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Title: One Piece MMO

Dipak Mukesh | M00496188 | Supervisor: Suiping Zhou
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Campus Title: Hendon Campus, London, UK

School of Science and Technology

.....Dipak Mukesh.....

(Student Name) ...

Student Id No.....M00496188.....

Module number.....CSD3999.....

I hereby confirm that the work presented here in this report and in all other associated material is wholly my own work. I confirm that the report has been submitted to TURNITIN and that the TURNITIN results are on CD attached to this report. I agree to assessment for plagiarism.

Signature.....

Date.....20/04/2018.....

Abstract

The project will be based on Game Website (One-Piece MMO). This project was done to get better understanding of my skills are needed in web development. There were many things took in consider for a successful project such as similar project research, identifying audiences, surveys from users, etc.

Problem Statement: The first problem will occur while doing the web development will be creation of web pages will be done without having any HTML editor-based software and second problem will be web hosting because it will cost money to host a domain and website and this necessary because I want other users to access the website through and give feedback. Third problem will be forums because I have not worked on forums before and got zero experience on how they work and final problem will be technical issues faced during web development. Here are a few common issues that designers must face during web design development: website accessibility, compatibility with browsers, navigational structure, positioning of content, screen resolutions, inconsistent interface design, complicated registration forms, unscrupulous use of images/animations and cluttered pages, more whitespace.

Problem Solution: The solution of the problem is to use Brackets to write all the code for web pages and 2nd solution is to use 00WebHost for free web hosting and 3rd solution will be do research on google and YouTube to learn about forums and how they work and final solution will test all the technical issues while doing development and ask other users to give feedback to the developer.

Functional Description:

1. Account Details (Login and Register System)
2. Forums - add, delete, update post with user and guest account.
3. Character Stats
4. Storyline

Work Area: Brackets Editor and 00WebHost

Aim of the Project: Create webpages online and Appealing user interface, which will make smooth experience for the user.

Key Features and Scope of the Project: responsive website layout, mobile and tablet compatible, implementation of HTML, CSS, JavaScript, Bootstrap and much more.

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1. Acknowledgement

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I would like to thank "Dr Ralph Moseley" for suggestion in 2nd year of study to work on the Web development and improve the skills.

I would like to thank my friends and trainer for their wonderful collaboration (helping with testing and feedback). You supported me greatly and were always willing to help me.

The successful completion of my project would not have been possible without the dedicated support from everyone (Supervisor, Family, Friends and Trainer).

2. Introduction

MMO (Massive Multiplayer online) is a story-driven online video. There are many websites which exist for many MMO games and those websites will be useful for new players to learn the basics of the game. For example: Runescape, League of legends, Wizard 101, Final Fantasy 14, Tera, Dota, Black Desert etc. Each of these MMO games will have website to communicate or collect data from the players.

The idea is to build an Website based on the MMO game called One Piece with Mobile and tablet compatibility. it will contain all the function that MMO website needs. This idea was on my mind because in the past have worked on web development and during gap year, was doing development training for a small company, so now want to take web development skills to whole new level which matches with current MMO game website.

2.1. Problem Statement

In Computer industry huge amount of project has been done in past or present. Each of the project will occur a problem because there is no prefect project. This project problem/issues will be the timeline and technical issues relating to website design. The problem may be occurred with the timeline, some of task may take more time than anticipated. For example, Implementation may require more time than original time specified.

Problems occur while Web Development:

- 2.1.1. Creation of web pages will be done without having any HTML editor-based software.
- 2.1.2. Web hosting because it will cost money to host a domain and website and this necessary because I want other users to access the website through and give feedback.
- 2.1.3. Forums because I have not worked on forums before and got zero experience on how they work.
- 2.1.4. Technical issues faced during web development. Here are a few common issues that designers must face during web design development: website accessibility, compatibility with browsers, navigational structure, positioning of content, screen resolutions, inconsistent interface design, complicated registration forms, unscrupulous use of images/animations and cluttered pages, more whitespace.

2.2. Project Objectives

- 2.2.1. Make the site user friendly for the users to achieve the desired objectives.
- 2.2.2. Improve the visual design and content structuring.
- 2.2.3. Make it easy for the users to navigate to every page of the site.
- 2.2.4. Appropriate use of colour and whitespace.
- 2.2.5. Simple Log-in and register system for user.
- 2.2.6. Use of images that reflect the game, colour scheme and the tone of the content.
- 2.2.7. Overall make the site look more professional to give an edge over other MMO website.

2.3. Project Scope

- 2.3.1. Sitemap: Sitemap is a model of a website and it designed to help both users and search engines to navigate the site.
- 2.3.2. Homepage: Website homepage is a main page when a visitor navigating to a website and homepage is most important page because it will attract the visitors and homepage is used for navigation to other pages on the website.
- 2.3.3. Storyline: Storyline page include the game storyline content to the users, this will be help to users with game quest or lore wise.
- 2.3.4. Game Guide: Game guide page include the content of skills, characters and starter guide for new users.
- 2.3.5. Forums: Forums page, it will allow the players to read about other player post, gamemaster threads, feedback etc.

2.4. Deliverables of the project

The deliverable of this project is project brief, wireframes, mockup (Design) and final version of the website.

- 2.4.1. Project Brief: Project brief is an overall project document, which contains all the requirements and specifications of the project.
- 2.4.2. Wireframes: wireframes are visual diagrams of a website and it shows the process of website navigation.
- 2.4.3. Mockup(Design): the website design is how the website will look, for example the site colours, images, content blocks, pages layout (content pages are different than the home page).
- 2.4.4. Final Version: the website design converted into the code that displays the website in different browser, mobile phone and tablet.

2.5. Aesthetic Design

Here are the main components of an appealing website:

- 2.5.1. Flow: the navigation of the website, it should be simple, straightforward and easy for users to find content.
- 2.5.2. Balance: webpages in the website they should be consistency and it will look more professional.
- 2.5.3. Communication: the website should send right and consistently message through the site and within the content however if users doesn't understand the content, they might just leave the website and leave with bad impression.
- 2.5.4. Social Media integration: website should include all the social media because this they the user can subscribe to company newsletter and stay in touch with latest news, future content and game progress.

2.6. Constraints

In the project, there are some constraints which might make the project difficult to achieve.

- 2.6.1. **Legislations:** the developer has to domain name and sever to run the website online and since this MMO, the developer must make sure doesn't copyright any other company images or content.
- 2.6.2. **Resources and Time:** if the developer doesn't have any resources to complete the project, then the project will take more time than anticipate which can make or break the project.
- 2.6.3. **Users Resources:** if developer does not get any users for testing and it could be a problem for the developer because developer won't know if website is functional, user friendly to other users.

2.7. Consideration of options

The project will follow Web development life cycle and they are Project Planning, System Requirement Analysis, System Design, Implementation, Testing, Acceptance & Development and Maintenance However Acceptance & Development and maintenance steps will be not used because they are not required for the Project.

The website will be made by using front and back end development programming language. The list below shows the tools and languages required for Website.

- 2.7.1. Wireframe/layout a website or web application.
- 2.7.2. HTML and CSS from scratch.
- 2.7.3. Add interactivity to a website with JavaScript (or jQuery).
- 2.7.4. Manage a domain's DNS settings and deploy a website to a website host.
- 2.7.5. Graphical user interface (GUI, UI and UX design).
- 2.7.6. Make it responsive so it can be used for phone and tablet.
- 2.7.7. Design: Photoshop, Illustrator, Fireworks.
- 2.7.8. Front end: HTML, CSS, JavaScript, jQuery, PHP, Bootstrap, MySQL, Python.
- 2.7.9. Back end: PHP.

2.8. Risks and Risk mitigation

In the project, there will be some risks which myself needs to consider and myself should plan for risk mitigation such as what they could reasonable do to prevent from risk happening.

- 2.8.1. **The project that runs over the deadline:** in the project, myself has to setup a deadline for each task however if one of the task gets delayed or any changes made during planning or implementation phase then it might cause the project to delay or fail.

Mitigate this risk: myself needs to have well-organized project planning process and I need to monitor each task, E.g. if any changes required in planning phase

then they can do these changes before implementation phase start, so it does not create any problem with the implementation phase.

2.8.2. Loss of work: there are some reasons for work lost, such as I can delete the file accidentally and the file or folder can be corrupted or damaged from virus or other reason.

Mitigate this risk: as a developer, I always need to create backup for all the files and folder for the project and the backup should be done weekly unless the I am working every day then the backup should be done daily.

2.8.3. Slow loading: if the website is very slow to load the pages then it would be difficult for user to access the content, this can be cause by complicated interface and difficult forms.

Mitigate this risk: I can create a simple user interface, which will make the webpages load faster and users will not have any difficult while accessing the website.

3. Literature Review

3.1. Similar Project

Research of the similar project that are done in the Web Development industry. This research will provide guidance towards the current project. For example, there are huge amount of MMO games, but they need website to provide information to the user, such as Runescape, PUBG (Player Unknown Battleground), World of Warcraft, League of Legends, Guild Wars 2, Dragon ball online and many more.

3.1.1. Runescape

Runescape is a fantasy MMORPG developed and published by Jagex. Their website provides game guide, news, videos, community (forums, high score, etc.). The design of the website matches with their game content and provides accurate information to the users.

