objects and/or borders (no touch zone). When the user comes in contact with random holes and borders, they are sent back to the start point.	FR07 FR15
UC11	During	When the user comes in contact with random objects, a random number of seconds is added to the timer.	FR16
UC12	Pre termination loop	A status message should be displayed on the screen after a user makes it to the finish point or if the time runs out (whichever happens first). This status message will show at the end of a game and the end of a session. A game is considered from start of timer to end of timer. A session is from the first game the user plays to the last game a user plays.	FR08
UC13	Pre termination loop	The user will respond to status messages and be prompted to the correct page.	FR09
UC14	Pre termination loop	If a user chooses to continue after the game, they are prompted to the *During* stage.	FR08

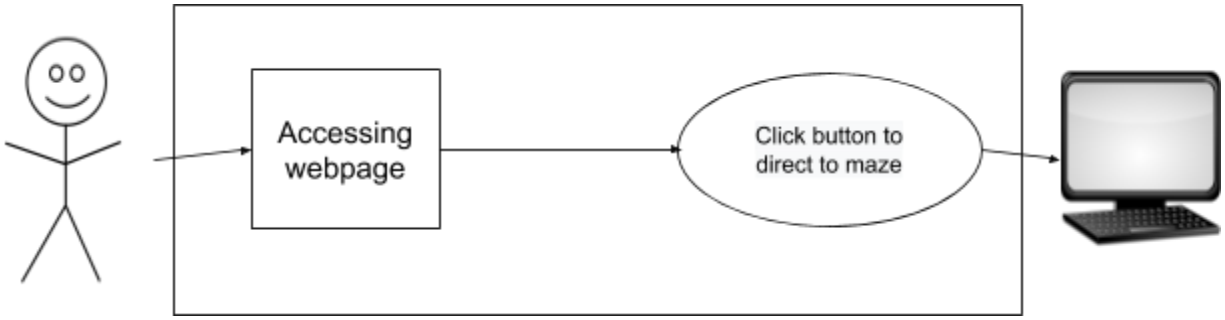
UC15	Pre termination loop	If a user chooses not to continue after the game, they are prompted to the status message to end the session.	FR08
UC16	Pre termination loop	If the user chooses to continue a session, they are prompted to *Upon Start* stage.	FR08
UC17	Pre termination loop	If a user chooses not to continue the session, they are prompted to *Termination/Close* out stage.	FR08
UC18	Pre termination loop	The maze shall refresh the current template if the user doesn't make it to the finish point before countdown timer reaches zero.	FR17
UC19	Termination/ Close out	After the user chooses not to continue the session, they will be prompted to the goodbye screen.	FR10

A. Use Case Diagrams

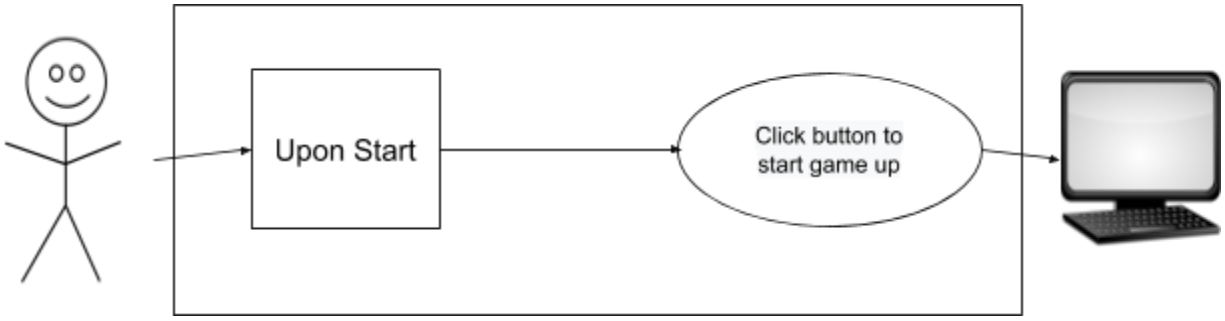
Below there are a series of use case diagrams. Each diagram is focused toward a different use case. The diagrams are in sequential order (in the order a user would actually interact with the application).



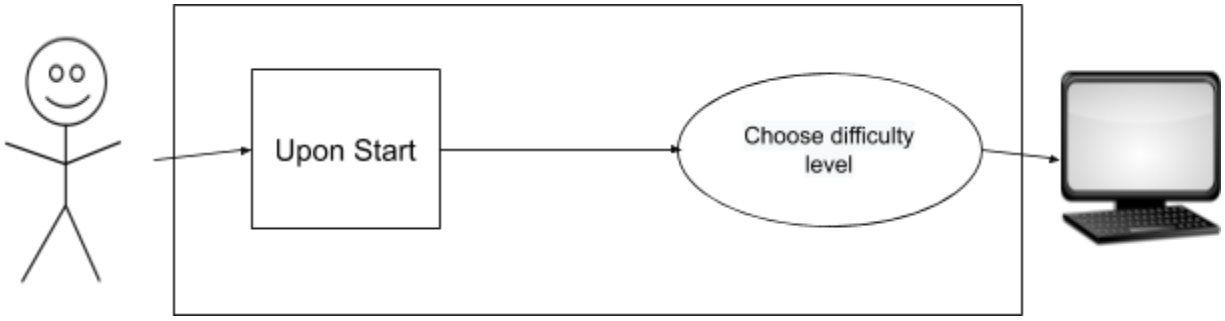
UC01 *- Upon accessing the webpage, the computer will display the landing page with team introductions.*



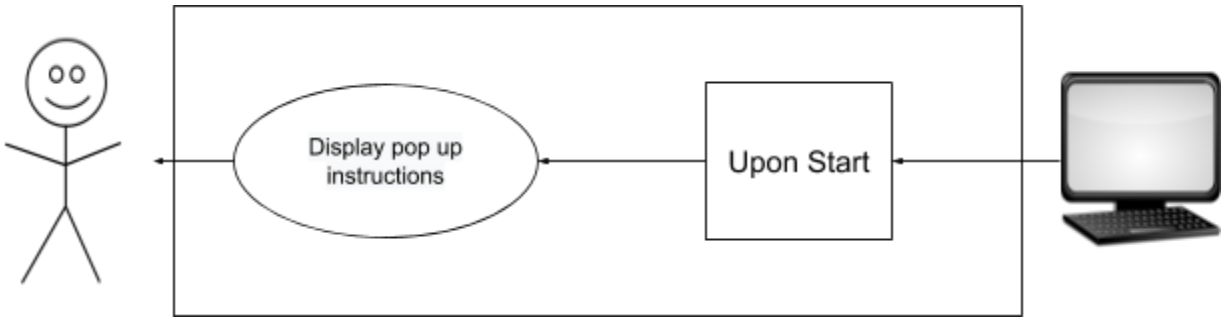
UC02 *- User clicks button to direct them to maze.*



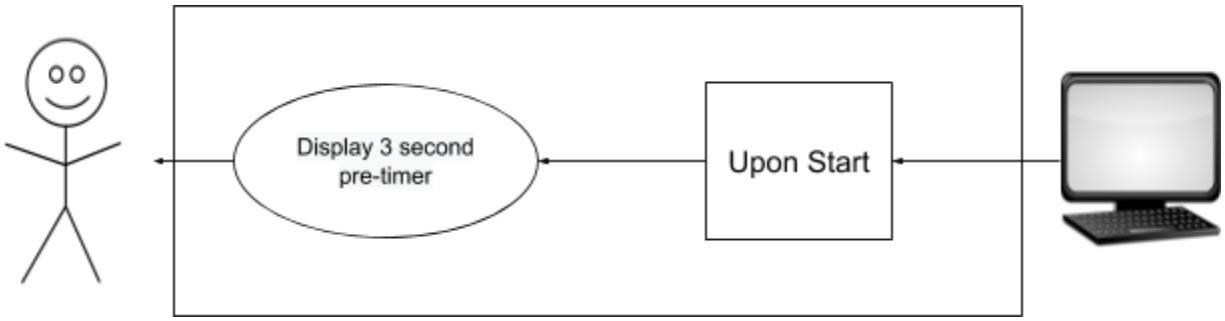
UC03 *- User clicks button to start the maze game up.*



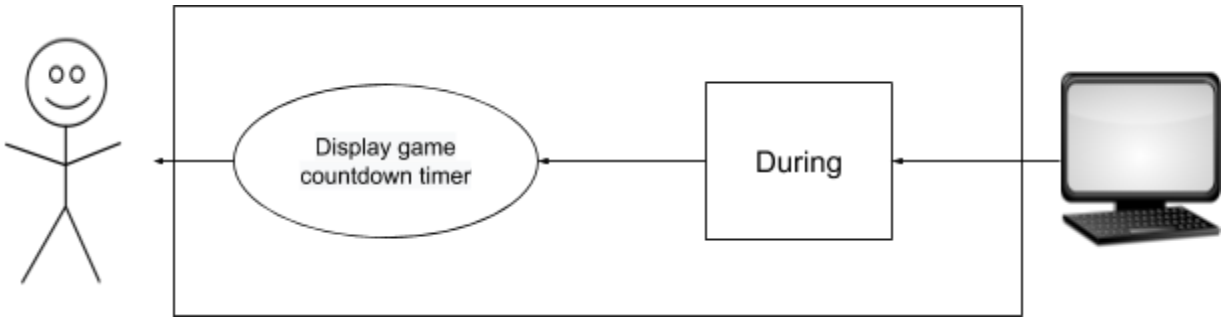
UC04 *- User will choose their difficulty level.*



