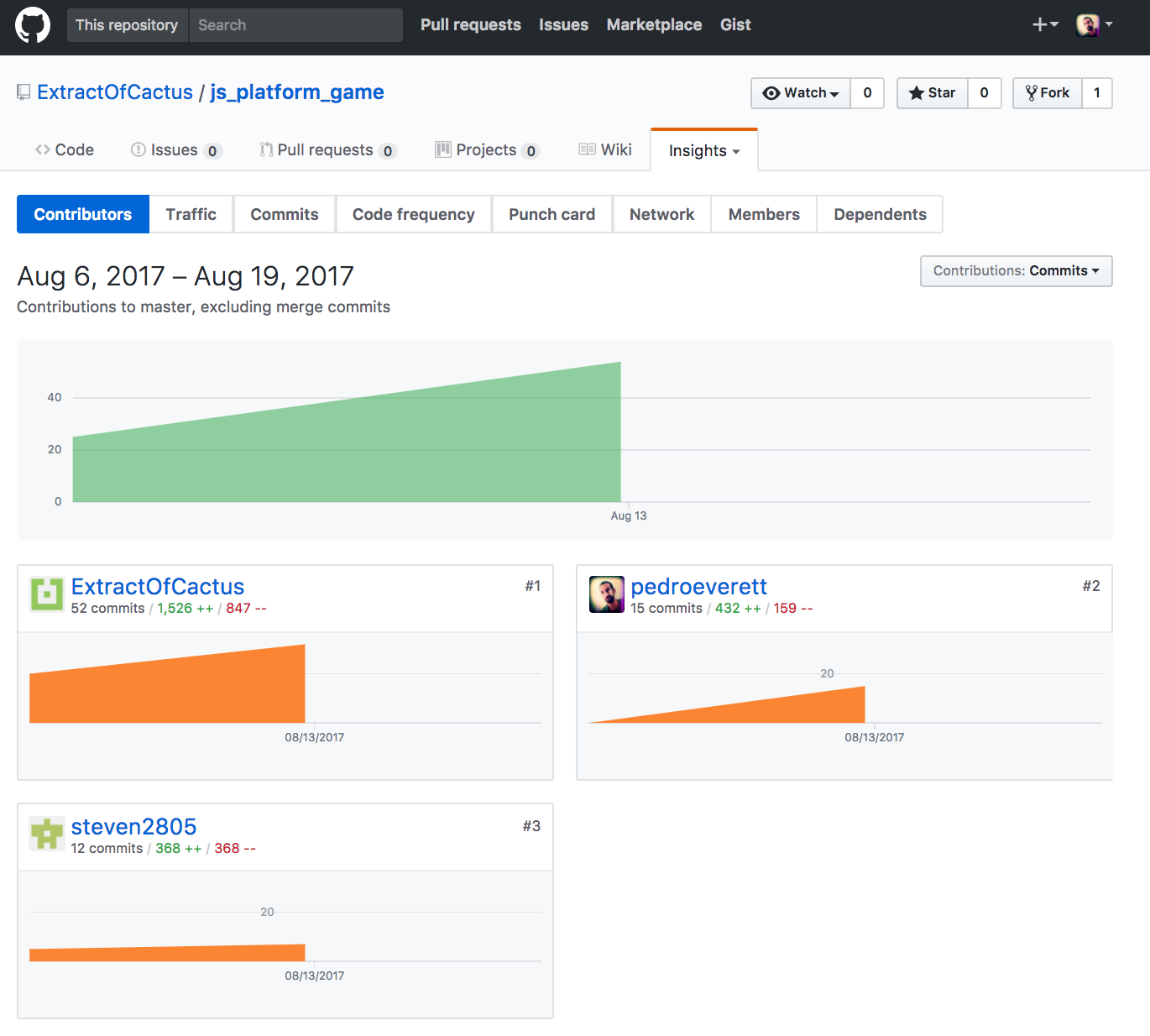
**Evidence for Project Unit**

Pedro Everett

Cohort 13

18/08/2017

**P- 1 Github Contributors page**



**P- 2 Project Brief**

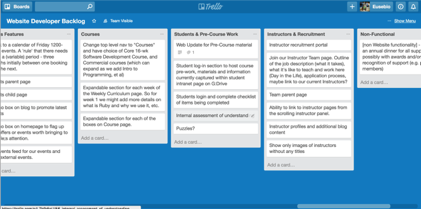
# Browser Game

Create a browser game based on an existing card or dice game. Model the game logic and then display it in the browser for a user to interact with.