The screenshot shows the Runescape Skills HiScores page. At the top, there are tabs for SKILLS, CLANS, SEASONAL, ACTIVITIES, and COMPARE. Below these are three buttons: ALL TIME (highlighted), WEEKLY, and MONTHLY. A tooltip for 'ALL TIME' says 'check all time, weekly, monthly highscore'. To the right, there's a 'compare with friends or other players' link. The main area is titled 'OVERALL ⓘ' and shows a table of top players. The table has columns: RANK, PLAYER, LEVEL, and XP. The top four players are:

RANK	PLAYER	LEVEL	XP
1	le me	2,736	5,400,000,000
2	Scuzzy	2,736	5,400,000,000
3	Los	2,736	5,400,000,000
4	Omid	2,736	5,400,000,000

Below the table is a 'SEARCH FOR A PLAYER' section with a 'Player Name' input field and a 'GO' button. To the right is a 'COMPARE PLAYERS' section with two input fields for 'Player 1' and 'Player 2', and a 'GO' button.

Best Features:
High-score, this features really helps the players because they can check their high-score and compete with other players or friends. Some of main things highlight on the image.

Advantage:

- Easy to navigate around the website.
- Consistent with style and font.
- User friendly and colour contrast suitable for blind person.

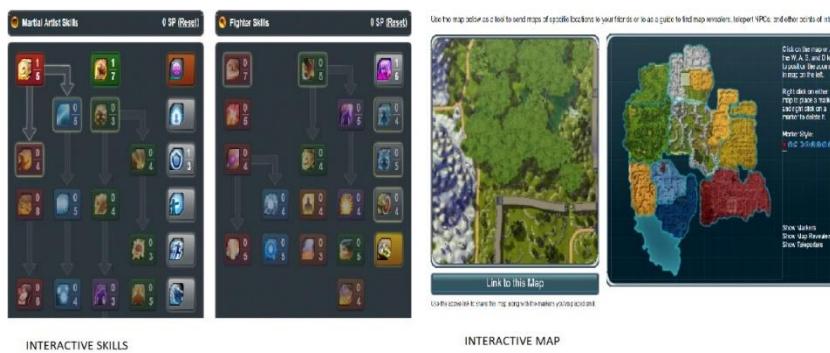
Disadvantage:

- The website is not responsive, stay the same when window becomes small.
- The website opens in mobile or tablet, shows desktop version and hard to navigate around.

3.1.2. Dragon ball online

Dragon Ball online is a massive multiplayer online role-playing game developed by NTL inc, Bird studio and Shueisha. The website of DBO provides high score, forums, game tools

(interactive skills, map and emblem creator) and game guide content (skills, dungeon, characters and storyline of the game).



Best Features:
Tools, this feature is really help for new users because they can try different method or combination of character skills and see what it does

before trying out in the game and other feature include in tools is interactive map, where users can view and interactive with the map to see where the shops, dungeon, main cities, monster area etc.

Advantage:

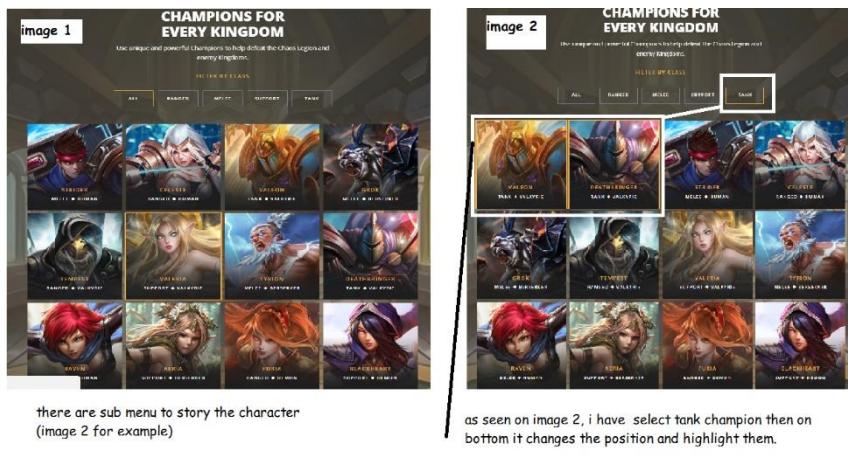
- Easy to navigate around the website.
- Tools: interactive for the users to experience the character skills before trying them out in the game.
- Consistent with style and font.
- The website is responsive, when windows narrows it becomes responsive and the position stay the same when using different windows and screen sizes.
- The website becomes responsive when using mobile and tablet.

Disadvantage:

- When the website goes in the responsive and navigate to other page, the navigation becomes invisible because of the background, which can be difficult for the blindness users.
- The other thing is annoying in the website, when navigate to game guide page and select character option but when try to navigate back to other pages, the navigation bar does not work properly, which can be annoying because the users might have to write the URL or "click on website" to return to main page.

3.1.3. Guardian Kingdom

Guardian Kingdom is a fantasy genre base builder and strategy multiplayer mobile game and developed by Phoenix one games, also it allows user to have multiplayer co-op game play. Guardian kingdom website provides information to user to learn about their game, for example learn about champions class, troops with strength and weakness, buildings, lore(storyline) learn story about the game, community forums for users to provide feedback or improvement and story about the company who created this game and website.



Best Features:
Champions content page, the features stand the most in the website because you can see all the classes (with their information and stats) but when you select on the class, for

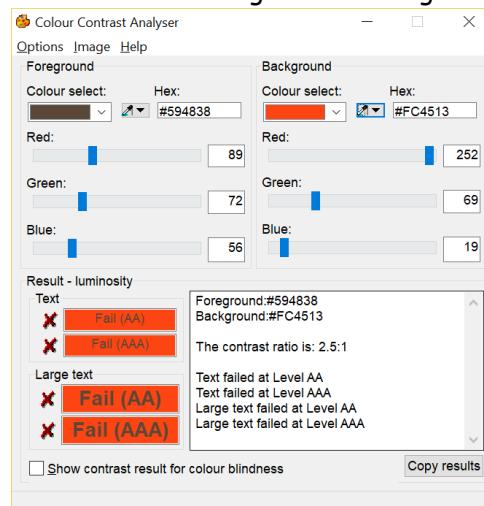
example when you select tank, the order swap and bring them to front, this is helpful because they won't have to scroll or look for certain class, when they can sort the class that they are looking for.

Advantage:

- Easy to navigate around the website.
- Consistent with style and font.
- The website is responsive, when windows narrows it becomes responsive and the position stay the same when using different windows and screen sizes.
- The website becomes responsive when using mobile and tablet.
- The website speed is fast, load up the content quickly and don't have to wait for load time.

Disadvantage:

- There is no colour contrast between the logo and background colour and this could be an issue with colour blind users. Result of colour contrast and it shows fail for normal text and large text for logo and background colour.



- The trailer video plays auto play but when you click on the play button, it opens a pop-up, but the music plays on the player and background and playing video automatically when landing on a page may affect the user ability to find the mechanism to stop it.

3.1.4. PUBG (Player Unknown Battleground)

PUBG is a survival shooter game. Players are put into an open area and fight till winner is announced. The Website provides news, overview of the game, media of the game, community for user to provide feedback, bug or improvements and battleground partners which can be any youtuber and provides benefits to the partners.

Best Features: There is no standard out feature which can be useful to the gamers.

Advantage:

- Easy to navigate around the website.
- Consistent with style and font.
- The website speed is fast, load up the content quickly and don't have to wait for load time.
- Provide useful content to the target audience.
- Media opens quickly and does not auto-play when you go to media page.

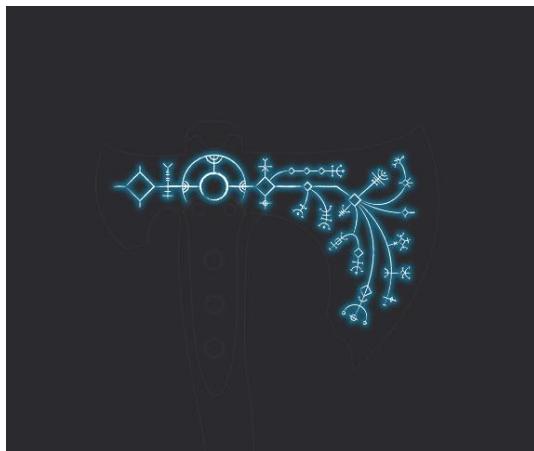
Disadvantage:

- The website is non-responsive, for example when the user narrows the windows, the layout stays the same and it will be hard for user to navigate through the website.
- The website is not mobile and tablet friendly. when using the website on the phone, it shows the desktop version and the user must zoom in to read the content, which can be difficult for user to read and understand the content.

3.1.5. God of war

God of war is an action-adventure hack and slash video game and it based on Greek mythology. The game developed by Ready at Dawn. The Website provide game info, story of the game, map of the game, Media + fan art.

Best Features: Loading animation. This feature most impressive in the website because the animation looks gorgeous while the user waits for page to load.



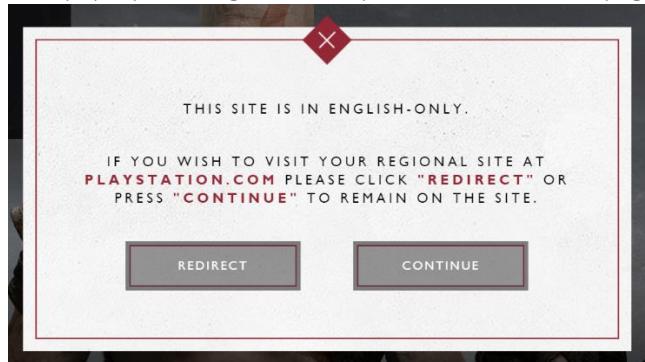
The animation of the game weapon being created to show the user one of the weapon is found, bought or drop on the game.