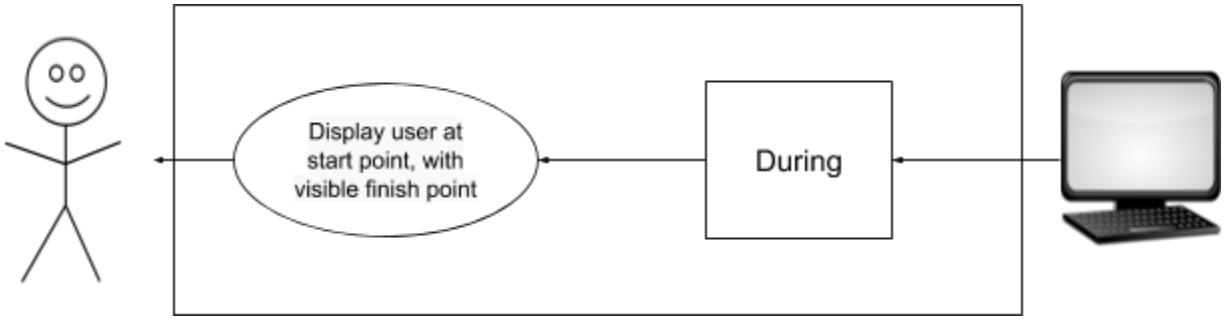
UC05 *- Computer to display instructions.*



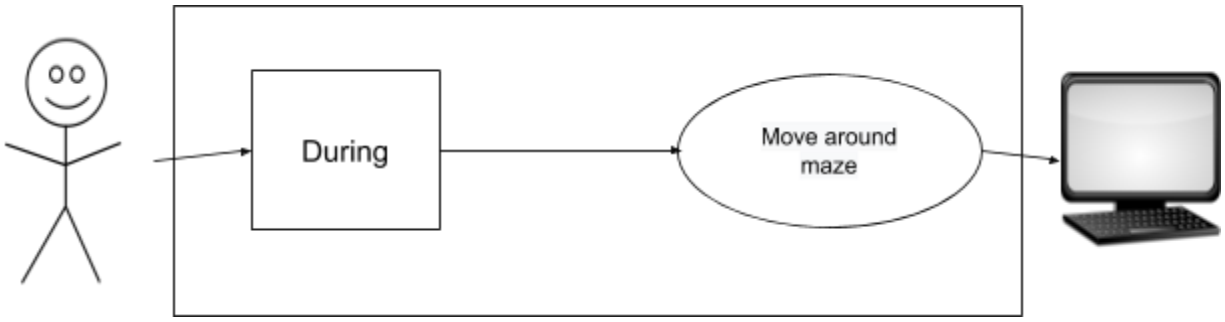
UC06 *- Computer to display 3 second pre-timer.*



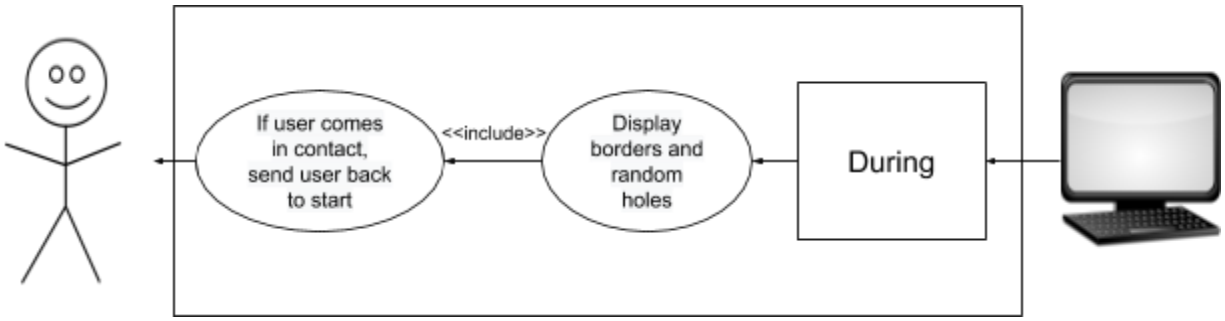
UC07 *- Computer to display countdown timer*



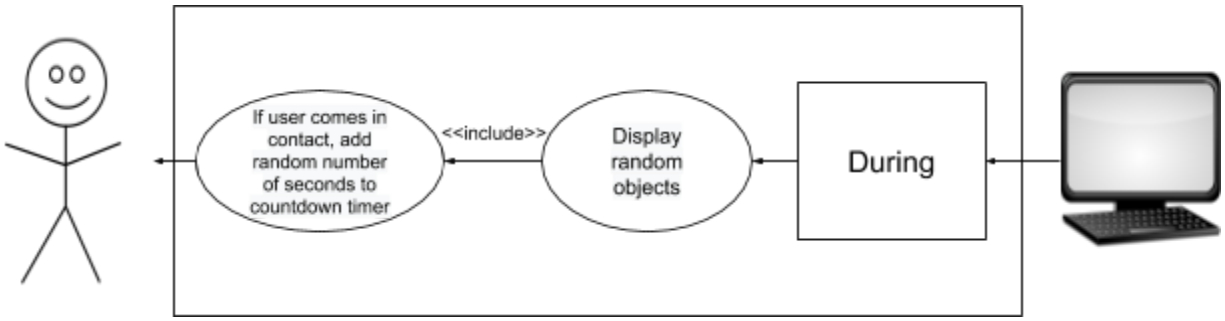
UC08 *- Computer will display the user at the start point with a visible finish point.*



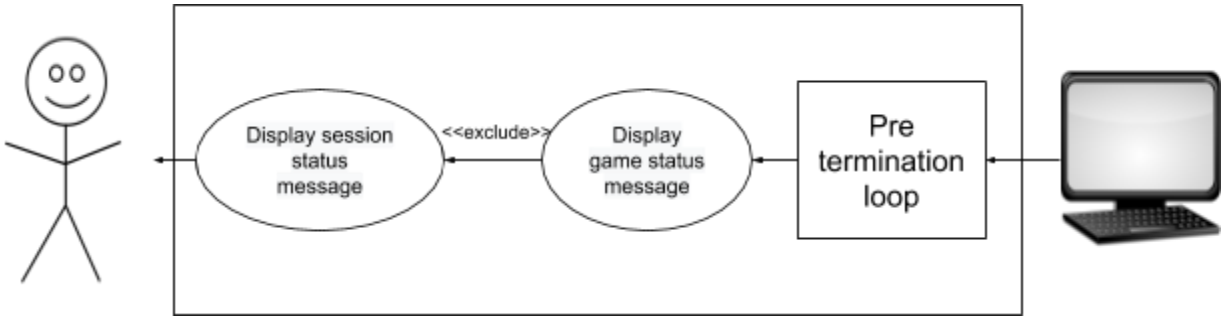
UC09 *- User will be able to move around the maze.*



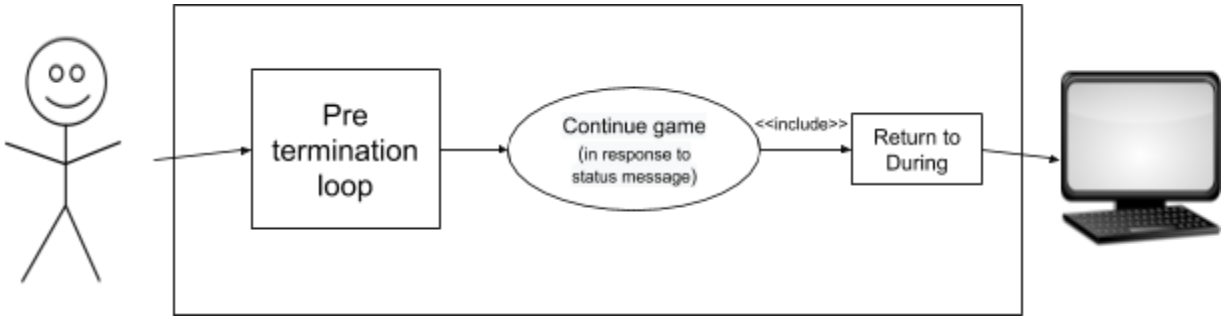
UC10 *- Computer will display borders and random holes. If the user comes in contact with them, the computer will send the user back to the start point.*



