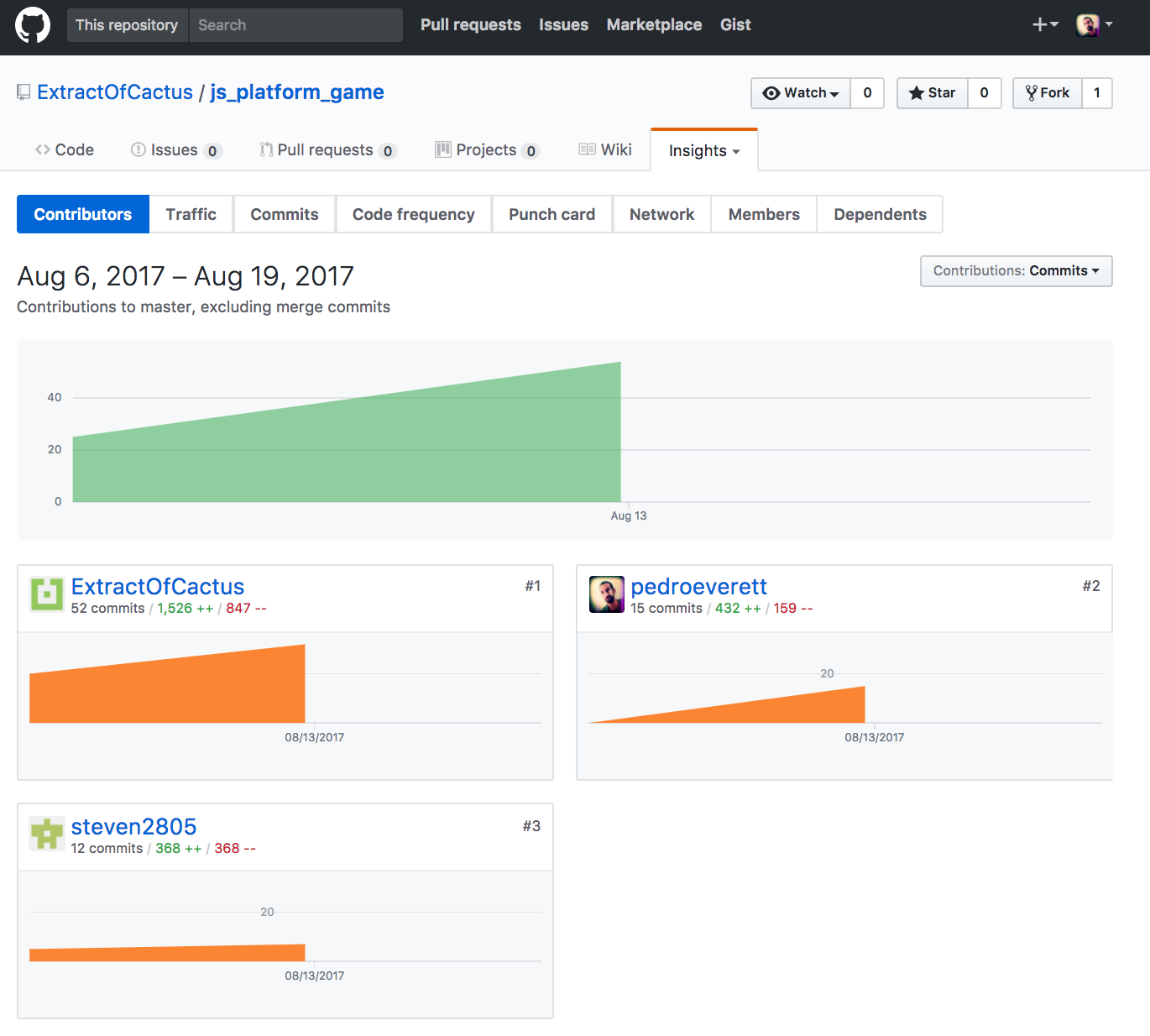
**Evidence for Project Unit**

Pedro Everett

Cohort 13

18/08/2017

**P- 1 Github Contributors page**



**P- 2 Project Brief**

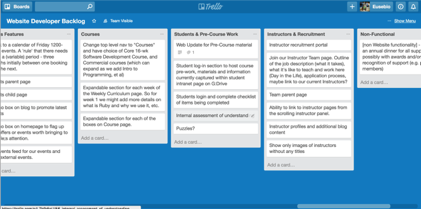
# Browser Game

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.

