

ONLINE GAME STORE

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SESSION 2019/2020

FACULTY OF INFORMATION SCIENCE AND TECHNOLOGY

MULTIMEDIA UNIVERSITY

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Online Games Store

BY

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On the other hand, I would like to thank my friends that helped me either for the coding part or giving encouragement. Lastly, I would like to thanks FIST and the FYP coordinator, Ms. Lim Li Yen for giving me the chance to do this project.

ABSTRACT

Online Game Store is a website that sells games for all the gamers in Malaysia. The website will be quite similar with the other online shopping platform. Customers will need to sign up and login to their account before they can start purchasing. Customers will need to fill up a personal information form about their name, contact number and shipping address. The customers will be able to update their profile if they wish to update their details. There will also be a button dedicated for those who forgotten their password. Our platform will feature online payment method so that our customers will be able to shop at the comfort of their home.

LIST OF TABLES

Table 1.1: <i>Division of tasks</i>	11
Table 1.2: <i>Data Dictionary</i>	15

LIST OF FIGURES

FIGURE 1 : GANTT CHART 1	6
FIGURE 2 : GANTT CHART 2	7
FIGURE 3 : GAME HOUZ MAIN PAGE.....	10
FIGURE 4 : GAME HOUZ REGISTRATION PAGE	11
FIGURE 5 : IMPULSE GAMING MAIN PAGE	12
FIGURE 6 : IMPULSE GAMING PRODUCT CATALOG.....	13
FIGURE 7 : MIJIKORT MALAYSIA MAIN PAGE.....	14
FIGURE 8 : MIJIKORT MALAYSIA REGISTRATION PAGE.....	15
FIGURE 9 : CONTEXT DIAGRAM.....	21
FIGURE 10 : DATA FLOW DIAGRAM	23
FIGURE 11 : ENTITY RELATIONSHIP DIAGRAM.....	24
FIGURE 12 CUSTOMER LOGIN PAGE	27
FIGURE 13 : CUSTOMER FORGOT PASSWORD	28
FIGURE 14 : CUSTOMER REGISTRATION PAGE	29
FIGURE 15: CUSTOMER REGISTRATION PAGE ERROR INPUT.....	29
FIGURE 16 : CUSTOMER PROFILE PAGE	30
FIGURE 17 : CUSTOMER EDIT PROFILE.....	31
FIGURE 18 : PRODUCT CATALOG.....	32
FIGURE 19 : PRODUCT CATALOG PLAYSTATION	32
FIGURE 20 : PRODUCT PAGE	33
FIGURE 21 : CART.....	34
FIGURE 22 : CHECKOUT.....	35
FIGURE 23: CUSTOMER ORDER HISTORY	36
FIGURE 24 : CUSTOMER ORDER DETAIL.....	37
FIGURE 25 : ADMIN LOGIN.....	38
FIGURE 26 : ADMIN PANEL	39
FIGURE 27 : ADD PRODUCT	40
FIGURE 28 : EDIT PRODUCT.....	41
FIGURE 29 : ADMIN ORDER LIST	42
FIGURE 30 : ADMIN UPDATE ORDER.....	43
FIGURE 31 : ADMIN GENERATE REPORT.....	44

Table of Contents

COPYRIGHT.....	i
ACKNOWLEDGEMENT.....	ii
ABSTRACT.....	iii
LIST OF TABLES.....	iv
LIST OF FIGURES.....	v
TABLE OF CONTENTS.....	vi
PART 1: INTRODUCTION.....	1
1.1 Overview.....	2
1.2 Project Objectives.....	3
1.3 Target User.....	4
1.4 Project Scope.....	5
1.5 Gantt Chart 1.....	6
1.6 Gantt Chart 2.....	7
1.7 Division of Work.....	8
PART 2: CASE STUDY AND LITERATURE REVIEW.....	9
2.1 Primary Study.....	10
2.2 Problem Statement.....	16
PART 3: PROPOSED SOLUTION.....	17
3.1 System Features.....	18
3.2 Hardware/Software Requirements.....	19
3.2.1 For Developer.....	19
3.2.2 For User.....	20
3.3 Context Diagram & Data Flow Diagram.....	21
3.4 Entity Relationship Diagram.....	24
3.5 Data Dictionary.....	25

PART 4: SYSTEM PREVIEWS.....	26
4.1 Customer/Member Module.....	27
4.2 Staff/Admin/Front Desk Module.....	38
 PART 5: SYSTEM TESTING.....	 45
5.1 System Testing.....	46
 PART 6: CONCLUSION.....	 53
6.1 Conclusion.....	54
6.2 Further Enhancements.....	55
 PART 7: REFERENCES.....	 56
PART 8: APPENDIX.....	58
Appendix A: Minutes of Meeting.....	59
Appendix B: CD (Softcopy of Report and System).....	71

Part I:

Introduction

1.1 Overview

This project is about an online game store which will be selling a wide range of games available for the main platform such as PC, PlayStation and X-BOX. Nowadays, users prefer to shop online as there will be less time wasted spent on driving, browsing and queueing at a retail store. So, our system will be a much more convenient choice for them.

Our platform requires the customers to create an account or login to their existing account before making purchases. When the customers register, they are needed to fill up their name, contact number and address. These credentials will be used later when they check out their purchases. Our platform will also feature a filter option so that our customers can browse our catalog for easily. As for the payment method, we opted to online payment method as it is easier for the customers to make payment without the needs to leave their house and it will be easier for us to verified the payment. We will also be providing a shipping services using national courier. After the customers complete their purchases, they can view their order history.

1.2 Project Objectives

1. To provide a platform for gamers that is user friendly for customers.

The platform will be fast loading and clean user interface. It will be very simple and straightforward on how to use/operate the website. Easy to find links. All the buttons and links will be clearly visible to avoid unnecessary click.

2. To provide a cheaper option for users with more competitive pricing.

We aim to provide a more competitive price for our customers. We believe this will be achieved as we don't have a physical store so our expenses will be reduced to a minimal.

3. To reduce customer time on shopping as they are not needed to leave the house.

With online shopping and online payment provided, customers shopping time will be significantly reduced. Customers wouldn't need to leave their house and waste their time browsing the item in a physical store.

1.3 Target Users

1. Gamers

Our main target audiences will be gamers around Malaysia.

2. Friends and family

Games can be gifted to friends or family member during special occasion.
Game is a more universal presents as who doesn't like games?

1.4 Project Scope

2. Login

- a. Customers need to register and login before making their purchases.

1 Verification Email

- a. Every registration will be send to the entered email for verification.

2 Filter

- a. Customers will be able to filter the item list to their desire.
- b. In example: filter by platform either PC or PlayStation or XBOX.

3 Payment

- a. We will provide online payment such as credit/debit card.

4 Delivery

- a. Delivery service will be also provided by using the courier services in Malaysia.

5 Report

- a. Admin will be able to view sales reports.

1.5 Gantt Chart 1

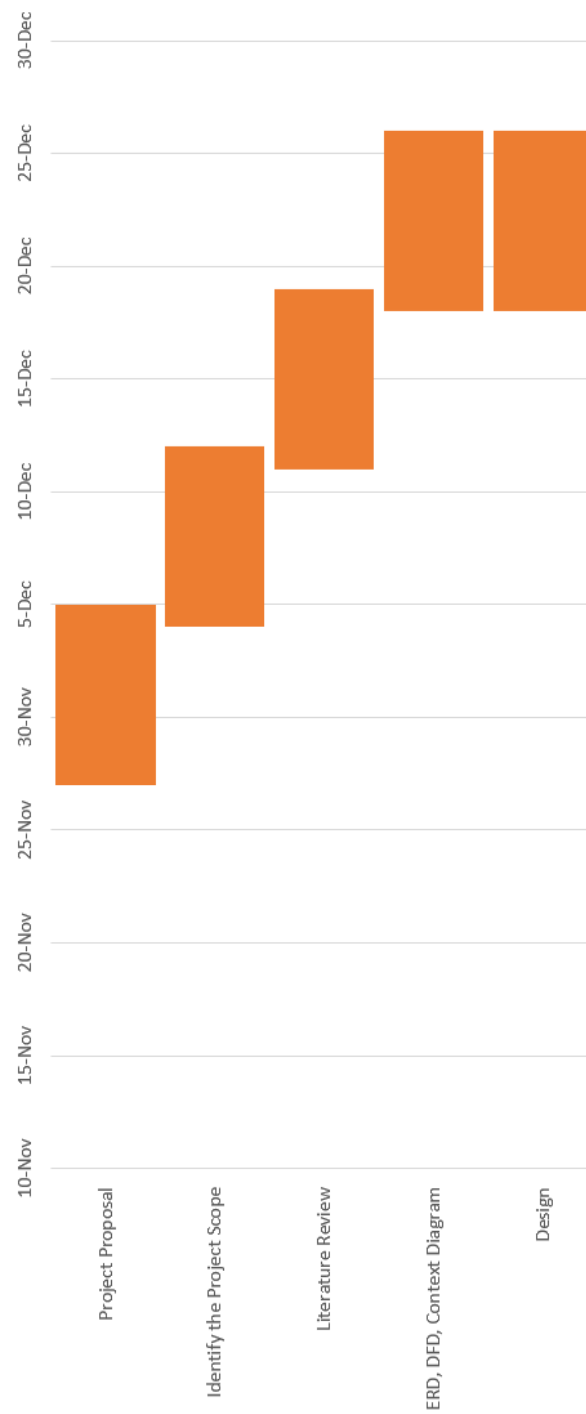


Figure 1 : Gantt Chart 1

1.6 Gantt Chart 2

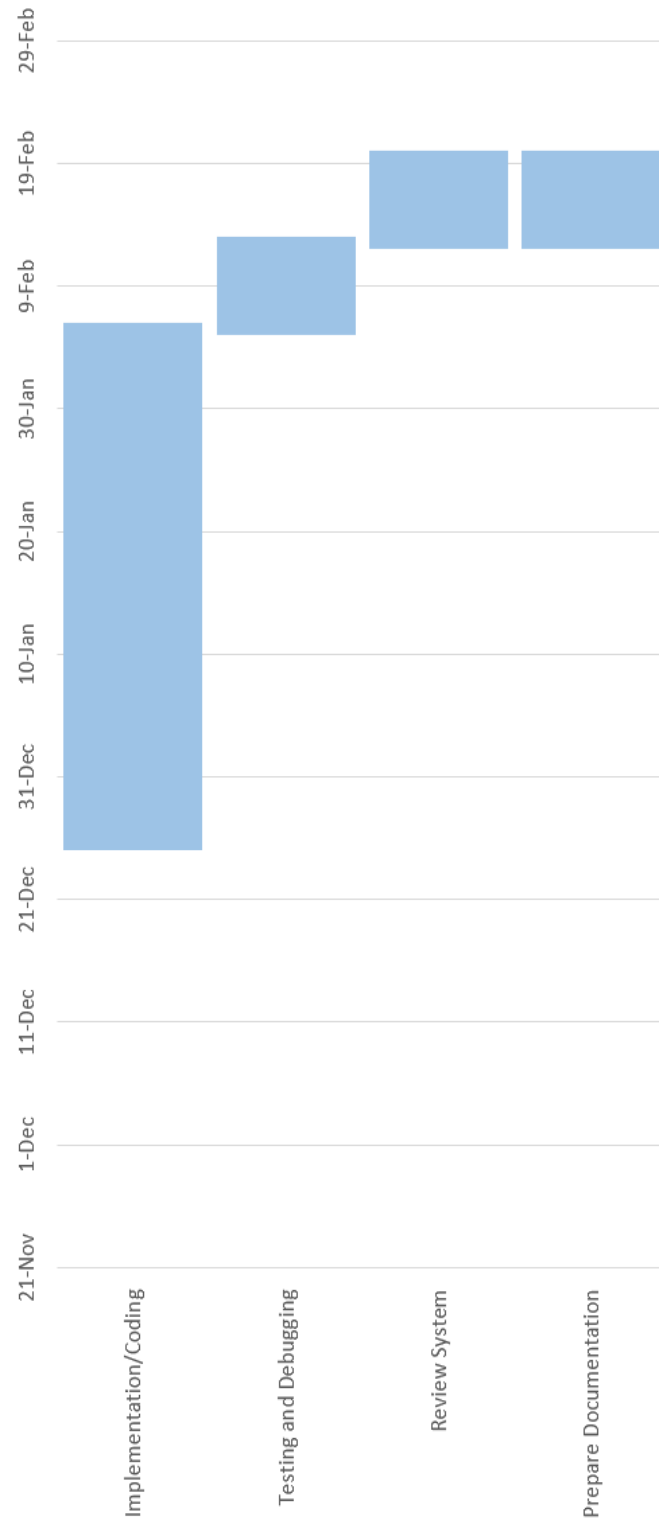


Figure 2 : Gantt Chart 2

1.7 Division of Work

TASKS	STUDENT
	Harith Danial Poh Bin Jeffry Poh
Preparing project proposal	✓
Overview	✓
Objectives	✓
Target Users	✓
Project Scope	✓
Gantt chart	✓
Primary Study	✓
Problem Statements	✓
System Features	✓
Hardware/Software Requirements	✓
Data flow diagram & Context Diagram	✓
Entity relationship diagram	✓
Data dictionary	✓
System Interface Design	✓
System Coding	✓
System Testing	✓
Compilation of Final Report	✓
Presentation and Demo	✓
Meeting Minutes	✓