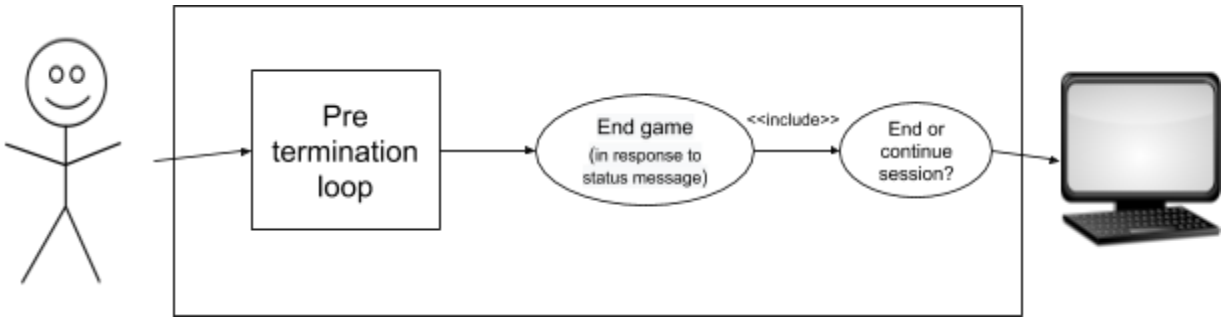
UC11 *- Computer will display random objects. If the user comes in contact with them, the computer will add a random number of seconds to the countdown timer.*



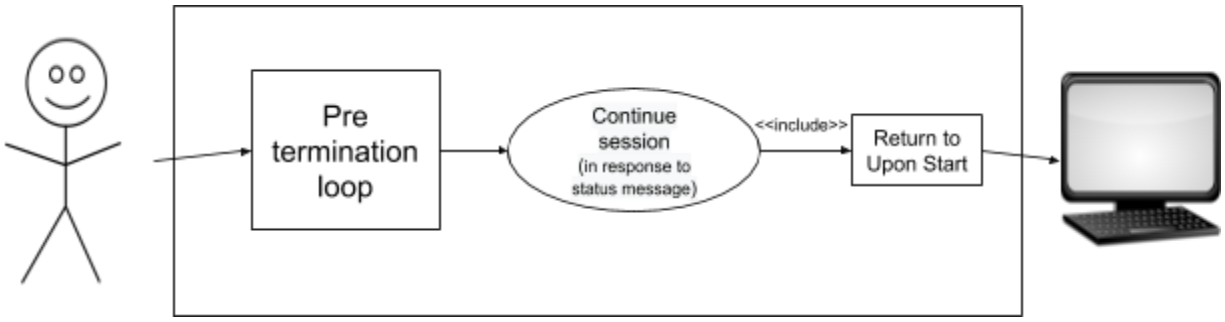
UC12 *- Computer will display the status message for the end of a game. Depending on the user response, the computer will display the status message for continuation of the session.*



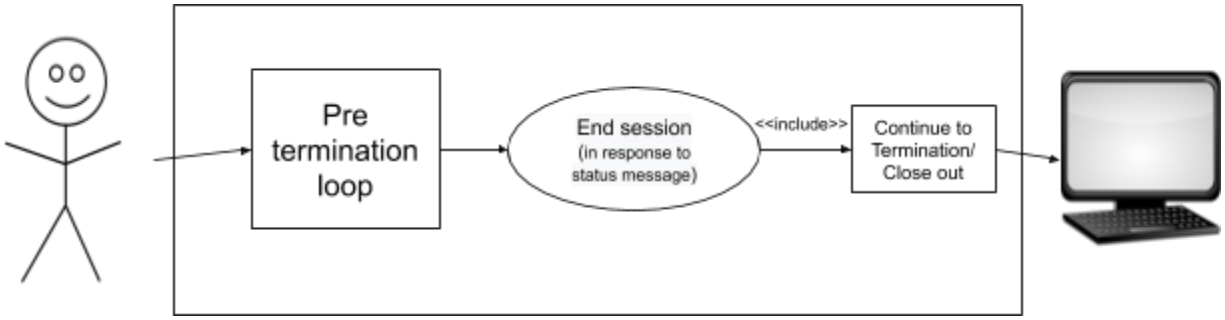
UC13 & UC14 *- User will choose to continue the game in response to the status message and be returned to the During stage (UC07).*



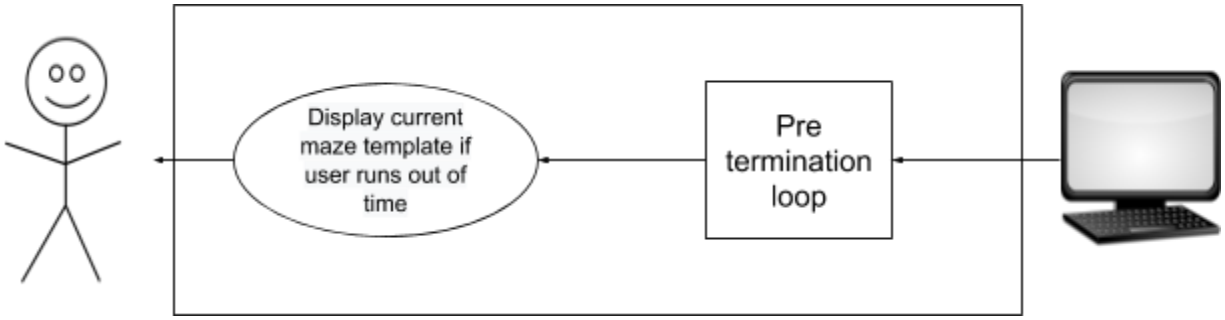
UC13 & UC15 *- User will choose to end the game in response to the status message and be asked to end or continue the session.*



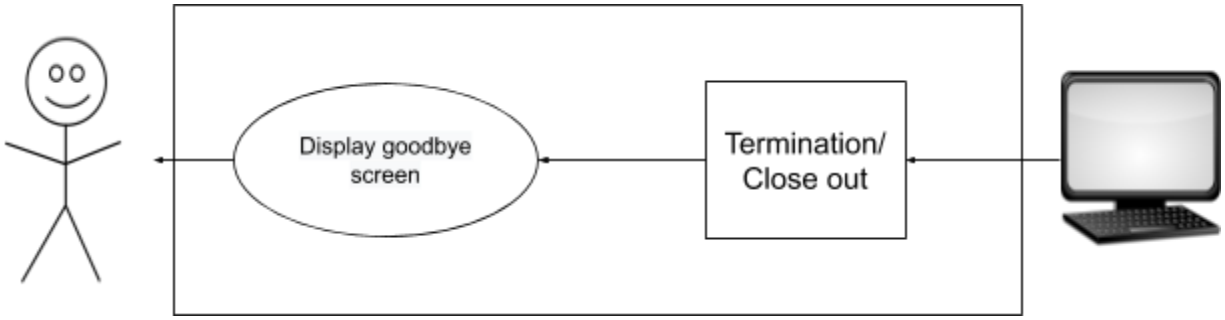
UC13 & UC16 *- User will choose to continue session and be returned to the Upon Start stage (UC03).*



UC13 & UC17 *- User will choose to end the session and will continue to the Termination/Close out stage.*



UC18 *- Computer will display the current maze template if the user doesn't make it to the finish point before the countdown timer reaches zero.*



UC19 *- Computer will display the goodbye screen after the user chooses not to continue the session.*

4.3.3 Traceability Matrix

Below is the traceability matrix for the application. This matrix maps the functional requirements to a respective test case. It is important that for every functional requirement a test is created to see that every requirement/specification is sought through. The Trace ID is included for reference.

Trace ID	Functional Requirement	Test Case	Priority
1	The user shall have a choice to click easy, medium and hard for maze difficulty (**FR02**).	There are working buttons that direct the user to the maze of their difficulty choice.	High
2	The maze should have a countdown timer present starting with three minutes (**FR04**).	There is a working timer present that counts down from three minutes.	High
3	The maze shall have a clear start and finish point (**FR05**).	There are start and finish points that are present and can be reached.	High
4	The user shall have to start on the start point (**FR06**).	The user is at the start point when the game begins.	High
5	The user shall be taken back to the start point when in contact with any borders (no touch zone) (**FR07**).	The user is sent back to the start point when they come in contact with the border.	High

6	The maze shall display a status message to the user at the start of session, start of game, end of game and end of session (**FR08**).	The correct status message should display on the screen at the correct time.	Medium
7	The user shall be able to respond to status messages and be prompted to the correct page (**FR09**).	The user is able to respond to status messages and be directed to the correct page.	Medium
8	The user shall be prompted to the goodbye screen after choosing to end the session (**FR10**).	There is a goodbye screen present after the session has ended.	Medium
9	The maze shall open up in a new page on the website (**FR11**).	There is a working link that directs the user to the page where the maze is located.	Medium
10	The user shall be able to click a button to start maze(**FR12**).	There is a working button that the user can click to start the maze.	Medium
11	The maze shall pop up an instruction box (**FR13**).	There are instructions present for the game difficulty.	Medium

12	The user shall be able to move freely throughout the maze (**FR14**).	The user is able to move any way and direction they choose.	Medium
13	The maze shall have random holes in the maze. When the user comes in contact with the hole, it is taken back to the start of the maze (**FR15**).	There are random holes that appear in the maze. When the user comes in contact with them, they are sent back to the start point.	Medium
14	The maze shall have objects inside that add a random number of seconds to the countdown timer ranging from two to fifteen seconds (**FR16**).	There are random objects that appear in the maze. When the user comes in contact with them, a random amount if time is added to the countdown timer.	Medium
15	The maze shall refresh the current template if the user doesn't make it to the finish point before the countdown timer reaches zero (**FR17**).	The same maze template is present because the user didn't beat the timer.	Medium
16	There shall be a three second countdown before the timer starts to countdown (**FR18**).	There is a timer that counts down three seconds before the countdown timer.	Low