Make your own MVP with some specific goals to be achieved based on the game you choose to model.

You might use persistence to keep track of the state of the game or track scores/wins. Other extended features will depend on the game you choose.

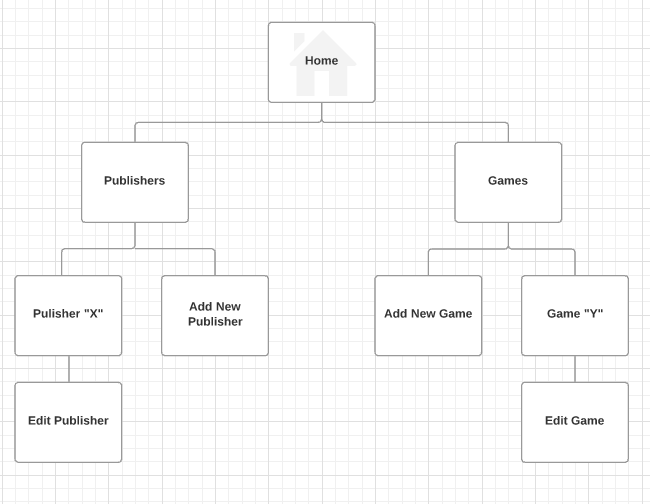
**P-3 Use of Trello**



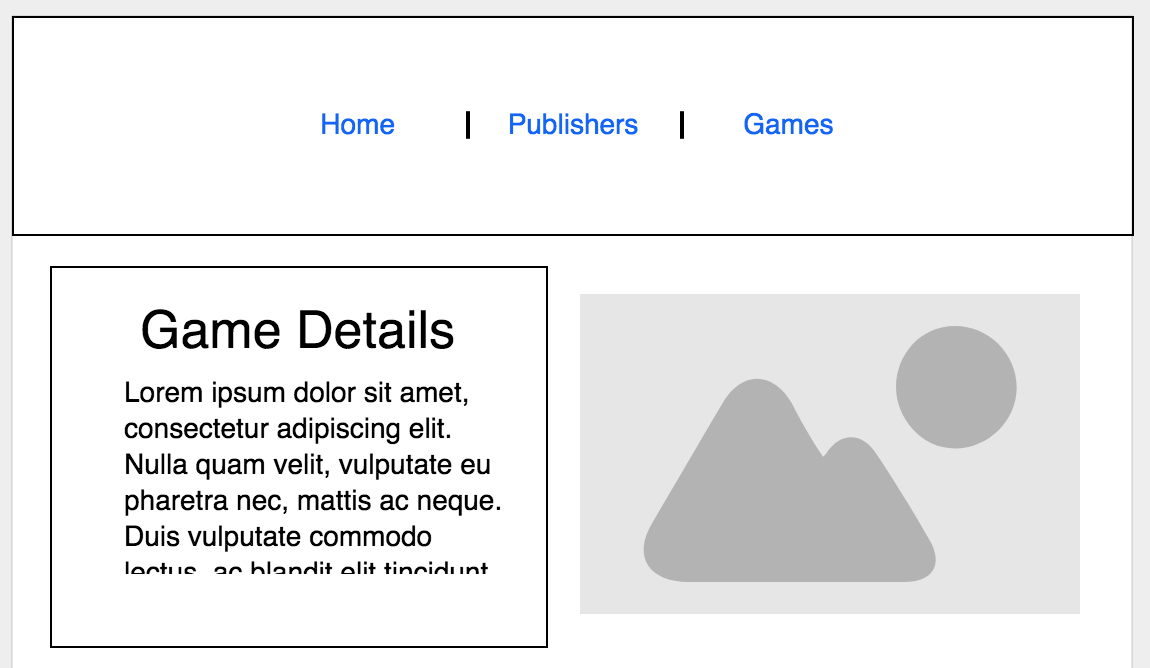
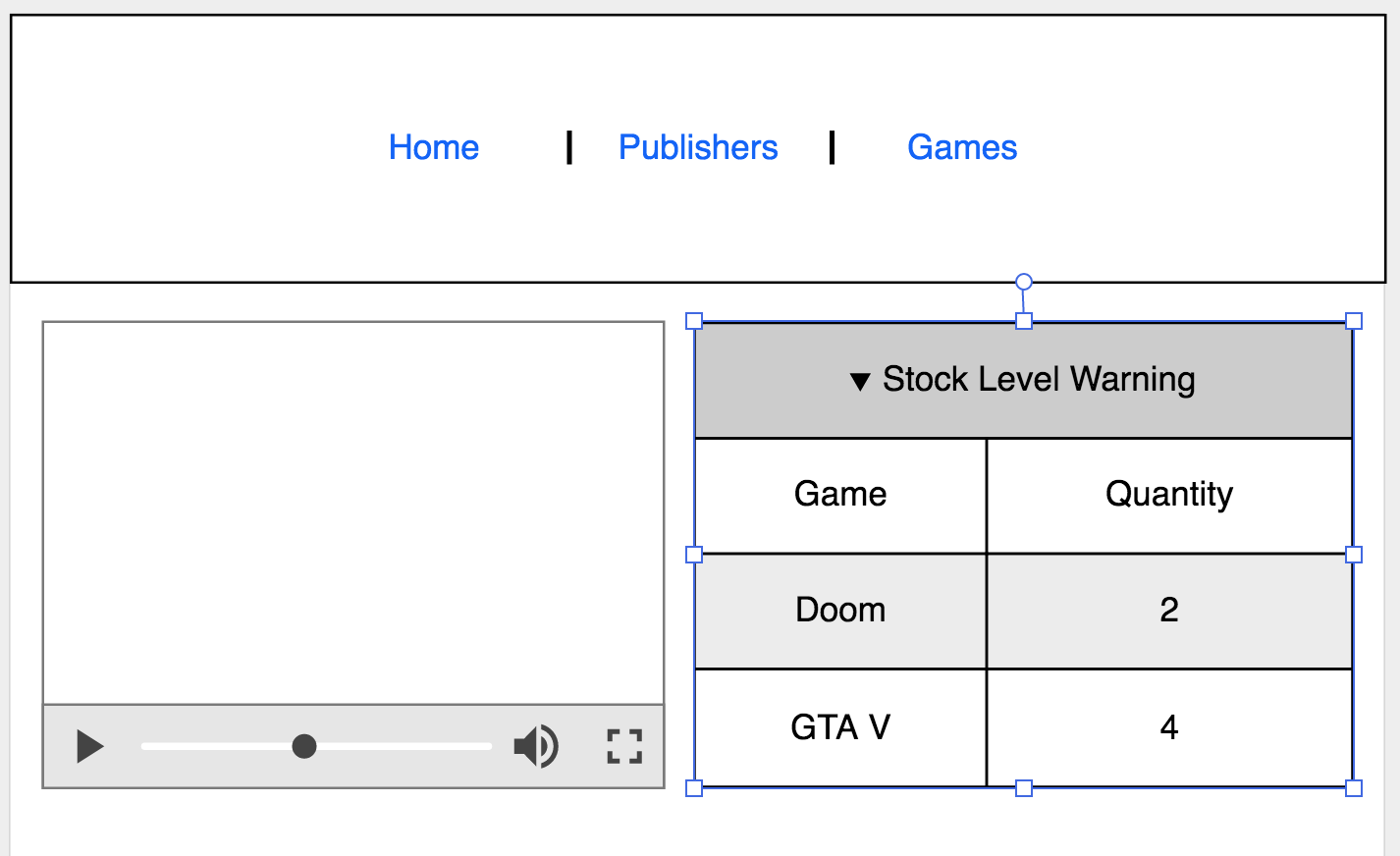
**P-4 Acceptance Criteria**

|  |  |  |
| --- | --- | --- |
| **Acceptance Criteria** | **Expected Result** | **Pass/Fail** |
| **User manages to log in /out** |  |  |
| **User can navigate from homepage to profile page** |  |  |
| **Api displays the data user requests** |  |  |
| **User can save favourite movie/movies** |  |  |
| **User can see list of favourite saved movies** |  |  |
|  |  |  |