Table 1.1 : Division of Work

Part II:

Primary Study/

Literature Research

2.1 Primary Study

1. Game Houz

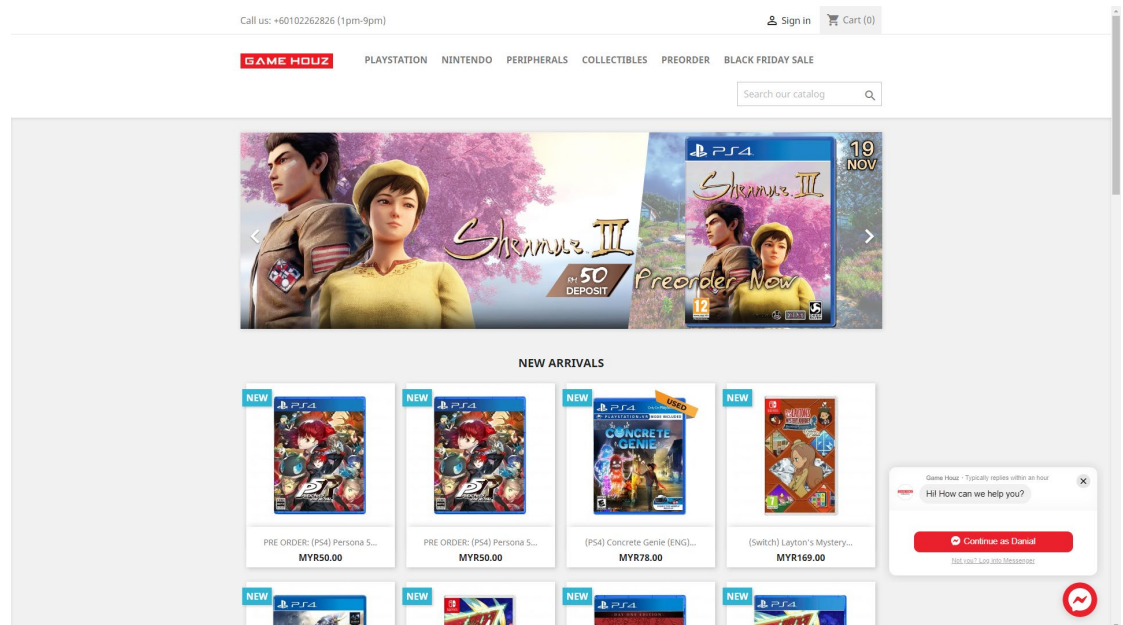


Figure 3 : Game Houz Main Page

This is one of the main online game store in Malaysia. Their website is pretty straightforward and easy to use. The main difference from them to our website is that they mainly focus on selling gaming console games and accessories while our website will be focusing on PC gaming as well.

Call us: +60102262826 (1pm-9pm) Sign in Cart (0)

GAME HOUZ PLAYSTATION NINTENDO PERIPHERALS COLLECTIBLES PREORDER BLACK FRIDAY SALE

Search our catalog

Create an account

Already have an account? [Log in instead!](#)

Social title ☐ Mr. ☐ Mrs.

First name

Last name

Email

Password [SHOW](#)

Birthdate (Optional)
(E.g.: 31/05/1970)

☐ Receive offers from our partners

[SAVE](#)

USEFUL LINKS: [Delivery Information](#), [Privacy Policy](#), [Terms and Conditions](#), [About Us](#), [Join Trade Procedure](#)

STORES: [Stores](#)

STORE INFORMATION: Game Houz Melaka, No. 11-1, Jalan Komersial TAKH 3, Taman Ayer Keroh Heights, Ayer Keroh, 75450 Malacca, Malaysia. Call us: +60102262826 (1pm-9pm)

Game Houz 46-1, Jalan Dataran Cheras 2, Cheras Traders Square, Cheras, 43200 Selangor, Malaysia. Call us: +60107650772 (12pm-9pm)

Figure 4 : Game Houz Registration Page

This screenshot show their registration form. They keep it simple to avoid any user errors. But they didn't check for any error on what is filled in, for example, the email section is filled with a non email format and it didn't prompt the user about it until you press the submit button. The same goes to the birthdate as they didn't lock it to only be able to key in number.

1. Advantages

- The website is very easy to use.
- The user interface is very clean.
- Very easy to search for the product that you need.
- Easy to register as a member.
- No payment needed to register.
- Offer live chat services.

2. Disadvantages

- The live chat popup is very distrating.
- The interface is not interactive.

2. Impulse Gaming

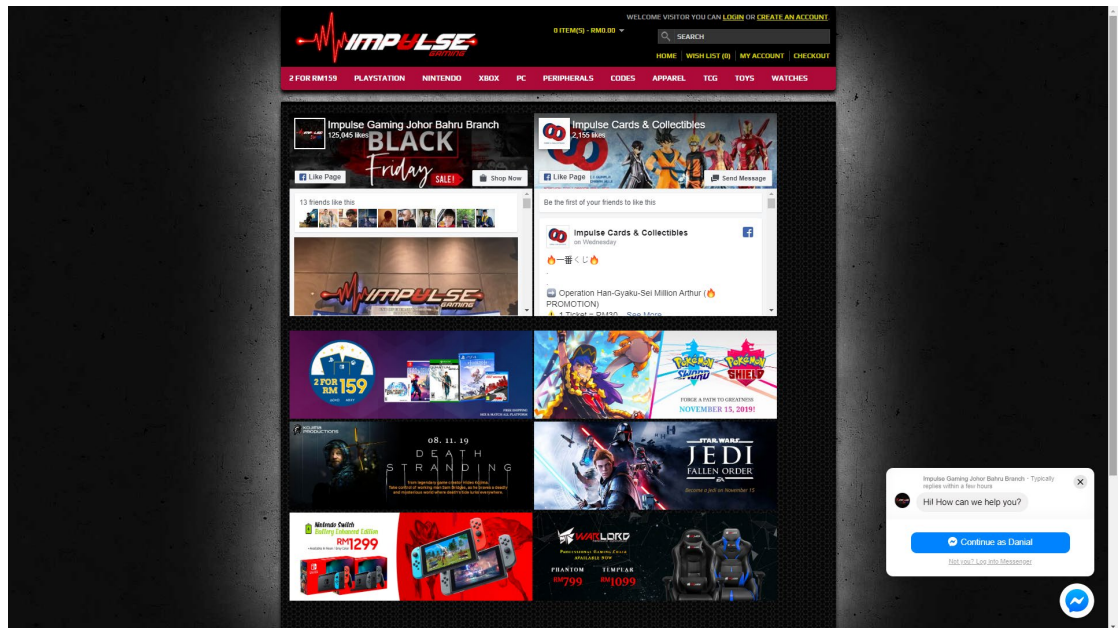


Figure 5 : Impulse Gaming Main Page

Impulse Gaming is one of well-known gaming store in Johor Bahru. As you can see their website is more old fashion. It is very cluttered and the layout are not aligned properly. The design also looks dull compare to more updated website.

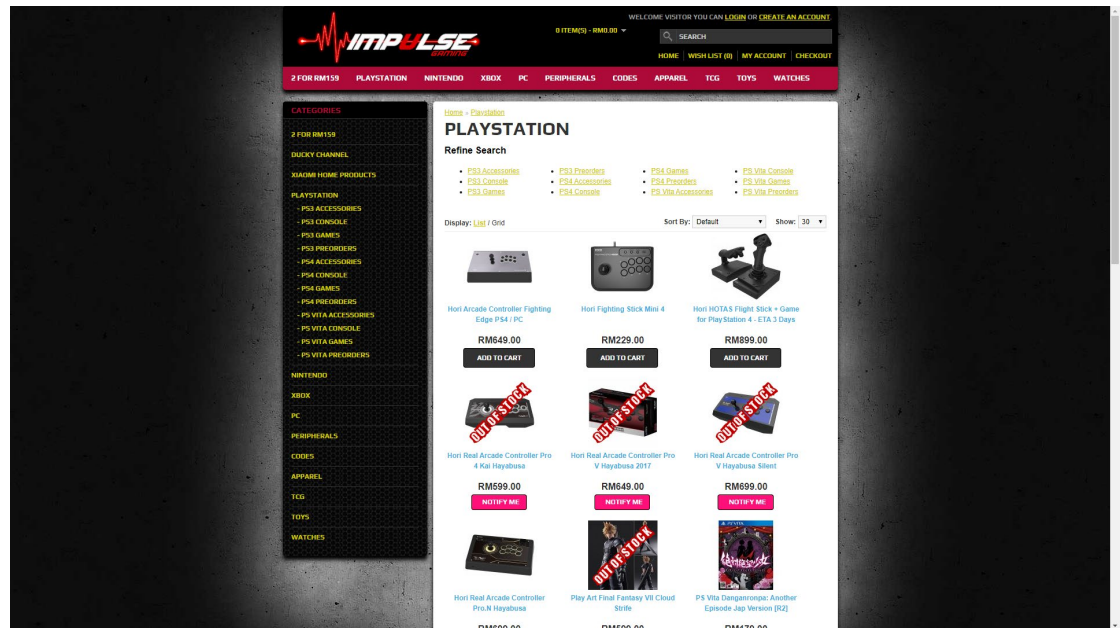


Figure 6 : Impulse Gaming Product Catalog

This screenshot is about their product catalog page. It is straightforward but it looks very outdated in style. The great part is that their website feature filter function which we aim to apply to our website as well. Filter will help customers to browse for what they need faster.

1. Advantages

- Easy to search for the product that you need.
- Easy to register as a member.
- No payment needed to register.
- Offer live chat services.

2. Disadvantages

- The live chat popup is very distracting.
- The design look dull.
- The interface is not interactive.

d. 3. Mijikort Malaysia Game Shop



Figure 7 : Mijikort Malaysia Main Page

This is the main page for Mijikort Malaysia Game Shop. It is very outdated as it still display a Deepavali Message in December. This website also didn't fully utilize the space. The wording is also in the smaller side.

The screenshot shows the Mijikort Malaysia registration page. At the top, there's a navigation bar with links like 'Home', 'Join Dropship', 'How To Buy', 'Customer Service', 'Whatsapp Us Now', and 'Blog'. Below this is a banner with the Mijikort logo and a group of cartoon characters. The main content area is titled 'Register Account' and includes a 'Your Personal Details' section with fields for First Name, Last Name, E-Mail, Telephone, Birth Date, and Gender. Below this is a 'Your Password' section with fields for Password and Password Confirm. A CAPTCHA verification box is also present. The right sidebar contains an 'Account' menu with links like Login, Register, My Account, and Order History. The footer includes a privacy policy link and a 'Continue' button.

Figure 8 : Mijikort Malaysia Registration page

Their registration form is straightforward and feature a captcha to verify it is a legit registration. The form didn't show any hint on how to fill in the form. For example, the birthdate column. The users will need to guess on how to fill it in.

1. Advantages

- a. Easy to search for the product that you need.
- b. No payment needed to register.

2. Disadvantages

- a. Registration form lack crucial information.
- b. The design look dull.
- c. The interface is not interactive.

2.2 Problem Statement

1. **To provide a platform for gamers that is user friendly for customers.**

Problem Statement

Current website is not well design. The website loading time is also an issue as the host is slow. A lot of unnecessary images lead to slow loading time too.

2. **To provide a cheaper option for users with more competitive pricing.**

Problem Statement

Need a large number of orders at a time to get a better pricing from supplier. Bad advertising lead to low exposure hence higher pricing.