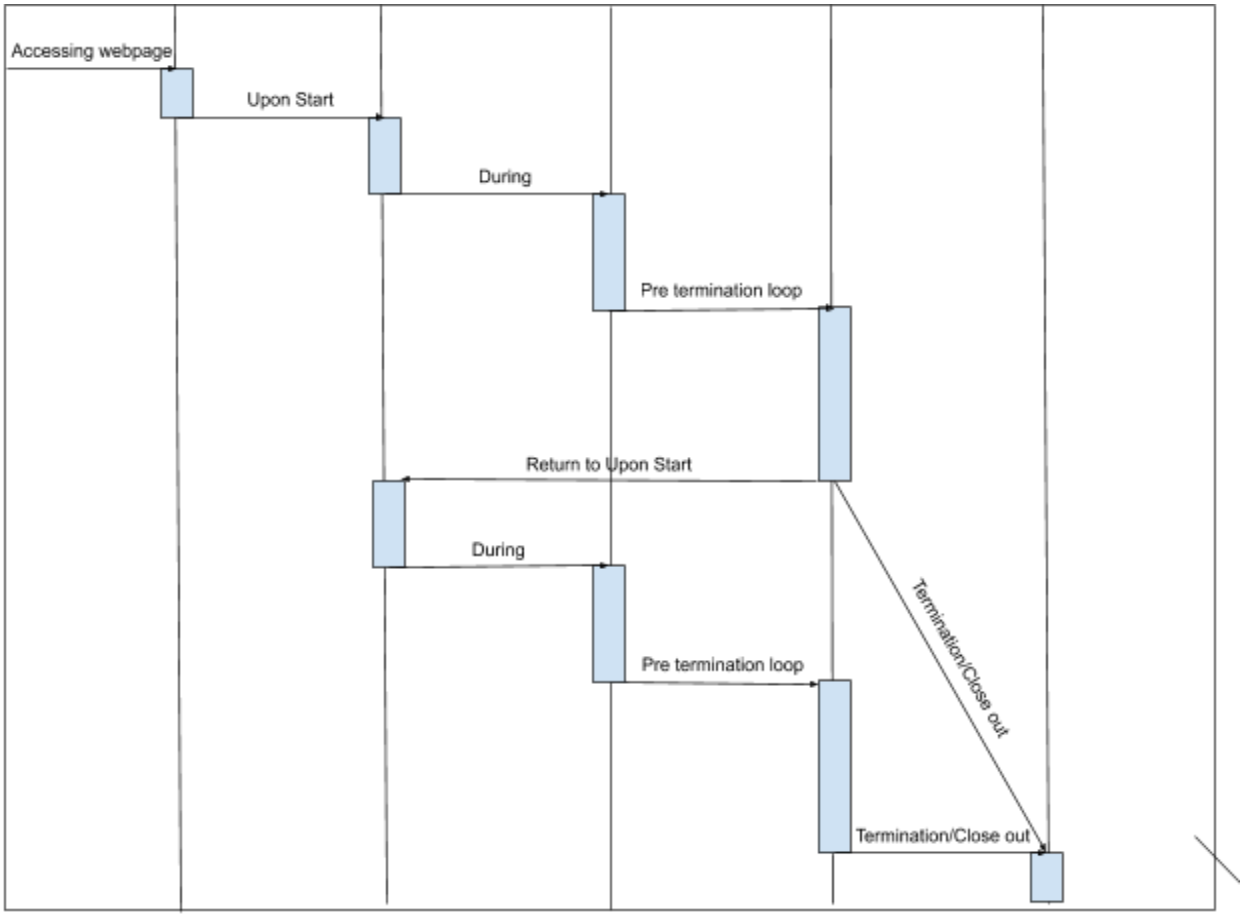
4.3.4 Fully-Dressed Description

Below is a table that includes the functional requirements with the highest priority and their respective fully dressed description.

FUNCTIONAL REQ-*x*	Priority Weight	Fully-Dressed Description
FR01	High	When the user clicks on the link to access our webpage, they will be directed to a landing page that introduces key stakeholders in the project. This will include names, bio and a photograph.
FR02	High	After initiating the start of the game, the user will have an option between three different difficulty levels: easy, medium and hard. These options will be presented as buttons on the user interface.
FR03	High	The maze will be 2 dimensional - containing only length and width, so there will be no height. The user will be able to see themselves moving through the maze.
FR04	High	The maze will display a countdown timer that starts at the beginning of the game and lasts for three minutes. This time will not be interrupted. The timer is only modified when the user comes into contact with a random object.
FR05	High	From the beginning of the game to end, the start and finish point should always be clear and visible. This will ensure the user knows their objective.
FR06	High	The user will start at the start point at the beginning of every game. Once the game begins (when the countdown timer starts), then the user is free to move around.
FR07	High	The user shall be taken back to the start point when in contact with any borders (no touch zone). These borders are there to make the game more difficult, as the user will notice the more border (horizontal and vertical lines), then the more challenging the maze.

4.4 System Sequence Diagrams

Below is the system sequence diagram of our application from start to finish. From accessing the webpage where our application lives to the termination of the application.



This system sequence diagram shows the stages in the system of our application, representing the duration of these stages and if there are any recurrences of particular stages. These are the same stages mapped to the use cases in the ***Use Cases: Casual Description***

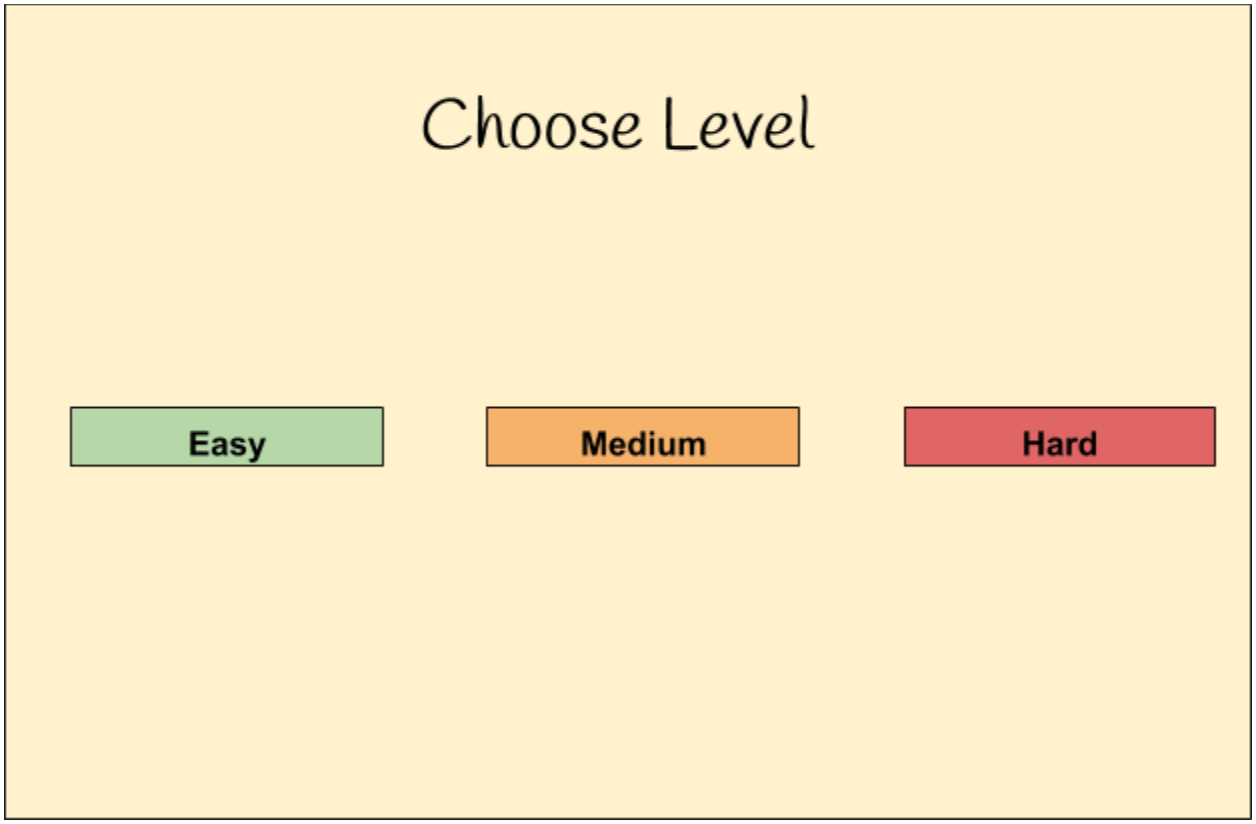
Section 5: User Interface Specification

5.1 Preliminary Design:

Page 1

This is the first page the user will see before starting the maze game.