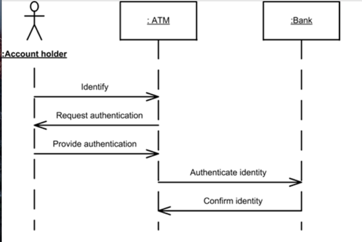
**P-5 User sitemap**

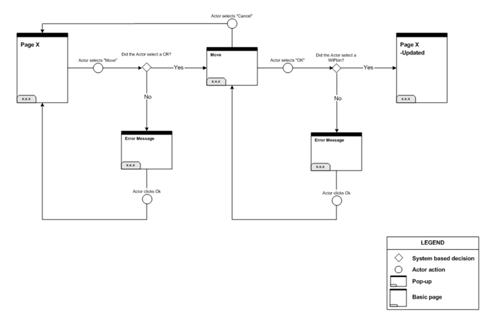
****

**P-6 Wireframes designs**

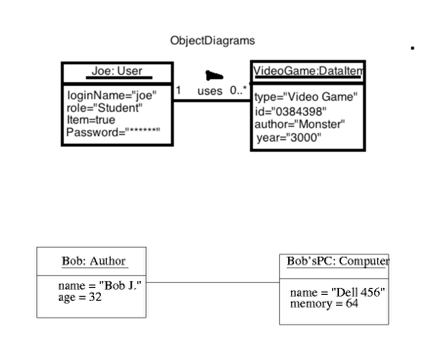
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**P-7 System interactions diagrams**





**P-8 Two Object Diagrams**



**P- 9 D.T.- a Choice of two algorithms (find the algorithms on a program you might have written, show the code you have used. )**

**On this example please take a screenshot and write what it is doing and why u decided to use it.**

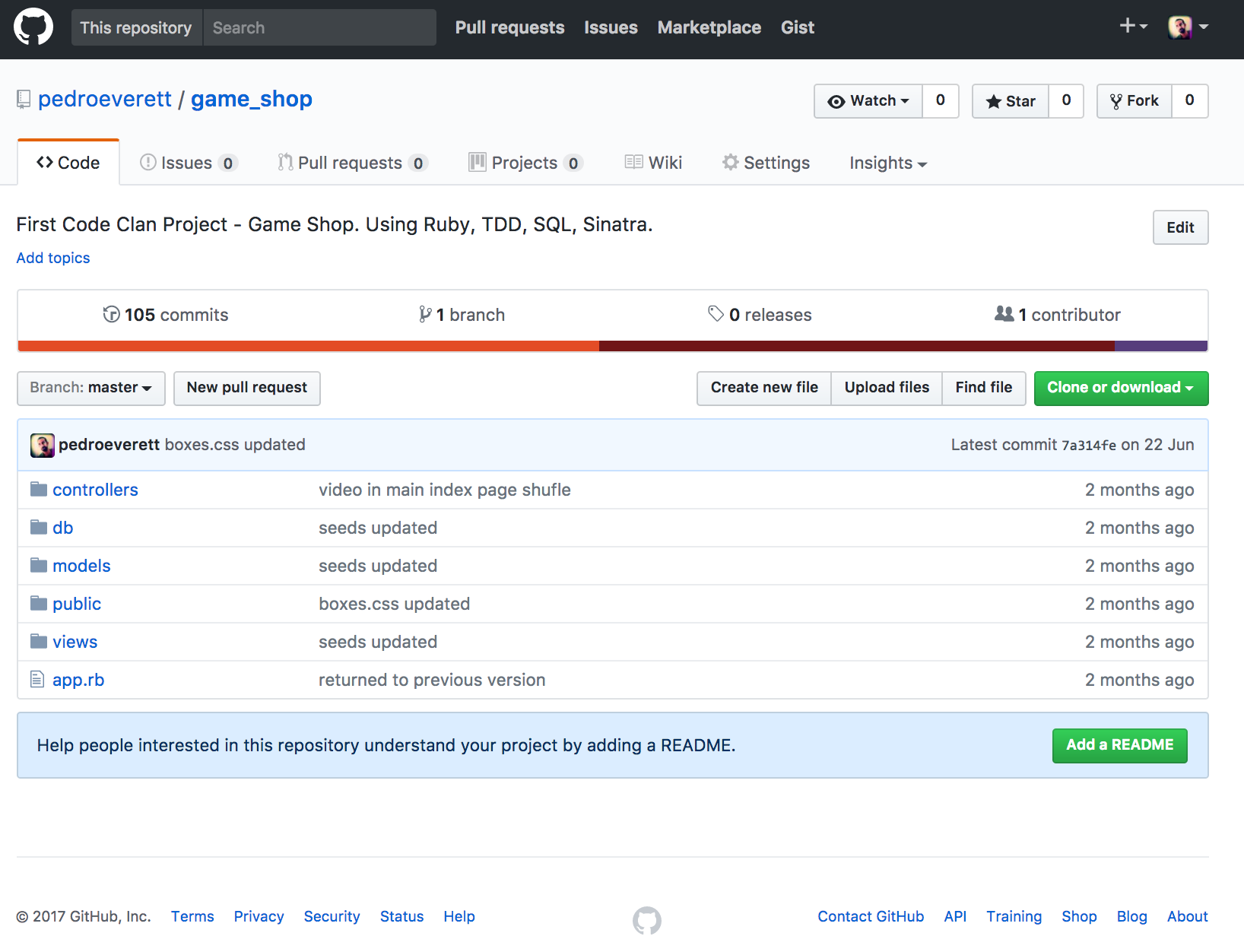
**A - Search Algorithm- For one of the projects I carried out I had to find items in a warehouse, by bays and rows. The best way to do this was to use a search algorithm, where the items had an ID. I had passed the ID into the function and iterated through the items checking the ID I was looking for.**