3. **To reduce customer time on shopping as they are not needed to leave the house.**

Problem Statement

Older age group of users tends to not trust online shopping platform. Some customers prefer to have the product on hand to inspect before purchasing

Part III:

System Design

3.1 System Features

1. Admin

- Can view order history.
- Can view order details.
- Can view order status.
- Can update order status
- Can view/edit/add/delete product.

2. User

- Can login.
- Can register.
- Can view and edit profile.
- Can search and view products.
- Can make order.
- Can make payment.
- Can view order status.

3.2 Hardware/Software Requirements

3.2.1 For Developer

1. Hardware
 - a. System Requirements
 - i. Operating system: Windows 7 or later.
 - ii. Processor: Intel Core i3 or later.
 - iii. Memory: 2GB minimum, 4GB recommended.
2. Software
 - a. Browser
 - i. Google Chrome.
 - ii. Mozilla Firefox.
 - b. Web Development IDE
 - i. Visual Studio Code.
 - c. XAMPP Control Panel
 - d. MySQL

3.2.2 For User

1. Hardware

- a. System Requirements
 - ii. Operating system: Windows 7 or later.
 - iii. Processor: Intel Pentium or later.
 - iv. Memory: 2GB minimum, 4GB recommended.

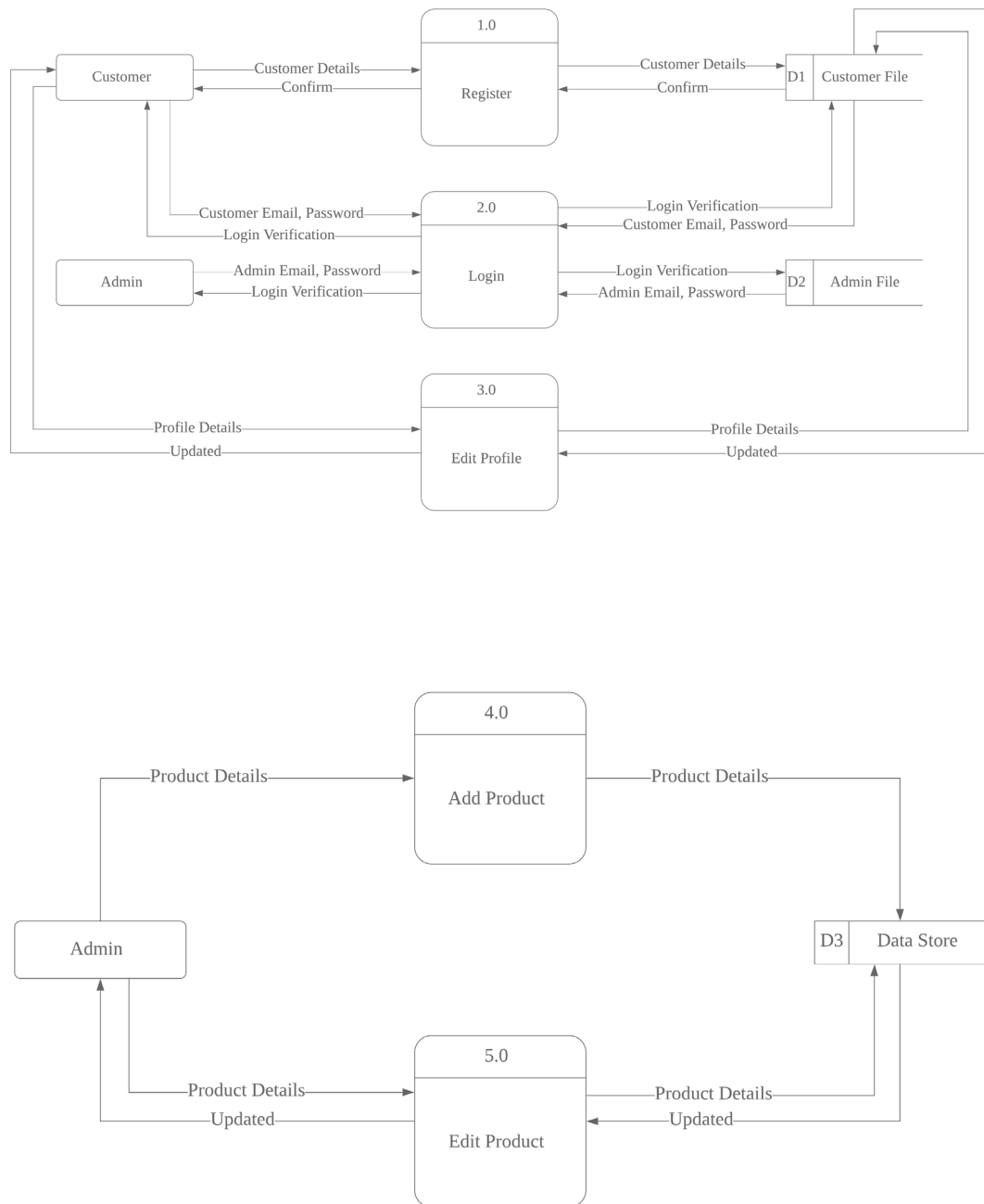
2. Software

- a. Browser
 - i. Google Chrome.
 - ii. Mozilla Firefox.