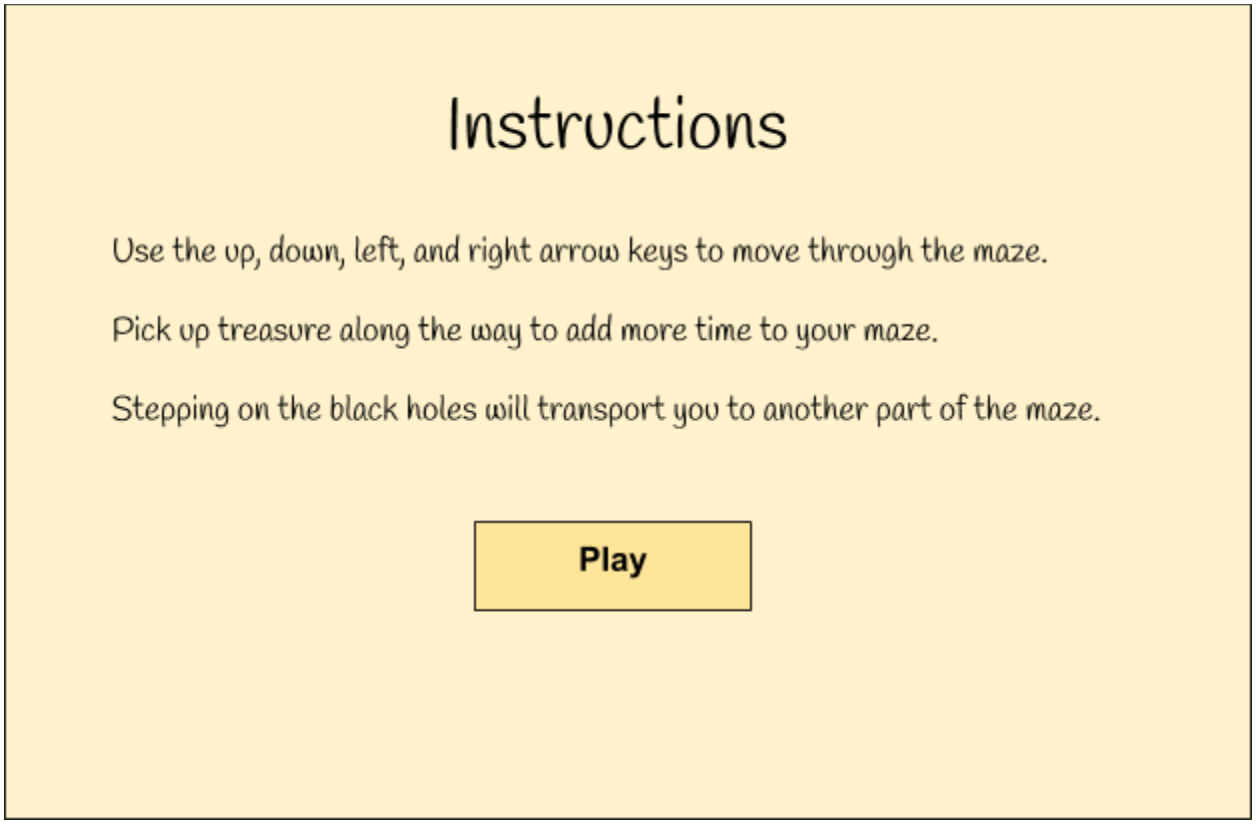
1a) Start Button - This button directs the user to the “Choose Level” page.



Page 2

The user is taken from Page 1 to Page 2. On this page, the user is presented with level options and will choose between “easy”, “medium”, or “hard” levels.

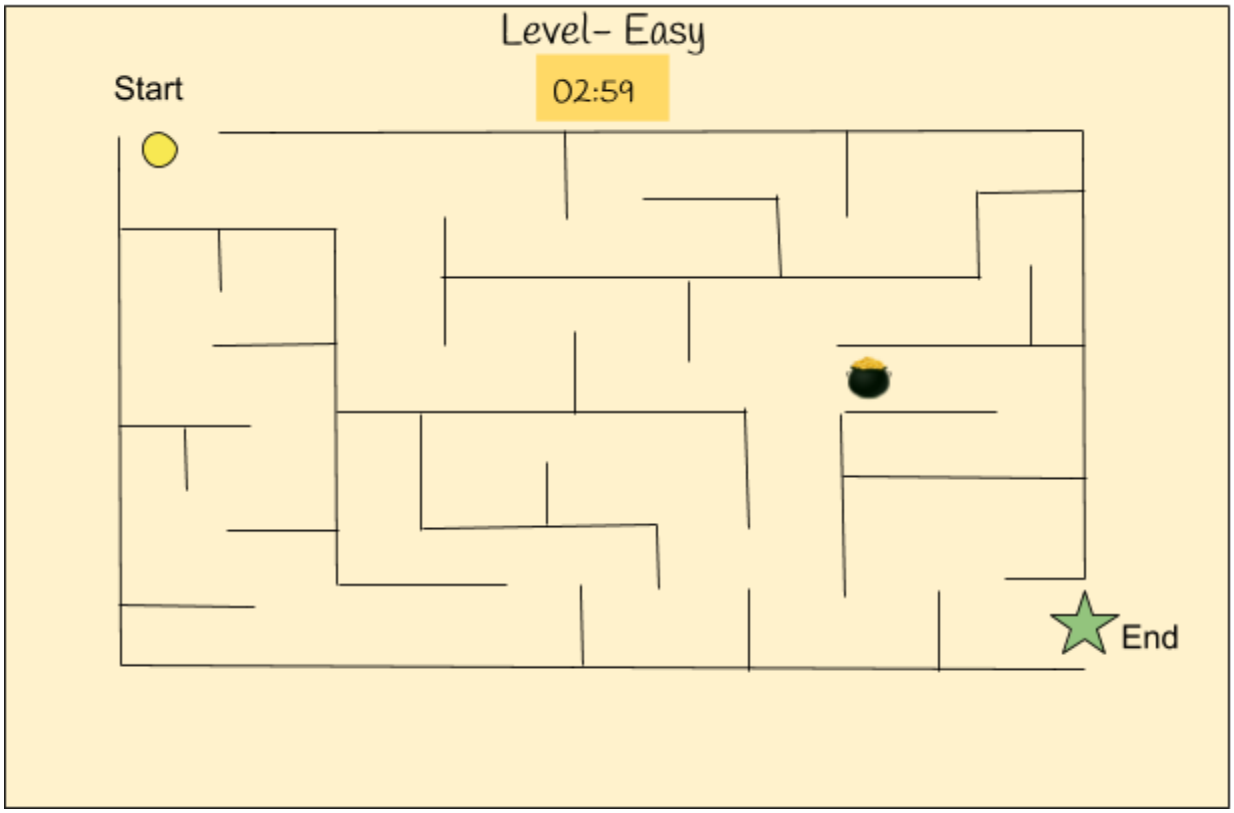
2a) Easy Button - This button will take the user to the easy level of the maze game.
2b) Medium Button - This button will take the user to the medium level of the maze game.
2c) Hard Button - This button will take the user to the hard level of the maze game.



Page 3

The game instructions will be displayed to the user.

3a) Play Button - User will press play button to start the game.



Page 4

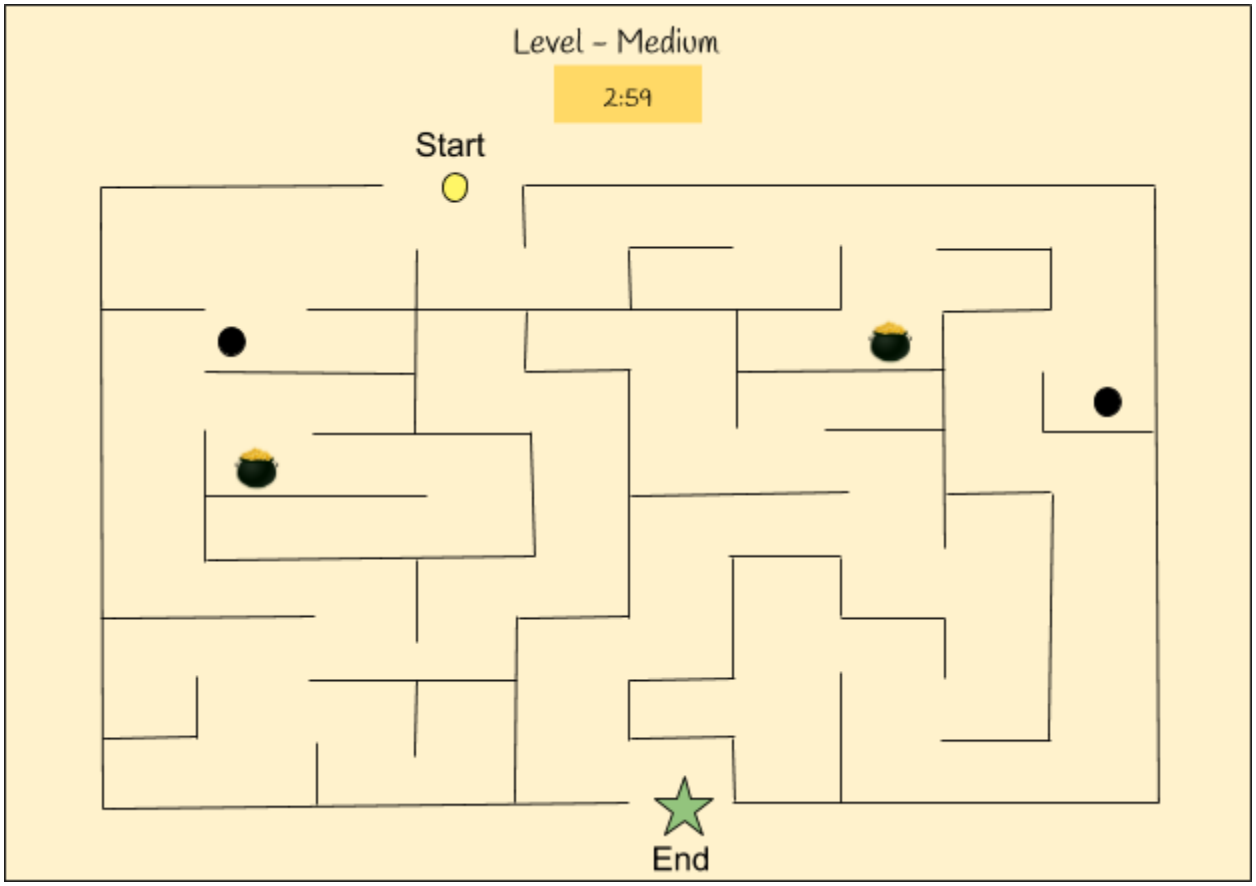
This page is presented to the user if the user chose the “easy” level.