Advantage:

- Easy to navigate around the website.
- Consistent with style and font.
- The website speed is fast, load up the content quickly and don't have to wait for load time.
- Provide useful content to the target audience.
- On the home page, trailer does not auto-play and pop-up show up with embed YouTube video for user to play and user just must close the pop-up to go back main page.
- Loading animation - animation of weapon.
- The website responsive has design, for example when website is re-size, hide, shrink and enlarge the content to make it look good on any screen.
- The website is mobile and tablet friendly.
- Age limit pop-up to open the content of the game.

Disadvantage:

- The pop-up message shows up all the time when page is refresh on the website.



This message always shows when page is refresh on the website, which can be annoying for the user to deal with.

4. Requirements Specification

The Website is used as a form of advertising the company and game however there are certain things that the website needs to ensure that the target audience are happy. The requirements for an effective website are content, navigation, white space, website speed, consistency, user friendly and mobile & tablet friendly.

- Content is most important part of the webpage because when the target audience visit the website, they will look for the content and if the content is useless and of little value to the target audience then they will leave quickly and not even look the website.
- Navigation: when it comes to website design because the target audience won't be able to navigate around the website properly and they would be not able to find any information that they are looking for. The Navigation should be easy to use and clearly visible.
- White Space: when designing the webpages because you don't want to clutter the information for the users to read, it should be easier to read and move around the website.
- Website Speed is one of most important part of website requirements when it comes to designing and developing a website because the website should load quickly and not make the users wait to load. If they keep waiting to load the information, images than they won't enjoy the experience of the website.
- Consistency is one of the most important part of website requirements. The website design, font, style, content and other features need to be consistent throughout the entire website.
- User Friendly: The website should be user-friendly, simple and reliable.
- Mobile & Tablet Friendly: my project is to make responsive website, so it can be read on variety of different browsers and screen sizes, also make it compatibility with mobile and tablet devices.

5. Analysis and Design

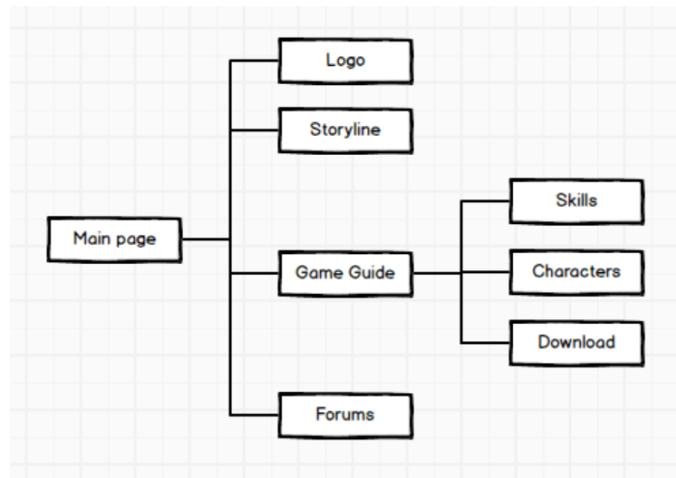
Design of the Website is an important process because when the website being developed, there will be a design to work on however if there is no design document then there won't be that much progress and developing the interface of the site without any design document, it will be waste of time and time is important in the project.

The inspiration of the web design from similar project [Section 1] and Survey [Section 3]. The review will help me to design the professional website that matches or take higher level than current website reviewed.

The storyboard of the Website will be doing by using Wireframe Sketcher and Baslamiq Mockup 3 software. The layout or style of the website will be kept consistent, for example font color, background, content layout, etc. however the storyboard can be changed while doing the development because the layout, style or interface is not suitable for the user eyes or take time to load the page.

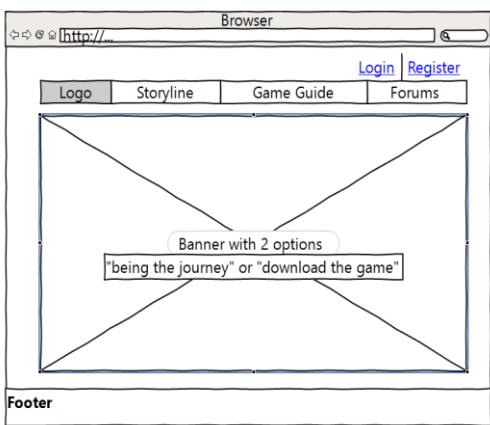
When doing the storyboard, I must determine a colour scheme, for example I may have different colours on different pages but overall colour scheme should be consistent. Designer I must make sure text and link colours are different enough to be visible against background colour. Also, I must determine a font scheme for headings, subheadings, regular to be consistent with font size, style and colour through the website.

5.1. Navigation Bar



Navigation is part of the requirement. This shows navigation between the pages, so the user can have smooth experience when they are navigating on the website.

5.2. Home



The purpose of the home page is to attract target audience with simple interface, content and give brief information about the game. Login/Register system which allow the user to access the forums and their personal game account details.

Resources: Navigation bar, Logo image, banner, 2 buttons with options, login and register system, working links to other pages, footer for copyright issue, company details, other links (social media, content, about us, etc.).

Font/Colour Scheme:

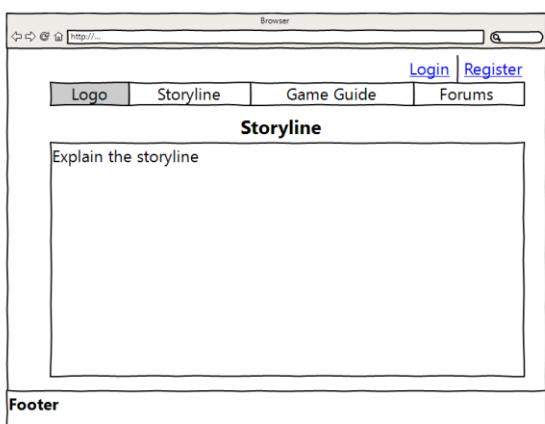
Background colour: Sky blue (Hex code: #00COCO)

Foreground colour (Font Colour): Black (Hex code: #000000)

Font Size: Heading (H1), Footer (H2), Content (H3).

Font Style: Comic Sans MS.

5.3. Storyline



The purpose of the Storyline page to give information about lore in game because mostly target audience like to learn about the lore behind the game according to the research, see Sections 1 ["Similar Project"].

Resources: Navigation bar, Logo image, Storyline (title/Heading), Content of Storyline, login and register system, working links to other pages, footer for copyright issue, company details, other links (social media, content, about us, etc.).

Font/Colour Scheme:

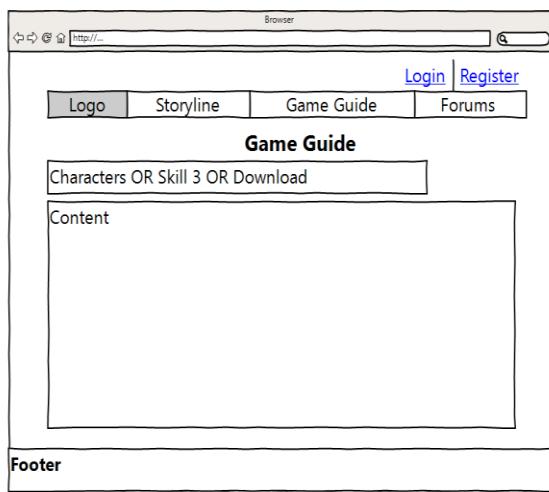
Background colour: Sky blue (Hex code: #00COCO)

Foreground colour (Font Colour): Black (Hex code: #000000)

Font Size: Heading (H1), Footer (H2), Content (H3).

Font Style: Comic Sans MS.

5.4. Game Guide



The purpose of the Game guide to provide information about basic game guide to new users. Game guide is split into 3 sections: Download, Characters and skills. Each of the sections follows same layout/interface to keep consistent with the website.

Resources: Navigation bar, Logo image, Game Guide (title/Heading), Subheading, Content of Game guide, login and register system, working links to other pages, footer for copyright issue, company details, other links (social media, content, about us, etc.).

Font/Colour Scheme:

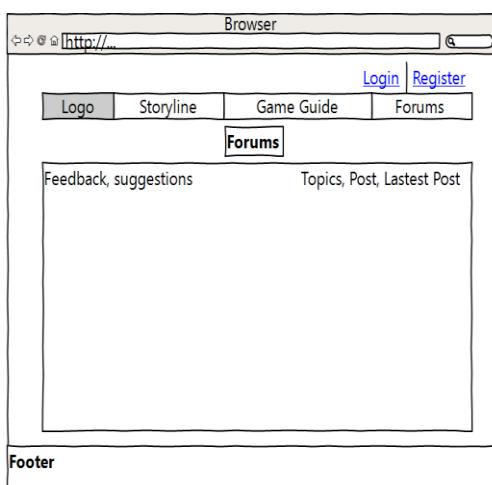
Background colour: Sky blue (Hex code: #00COCO)

Foreground colour (Font Colour): Black (Hex code: #000000)

Font Size: Heading (H1), Footer (H2), Content (H3).

Font Style: Comic Sans MS.

5.5. Forums



The purpose of the Forums page is to communicate with users to get feedback on the game, website, bugs, glitches, improvements to game, communicate with other users for help with a quest or something part of game etc.

Resources: Navigation bar, Logo image, Forums (title/Heading), Subheading, Simple forums layout, login and register system, working links to other pages, footer for copyright issue, company details, other links (social media, content, about us, etc.).