3.3 Context Diagram & Data Flow Diagram



Figure 9 : Context Diagram



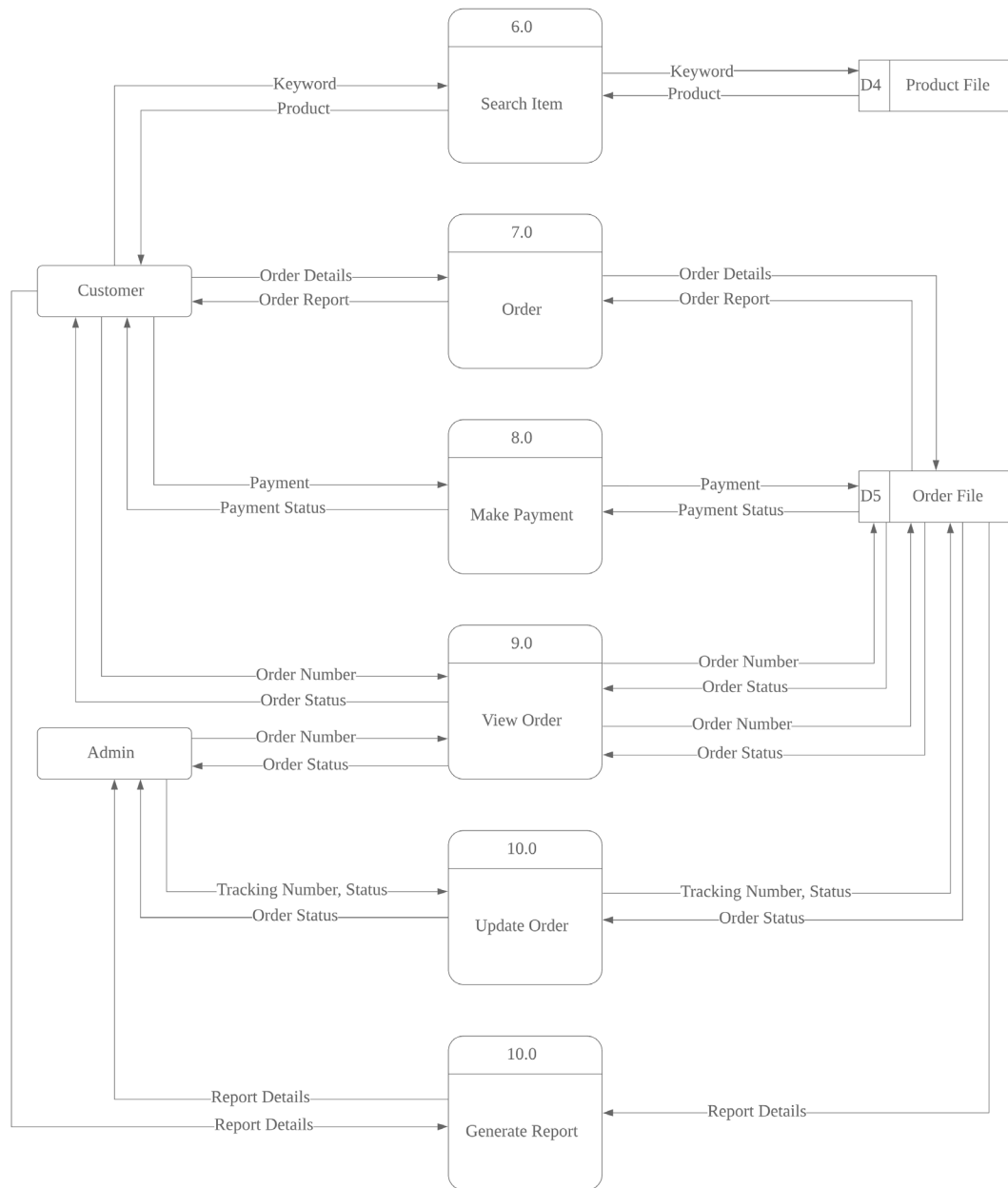


Figure 10 : Data Flow Diagram

Entity Relationship Diagram

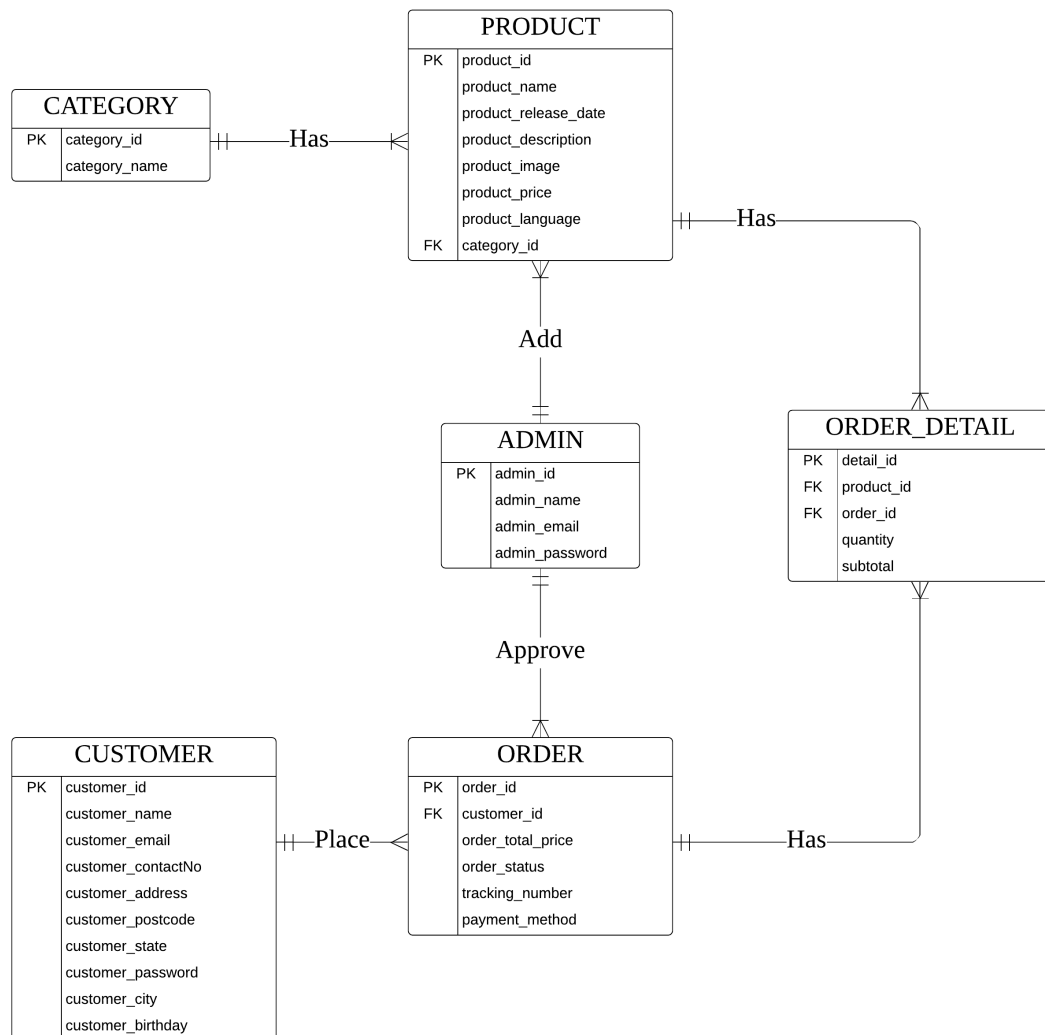


Figure 11 : Entity Relationship Diagram

3.4 Data Dictionary

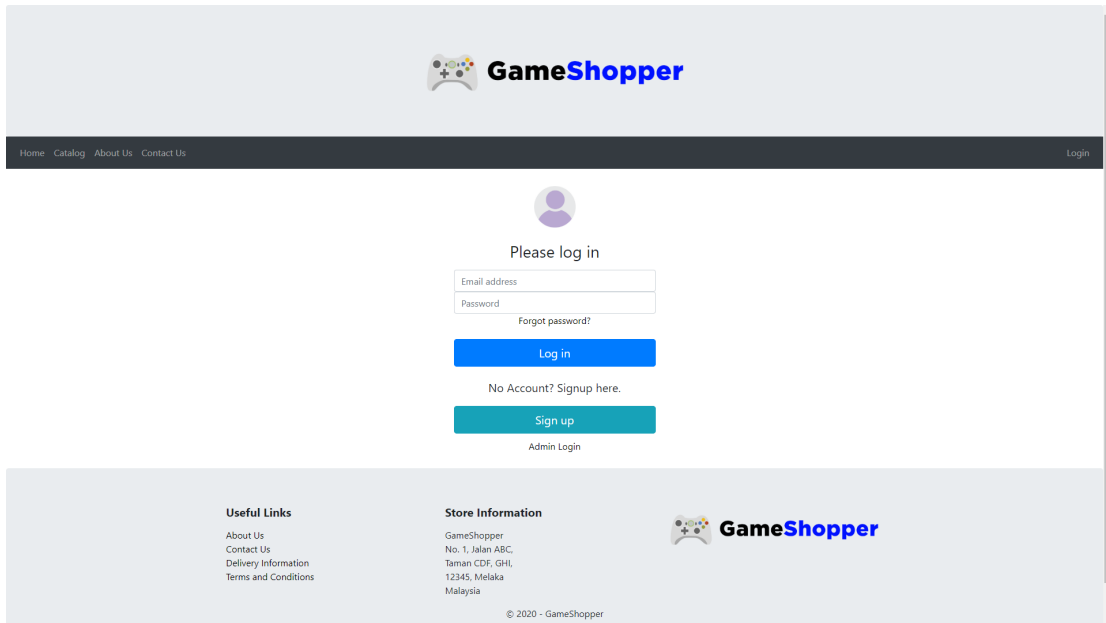
Table	Attributes	Contents	Type	Format	Required	PK or FK	FK Reference Table
admin	admin_id	Admin ID	INT(11)	-	Yes	PK	
	admin_name	Admin Name	VARCHAR(255)	-	Yes		
	admin_email	Admin Email	VARCHAR(255)	-	Yes		
	admin_password	Admin Password	VARCHAR(255)	-	Yes		
category	category_id	Category ID	INT(11)	-	Yes	PK	
	category_name	Category Name	VARCHAR(50)	-	Yes		
customer	customer_id	Customer ID	INT(11)	-	Yes	PK	
	customer_name	Customer Name	VARCHAR(255)	-	Yes		
	customer_email	Customer Email	VARCHAR(255)	-	Yes		
	customer_password	Customer password	VARCHAR(255)	-	Yes		
	customer_contactNo	Customer Contact Number	VARCHAR(255)	-	Yes		
	customer_address	Customer Address	VARCHAR(255)	-	Yes		
	customer_postcode	Customer Postcode	INT(11)	-	Yes		
	customer_city	Customer City	VARCHAR(255)	-	Yes		
	customer_state	Customer State	VARCHAR(255)	-	Yes		
	customer_birthday	Customer Birthday	DATE	-	Yes		
order	order_id	Order ID	INT(11)	-	Yes	PK	
	customer_id	Customer ID	INT(11)	-	Yes	FK	Customer
	order_total_price	Payment ID	DECIMAL(6,2)	-	Yes		
	order_status	Order History	VARCHAR(255)	-	Yes		
	tracking_number	Tracking Number	VARCHAR(50)	-			
	payment_method	Payment Method	VARCHAR(200)	-			
order_detail	detail_id	Order Detail ID	INT(11)	-	Yes	PK	
	product_id	Product ID	INT(11)	-	Yes	FK	Product
	order_id	Order ID	INT(11)	-	Yes	FK	Order
	quantity	Order Quantity	INT(11)	-	Yes		
	subtotal	Order Subtotal	DECIMAL(6,2)	-	Yes		
product	product_id	Product ID	INT(11)	-	Yes	PK	
	product_name	Product Name	VARCHAR(50)	-	Yes		
	product_image	Product Image	VARCHAR(255)	-	Yes		
	product_price	Product Price	DECIMAL(6,2)	-	Yes		
	product_release_date	Product Release Date	DATE	-	Yes		
	product_description	Product Descripton	VARCHAR(200)	-	No		
	category_id	Category ID	INT(11)	-	No	FK	Category

Table 1.2: Data Dictionary

Part IV:

System Previews

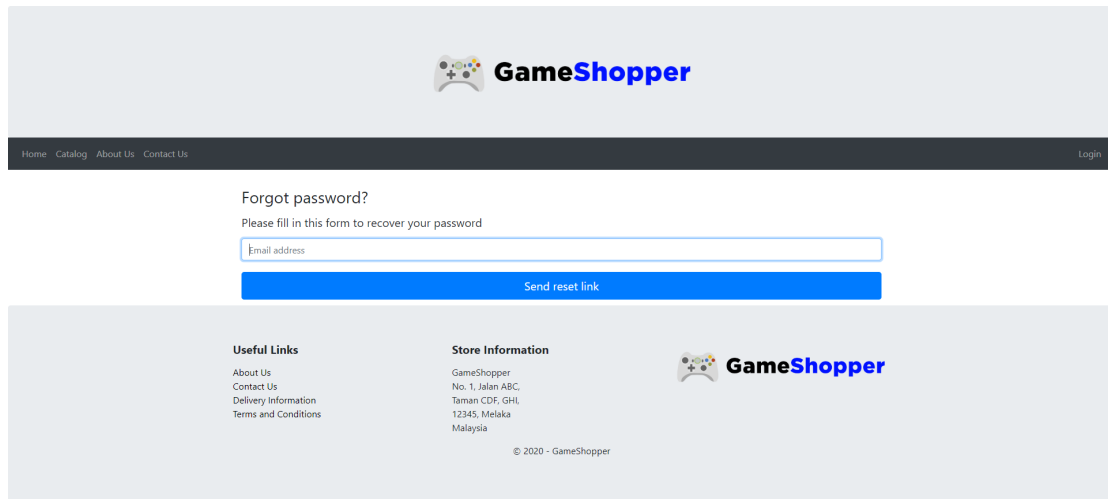
4.1 Customer/Member Module



The screenshot displays the 'GameShopper' customer login page. At the top, a header bar features the 'GameShopper' logo (a game controller icon next to the text 'GameShopper') and a navigation menu with links: 'Home', 'Catalog', 'About Us', and 'Contact Us'. A 'Login' link is positioned on the right side of the header. The main content area is centered and contains a login form. It starts with a user icon and the text 'Please log in'. Below this are two input fields: 'Email address' and 'Password'. A link 'Forgot password?' is located below the password field. A blue 'Log in' button is positioned below the input fields. Below the button, the text 'No Account? Signup here.' is displayed, followed by a teal 'Sign up' button. At the bottom of the main content area, there is a link for 'Admin Login'. The footer section is divided into three columns. The first column, titled 'Useful Links', contains links for 'About Us', 'Contact Us', 'Delivery Information', and 'Terms and Conditions'. The second column, titled 'Store Information', provides the store's address: 'GameShopper, No. 1, Jalan ABC, Taman CDF, GHJ, 12345, Melaka, Malaysia'. The third column features the 'GameShopper' logo. The footer also includes a copyright notice: '© 2020 - GameShopper'.

Figure 12 Customer Login Page

This is the customer login page. Customer are required to login into their account before they can make any purchases. Customer will be redirect to the index page once they login successfully.



GameShopper

Home Catalog About Us Contact Us Login

Forgot password?

Please fill in this form to recover your password

Email address

Send reset link

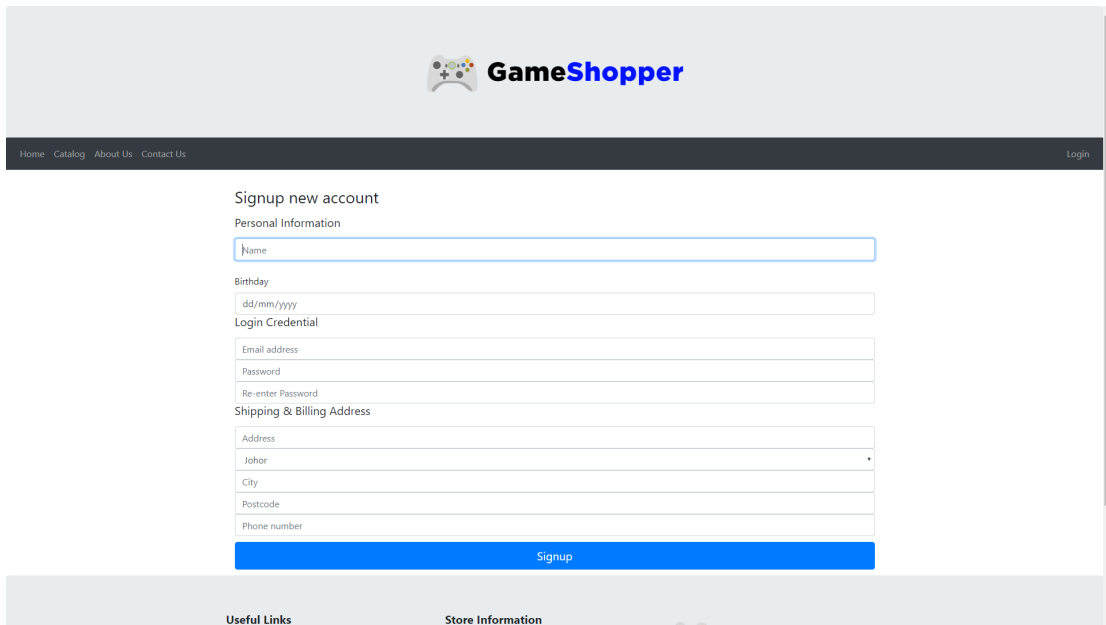
Useful Links
About Us
Contact Us
Delivery Information
Terms and Conditions

Store Information
GameShopper
No. 1, Jalan ABC,
Taman CDE, GHI,
12345, Melaka
Malaysia

© 2020 - GameShopper

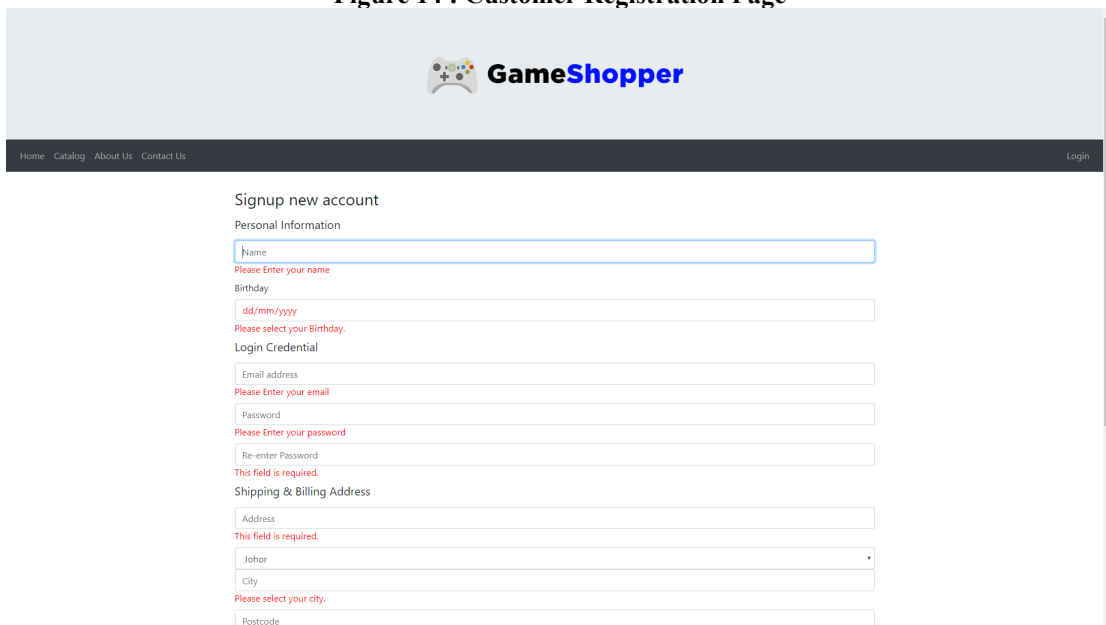
Figure 13 : Customer Forgot Password

This page is the password recovery page where customer can use to retrieve their forgotten password. They will need to insert their registered email and an email with their password will be send to their email address.