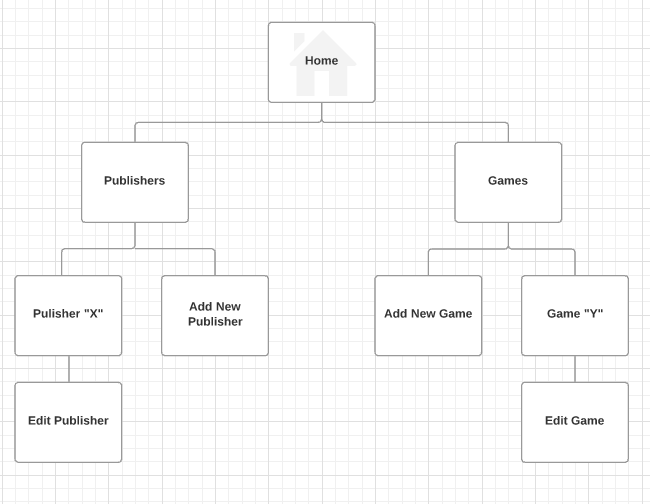
**P-3 Use of Trello**



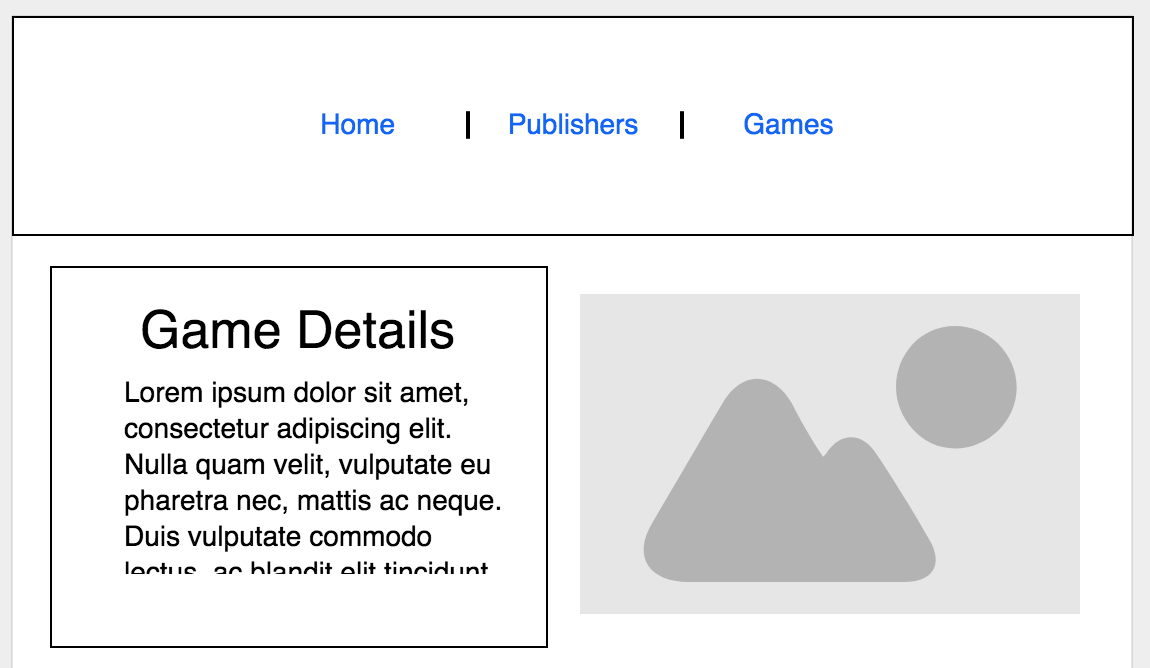
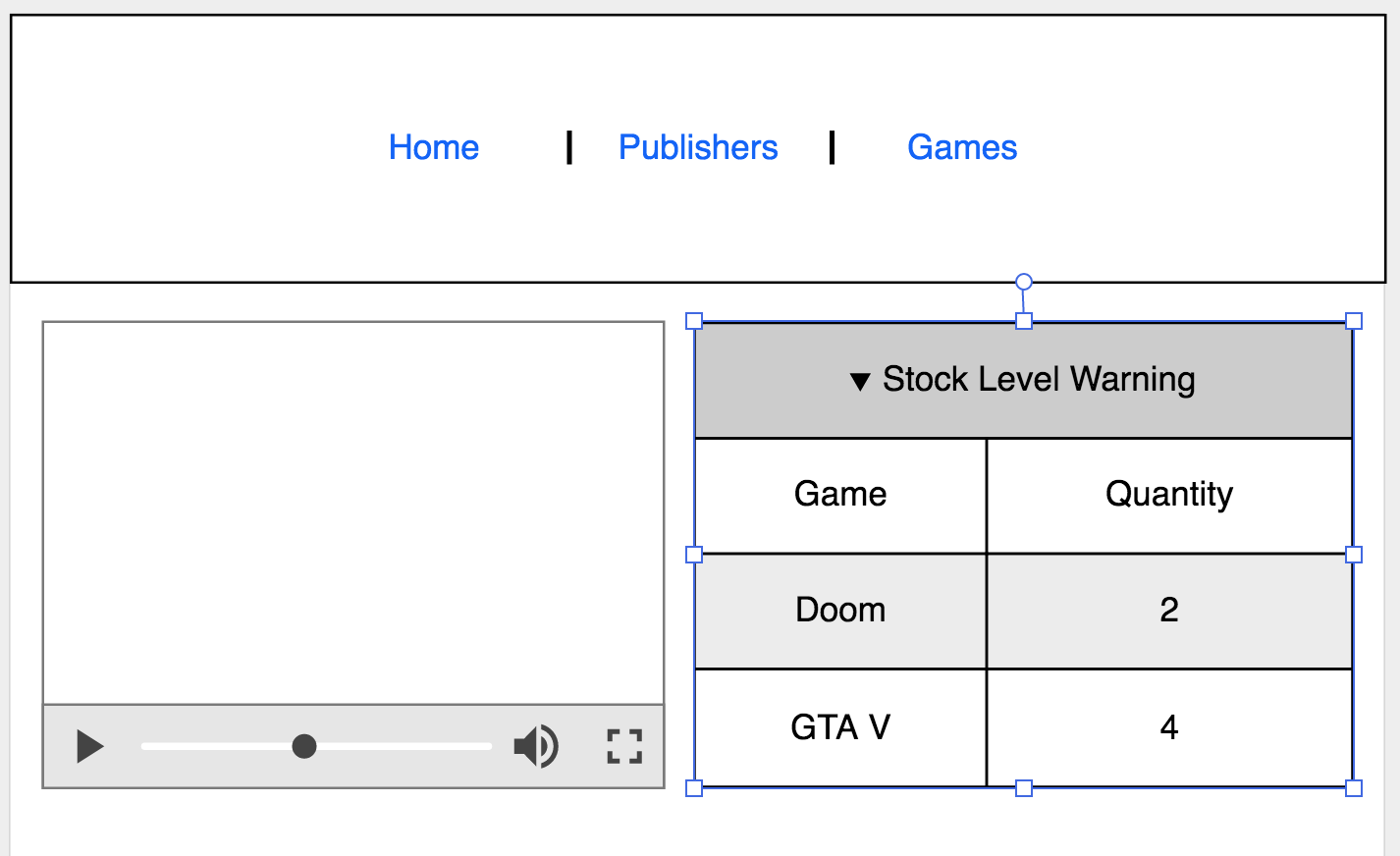
**P-4 Acceptance Criteria**