Font/Colour Scheme:

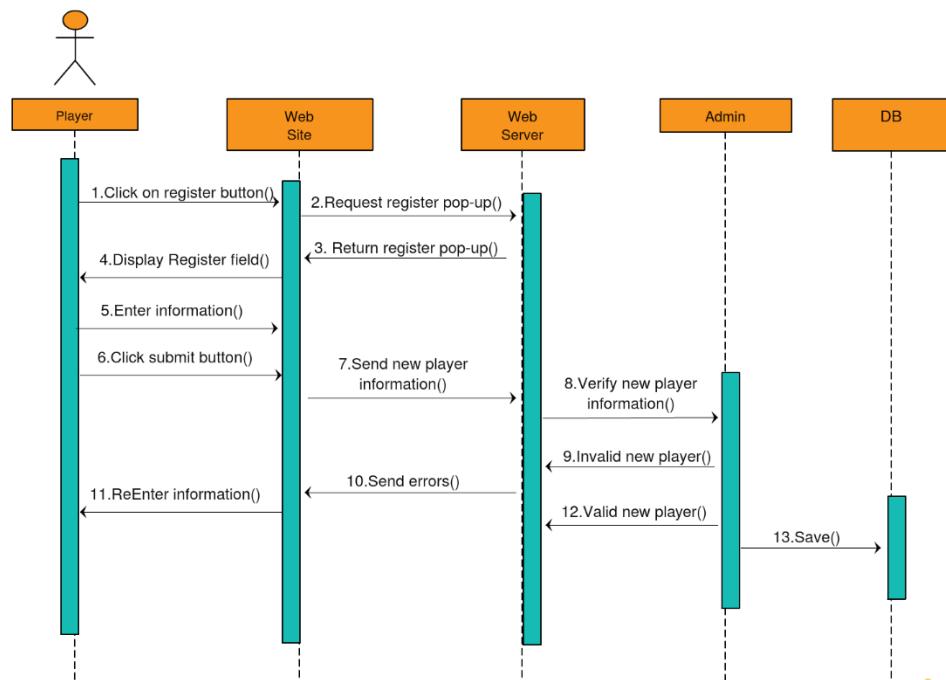
Background colour: Sky blue (Hex code: #00COCO)

Foreground colour (Font Colour): Black (Hex code: #000000)

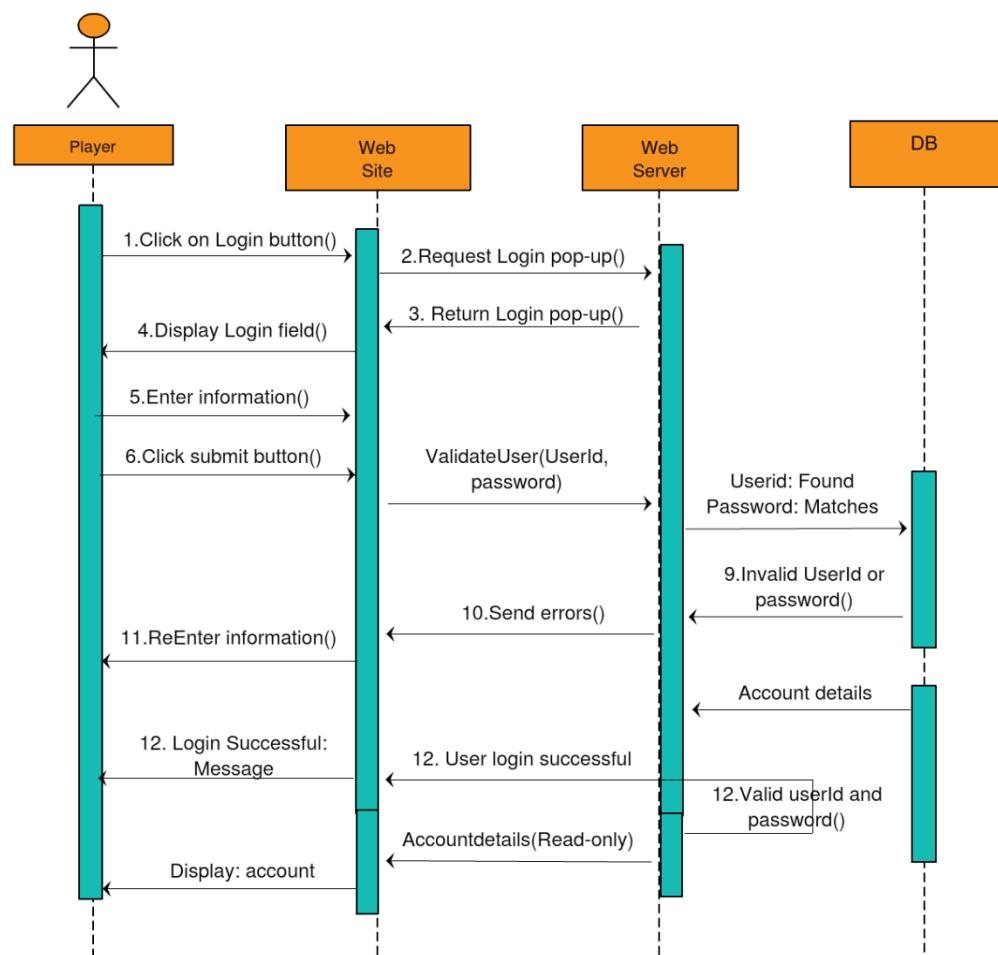
Font Size: Heading (H1), Footer (H2), Content (H3).

Font Style: Comic Sans MS.

5.6. Sequence Diagram - Register System



5.7. Sequence Diagram - Login System



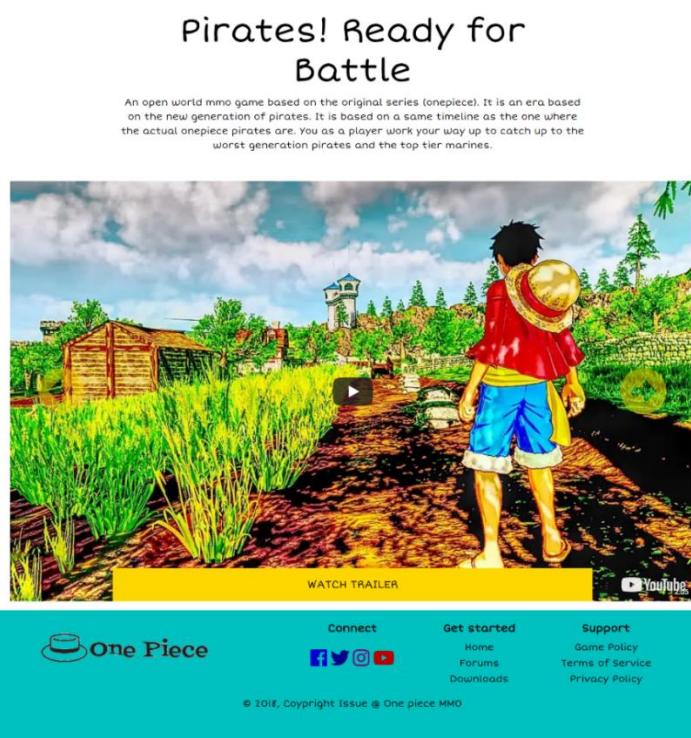
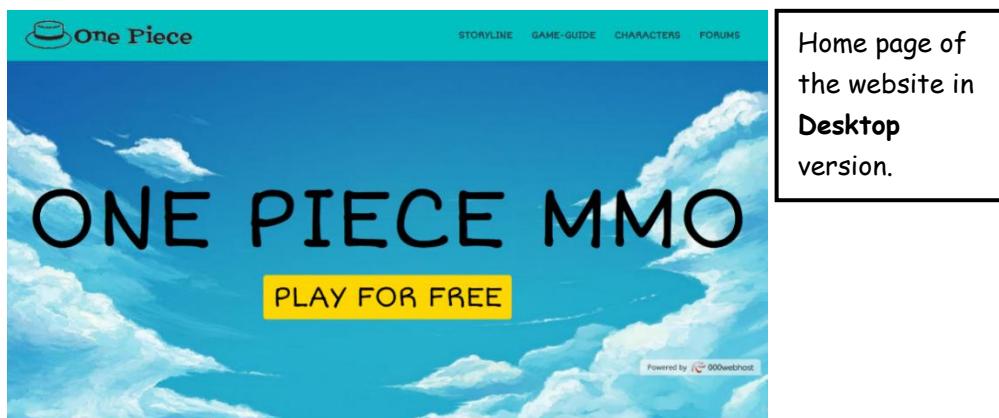
6. Implementation

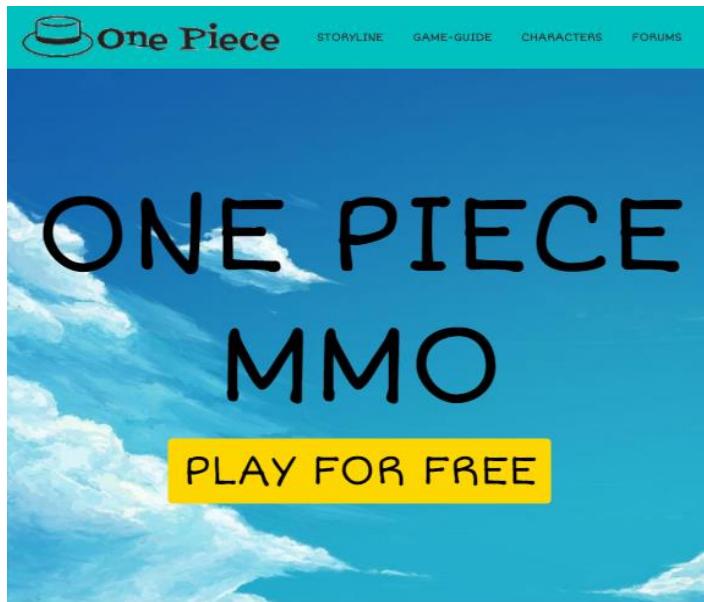
To create this website, I have used Brackets software (Text Editor) with 000webhost (Free web hosting). I have written HTML + CSS code with Bootstrap 4 (Bootstrap is an open-source front-end library, which allows me to create responsive built). I have use Bootstrap because of browser combability, mobile-first approach, responsive features (phones, tablets, desktop) and it easy to use with basic knowledge of HTML and CSS.