**B- Delete Algorithm - In the same project I had to delete items from the warehouse. The delete algorithm allowed me to go and find the item by ID and delete it from the array of items, in each bay.**

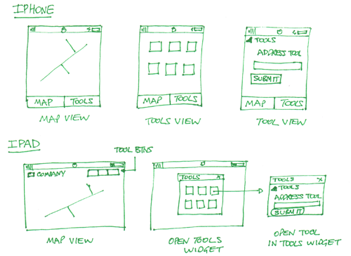
**P - 10 Example of Pseudocode**

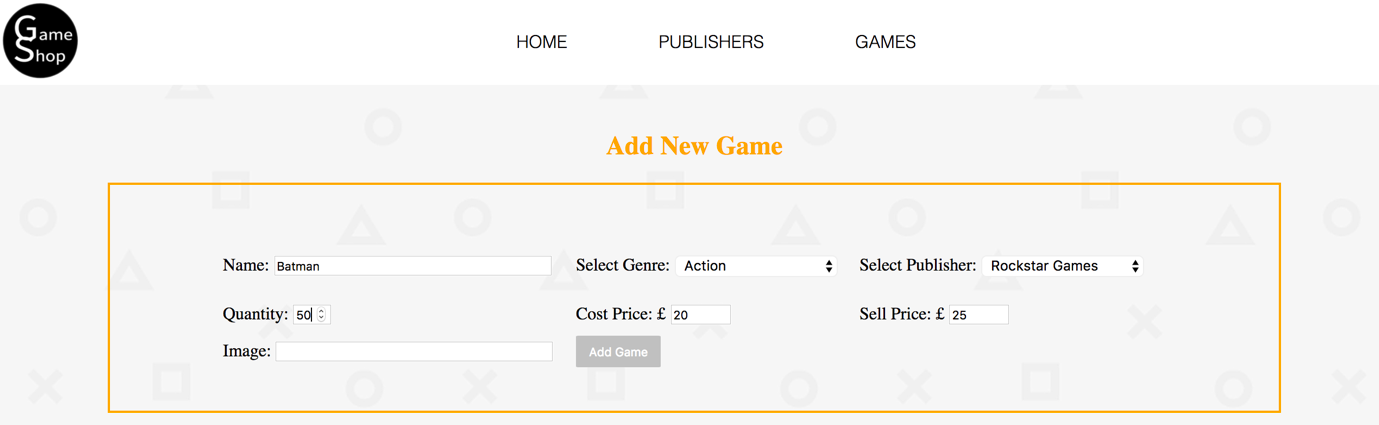
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**P - 11 Github link to one of your projects**