|  |  |  |
| --- | --- | --- |
| **Acceptance Criteria** | **Expected Result** | **Pass/Fail** |
| **User manages to log in /out** | **After log in user will see admin page. After log out user will see a success log out message.** | **Log in and log out passing.** |
| **User can navigate from homepage to profile page** | **User can use the top menu to navigate.** | **Navigation passing.** |
| **Api displays the data user requests** | **Page displays the shows user requested and plays them.** | **Displaying and playing passing.** |
| **User can save favourite show/shows** | **User can add to the profile favourites the shows he wants.** | **Adding to favourites passing.** |
| **User can see list of favourite saved shows** | **User can display the list of favourites from the top menu link.** | **Favourites list display working.** |
|  |  |  |

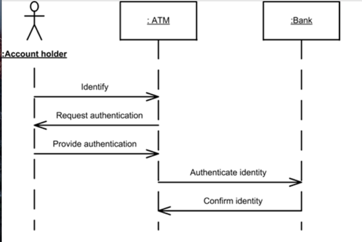
**P-5 User sitemap**

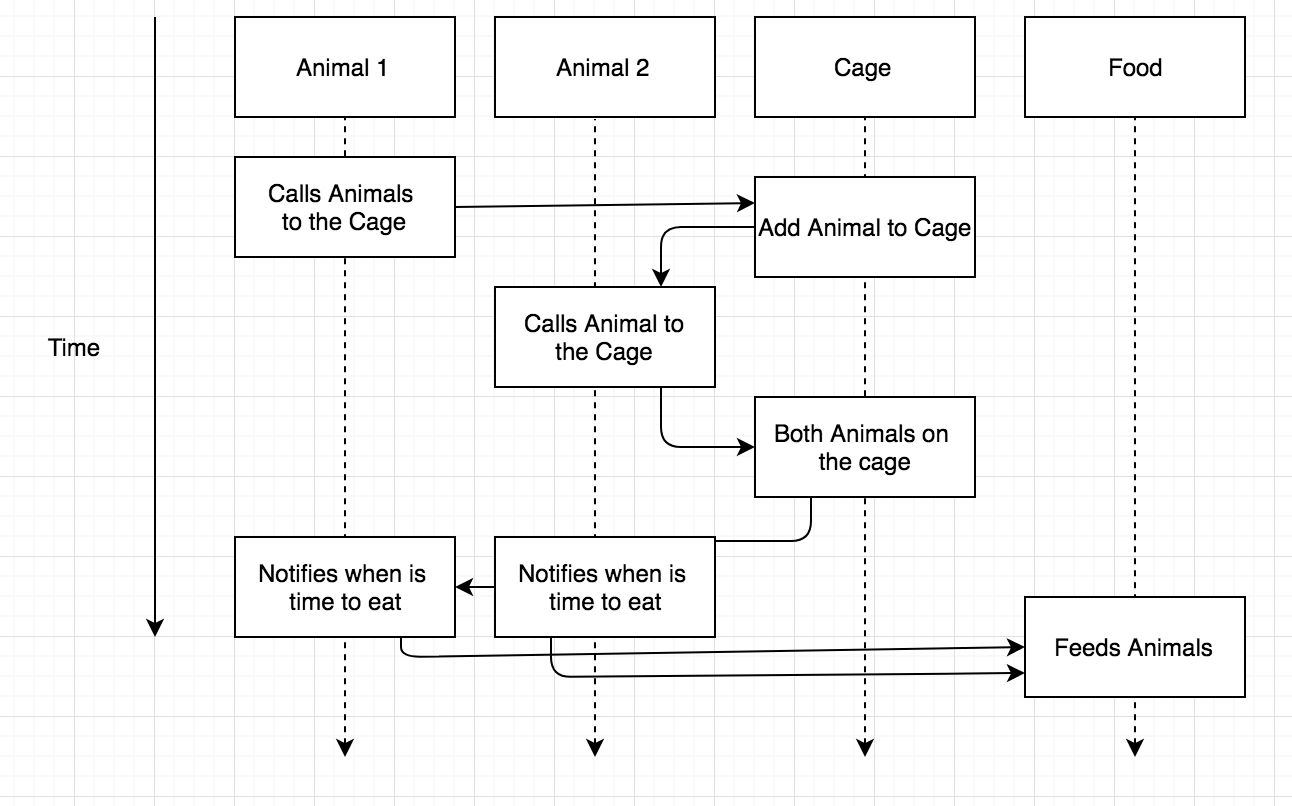
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**P-6 Wireframes designs**