Check Section 10 [User Guide] for navigation bar and Footer implementation.

6.1. Homepage (Index Page)

Home page is a main page, when a user visit the website from web search engine or URL and homepage using a landing page to attract users and home page is used for navigating to other page on the site by providing links to those pages. The purpose of this website homepage is to provide breif information about the game and video tralier to showcase the game.





Pirates! Ready for Battle

An open world mmo game based on the original series (onepiece). It is an era based on the new generation of pirates. It is based on a same timeline as the one where the actual onepiece pirates are. You as a player work your way up to catch up to the worst generation pirates and the top tier marines.



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Home page of the website in **Tablet** version.

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Home page of the website in **Mobile** version.

6.2. Storyline

Storyline page can be navigated by using navigation bar, the storyline page gives information to the users about game story because most of users like to find about the lore (story) of the game. Since this game is following "One Piece" (Japanese manga series), it will follow similar concept of the story in the game.



PIRATE KING

"INHERITED WILL, THE DESTINY OF THE AGE,
AND THE DREAMS OF THE PEOPLE. AS LONG
AS PEOPLE CONTINUE TO PURSUE THE
MEANING OF FREEDOM, THESE THINGS WILL
NEVER CEASE TO BE!""

- EIICHIRO ODA

Storyline page
in Desktop
version.

STORYLINE

Go Top

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Classes: Swordsman, Black Foot, Gunner, Healer(fairy) You as a new pirate start your journey at the ocean before grandline. All players who enter the world start as civil citizens. Along the journey you will come across many missions which you will have to complete to carry on further. As you gradually level up, at a specific level you get to choose a "profession" you want to go into (Pirate , Marine)

Speciality:

Human Speciality: Good in using haki types, lowest on health compared to the other races. They have very high crit because of the special buffs they have.

Fisherman Speciality: They are the tanks, highest on health compared to other races and have some of their own special buffs/skills

Mink Speciality: Very high attack speed, good in physical combat.....
(Need to expand more)

Pirate: As a pirate you get an increase in your strength and you gain the ability to challenge other players and loot from them but the richer you get the more your bounty increases. So in special events others will come after you in order to claim your bounty. As a pirate you can gather your own crew of other pirates.

Marine: As a marine you get a prebuilt ship before hand but you as a marine need to gather materials to make your ship stronger to withstand attacks from enemy ships. Marine ranks depend on the level of your character and the amount of fights you have won against enemies



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Storyline page in Tablet version.

PIRATE KING

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Storyline page in Mobile version.

6.3. Download

Download page allows the users to download the game in either Windows or Mac. This page can be navigated by clicking "play for free" button on the homepage of the website.

The screenshots illustrate the One Piece website's download page as it appears on three different devices:

- Desktop Version:** Shows a "THANK YOU FOR DOWNLOADING" message, the One Piece logo, a note about failed downloads, and two blue buttons for "Windows" and "MAC". A callout box highlights the "Download page in Desktop version." text.
- Tablet Version:** Shows the same "THANK YOU FOR DOWNLOADING" message, logo, note, and download buttons. A callout box highlights "Download page in Tablet version."
- Mobile Version:** Shows the same "THANK YOU FOR DOWNLOADING" message, logo, note, and download buttons. A callout box highlights "Download page in Mobile version."
- Desktop Footer:** Shows the One Piece logo, navigation links (STORYLINE, GAME-GUIDE, CHARACTERS, FORUMS), social media icons (Facebook, Twitter, Instagram, YouTube), and copyright information ("© 2018, Copyright Issue @ One piece MMO").
- Tablet Footer:** Shows the One Piece logo, navigation links, social media icons, and copyright information.
- Mobile Footer:** Shows the One Piece logo, navigation links, social media icons, and copyright information.

6.4. Privacy Policy

Privacy Policy page allows the users to read privacy policy based on this game company. This page can be navigated by clicking "privacy policy" link on the footer of the page and if the user is in privacy policy page, then "privacy policy" link on the footer will be disabled.



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Terms of Service page in Tablet version.

6.6. Game Policy

Game Policy page allows the users to read Game policy based on this game company. This page can be navigated by clicking "game policy" link on the footer of the page and if the user is in terms of service page, then "game policy" link on the footer will be disabled.



GAME POLICY

MACROING AND THIRD PARTY SOFTWARE

Many third party software websites and applications contain keyloggers, trojans and viruses which will put players' personal details at risk. Macroing also gives some players an unfair advantage and can detract from the experience of One Piece MMO. We designed this game to be enjoyed by humans- not robots! Many third party software websites and applications contain keyloggers, trojans and viruses which will put players' personal details at risk. Macroing also gives some players an unfair advantage and can detract from the experience of One Piece MMO. We designed this game to be enjoyed by humans- not robots!

REAL WORLD TRADING

Real-world trading is the term used for activities which occur outside of the game environment which result in the real-world sale or purchase of items, GP or services with the intention of supplying or advancing a Jagex in-game character other than by the means that are incorporated into the game. This includes, but is not limited to: purchasing gold or items for One Piece MMO on 3rd party websites, buying a One Piece MMO account on 3rd party websites, paying someone to increase your account's experience (XP) and paying someone to complete quests and activities on your behalf.

ACCOUNT SHARING

We have this rule as part of our procedures to preserve the integrity of the game and its players' hard earned achievements. The hierarchies are there to measure the achievement of an individual, not a group of players or 3rd party. Also, if disputes occur or friendships breakdown, it can lead to at least one of the parties permanently losing access to the account or having it stripped of wealth and items. Additionally, many of the accounts on sale are stolen, and people who share accounts run the risk that the person using the account won't give it back, or that the person will break a game rule causing the account to be banned or muted for which the account creator will be accountable.

KNOWINGLY EXPLOITING A BUG

Why we have this rule
We put a lot of effort into balancing our games to make them as fair and fun as possible. Bugs can spoil the effect of a game, so we obviously want to fix them as quickly as possible. Deliberately taking advantage of a bug can unbalance the game and devalue other players' efforts.

Finding bugs
If you find a bug, then report it to us immediately and do not divulge the nature of the issue to any other players. Players won't be penalised for experiencing a bug unless they use it to their advantage or advertise the nature of the issue to other players.

Reporting bugs
To submit a bug about one of our website features, select Submit a Bug Report at the top of this page. You will then be asked to select the area of the game you believe to be affected by the bug and then given information on currently known issues and issues which are often mistaken for bugs. We encourage you to read through these to avoid making duplicate reports. When filling out either of our bug report forms, please make sure you include as much detail as possible. This will help us find the bug and fix it as soon as possible. After the form has been filled out, it will be sent to a member of Jagex staff to investigate.

Cheats for Jagex games
There are no cheat codes available for any of our games, nor do we have any intention of adding them. All gains have to be made fairly through honest game play. Any usage of cheats or bugs - or attempting to discover the existence of any cheats or bugs - is a direct violation of our rules.

LANGUAGE AND BEHAVIOUR

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PERSONAL INFORMATION

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Personal Details
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Game policy page in Desktop version.



Connect
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Get started
[Home](#) [Forums](#) [Downloads](#)

Support
[Game Policy](#) [Terms of Service](#) [Privacy Policy](#)



GAME POLICY

JUMP TO SECTION

- Macroing and third-party software
- World Trading
- Account sharing and buying or selling accounts
- Knowingly exploiting a bug
- Inappropriate language or behaviour
- Asking for or providing contact information

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Game policy page in Tablet version.



Game policy page in Mobile version.

6.8. Game Guide

Game guide page shows the information about the gameplay, for example players can look at beginner guide information or learn about skills or information about game installation or information about error found while installation and players can use this information as guide to solve the issue or learn more about the gameplay.

Players can access information by clicking on the links, for example "Game installation and execution error", it will open a link to "game installation and execution error" page and all the information page have same layout design [see 6.8.2 section as reference].

6.8.1. Game guide main-page

GAME GUIDE

Game Installation and Execution Errors
"Use Ctrl+F to search for your error!..."

Beginner Guide
"Introduction of newcomer guide..."

Skills
"Introducing One Piece MMO Skills..."

GUIDE SECTION

FIRST TIME PLAYING? : THE BASICS

Game Installation and Execution Errors UI and Basic Info Create a Character Basic Skills

GOT THE BASICS DOWN? : USEFUL FUNCTIONS FOR EVERYONE

Equipment repair Advance Skills Guild Dungeons

Connect

Get started
Home
Forums
Downloads

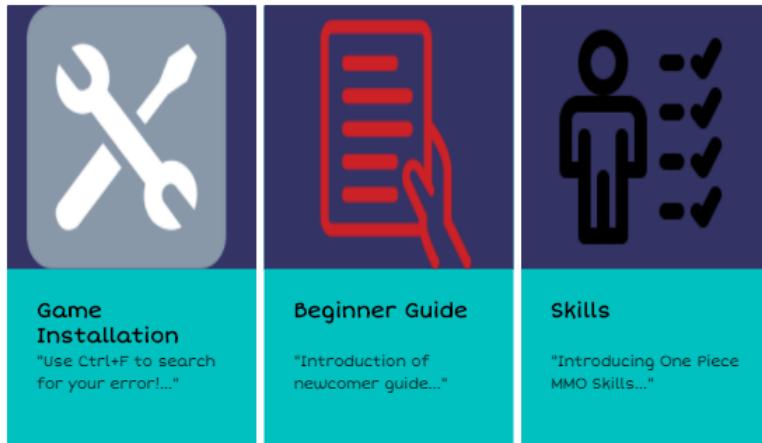
Support
Game Policy
Terms of Service
Privacy Policy

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Game guide page in Desktop version.