The screenshot shows the 'GameShopper' website header with a navigation bar containing 'Home', 'Catalog', 'About Us', and 'Contact Us'. The main content area is titled 'Signup new account' and contains a 'Personal Information' section with fields for 'Name', 'Birthday' (dd/mm/yyyy), 'Email address', 'Password', and 'Re-enter Password'. Below this is a 'Shipping & Billing Address' section with fields for 'Address', 'Johor' (a dropdown menu), 'City', 'Postcode', and 'Phone number'. A blue 'Signup' button is at the bottom of the form. The footer contains 'Useful Links' and 'Store Information'.

Figure 14 : Customer Registration Page



This screenshot shows the same registration form as Figure 14, but with red error messages indicating incorrect input. The errors are: 'Please Enter your name' for the Name field, 'Please select your Birthday,' for the Birthday field, 'Please Enter your email' for the Email address field, 'Please Enter your password' for the Password field, 'This field is required.' for the Re-enter Password field, 'This field is required.' for the Address field, and 'Please select your city.' for the City field. The 'Johor' dropdown menu is also highlighted with a red border.

Figure 15: Customer Registration Page Error Input

Customer will fill in this form to register as a member. There will be checking if the customer inserts the wrong input.

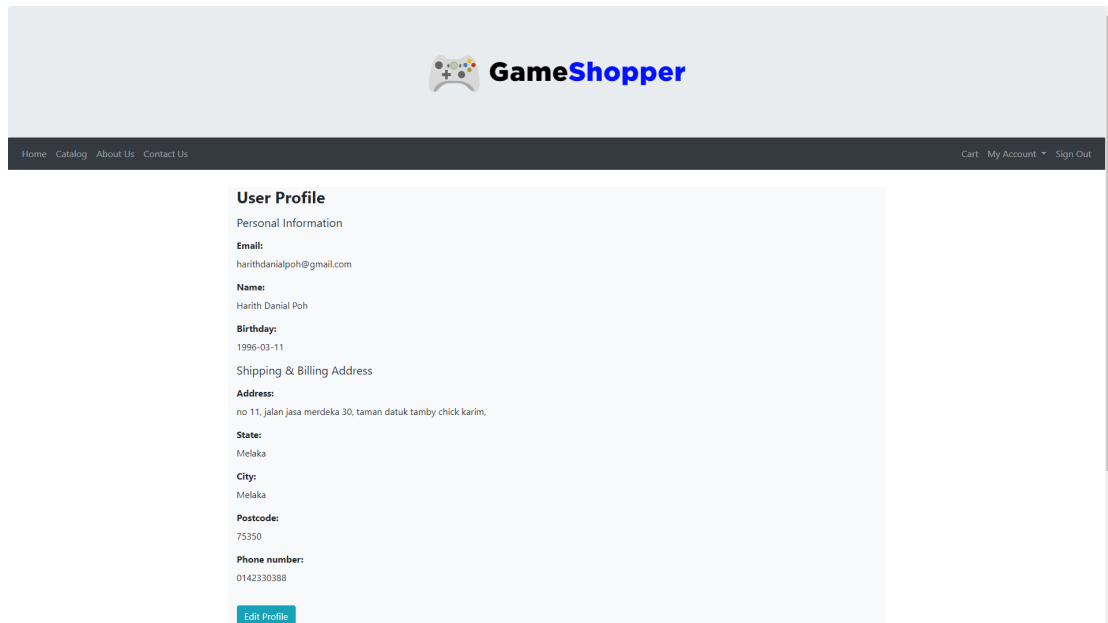
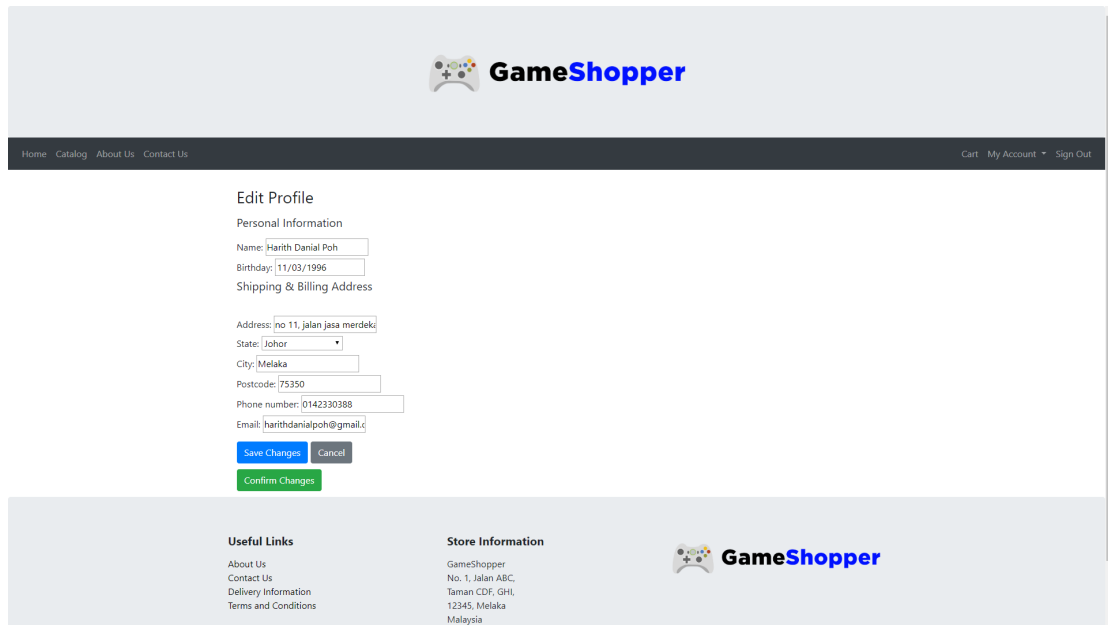


Figure 16 : Customer Profile Page

This page allows the customer to check their profile details. The customer is also able to edit their profile but clicking the “Edit Profile” button.



GameShopper

Home Catalog About Us Contact Us Cart My Account Sign Out

Edit Profile

Personal Information

Name:

Birthday:

Shipping & Billing Address

Address:

State:

City:

Postcode:

Phone number:

Email:

Useful Links

- About Us
- Contact Us
- Delivery Information
- Terms and Conditions

Store Information

GameShopper
No. 1, Jalan ABC,
Taman CDF, GHJ,
12345, Melaka
Malaysia

GameShopper

Figure 17 : Customer Edit Profile

Customer will be able to edit their profile in this page. The updated details will then be store in the database.

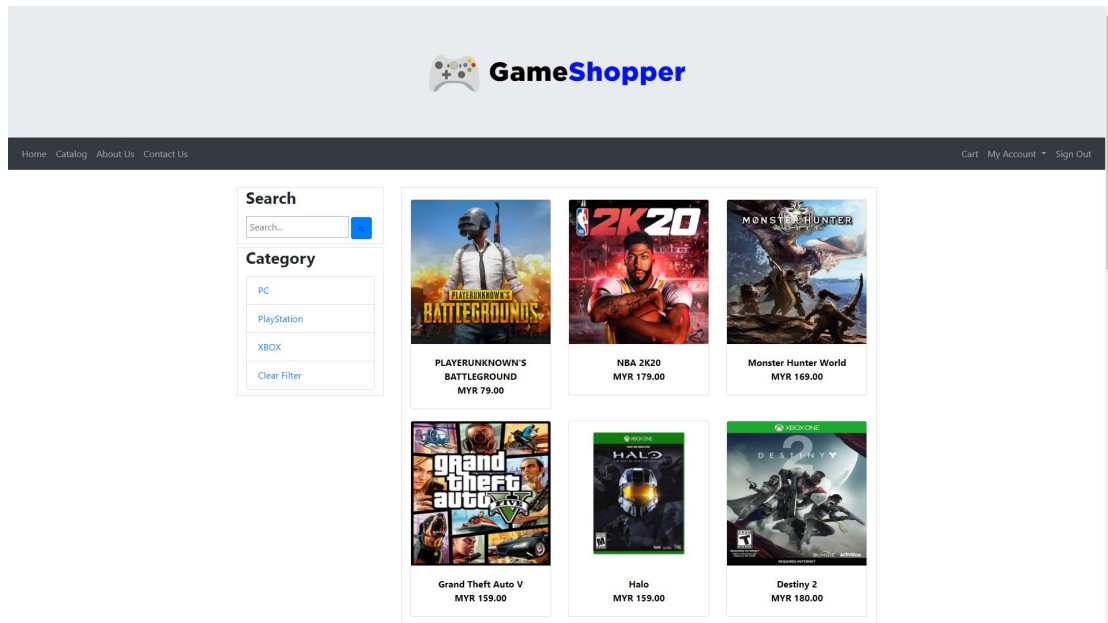


Figure 18 : Product Catalog

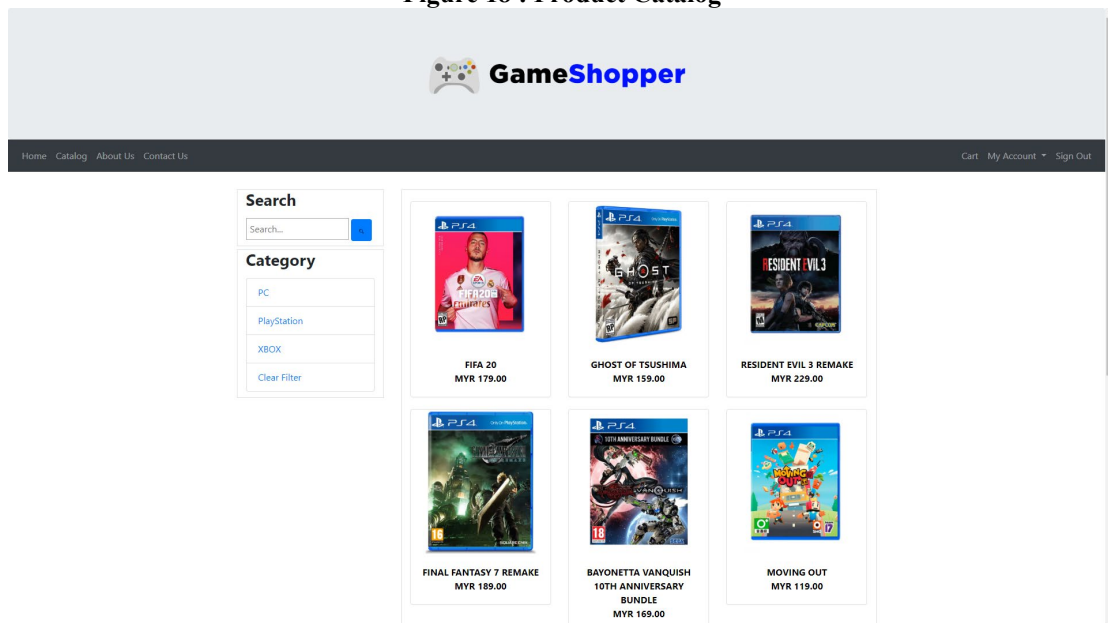


Figure 19 : Product Catalog PlayStation

This page is the product catalog page. The products are sorted by the latest product added to the database. Customer will be to filter the product base on their preferred category on the left side.