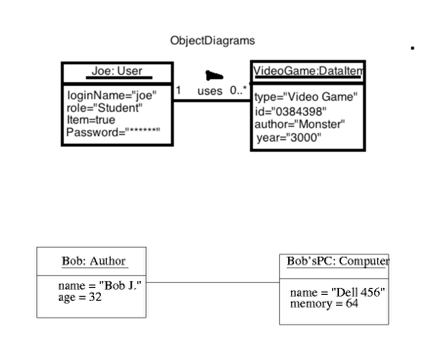
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**P-7 System interactions diagrams**



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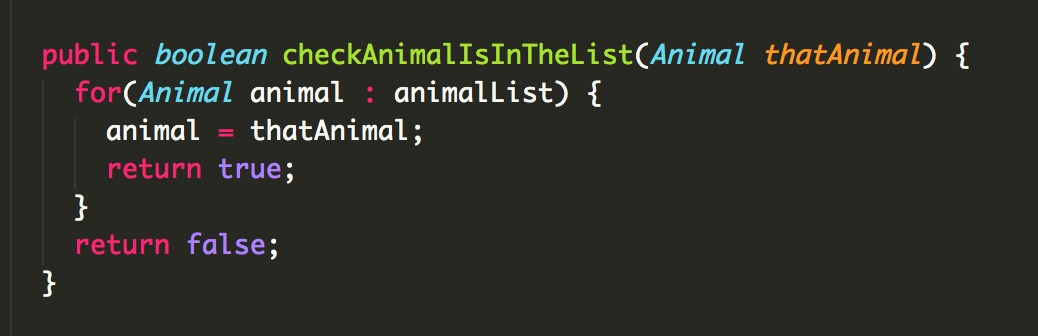
**P-8 Two Object Diagrams**



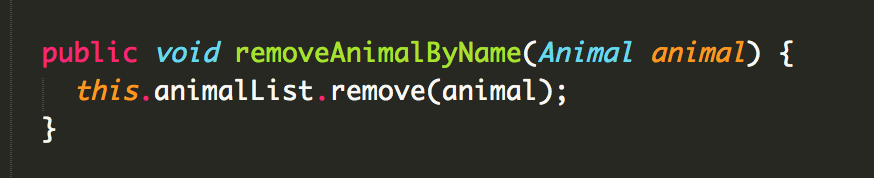
**P- 9 D.T.- a Choice of two algorithms (find the algorithms on a program you might have written, show the code you have used. )**

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

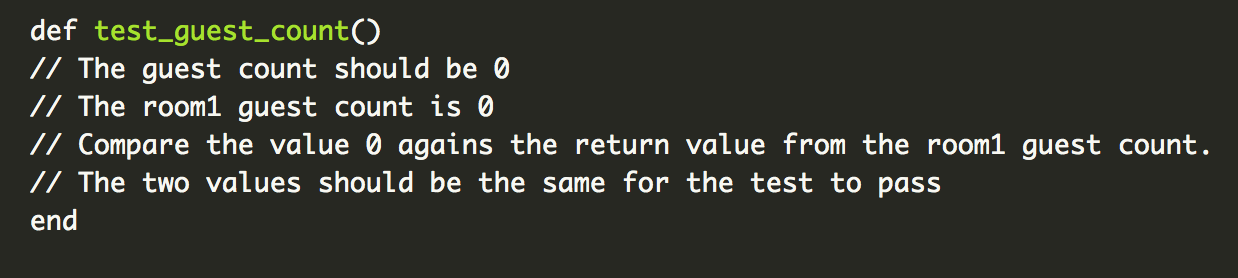
**A - Search Algorithm- For one of the projects I carried out I had to find animals in a cage, by name. The best way to do this was to use a search algorithm, where the items had an ID. I had passed the ID into the function and iterated through the items checking the ID I was looking for.**