4a) Yellow Circle - This yellow circle icon represents the user and is the start of the maze. The user will use the up, down, left, and right desktop arrow keys to navigate through the maze to the green star which is the end of the maze.

4b) Pot of Gold - The user can pick up random objects (treasures) along the maze which will add 30 more seconds to the timer.

4c) Countdown Timer - The countdown timer will start at 3:00 minutes and countdown to 0:00.

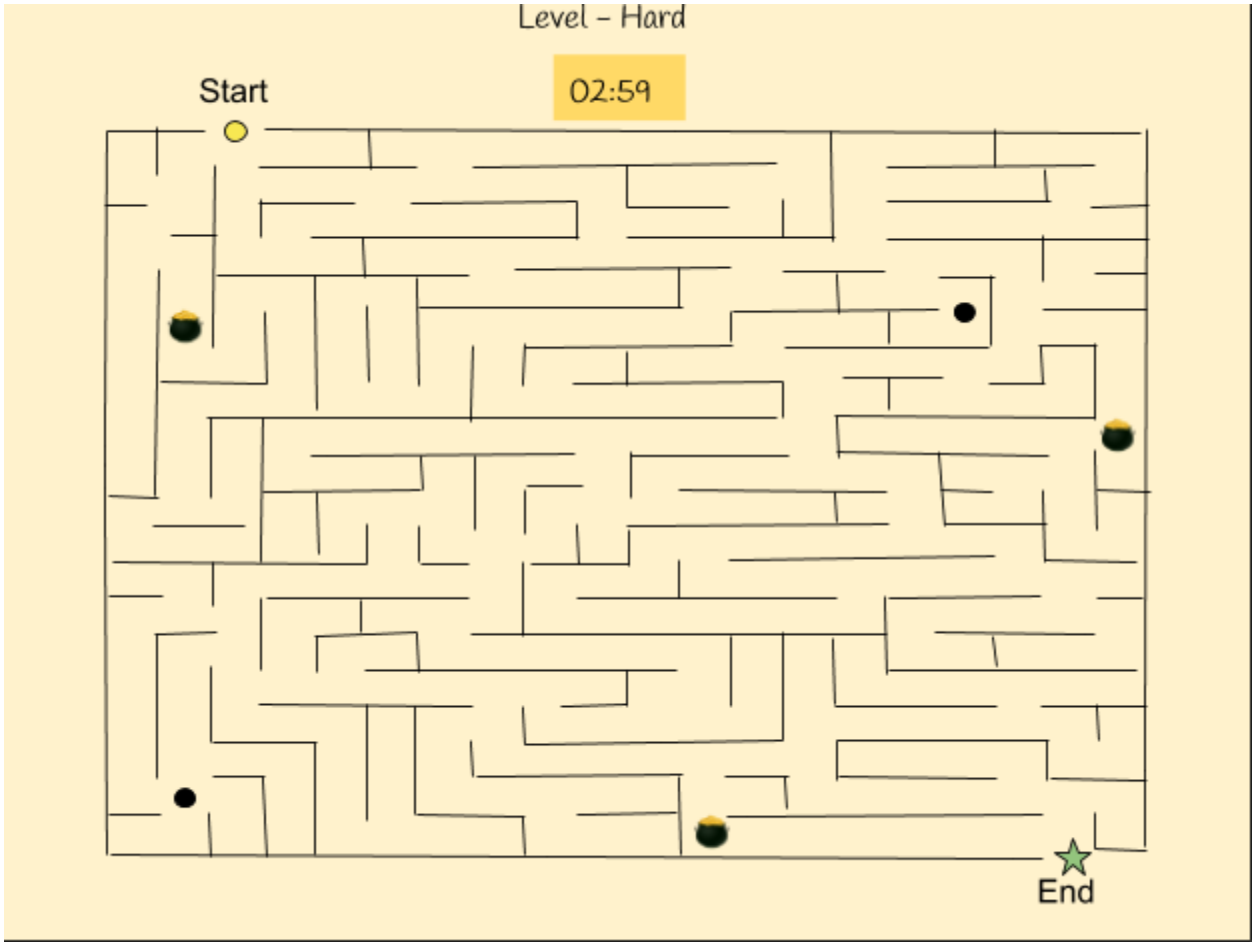
4d) Green Star - The green star icon represents the end of the maze.



Page 5

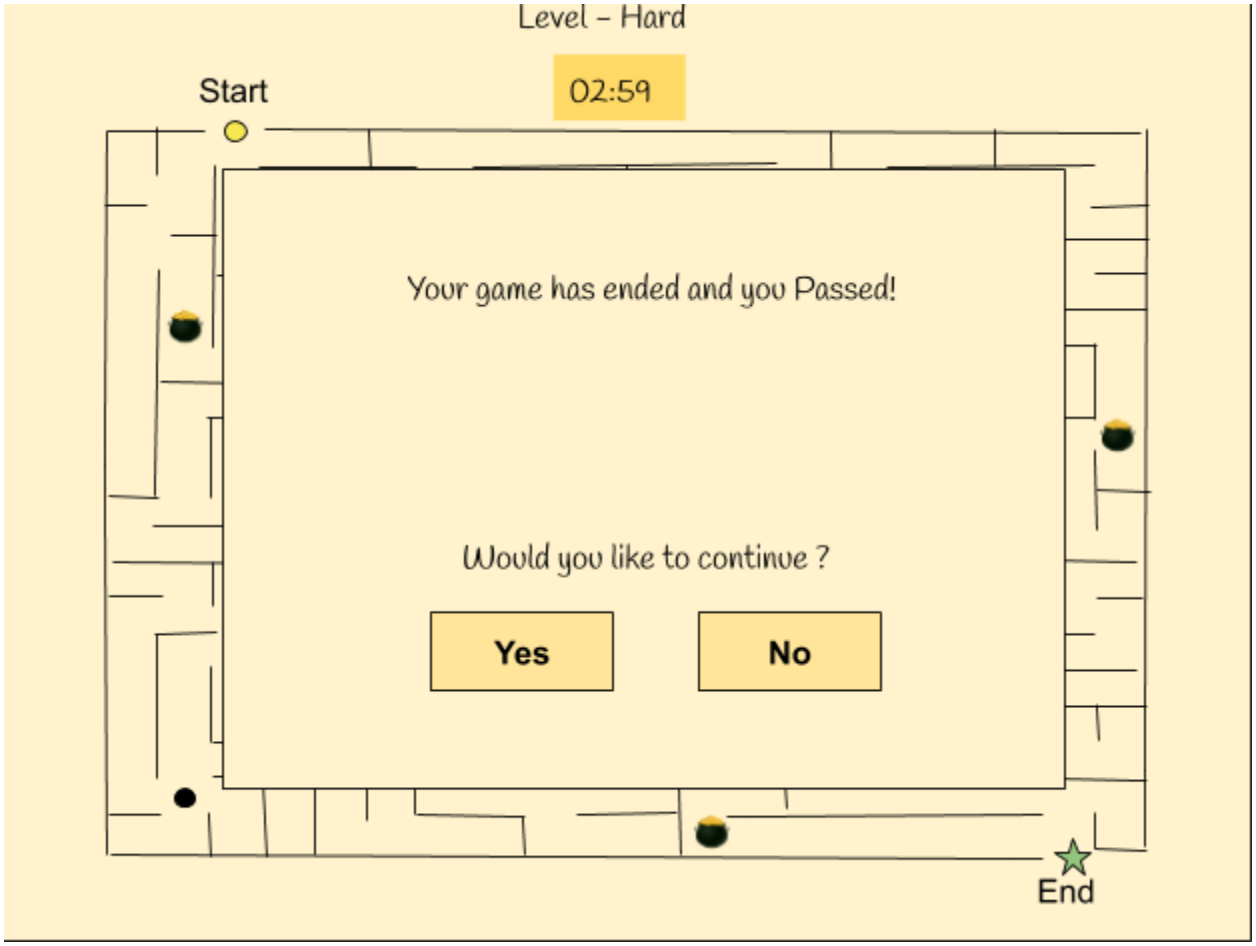
This page is presented to the user if the user chose the “medium” level.