The screenshot shows the One Piece Game Guide page on a tablet device. At the top, there's a navigation bar with the game logo, 'STORYLINE', 'GAME-GUIDE', 'CHARACTERS', and 'FORUMS'. Below the navigation bar, the title 'GAME GUIDE' is centered. Three large cards are displayed horizontally: 'Game Installation' (with a wrench icon), 'Beginner Guide' (with a notepad icon), and 'Skills' (with a character icon). Each card has a brief description and a small note at the bottom.

GAME GUIDE



GUIDE SECTION

FIRST TIME PLAYING? : THE BASICS

- Game Installation and Execution Errors
- UI and Basic Info Create a Character Basic Skills

GOT THE BASICS DOWN? : USEFUL FUNCTIONS FOR EVERYONE

- Equipment repair Advance Skills Guild
- Dungeons

The screenshot shows the One Piece Game Guide page on a mobile device. The layout is similar to the tablet version, featuring a navigation bar at the top and a 'GAME GUIDE' section below it. The three cards ('Game Installation', 'Beginner Guide', and 'Skills') are also present, each with its own icon and brief description.

GAME GUIDE



GUIDE SECTION

FIRST TIME PLAYING? : THE BASICS

- Game Installation and Execution Errors
- UI and Basic Info
- Create a Character
- Basic Skills

GOT THE BASICS DOWN? : USEFUL FUNCTIONS FOR EVERYONE

- Equipment repair
- Advance Skills
- Guild
- Dungeons

The screenshot shows the One Piece Game Guide page on a tablet device. It includes a 'Connect' section with social media icons (Facebook, Twitter, Instagram, YouTube), a 'Get started' section with links to 'Home', 'Forums', and 'Downloads', and a 'Support' section with links to 'Game Policy', 'Terms of Service', and 'Privacy Policy'. At the bottom, there's a copyright notice: '© 2018, Copyright Issue @ One piece MMO'.

Game guide page in **Tablet** version.

The screenshot shows the One Piece Game Guide page on a mobile device. The layout is identical to the tablet version, featuring a 'Connect' section with social media icons, a 'Get started' section with links to 'Home', 'Forums', and 'Downloads', and a 'Support' section with links to 'Game Policy', 'Terms of Service', and 'Privacy Policy'. A copyright notice at the bottom reads: '© 2018, Copyright Issue @ One piece MMO'.

Game guide page in **Mobile** version.

6.8.2. Game guide information page

First Time playing? : The Basics

Game installation and Execution Error



Use Ctrl+F to search for you Error!

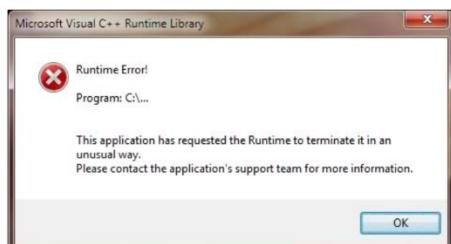
"There may be a problem with the game. Please install the latest version of DirectX."

1. This error can be solved by manually reinstalling DirectX.
2. Follow this link to reinstall DirectX in your PC: [\[Download DirectX End-User Runtimes\]](#)

Missing .dll files

1. This error can be solved by manually reinstalling DirectX.
2. Follow this link to reinstall DirectX in your PC: [\[Download DirectX End-User Runtimes\]](#)

Runetime Error!



1. Install Visual c++
- Check your windows version under control panel > system and install the correct visual c++ package for your PC.
- Microsoft Visual C++ 2010 Redistributable package (x86) / 32 bit [\[Download\]](#)
- Microsoft Visual C++ 2010 Redistributable package (x64) / 64 bit [\[Download\]](#)
- Visual Studio 2013 Microsoft Visual C++ Redistributable Package [\[Download\]](#)
2. Update your graphics card drivers to the latest version.
- Nvidia [\[Download\]](#)
3. Update DirectX to the latest version: [\[Download\]](#)

Game guide information page in **Desktop** version.



First Time playing? : The Basics

Game installation and Execution Error



Use Ctrl+F to search for you Error!

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2. Update your graphics card drivers to the latest version.
- Nvidia [\[Download\]](#)

3. Update DirectX to the latest version: [\[Download\]](#)

First time playing? : the Basics

- Game installation
- Basic skills
- Beginner Guide
- Coming soon

[Back List](#)



First Time playing? : The Basics

Game installation and Execution Error



Use Ctrl+F to search for you Error!

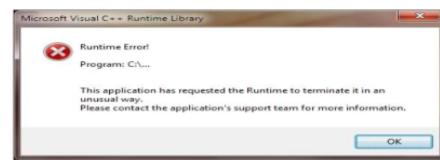
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Runetime Error!



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Game guide information page in **Tablet** version.



Game guide information page in **Mobile** version.

6.9. Characters

Characters page give information to players to learn about different class and character skills, attribute with small animation of character attack. In character page, there is a filter option. Where players can sort out the class in order they want to see, for example if they select "healer" then healer will be sort in order.

Players can access character information by clicking on the links, for example if user clicks one of the icon, then it will open a link to "character information" page and all the information page have same layout design [see 6.9.2 section as reference].

6.9.1. Character Main Page

Character main page in Desktop version.



CHARACTERS

"use unique and powerful characters to build a pirate crew to become pirate king."

FILTER BY CHARACTER CLASS



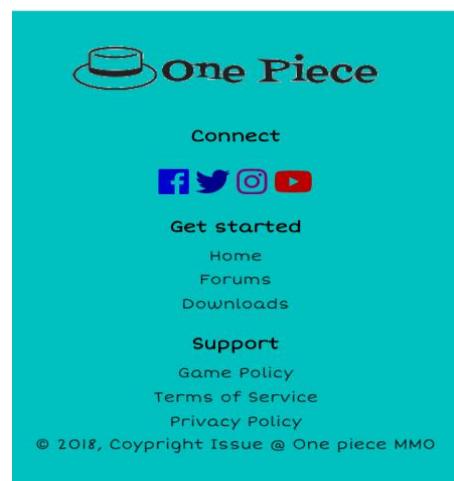
Character main page in **Tablet** version.



CHARACTERS

"use unique and powerful characters to build a pirate crew to become pirate king."

FILTER BY CHARACTER CLASS



Character main page in **Mobile** version.

6.9.2. Character information page

The screenshot shows the One Piece website's character information page for "BLACK-FOOT". The top navigation bar includes links for STORYLINE, GAME-GUIDE, CHARACTERS, and FORUMS. Below the navigation, the title "CHARACTER: BLACK-FOOT" is displayed, followed by a horizontal menu with links to Introduction, Human, Fisherman, and Mink.

Character introduction

The Black Leg Style is a martial-arts style that was created by Zeff during his days as a pirate which he passed on to his student, Vinsmoke Sanji. It is designed with a sole emphasis on kicks to free the use of one's hands and prevent them from being damaged during a battle.

Human

Human beings are the dominant race in the world, as they outnumber most other races, and are usually among the most technologically advanced and organized of the races. Most islands are inhabited by humans, even in the Grand Line, where most of the stronger races such as the fishmen and giants are found.

Fishman

Fishmen are one of two humanoid species that inhabit and rule the seas (the other being the merfolk). In terms of leadership, King Neptune is the King of Fishman Island. Fisher Tiger, Jinbe, and Arlong were said to have the highest respect amongst their people. They are classified as Type C creatures, "Big Savage."

Mink

The Mink Tribe is a race in the world. They were first mentioned in the list of slave prices that Duval showed to Sanji.^[4] The vast majority of them live in the Mokomo Dukedom on top of Zou, and has largely remained isolated from other human civilizations for 1000 years.

SELECT A CHARACTER



The footer of the website includes links for Connect (Facebook, Twitter, Instagram, YouTube) and Get started (Home, Forums, Downloads). The Support section includes links for Game Policy, Terms of Service, and Privacy Policy. The footer also includes a copyright notice: © 2018, Copyright Issue @ One piece MMO.

Character information page in Desktop version.

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CHARACTER: BLACK-FOOT

[Introduction](#) [Human](#) [Fisherman](#) [Mink](#)

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The footer for the tablet version includes social media links for Facebook, Twitter, and YouTube, along with links for 'Connect', 'Get started', and 'Support'. The 'Get started' section includes 'Home', 'Forums', and 'Downloads'. The 'Support' section includes 'Game Policy', 'Terms of Service', 'Privacy Policy', and 'Policy'. Copyright information at the bottom states '© 2018, Copyright Issue @ One piece MMO'.

Character information page in **Tablet** version.

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Character information page in **Desktop** version.

6.10. Forums

Forums was made through Website toolkit with login and register. Forums allows for players to communicate with developers and other players, also they can use forums to submit feedback, bugs or player behavior (breaking game rules) or response to other players forum post to help them out.

Check Section User Guide for Login and Register [Section: 10] - user need this because if they want to access forums (either edit or create new post) however they view the post without creating an account, but they won't have any access to forums.

The screenshot shows the homepage of the One Piece forums. At the top, there is a navigation bar with a logo, search, and user account options. Below the navigation, there are several sections:

- Community** section:
 - News**: Community News & Announcements. Includes a recent post from "unidipak" about a welcome message, posted 11 hours ago.
 - Moderators Only**: A private discussion area only viewable by moderators.
 - Feedback & Discussion**: Includes a recent post from "test1" about feedback, posted 9 hours ago.
 - Suggestions**: Shows "No posts".
 - General Discussion**: Shows "No posts".
 - Player Guides**: Shows "No posts".
- Global Community** section:
 - French Community**, **Spanish Community**, **Chinese Community**, **Japanese Community**, **Portuguese Community**, and **Rest of World Community**, each showing "No posts".