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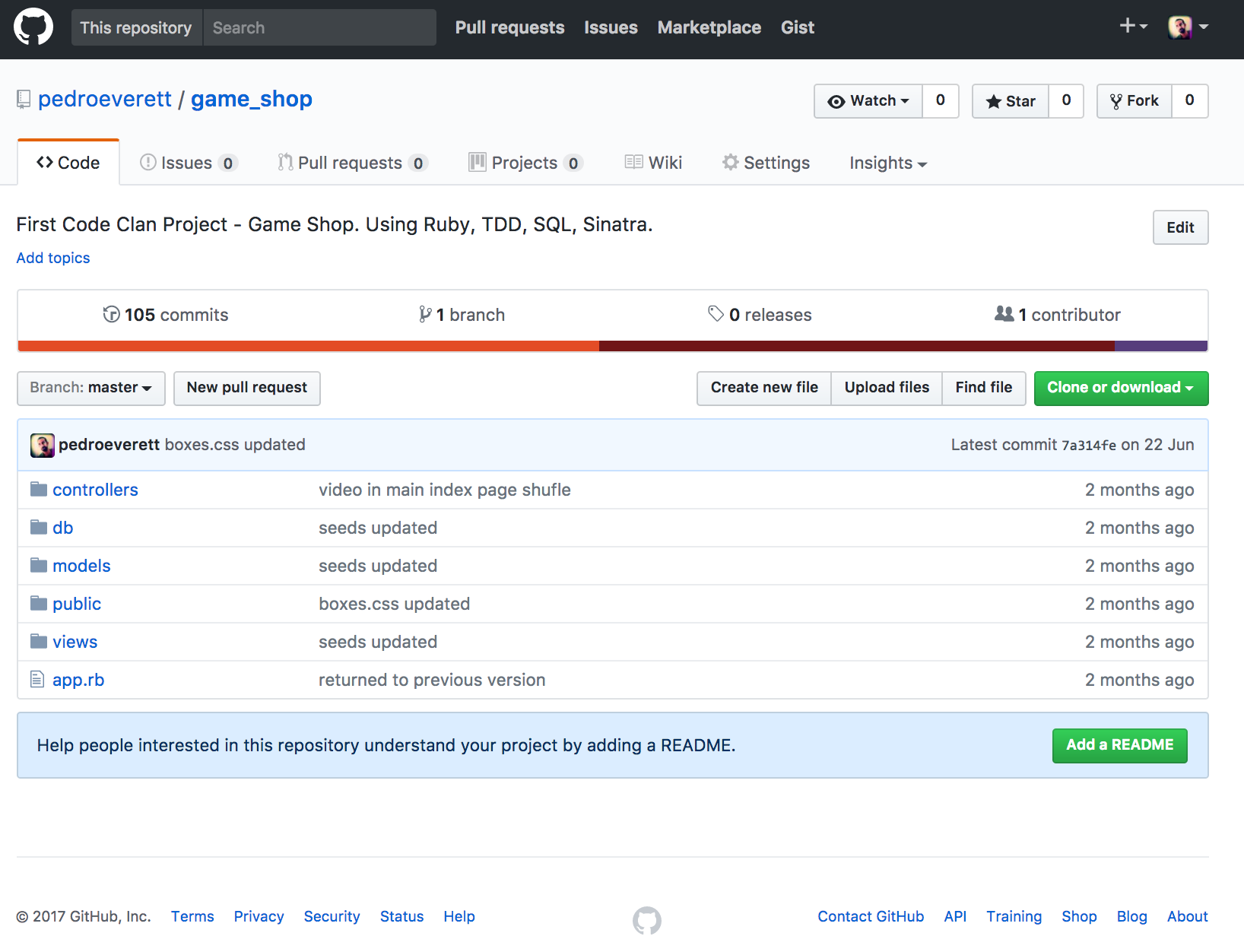
**B- Delete Algorithm - In the same project I had to delete animals from the cages. The delete algorithm allowed me to go and find the item by ID and delete it from the array of animas, in each cage.**

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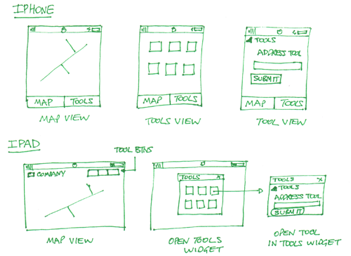
**P - 10 Example of Pseudocode**