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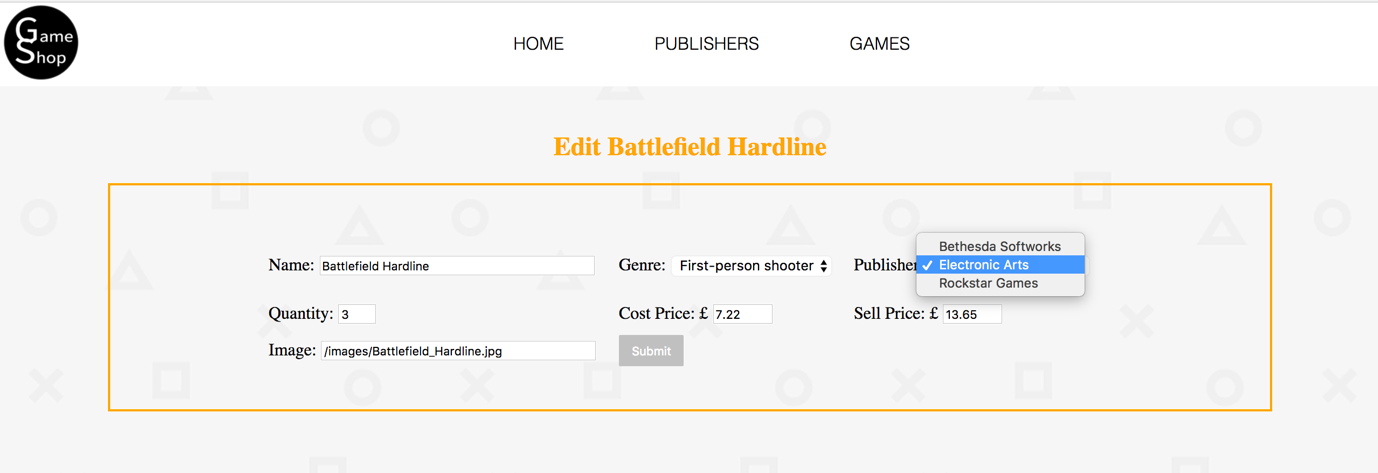
**P - 12 Screenshot of your planning and the different stages of development to show changes.**