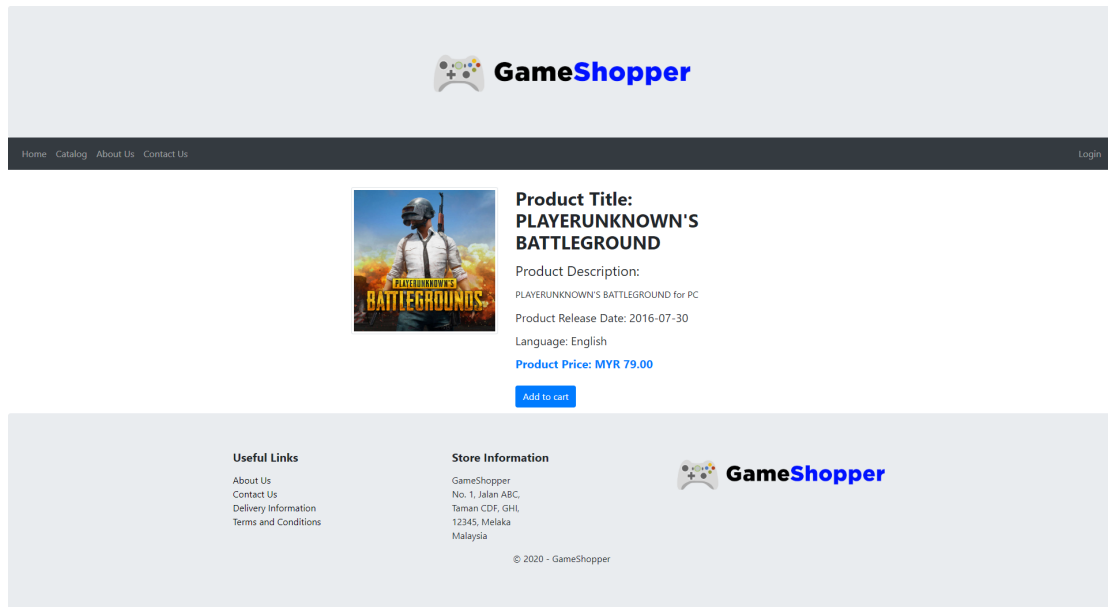
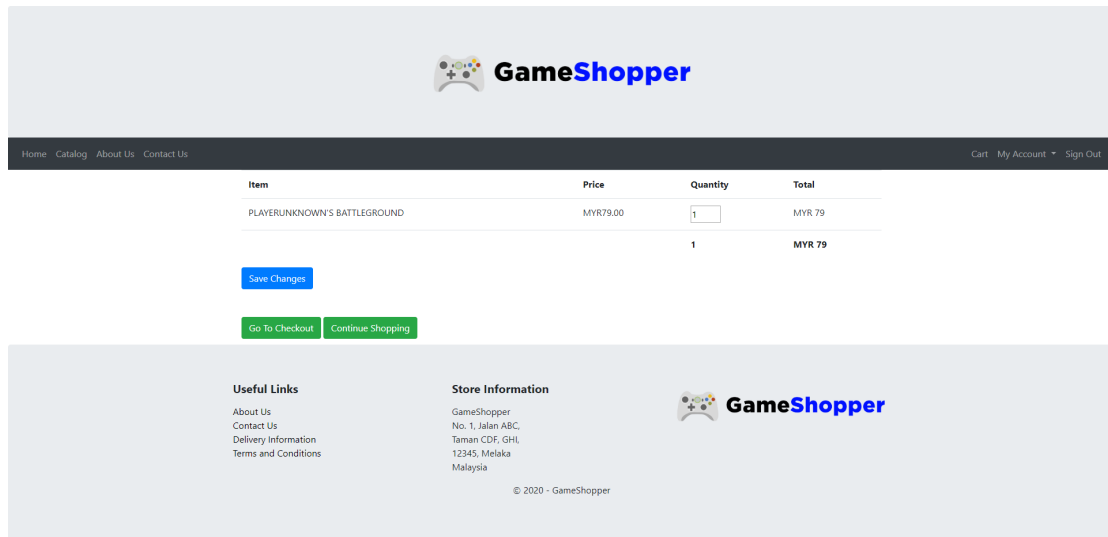
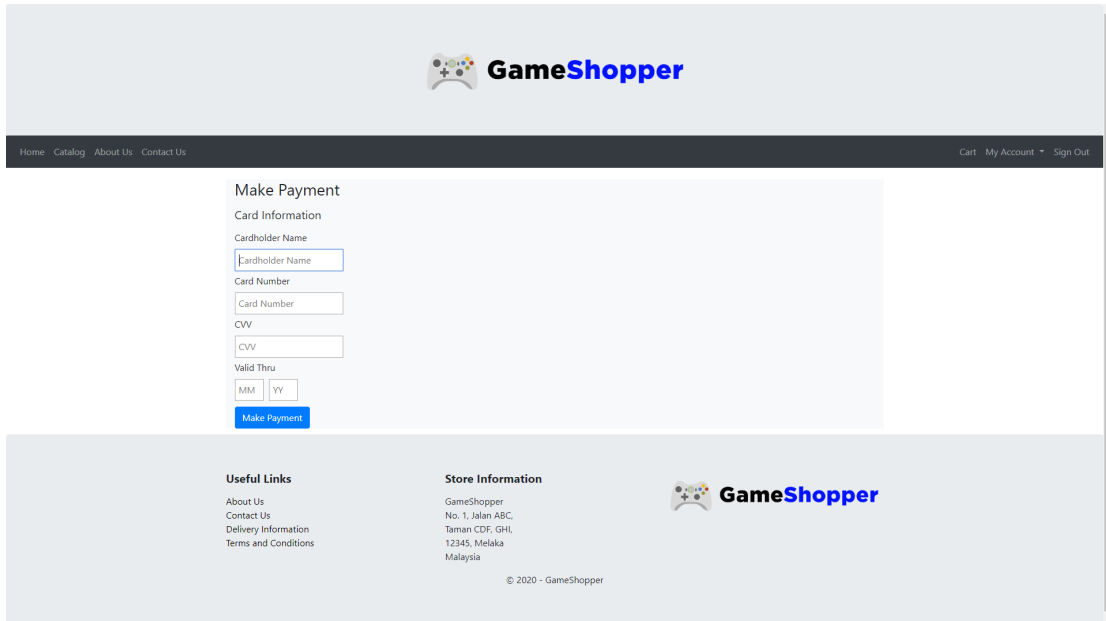


Figure 20 : Product Page

The Customer will be able to view the product detail when they press on it at the Catalog page. Customer can add the product to cart by pressing the “Add to cart” button.

**Figure 21 : Cart**

This is the cart page where customer will be able to finalize their order before checking out. Customer can change their quantity by changing the quantity in the textbox and press “Save Changes” button.



The screenshot displays the GameShopper website's checkout interface. At the top, the GameShopper logo is centered. Below it, a navigation bar contains links for Home, Catalog, About Us, and Contact Us on the left, and Cart, My Account, and Sign Out on the right. The main content area is titled 'Make Payment' and features a 'Card Information' section. This section includes input fields for Cardholder Name, Card Number, and CVV, along with a 'Valid Thru' section for MM and YY. A blue 'Make Payment' button is positioned at the bottom of the form. The footer area is divided into three columns: 'Useful Links' (About Us, Contact Us, Delivery Information, Terms and Conditions), 'Store Information' (GameShopper, No. 1, Jalan ABC, Taman CDF, GHI, 12345, Melaka, Malaysia), and the GameShopper logo. A copyright notice '© 2020 - GameShopper' is centered at the bottom.

GameShopper

Home Catalog About Us Contact Us Cart My Account Sign Out

Make Payment

Card Information

Cardholder Name

Card Number

CVV

Valid Thru

MM YY

Make Payment

Useful Links

About Us
Contact Us
Delivery Information
Terms and Conditions


Store Information

GameShopper
No. 1, Jalan ABC,
Taman CDF, GHI,
12345, Melaka
Malaysia

© 2020 - GameShopper

Figure 22 : Checkout

The Customer are needed to enter their credit/debit card detail into the form and press “Make Payment” button. Customer then will be redirect to the order history page.



Home Catalog About Us Contact Us Cart My Account Sign Out

Order ID	Total Price	Order Status	Option
11	MYR 79.00	Pending	View Order
9	MYR 517.00	Completed	View Order

Useful Links

- [About Us](#)
- [Contact Us](#)
- [Delivery Information](#)
- [Terms and Conditions](#)

Store Information

GameShopper
No. 1, Jalan ABC,
Taman CDE, GHI,
12345, Melaka
Malaysia

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Figure 23: Customer Order History

This page will show all the order history by the customer. Customer will be able to view more in-depth details by press the “View Order”.

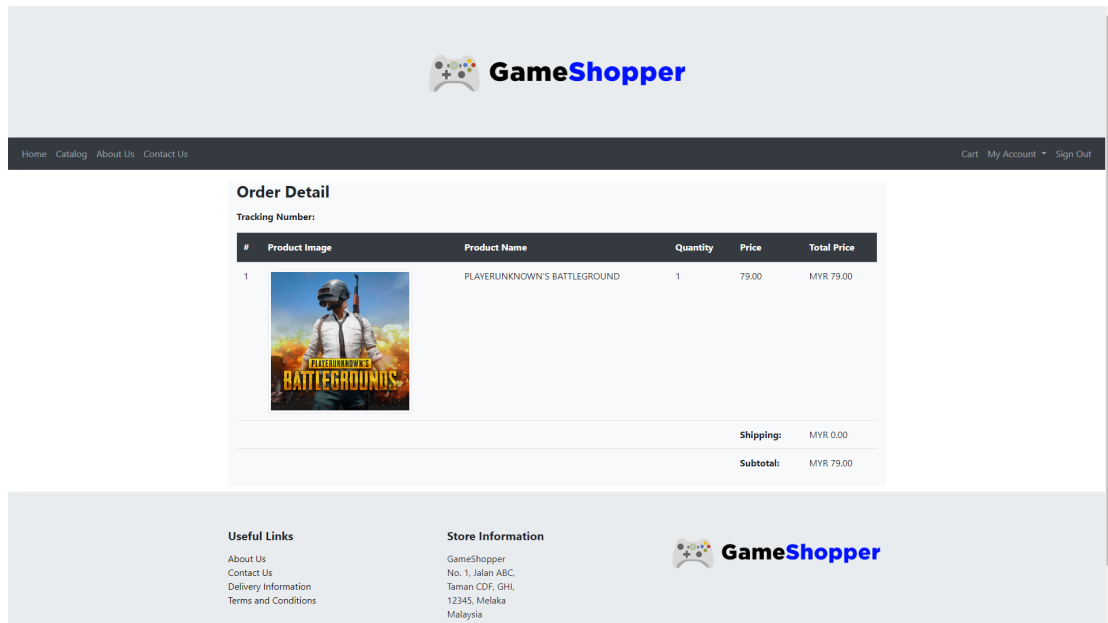
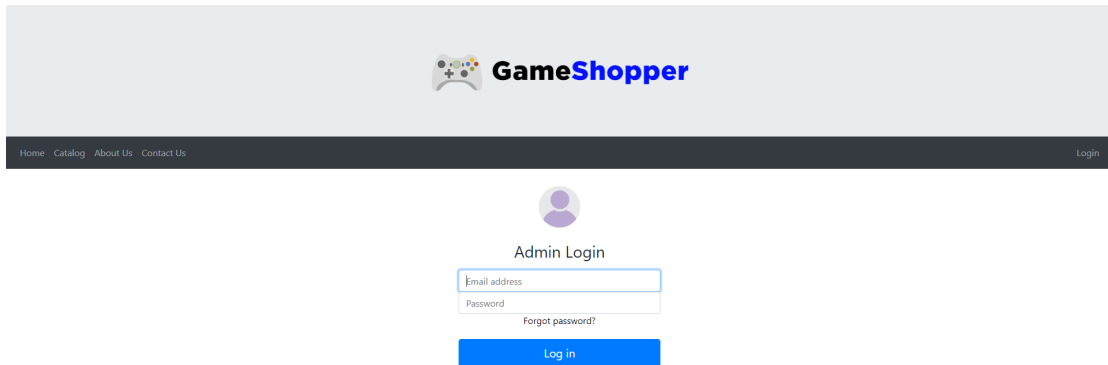


Figure 24 : Customer Order Detail

This page will show the order detail on what product was purchased and tracking number will appear when the admin updates it.


4.2 Admin/Staff/Front Desk Module



The screenshot shows the Admin Login page for GameShopper. The header includes the GameShopper logo and a navigation bar with links: Home, Catalog, About Us, Contact Us, and a Login link. The main content area is titled 'Admin Login' and contains a form with fields for 'Email address' and 'Password', a 'Forgot password?' link, and a 'Log in' button.

Figure 25 : Admin Login

This is the admin login page. Once login, admin will be redirect to the admin panel page.