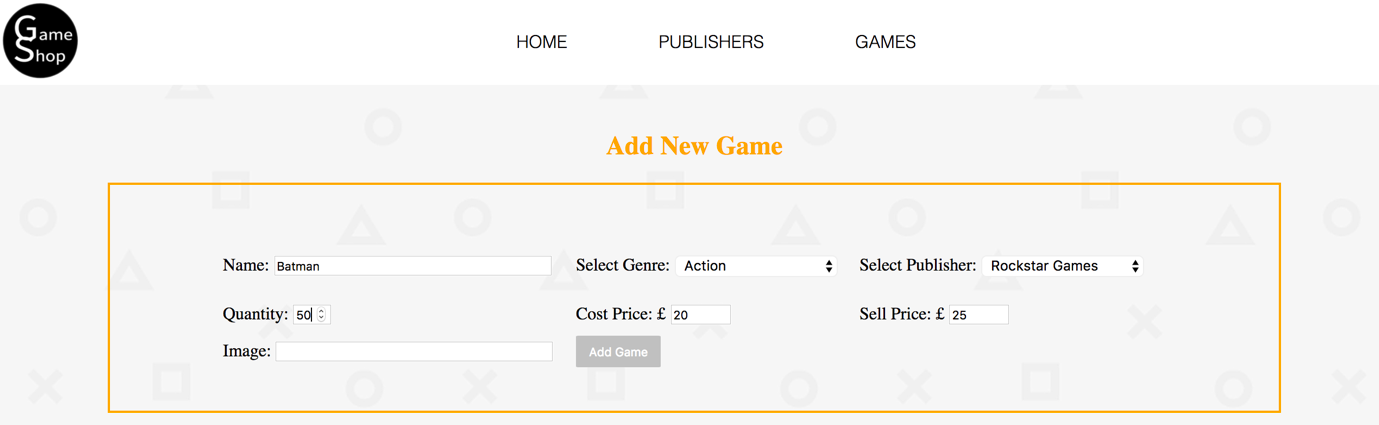
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**P - 11 Github link to one of your projects**

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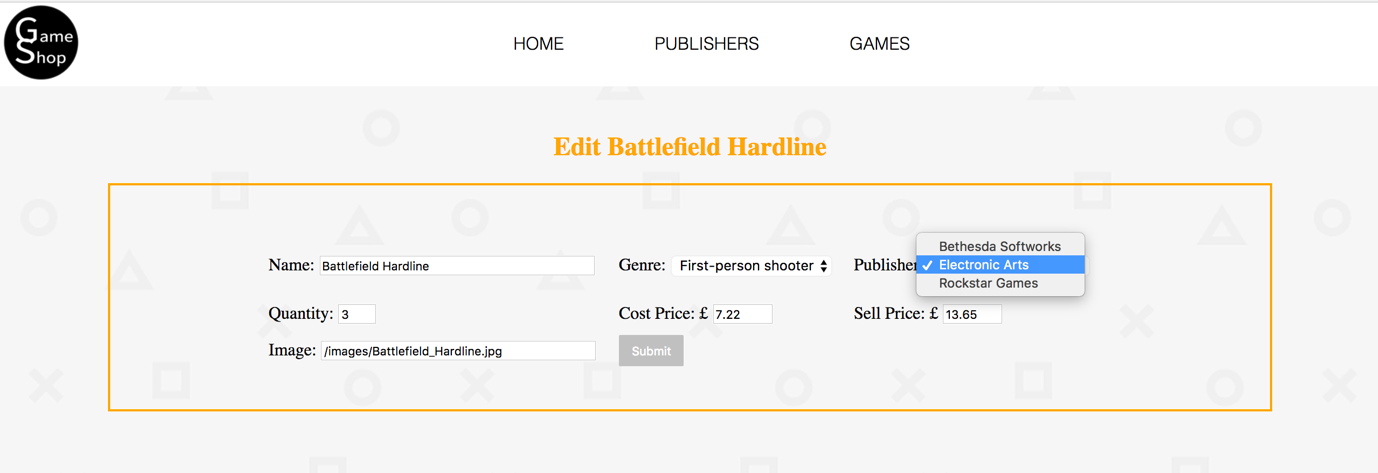
**P - 12 Screenshot of your planning and the different stages of development to show changes.**