At the bottom, there is a footer with language selection ("English"), the One Piece logo, and links to "Get started" (Home, Forums, Downloads) and "Support" (Game Policy, Terms of Service, Privacy Policy). The footer also includes a copyright notice: "© 2018, Copyright Issue @ One piece MMD".

Forums page in Desktop version.



Log In Register

Start New Topic

TOPICS **CATEGORIES**

News Community News & Announcements	Welcome to the new forum! 11 hours ago by unidipak
Moderators Only A private discussion area only viewable by moderators.	Members Only

Community

Feedback & Discussion	2 Feedback 9 hours ago by test1
Suggestions	0 No posts
General Discussion	0 No posts
Player Guides	0 No posts

Global Community

French Community	0
Spanish Community	0 No posts
Chinese Community	0 No posts
Japanese Community	0 No posts
Portuguese Community	0 No posts
Rest of World Community	0 No posts

English ▾



Get started
Home
Forums
Downloads
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Support
Game Policy
Terms of Service
Privacy Policy

Forums page in Tablet version.



New Topic

TOPICS CATEGORIES

News
Community News & Announcements

Welcome to the new forum!
11 hours ago by unidipak

Moderators Only
A private discussion area only viewable by moderators.

Members Only

Community

Feedback & Discussion

2
Feedback 9 hours ago by test1

Suggestions

0

General Discussion

0

No posts

Player Guides

0

No posts

Global Community

French Community

0

No posts

Spanish Community

0

No posts

Chinese Community

0

No posts

Japanese Community

0

No posts

Portuguese Community

0

No posts

Rest of World Community

0

No posts

English ▾



Get started

Home
Forums
Downloads

Support

Game Policy
Terms of Service
Privacy Policy

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Forums page in Mobile version.

7. Testing and Results

7.1. Test by Developer

I will be testing all the navigation links on the website. This is important for a developer because if one of the link fails then players will not be able to access the information they are looking for.

Step ID	Description	Action	Results	Pass/Fail
#1	Navigation bar	Navigation bar display on the screen	Menu appear along navigation bar and listed in order: <ul style="list-style-type: none"> - Logo - Storyline - Game guide - Characters - Forums 	Pass
#2	Footer	Footer display on the screen	Navigation links appear on the footer and they are: <ul style="list-style-type: none"> - Logo - Connect <ul style="list-style-type: none"> - Facebook - Twitter - Instagram - YouTube - Get started <ul style="list-style-type: none"> - Home - Forums - Downloads - Support <ul style="list-style-type: none"> - Policy - Terms of service - Privacy policy - Go Top button 	Pass
#3	Logo functionality on navigation bar	click on Logo to access home page	clicked on logo, it will take the user to home page.	Pass
#4	Menu items on navigation bar: Storyline	select storyline tab	by selecting storyline, the user can navigate to the storyline page.	Pass
#5	Menu items on navigation bar: Game guide	select game guide tab	by selecting game guide, the user can navigate to the game guide page.	Pass

#6	Menu items on navigation bar: Characters	select characters tab	by selecting storyline, the user can navigate to the characters page.	Pass
#7	Menu items on navigation bar: Forums	select forums tab	by selecting storyline, it will open an external link to forum page.	Pass
#9	Logo functionality on forums	click on Logo to access home page	clicked on logo, it will take the user to home page.	Pass
#10	Connect section on footer: ❖ Facebook ❖ Twitter ❖ Instagram ❖ YouTube	click on one of options in connect sections to open external link to one of game social media page.	Click on Facebook or Twitter or Instagram or YouTube, it will open external link to game Facebook page.	Pass
#11	Get started section on footer: ❖ Home ❖ Forums ❖ Download	click on one of options in get started sections navigate to either home, forums or download page.	<ul style="list-style-type: none"> ❖ By selecting home, the user can navigate to the home page. ❖ By selecting forums, it will open an external link to forum page. ❖ By selecting download, the user can navigate to the download page. 	Pass
#12	Support sections on footer: ❖ Game policy ❖ Terms of service ❖ Privacy policy	click on one of options in support sections navigate to either game policy, terms of service or privacy policy page.	<ul style="list-style-type: none"> ❖ By selecting game policy, the user can navigate to the game policy page. ❖ By selecting terms of service, the user can navigate to the terms of service page. ❖ By selecting privacy policy, the user can navigate to the privacy policy page. 	Pass
#13	Go-top button	click on go-top button, take back to top of the page.	by selecting go-top button, the user can return to top of the page.	Pass
#14	Play for free button on home page	click on play for free button	by selecting play for free button, the user can navigate to download page.	Pass

		navigate to download page.		
--	--	----------------------------	--	--

Game Guide page sub-links

#15	Game installation and Execution error sub link	click on sub-link to open the page.	by selecting the sub-link, the user can navigate to game installation and execution error page.	Pass
#16	UI and Basic info sub link	click on sub-link to open the page.	by selecting the sub-link, the user can navigate to UI and basic info page.	Pass
#17	Create a character sub link	click on sub-link to open the page.	by selecting the sub-link, the user can navigate to create a character page.	Pass
#18	Basic skills sub link	click on sub-link to open the page.	by selecting the sub-link, the user can navigate to basic skills page.	Pass
#19	Equipment sub link	click on sub-link to open the page.	by selecting the sub-link, the user can navigate to equipment page.	Pass
#20	Missions sub link	click on sub-link to open the page.	by selecting the sub-link, the user can navigate to mission's page.	Pass
#21	Guild sub link	click on sub-link to open the page.	by selecting the sub-link, the user can navigate to guild page.	Pass
#22	Dungeons sub link	click on sub-link to open the page.	by selecting the sub-link, the user can navigate to dungeons page.	Pass

Characters page sub-links

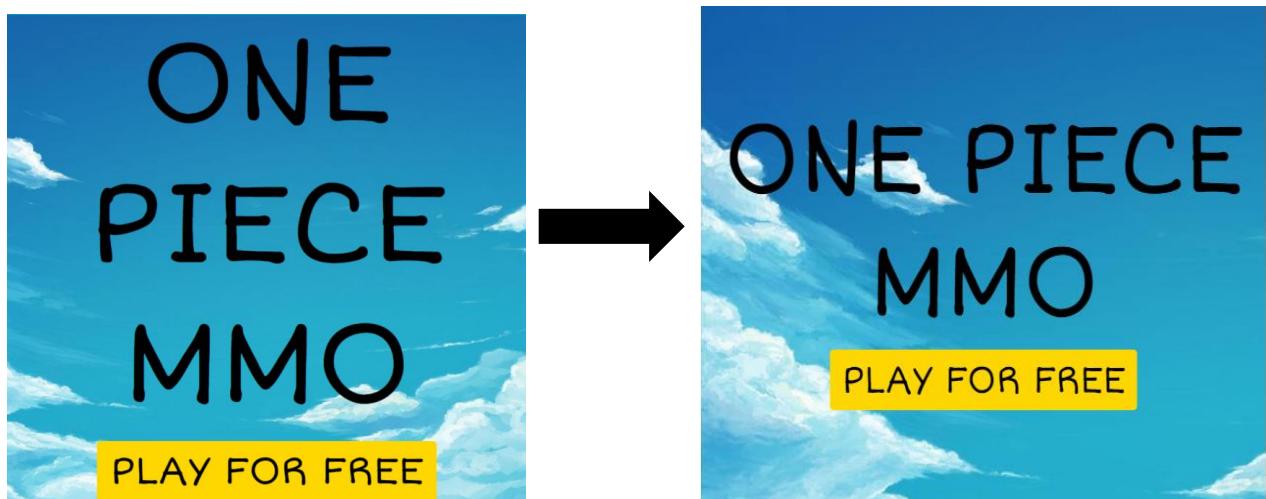
#23	Characters sub-links	Click on each of characters to open their specific information page.	by selecting the one of the sub-links, the user can navigate to character information page.	Pass
-----	----------------------	--	---	------

7.2. Test by Other Users

Before other users can test my product, I must have signature of their consent forum [**section 12.2 as reference**]. I have used Jira (testing software) to keep the track of bugs and document of feedback & improvement. In the web development bugs are hard to find because the developer must test compatibility, interface, functionality and usability testing.