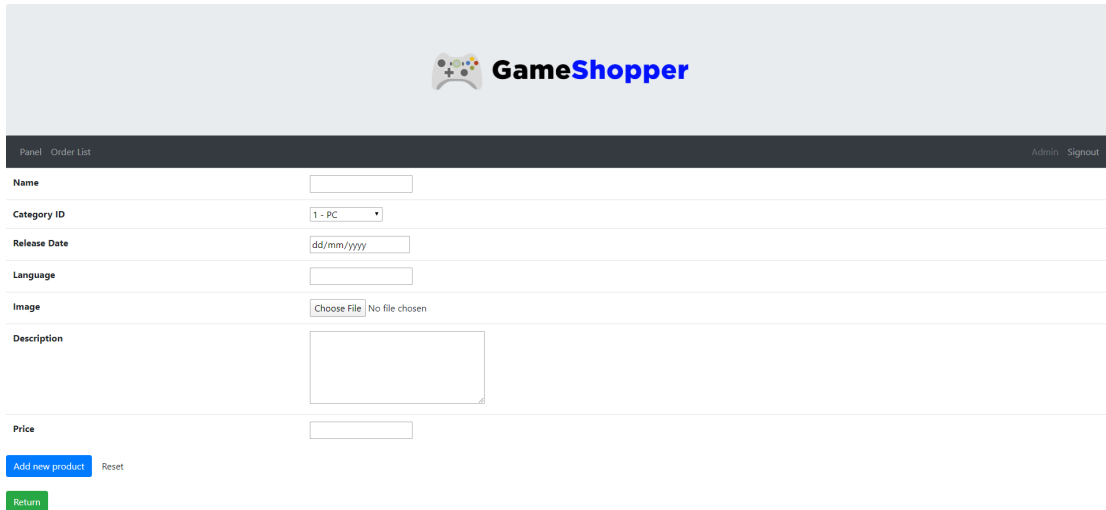
Panel Order List Admin Signout

Add Product

Product ID	Product Category	Product Image	Product Name	Product Description	Product Release Date	Product Language	Product Price	Option
30	1	pc_pubg.jpg	PLAYERUNKNOWN'S BATTLEGROUNDS	PLAYERUNKNOWN'S BATTLEGROUNDS for PC	2016-07-30	English	79.00	Edit Delete
29	1	pc_nba2k20.png	NBA 2K20	NBA 2K20 for PC	2019-08-21	English	179.00	Edit Delete
28	1	pc_mhw.jpg	Monster Hunter World	Monster Hunter World for PC	2017-12-09	English	169.00	Edit Delete
27	1	pc_gtav.png	Grand Theft Auto V	Grand Theft Auto V for PC	2013-09-17	English	159.00	Edit Delete
26	3	halo.jpg	Halo	Halo for XBOX One	2016-06-08	English	159.00	Edit Delete
25	3	destiny2.jpg	Destiny 2	Destiny 2	2018-05-26	English	180.00	Edit Delete
24	3	xbox fifa20.jpg	FIFA 20	FIFA 20 Standard Edition includes: Up to 3 Rare Gold Packs (1 Per Week For 3 Weeks) Loan Icon Player Pick - Choose 1 of 5 Loan Icon Items (Mid Version) For 5 FUT Matches Special Edition FUT Kits	2019-09-27	English	179.00	Edit Delete

Figure 26 : Admin Panel

This page will display all the product in the database. Admin will be able to add new product, edit existing product and delete existing product.



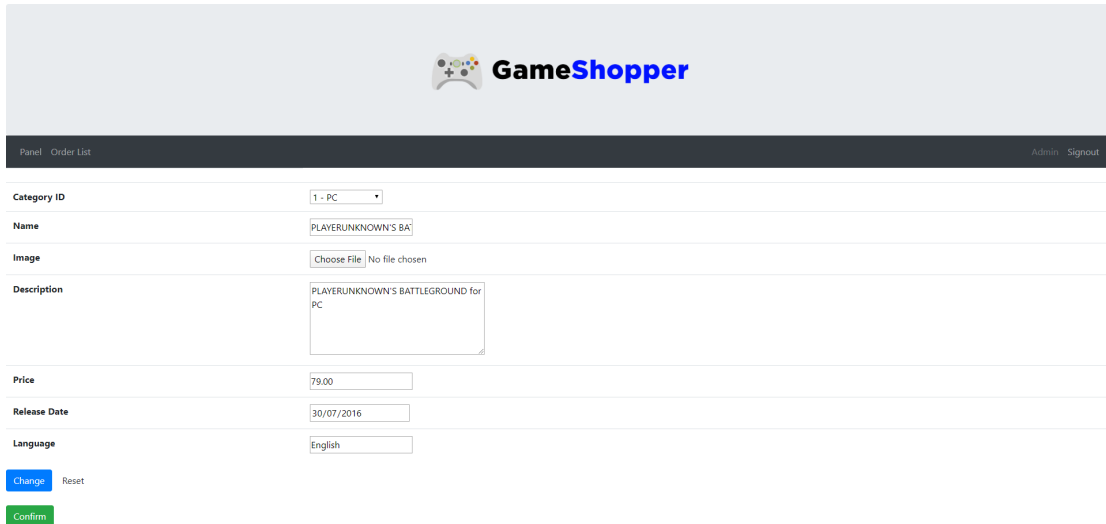
The screenshot shows the 'Add Product' form in the GameShopper admin interface. The header features the 'GameShopper' logo and navigation links for 'Panel', 'Order List', 'Admin', and 'Signout'. The form includes the following fields and controls:

- Name:** A text input field.
- Category ID:** A dropdown menu currently showing '1 - PC'.
- Release Date:** A text input field with a date mask 'dd/mm/yyyy'.
- Language:** A text input field.
- Image:** A file upload control with a 'Choose File' button and the text 'No file chosen'.
- Description:** A large text area for product details.
- Price:** A text input field.

At the bottom of the form, there are three buttons: a blue 'Add new product' button, a 'Reset' link, and a green 'Return' button.

Figure 27 : Add Product

This page allows the admin to add new product. Admin can reset the form by pressing the “Reset” link at the bottom of the page. Once successfully added product, admin will be redirect to the admin panel.




The screenshot shows the 'Edit Product' page of the GameShopper admin interface. At the top, there is a header with the GameShopper logo and a navigation bar with links for 'Panel', 'Order List', 'Admin', and 'Signout'. The main form contains the following fields:

- Category ID:** A dropdown menu currently showing '1 - PC'.
- Name:** A text input field containing 'PLAYERUNKNOWN'S BATTLEGROUNDS'.
- Image:** A file upload area with a 'Choose File' button and the text 'No file chosen'.
- Description:** A text area containing 'PLAYERUNKNOWN'S BATTLEGROUNDS for PC'.
- Price:** A text input field containing '79.00'.
- Release Date:** A date input field containing '30/07/2016'.
- Language:** A text input field containing 'English'.

At the bottom of the form, there are three buttons: a blue 'Change' button, a green 'Confirm' button, and a 'Reset' link.

Figure 28 : Edit Product

This is the edit product page for Admin. Admin will be able to edit/update the details of the product. Admin can reset the changes by pressing “Reset” link at the bottom of the page. Once the admin done changing the details, admin will be required to press “Change” button. To return to the admin panel page, admin will need to press “Confirm” button.




Panel Order List Admin Signout

Generate Report

Order ID	Order Total Price	Order Status	Option
10	MYR 467.00	Pending	View Order
9	MYR 517.00	Completed	View Order

Figure 29 : Admin Order List

This page allows the admin to view all the order history by all the customers. Admin will be able to view the order by clicking the “View Order” or admin can generate sales report by pressing “Generate Report” button.



[Panel](#) [Order List](#) [Admin](#) [Signout](#)

Order Detail

Customer Details

Customer Name: Harith Daniel Poh

Customer Address: no 11, jalan jasa merdeka 30, taman datuk tamby chick karim,

Customer City: Melaka

Customer State: Melaka

Customer Postcode: 75350

Customer Contact: 0142330388

Shipping Details

Tracking Number: trackingnumber01

Order Status: Completed

Insert New Tracking Number:

Update Order Status: Pending

[Update](#) [Return](#)



#	Product Image	Product Name	Quantity	Price	Total Price
1		NBA 2K20	1	179.00	MYR 179.00
2		FIFA 20	1	179.00	MYR 179.00

Figure 30 : Admin Update Order

This page is the Admin Order Details page. Admin will be able to update the order status from pending to completed or vice versa. Admin also can update the tracking number after they have shipped out the order.

generate_pdf.php 1 / 1

GameShopper Sales Report

Order ID	Total Price(MYR)	Order Status	Payment Method	Tracking Number	Customer ID
9	517.00	Completed	Credit Card	trackingnumber01	16
10	467.00	Pending	Credit Card		17
Subtotal	984.00				

Page 1/1

Figure 31 : Admin Generate Report

When the admin generates sales report, this page will be display. Admin have the choice to print or download the report as a PDF file.

Part V:

System Testing

5.1 System Testing

Test ID	Test Case	Expected Result	Actual Result	Status
1	<u>Login:</u> Enter valid username and valid password. Click “Login” button.	<ul style="list-style-type: none">• User should be able to login to the system.• The system should display home page with the name of the user.	<ul style="list-style-type: none">• User is able to login.• Home page with name of user is displayed.	Pass
2	<u>Login:</u> Enter invalid username and password. Click “Login” button.	<ul style="list-style-type: none">• User should not be able to login to the system.	<ul style="list-style-type: none">• User is unable to login.	Pass
3	<u>Login:</u> Enter valid username and invalid password. Click “Login” button.	<ul style="list-style-type: none">• User should not be able to login to the system.	<ul style="list-style-type: none">• User is unable to login.	Pass
4	<u>Forgot Password:</u> Enter invalid email. Click on “Recover Password” button	<ul style="list-style-type: none">• User should not be able get back password	<ul style="list-style-type: none">• User unable to get back password.	Pass

5	<u>Forgot Password:</u> Enter valid email. Click on “Recover Password” button	<ul style="list-style-type: none"> • User should be able get back password 	<ul style="list-style-type: none"> • User able to get back password. 	Pass
7	<u>Register:</u> Didn’t enter any value. Click “Create Account” button.	<ul style="list-style-type: none"> • User should not be able to register to the system. • System should be display “Please fill out this field”. 	<ul style="list-style-type: none"> • User unable to register to the system. • System display “Please fill out this filed”. 	Pass
8	<u>Register:</u> Enter new email, password, confirm password, name, address, city, state, postcode, phone number, birthday. Click “Signup” button.	<ul style="list-style-type: none"> • User should be able to register to the system. • All validation should be able to access. 	<ul style="list-style-type: none"> • User is able to register to the system. • All validation accessed. 	Pass
9	<u>Register:</u> Enter wrong format of email. Click “Signup” button.	<ul style="list-style-type: none"> • User should not be able to register to the system. • System should be display “Please include @ in the email address”. 	<ul style="list-style-type: none"> • User unable to register to the system. • System display “Please include @ in the email address”. 	Pass

11	<u>Register:</u> Enter wrong password with confirm password. Click “Signup” button.	<ul style="list-style-type: none"> System should be display “Please match the requested format”. 	<ul style="list-style-type: none"> System display “Please match the requested format”. 	Pass
12	<u>Register:</u> No enter name. Click “Signup” button.	<ul style="list-style-type: none"> User should not be able to register to the system. 	<ul style="list-style-type: none"> User unable to register to the system. 	Pass
13	<u>Register:</u> No enter email. Click “Signup” button.	<ul style="list-style-type: none"> User should not be able to register to the system. 	<ul style="list-style-type: none"> User unable to register to the system. 	Pass
14	<u>Register:</u> No enter password. Click “Signup” button.	<ul style="list-style-type: none"> User should not be able to register to the system. 	<ul style="list-style-type: none"> User unable to register to the system. 	Pass
16	<u>Register:</u> Enter Same Email. Click “Signup” button.	<ul style="list-style-type: none"> User should not be able to register to the system. 	<ul style="list-style-type: none"> User unable to register to the system. 	Pass
17	<u>Search:</u> Enter keyword. Click “Search” button.	<ul style="list-style-type: none"> System should display the product page with the search result. 	<ul style="list-style-type: none"> Product page with search result displayed. 	Pass