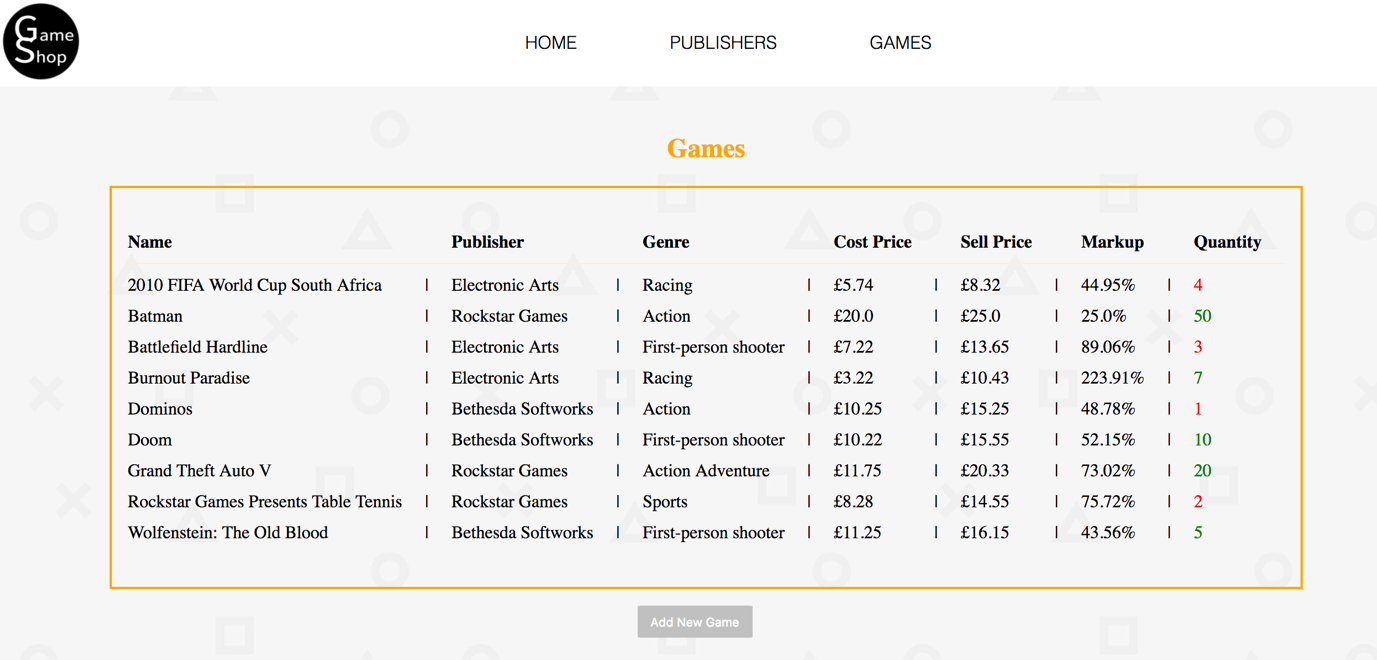
**P - 13 User input **

**Make sure u show the input being added.**

**P - 14 Interaction with data persistence**

****

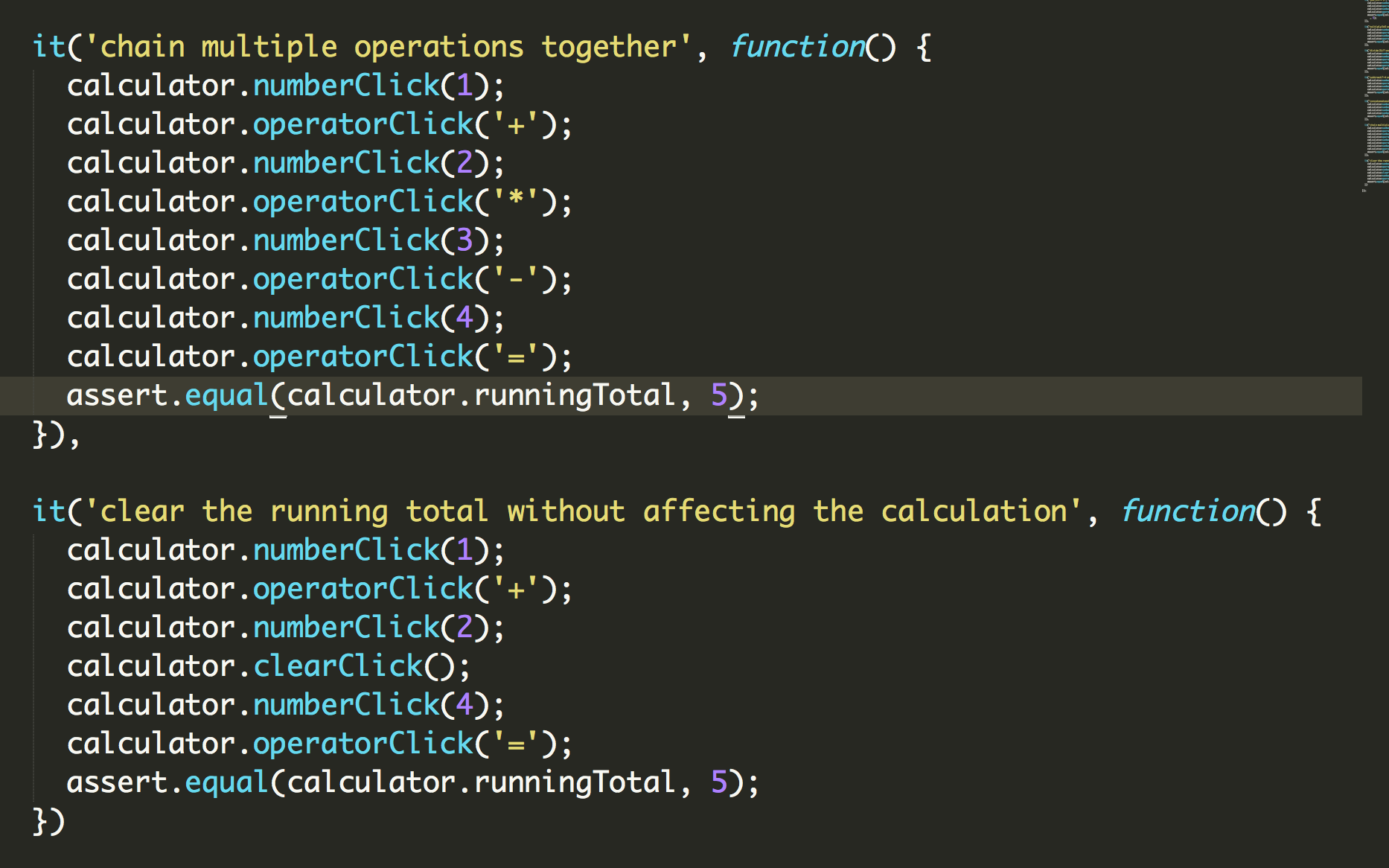
**P - 15 User output result**

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**P - 16 Bug tracking report showing the errors diagnosed and corrected.**

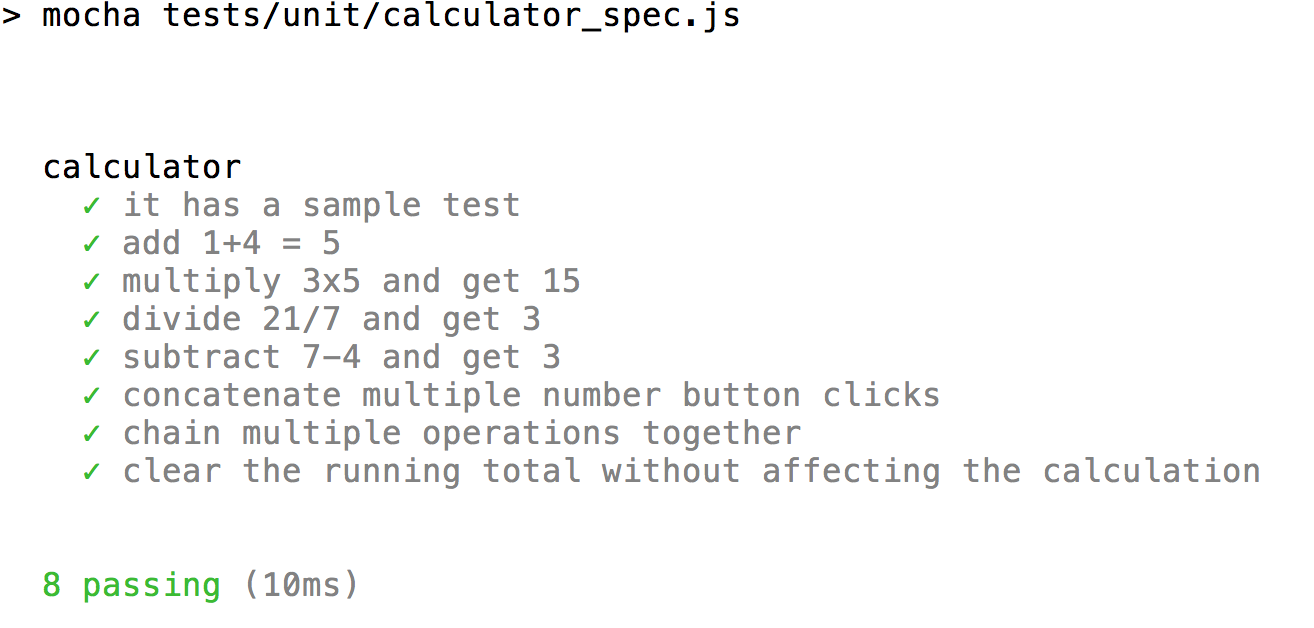
|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| **User must be able to add a trip** | **Failed** | **Saving a user, using the ID to assign a trip** | **Passed** |
| **Trip has a starting and end date** |  |  | **Passed** |
| **Trip date cannot be made for dates passed** | **Failed** | **Added validations to stop creation of trips with past dates** | **Passed** |
| **Trip can only have a number of available spaces** | **Failed** | **Set a number of spaces available per trip.** | **Passed** |

**P -17 Testing your program**

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**Show the test not passing…..and then the test fixed.**

****

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**P - 18 Acceptance test plan.**