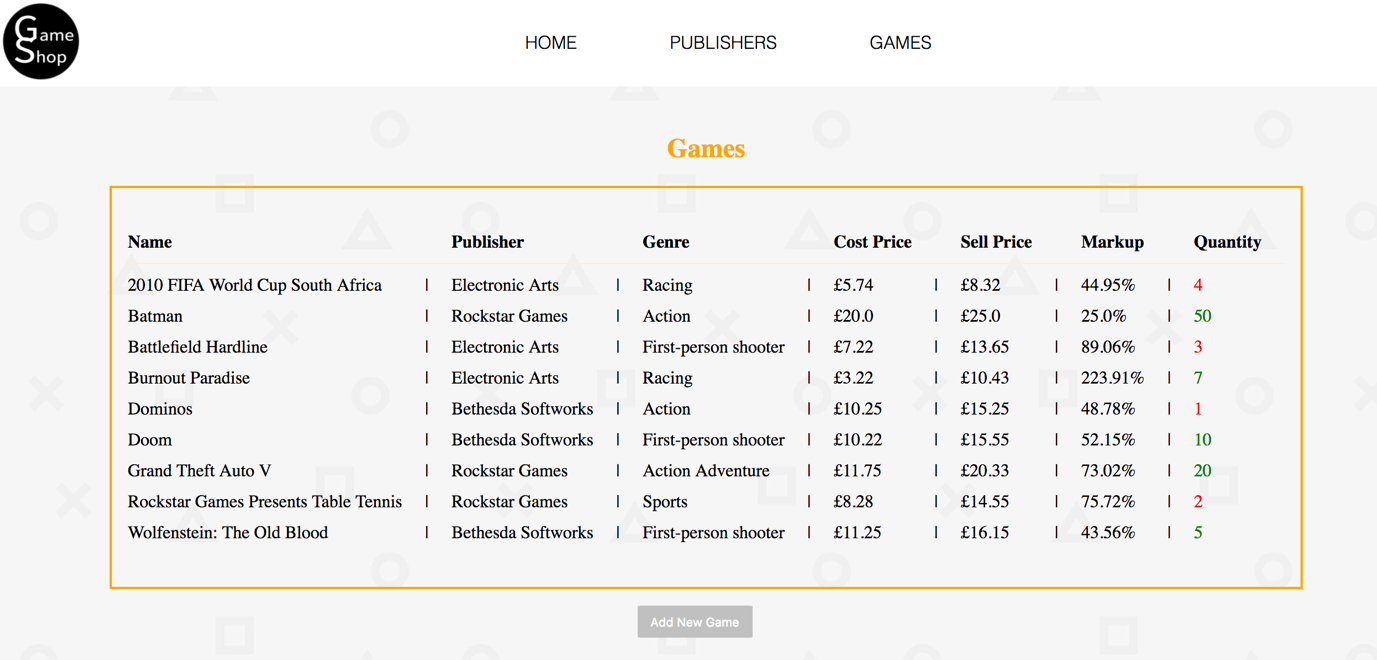
**P - 13 User input **

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

**P - 14 Interaction with data persistence**

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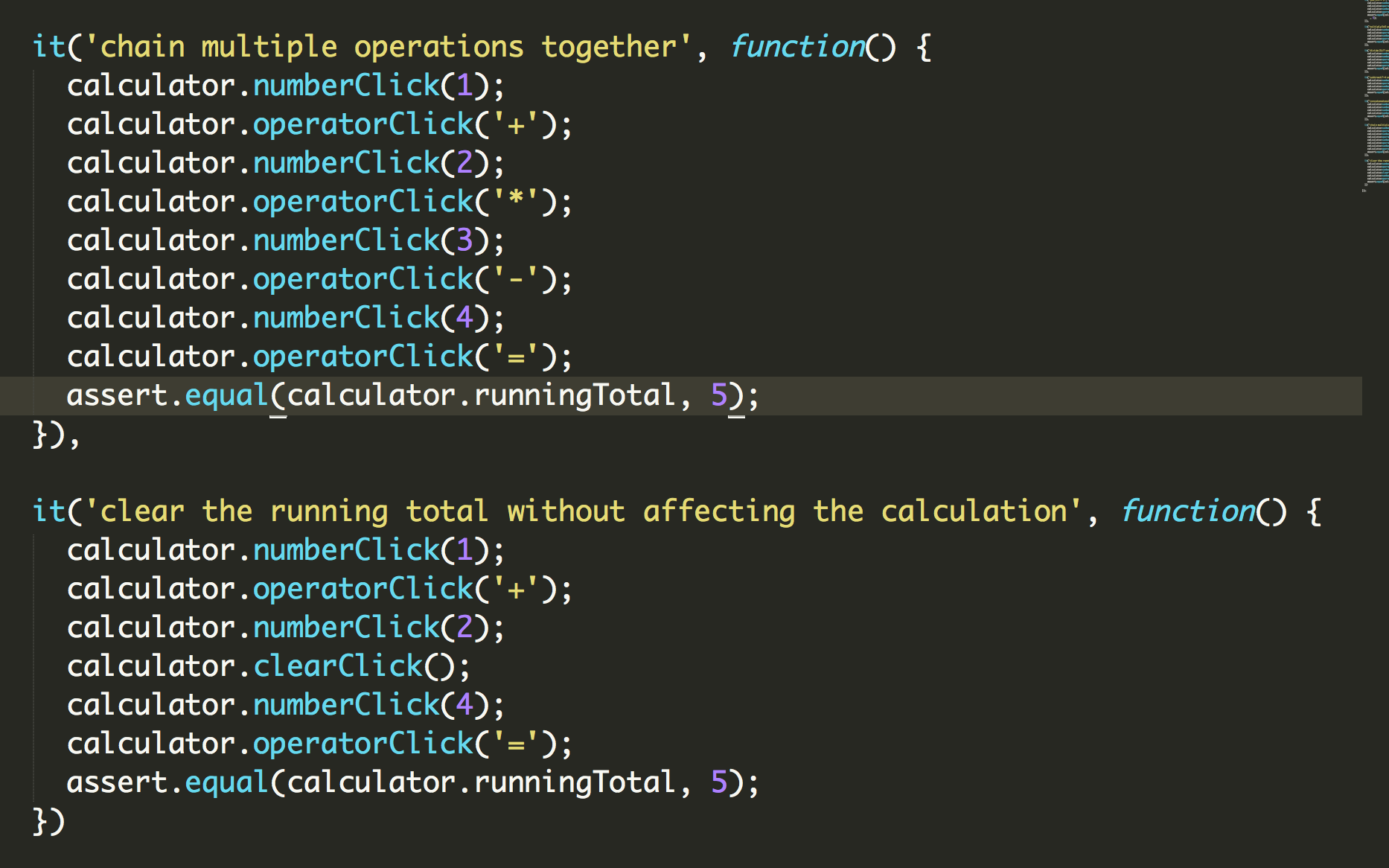
**P - 15 User output result**