5a) Black Hole - When the player comes into contact with a random hole (black hole), then they are sent back to the start point.



Page 6

This page is presented to the user if the user chooses the level “hard”.

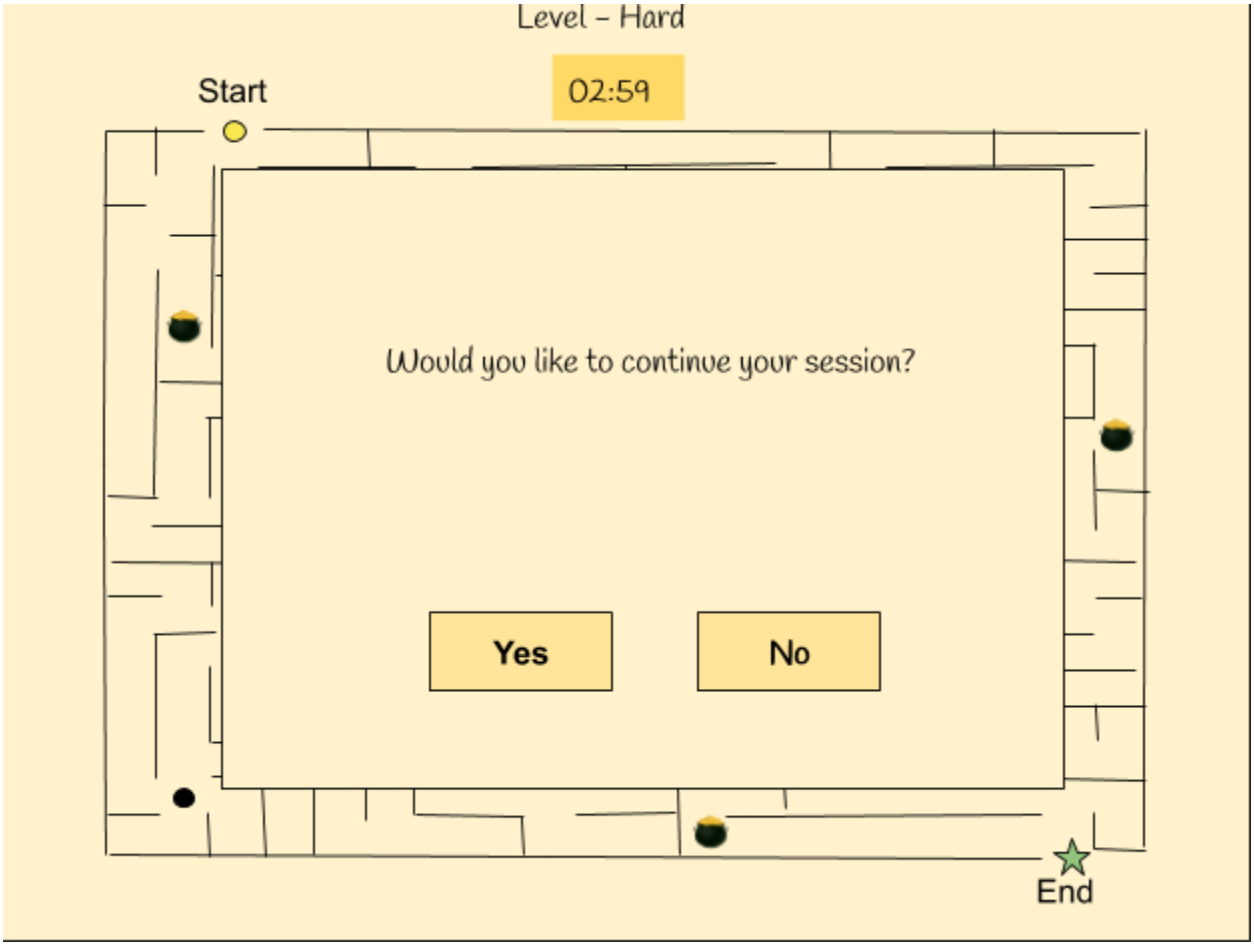


Page 7

When the user finishes the game, a status message is displayed asking the user if they would like to continue the game (same difficulty level, but a different maze).

7a) Yes Button - If the user presses the yes button, another maze will be generated on the interface with the same level of difficulty.(i.e. If the user was playing the hard level, the user would play the hard level again)

7b) No Button - If the user presses the no button, a display message will pop up asking if they would like to continue the session?**(Page 8)**



Page 8

8a) Yes Button - If the user chooses the yes button, it will direct the user back to **Page 2** in which they choose a maze level.

8b) No Button - If the user chooses the no button, it will direct the user to the goodbye screen (**Page 9**).

Page 9

This message will display on the screen once the user has completed the game and ended the session.

5.2 User Effort Estimation:

The first three usage scenario steps are static as the user will always traverse through these steps when entering the game. Depending on the level of difficulty and the user, the UI navigation will be different when playing the maze game.

Scenario 1:
User chooses the Easy maze level and decides that they want to play once and then end the session.

Usage Scenario	Mouse clicks	Keystrokes	UI Navigation
User presses start button	1	0	1
User chooses the easy level	1	0	2
User presses play button	1	0	3
User goes through the easy maze	0	33	36
User does not continue with the maze game	1	0	37
User does not continue with the session	1	0	38

Scenario 2:
User chooses the Medium maze level and decides that they want to play once and then end the session.

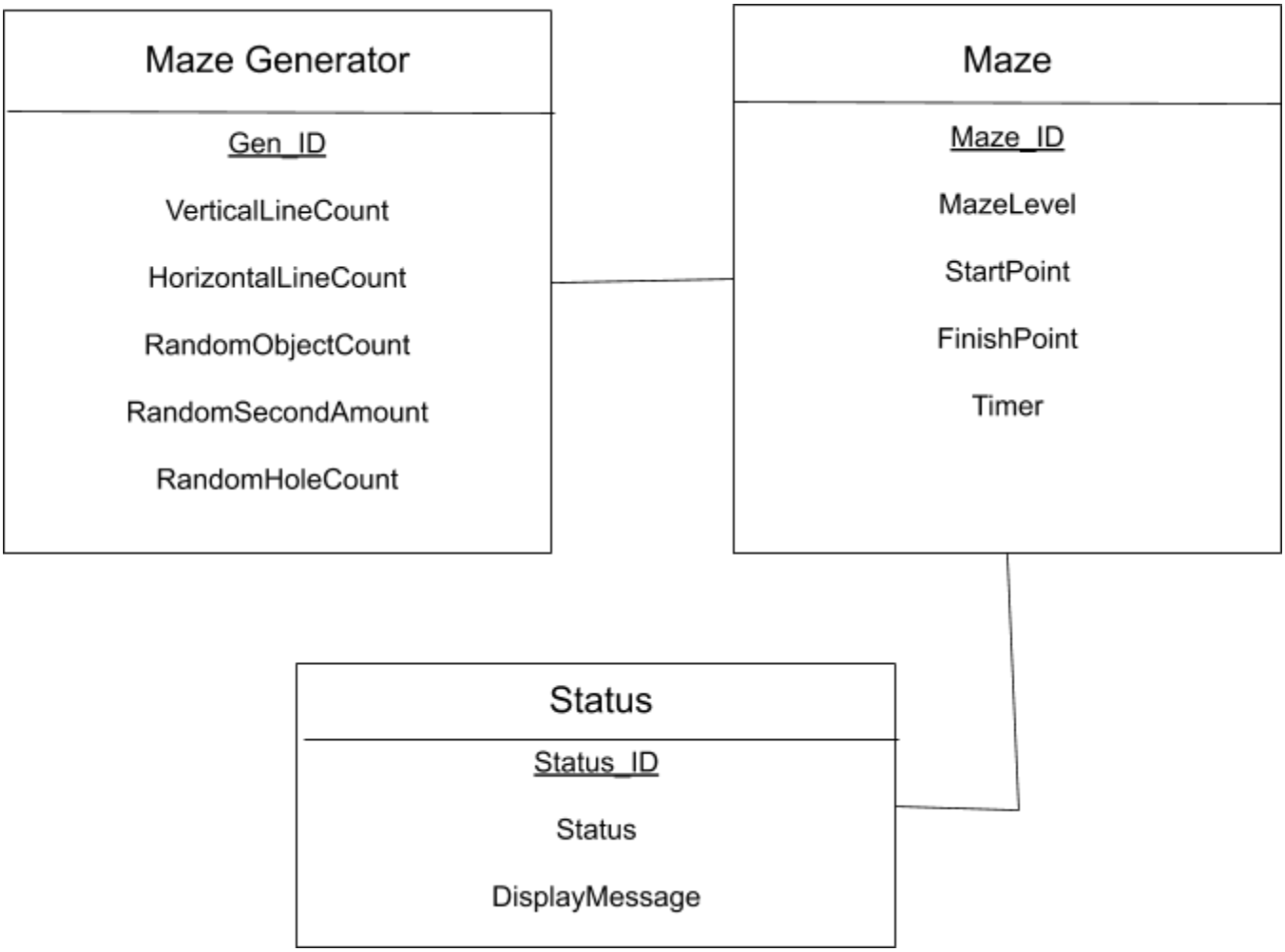
Usage Scenario	Mouse clicks	Keystrokes	UI Navigation
User presses start button	1	0	1
User goes chooses the easy level	1	0	2
User presses play button	1	0	3
User goes through the easy maze	0	47	50
User does not continue with the maze game	1	0	51
User does not continue with the session	1	0	52

Scenario 3:
User chooses the Hard maze level and decides that they want to play once and then end the session.