18	<u>Product:</u> Click “Add to cart” button.	<ul style="list-style-type: none"> • System should display “Product added to cart”. • 1 unit of selected product should add to cart. 	<ul style="list-style-type: none"> • System display the product page with the search result. • 1 unit of selected product add to cart. 	Pass
19	<u>Shopping Cart:</u> Click “cart” button.	<ul style="list-style-type: none"> • System should display shopping cart page. 	<ul style="list-style-type: none"> • System display shopping cart page. 	Pass
20	<u>Shopping Cart:</u> Change “quantity” input.	<ul style="list-style-type: none"> • System should display shopping cart with updated quantity. 	<ul style="list-style-type: none"> • System display shopping cart page with correct quantity. 	Pass
21	<u>Shopping Cart:</u> Click “Check out” button.	<ul style="list-style-type: none"> • System should display Payment page. 	<ul style="list-style-type: none"> • System display Payment Page 	Pass
23	<u>Check Out:</u> Click “Submit” button.	<ul style="list-style-type: none"> • System should display payment page. 	<ul style="list-style-type: none"> • System display payment page. 	Pass

24	<u>Payment:</u> Enter invalid credit card details. Click “Submit” button.	<ul style="list-style-type: none"> • System should fail to make payment 	<ul style="list-style-type: none"> • System should fail to make payment 	Pass
28	<u>My Account:</u> Click “My Profile” button	<ul style="list-style-type: none"> • System should display view account information page. 	<ul style="list-style-type: none"> • System display view account information page. 	Pass
29	<u>My Account:</u> Enter new valid value. Click “Edit account” button.	<ul style="list-style-type: none"> • System should display edit account information page. • User should be able to edit information. 	<ul style="list-style-type: none"> • System display edit account information page. • User able to edit self-information. 	Pass
33	<u>My Account:</u> Click “order detail” button.	<ul style="list-style-type: none"> • System should display view order detail page. 	<ul style="list-style-type: none"> • System display view order detail page. 	Pass
34	<u>My Account:</u> Click “order history” button.	<ul style="list-style-type: none"> • System should display view order history page. 	<ul style="list-style-type: none"> • System display view order history page. 	Pass
35	<u>Contact Us:</u> Click “Contact Us” button.	<ul style="list-style-type: none"> • System should display Contact Us page. 	<ul style="list-style-type: none"> • System display Contact Us page. 	Pass

37	<u>About Us:</u> Click “About Us” button.	<ul style="list-style-type: none"> • System should display about us page. 	<ul style="list-style-type: none"> • System display about us page. 	Pass
38	<u>Shop:</u> Click “PC” category.	<ul style="list-style-type: none"> • System should display PC product. 	<ul style="list-style-type: none"> • System display PC product. 	Pass
39	<u>Shop:</u> Click “PlayStation” category	<ul style="list-style-type: none"> • System should display PlayStation. 	<ul style="list-style-type: none"> • System display PlayStation. 	Pass
40	<u>Shop:</u> Click “XBOX” category.	<ul style="list-style-type: none"> • System should display XBOX. 	<ul style="list-style-type: none"> • System display XBOX. 	Pass
41	<u>Shop:</u> Click “Clear Filter” category.	<ul style="list-style-type: none"> • System should default catalog page. 	<ul style="list-style-type: none"> • System display default catalog page. 	Pass
44	<u>Admin Panel (admin):</u>	<ul style="list-style-type: none"> • System should display panel page for admin. 	<ul style="list-style-type: none"> • System display panel page for admin. 	Pass
46	<u>Edit Product (admin):</u> In product list page click “Edit” button.	<ul style="list-style-type: none"> • System should display edit product page. • Admin should able to edit products. 	<ul style="list-style-type: none"> • System display edit product page. • Admin able to edit products. 	Pass
47	<u>Delete Product (admin):</u> In product list page click “Delete” button	<ul style="list-style-type: none"> • Admin should able to delete product. 	<ul style="list-style-type: none"> • Admin able to delete products. 	Pass

48	<u>Product (admin):</u> Click “Add Product” button.	<ul style="list-style-type: none"> • System should display add product page. • Admin should able to add on new products. 	<ul style="list-style-type: none"> • System display add product page. • Admin able to add on new products. 	Pass
51	<u>Order List (admin):</u> Click “Order List” button.	<ul style="list-style-type: none"> • System should display order list of users. 	<ul style="list-style-type: none"> • System display order list of users. 	Pass
52	<u>Order Status Edit (admin)</u> In order list page click “Update” button	<ul style="list-style-type: none"> • System should display update page • Admin should able to edit order status of user 	<ul style="list-style-type: none"> • System display update page • Admin able to edit order status of user 	Pass
54	<u>Generate Report (admin):</u> Click “Generate Report” button.	<ul style="list-style-type: none"> • System should display generated sales report • Admin should able to view the generated sales report. 	<ul style="list-style-type: none"> • System display generated sales report • Admin able to view the generated sales report. 	Pass

Part VI:

Conclusion

6.1 Conclusion

In conclusion, I have created a working online game store. In this system, we have the home page, product catalog, customer profile, customer registration and admin page. In the home page, we have showcase of 4 latest products. In the product catalog page, there are filter for the ease the customer to view the product they wanted. There Is also search bar located at the product page. In the registration page, customers are required to fill all the form accordingly to become a member. To be able to start purchasing customer need to register as a member.

For admin side, once admin is login. Admin will be able to add, edit and delete product. Admin also able to view the order history and update the order status and tracking number. Finally, admin can generate a pdf sales report and have the choice to print or save it.

6.2 Future Enhancements

In future, we would like to share the experience to as much audience as possible, whether users are viewing the websites on phone, laptop, desktop. It will be able to access from wide range of browsing situations.

- SMS Notification
 - Whenever our shop having any promotion, we can notify our customers via SMS as customers would not need to have internet access to receive this message.
- Product Promotion
 - We would implement product discount from time to time. We also aim to do special discount/gift during the customer birthday month.
- Payment Gateway.
 - We will implement a better and secure payment gateway in the future.
- Password Recovery
 - We will implement a password reset link instead of directly sending the password to the customer

Part VII:

References

Web Page:

- The World's Largest Web Developer Site
 - <http://www.w3schools.com>

- A community of 4.7 million programmers, just like you, helping each other.
 - <http://www.stackoverflow.com>

- HTML-5-Tutorial.com is geared to those who want to edit and write HTML code by hand.
 - <http://www.html-5-tutorial.com>

Part VIII:

Appendix

Appendix A:

Meeting minutes

**Meeting
1**
Online Game Store

Date : 27 November 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
1.0	<u>Minutes of previous meeting.</u> 1.1. No discussion items for the meantime.	All
2.0	<u>Report on progress</u> 2.1. All the members discuss and prepare the Project Proposal including abstract, list of tables, list of figures, and table of contents.	All
3.0	<u>Discussion items</u> 3.1. No discussion items for the meantime.	All
4.0	<u>Goals for the coming week</u> 4.1. Start working on the project proposal and come up with several.	All
5.0	<u>Meeting adjournment and next meeting</u> 5.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on December 4 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
2
Online Game Store

Date : 4 December 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
6.0	<u>Minutes of previous meeting.</u> 6.1. The minutes of previous meeting was confirmed without any changes made.	All
7.0	<u>Report on progress</u> 7.1. Completion of overview, objectives, target user, project scope, Gantt chart and division or works.	All
8.0	<u>Discussion items</u> 8.1. No discussion items for the meantime.	All
9.0	<u>Goals for the coming week</u> 9.1. Focus on Case Study and Literature Review	All
10.0	<u>Meeting adjournment and next meeting</u> 10.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on December 11 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
3
Online Game Store

Date : 11 December 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
11.0	<u>Minutes of previous meeting.</u> 11.1. 11.1. The minutes of previous meeting was confirmed by changing all those errors and doing back the correction.	All
12.0	<u>Report on progress</u> 12.1. Completion of Case Study and Literature Review	All
13.0	<u>Discussion items</u> 13.1. No discussion items for the meantime.	All
14.0	<u>Goals for the coming week</u> 14.1. Focus on ERD, DFD, Context Diagram and Data Dictionary.	All
15.0	<u>Meeting adjournment and next meeting</u> 15.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on December 18 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
4
Online Game Store

Date : 18 December 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
16.0	<u>Minutes of previous meeting.</u> 16.1. The minutes of previous meeting was confirmed by changing all those errors and doing back the correction.	All
17.0	<u>Report on progress</u> 17.1. Completion of ERD, DFD, Context Diagram and Data Dictionary.	All
18.0	<u>Discussion items</u> 18.1. No discussion items for the meantime.	All
19.0	<u>Goals for the coming week</u> 19.1. Start coding for program.	All
20.0	<u>Meeting adjournment and next meeting</u> 20.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on December 23 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
5
Online Game Store

Date : 23 December 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
21.0	<u>Minutes of previous meeting.</u> 21.1. No discussion items for the meantime.	All
22.0	<u>Report on progress</u> 22.1. Complete coding of Index, Login and Signup page.	All
23.0	<u>Discussion items</u> 23.1. No discussion items for the meantime.	All
24.0	<u>Goals for the coming week</u> 24.1. Focus on Admin Panel, add, edit and delete product for admin.	All
25.0	<u>Meeting adjournment and next meeting</u> 25.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on January 5 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
6
Online Game Store

Date : 5 January 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
26.0	<u>Minutes of previous meeting.</u> 26.1. No discussion items for the meantime.	All
27.0	<u>Report on progress</u> 27.1. Completion of Admin Panel, add, edit and delete product for admin.	All
28.0	<u>Discussion items</u> 28.1. No discussion items for the meantime.	All
29.0	<u>Goals for the coming week</u> 29.1. Focus on coding product catalog, user profile, edit profile.	All
30.0	<u>Meeting adjournment and next meeting</u> 30.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on January 15 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
7
Online Game Store

Date : 15 January 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
31.0	<u>Minutes of previous meeting.</u> 31.1. No discussion items for the meantime.	All
32.0	<u>Report on progress</u> 32.1. Completion of product catalog, user profile, edit profile.	All
33.0	<u>Discussion items</u> 33.1. No discussion items for the meantime.	All
34.0	<u>Goals for the coming week</u> 34.1. Focus on cart, checkout, order history and order details.	All
35.0	<u>Meeting adjournment and next meeting</u> 35.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on January 22 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
8
Online Game Store

Date : 22 January 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
36.0	<u>Minutes of previous meeting.</u> 36.1. No discussion items for the meantime.	All
37.0	<u>Report on progress</u> 37.1. Completion of cart, checkout, order history and order details.	All
38.0	<u>Discussion items</u> 38.1. No discussion items for the meantime.	All
39.0	<u>Goals for the coming week</u> 39.1. Focus on Admin view and edit/update customer order.	All
40.0	<u>Meeting adjournment and next meeting</u> 40.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on January 29 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
9
Online Game Store

Date : 29 January 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
41.0	<u>Minutes of previous meeting.</u> 41.1. No discussion items for the meantime.	All
42.0	<u>Report on progress</u> 42.1. Completion of Admin view and edit/update customer order.	All
43.0	<u>Discussion items</u> 43.1. No discussion items for the meantime.	All
44.0	<u>Goals for the coming week</u> 44.1. Finalizing and polishing the program.	All
45.0	<u>Meeting adjournment and next meeting</u> 45.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on February 5 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
10
Online Game Store

Date : 5 February 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
46.0	<u>Minutes of previous meeting.</u> 46.1. No discussion items for the meantime.	All
47.0	<u>Report on progress</u> 47.1. Finalized the process and interface of program.	All
48.0	<u>Discussion items</u> 48.1. No discussion items for the meantime.	All
49.0	<u>Goals for the coming week</u> 49.1. Work on final report.	All
50.0	<u>Meeting adjournment and next meeting</u> 50.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on February 12 at 10:00 a.m.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Meeting
11
Online Game Store

Date : 12 February 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
51.0	<u>Minutes of previous meeting.</u> 51.1. No discussion items for the meantime.	All
52.0	<u>Report on progress</u> 52.1. Completion of final report.	All
53.0	<u>Discussion items</u> 53.1. No discussion items for the meantime.	All
54.0	<u>Goals for the coming week</u> 54.1. Preparation for final presentation.	All
55.0	<u>Meeting adjournment and next meeting</u> 55.1. The meeting was adjourned at 2:30 p.m. There is no more further meeting needed.	All

Prepared by:

Checked by (Supervisor):

 (Harith Danial Poh)

 (Mr. Noor Hisham Bin Kamis)

Appendix B: CD (Softcopy of Report and System)