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

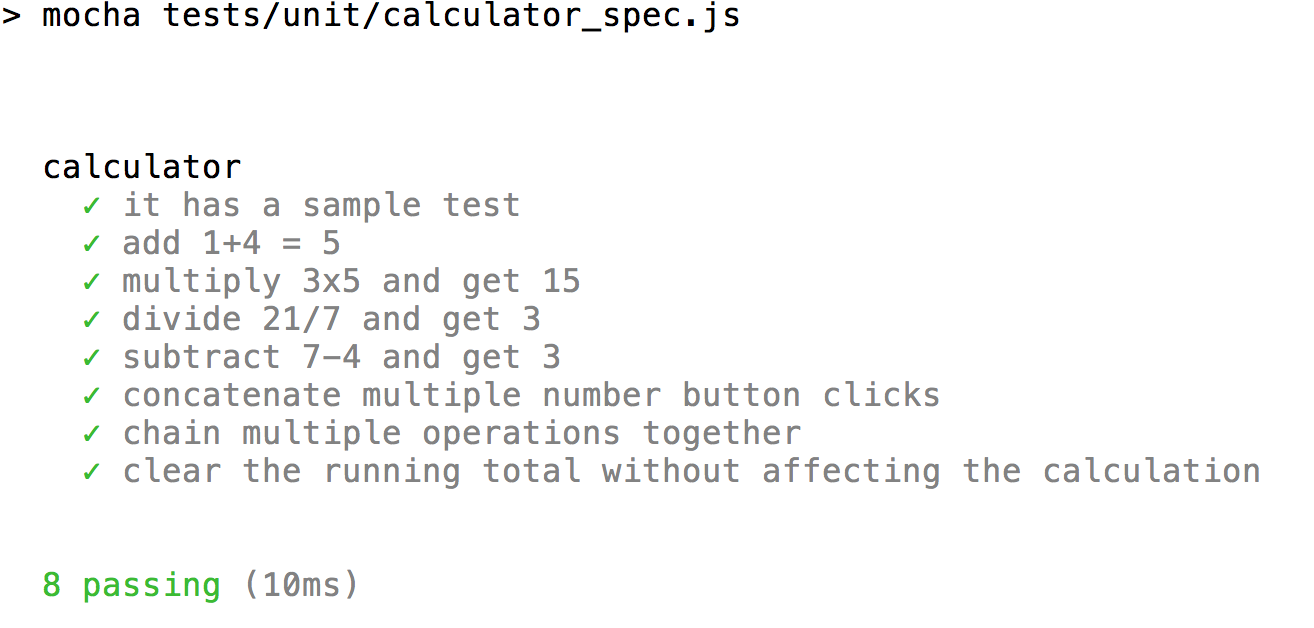
|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| **User must be able to add a game** | **Failed** | **Saving a user, using the ID to assign a admin account** | **Passed** |
| **Game has a starting stock** | **Failed** | **Updating db to have stock field defined to 0 at start.** | **Passed** |
| **Stock cannot have negative values** | **Failed** | **Added validations to stop decreasing stock below 0.** | **Passed** |
| **Games can have more than one suppliers.** | **Failed** | **Set relation to one to many, from games to suppliers table.** | **Passed** |

**P -17 Testing your program**

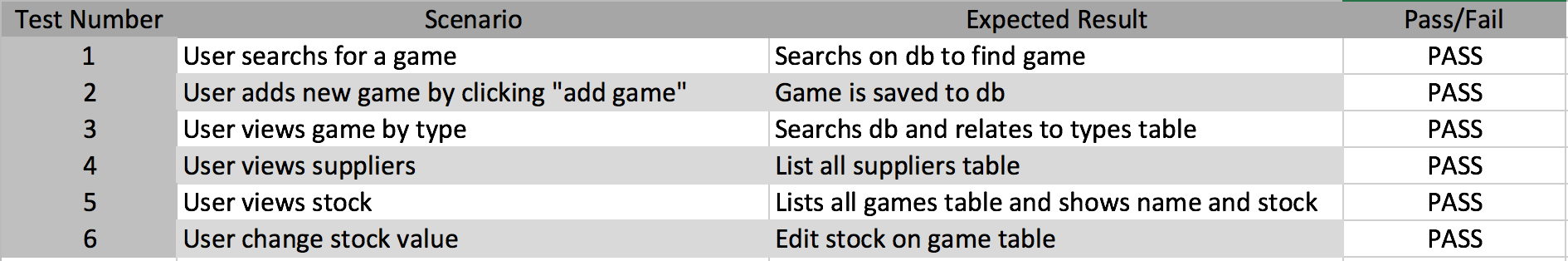
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**Show the test not passing…..and then the test fixed.**

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**P - 18 Acceptance test plan.**

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