Usage Scenario	Mouse clicks	Keystrokes	UI Navigation
User presses start button	1	0	1
User chooses the easy level	1	0	2
User presses play button	1	0	3
User goes through the easy maze	0	65	68
User does not continue with the maze game	1	0	69
User does not continue with the session	1	0	70

Section 6: Domain Analysis

6.1 Domain Model



Concept definition:

The **maze generator entity** is included because it creates/generates our maze templates for easy, medium and hard levels, but more importantly each game within those levels. Because a user can play multiple games for each level, it is important that each template doesn't look the same. This is our maze generator's main purpose. It will make sure the users are interacting with different templates. The maze generator takes into account the amount of horizontal lines, vertical lines, random objects and the random seconds associated with those objects and random holes. It is important that these attributes are modified based on difficulty level.

The **maze entity** is included because this is what the user actually sees when interacting with our application. Every maze has a level, a start and finish point, and a timer.

The **status entity** is included because the application's flow is dependent on this entity. Without the status application, the user or computer would have no way of knowing when to quit the application. The status entity includes the status and displays a message to the user.

Association definition:

Each of these entities are related to one or the other. The maze generator generates a template that is then displayed as the maze entity on the user interface. The user works through the maze and when the timer attribute times out a status message is displayed.

Attribute definition:

Below are entities and definitions that map to each of the attributes within the entity.

<u>Maze Generator</u>

Note: These attributes are dependent on difficulty level.

Gen_ID - This attribute serves as the primary key for the maze generator. Each maze generated is given an ID.

VerticalLineCount - This attribute shows how many vertical lines will be shown in the maze. As mentioned before vertical and horizontal lines make up the borders.

HorizontalLineCount - This attribute shows how many horizontal lines will be shown in the maze. As mentioned before vertical and horizontal lines make up the borders.

RandomObjectCount - This attribute shows how many random objects will appear in the maze.

RandomSecondAmount - This attribute gives a random number of seconds to be added to the timer when coming into contact with a random object.

RandomHoleCount - This attribute shows how many random holes will appear in the maze.

Maze

Maze_ID - This attribute serves as the primary key for the maze. Each maze displayed on the user interface has an ID.

MazeLevel - This attribute shows what level the maze represents. The options are easy, medium and hard.

StartPoint - This attribute represents where the start point is located on the maze.
FinishPoint - This attribute represents where the finish point is located on the maze.

Timer - This attribute represents the countdown timer located on the maze to show the user how much time they have left.

Status

Status_ID - This attribute serves as the primary key for the maze generator. Each status shown is given an ID.

Status - This attribute captures the status of the user and the game.

DisplayMessage - This attribute shows the message that will be displayed on the user’s interface.

6.2 System Operation Contracts

This application will be deployed online. These are the technologies that were used to help implement this web application: Github, Sublime and Atom.

Section 7: Project size estimation based on use case points

7.1 Project size estimation based on use case points

This project is small, but relative to the amount of people working on it, the functional requirements and the team's knowledge, this is deemed to be a medium sized project. The team will have to spend a big chunk of the initial time to research the implementation and the software needed to fulfill all functional requirements.. Based on the use cases, the concept of this project is fairly simple, but the effort is increased.

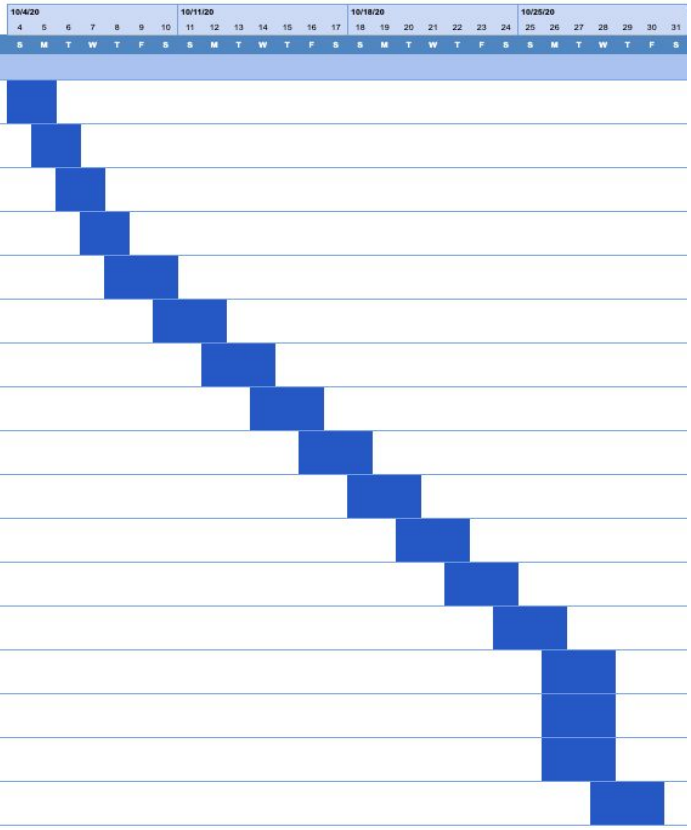
Section 8: Plan Of Work

8.1 Plan of Work : Gantt Chart

After the submission of Report #1, our group is planning to start working on the tasks above in order to complete the maze application. Above is the Gantt chart for the next 4 weeks.

Project Start: 10/04/2020

TASK	PRIORITY	START	DAYS	END
Report 2				
Include landing page with team member name, introduction and picture	High	10/4/2020	2	10/5/2020
Create easy, medium and hard maze difficulty choices	High	10/5/2020	2	10/6/2020
Create a 2 dimensional maze	High	10/6/2020	2	10/7/2020
Create a countdown timer	High	10/7/2020	2	10/8/2020
Create start and finish point	High	10/8/2020	3	10/10/2020
Make borders where theres no contact	High	10/10/2020	3	10/12/2020
Create status message	Medium	10/12/2020	3	10/14/2020
Create user response to status messages	Medium	10/14/2020	3	10/16/2020
Create Goodbye screen	Medium	10/16/2020	3	10/18/2020
Create function maze generator	Medium	10/18/2020	3	10/20/2020
Create Instruction box	Medium	10/20/2020	3	10/22/2020
Create random holes in the maze	Medium	10/22/2020	3	10/24/2020
Create random objects that adds time to the maze	Medium	10/24/2020	3	10/26/2020
Create maze start button	Medium	10/26/2020	3	10/28/2020
Create Presentation	Medium	10/26/2020	3	10/28/2020
Create Report 3	Medium	10/26/2020	3	10/28/2020
Create three second countdown before the timer starts to countdown	Low	10/28/2020	3	10/30/2020



8.2 Report #1 Project Schedule and Plan

Below we have included the project schedule prior to the readiness of Report #1. There are items and each item has several tasks(or none). These tasks were assigned to team members along with due dates.

NAME			STATUS		DUE DATE
Report #1			Complete		9/29/20
	ITEM	TASK		ASSIGNED TO	
	Website Design		Complete		9/16/20
		Build initial website	Complete	Maraya	9/8/20
		Include landing page	Complete	Maraya	9/12/20
		Push website into Github	Complete	Maraya	9/16/20
	System Requirements		Complete		9/21/20
		Enumerated Functional Requirements	Complete	Lea	9/15/20
		Enumerated Nonfunctional Requirements	Complete	Lea	9/10/20
		User Interface Requirements	Complete	Maraya	9/21/20
	Functional Requirements		Complete		9/24/20
		Stakeholders	Complete	Maraya	9/15/20
		Actors and Goals	Complete	Maraya	9/17/20
		Use Cases	Complete	Lea	9/24/20
		Casual Description	Complete	Lea	9/17/20
		Use Case Diagram	Complete	Lea	9/20/20
		Traceability Matrix	Complete	Lea	9/22/20
		Fully Dressed Description	Complete	Lea	9/24/20
		System Sequence Diagrams	Complete	Lea	9/21/20
	User Interface Specification		Complete		9/28/20
		Preliminary design	Complete	Maraya	9/22/20
		User effort estimation	Complete	Maraya	9/28/20
	Domain Analysis		Complete		9/28/20
		Domain model	Complete	Lea	9/28/20
		System operation contracts	Not Started	Lea	9/16/20
	Project size estimation		Complete	Lea	9/24/20
	Plan of Work		Complete	Maraya	9/24/20
	References		Complete	Lea/Maraya	9/29/20

Section 9: References

9.1 References

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