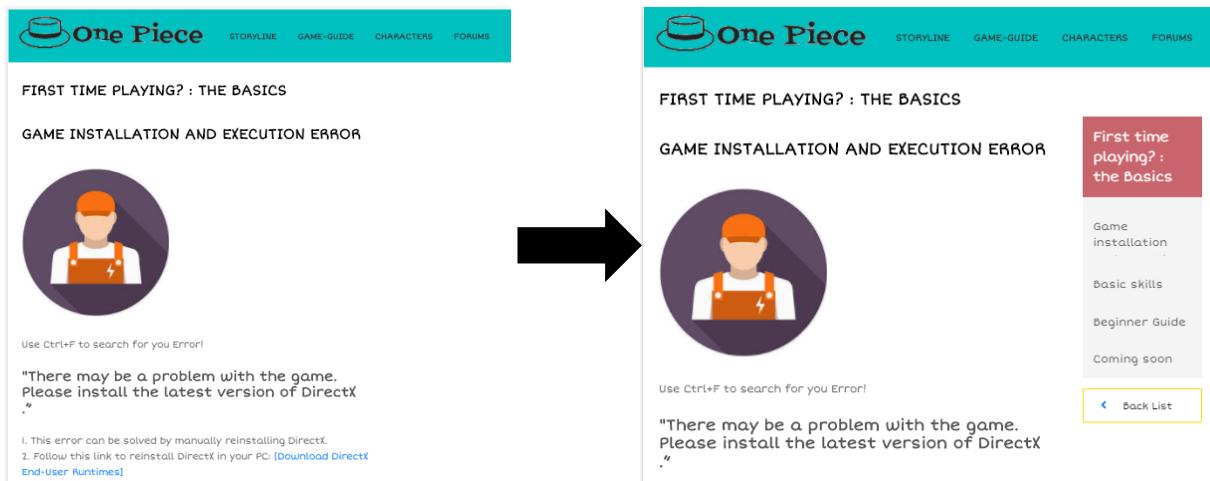
<u>Final Year Project (FYP-1)</u>	
[FYP-6.1] Project Test from Users - Feedback & improvement	
Status:	Done
Project:	<u>Final Year Project</u>
Feedback / Improvement / Bug	<p>all this feedback/improvement listed from the tester.</p> <ul style="list-style-type: none"> 1. Improve the user interface in the home page (background image with button) for mobile/tablet. 2. Add navigation on the game guide information page 3. Change the colour of social media icon to match their original logo colour. 4. Add a border around the character, when they are being sorted. 5. UI not showing properly in mobile - small bug

Suggestion by: Usama



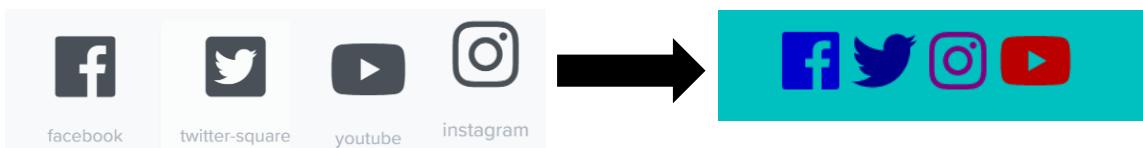
Usama suggested to improve the user interface on home page (banner with button) make it more user friendly for other users.

Suggestion by Angelo Chris



Angelo Chris suggested to add a navigation menu on the website because if the other want to return to game guide main page or access other information page than they can access through the navigation menu on the side.

Suggestion by Pratik



Pratik suggested to add colour to the social media to matches with their original colour because it will help user to identify the social media icon easily and it look more professional to user eyes.

Suggestion by Hemal



Hemal suggested to add border around the character when user select specific class to filter, for example as you can see in the image 2 user select swordsman class to be filter and it shows gold border around the character for users to have better visual looking at filter class.

Suggestion by Josh & Raj



When Josh and Raj were testing on mobile and tablet, they found a bug where they can't see content properly, so I fix the small the bug by adjusting the width and reduce the text sign.

8. Evaluation

To assess the project thoroughly, I decided to ask few of university friends and work place staff to test the website and get feedback and improvement from the testers then I use those feedback and improvement to make changes to the website.

The plan of the project was to follow Web development life cycle and they are Project Planning, System Requirement Analysis, Design, Implementation, Testing, Acceptance & Development and Maintenance However Acceptance & Development and maintenance steps will be not used because they are not required for the Project and I did follow the Web development life cycle which help me with the project a lot.

Timeline was following according to tasks set dates however I had to make some changes to timeline, such as implementation was for 4 weeks but I took 10 weeks for implementation therefor I must make changes feedback by users and Evaluation from 3 weeks to 1 week to finish the project on time.

Design was following according to design document however I had to make some changes to design to make the User interface more suitable for the users, for example on the home page I had 2 buttons with background image, but final implementation was 1 button with background image and added extra information to home page.

Implementation was done efficiently however it did occur a problem while doing implementation because it required more time to complete the implementation, which will affect the timeline.

Testing was done resourcefully, and it did not affect the timeline. this is carried out to see because the data (feedback, improvement, bug, user interface issue) from the tester will help me to improve the quality of the website.

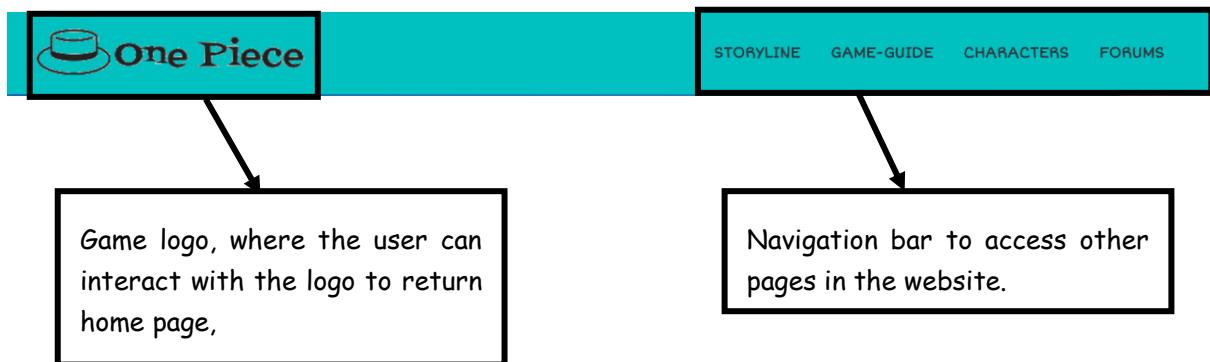
9. Conclusion and Further Work

Overall the project has met all the requirements were set for requirement specifications [[see section 4 as reference](#)]. For example, I have implemented mobile and tablet responsive for every single page in the website. In this project I did not use python programming and Design tools (Photoshop, Illustrator, Fireworks) as it was mentioned in [section 2.7](#). I was going to use python programming for front-end and back-end development, but it was not needed in this project. Also, I was going to use design tools such as photoshop, illustrator or firework to create background images or banner however I failed to use them because it would take lots of time to learn the software and techniques which may affect my project time.

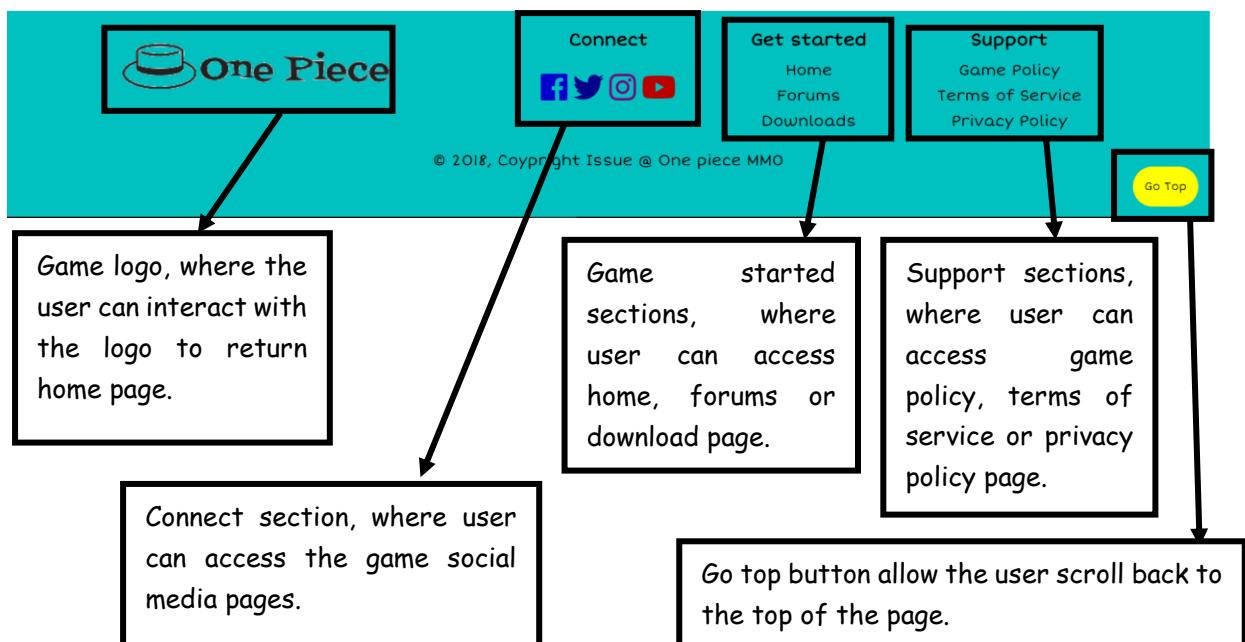
In the future, I would like to add more features to the website, such as Account, High-score, news and many more. Also, I like to improve HTML, CSS, JavaScript, PHP and learn beginner techniques for design tools (Photoshop, illustrator or firework) however the main feature I want to work in future will be forums from scratch, as I did more research on internet (google, YouTube, stack overflow) for perfect forum, it will take lots of time because the developer have to test all the features such user can't create or edit post without account.

10. User Guide

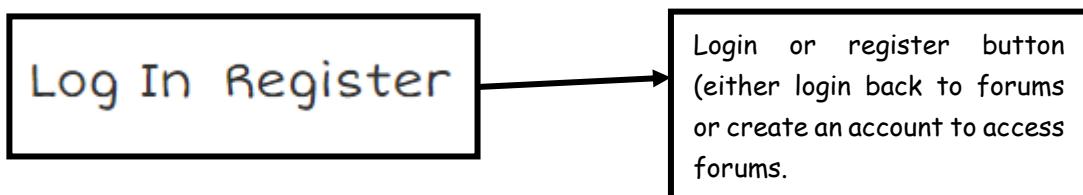
Navigation



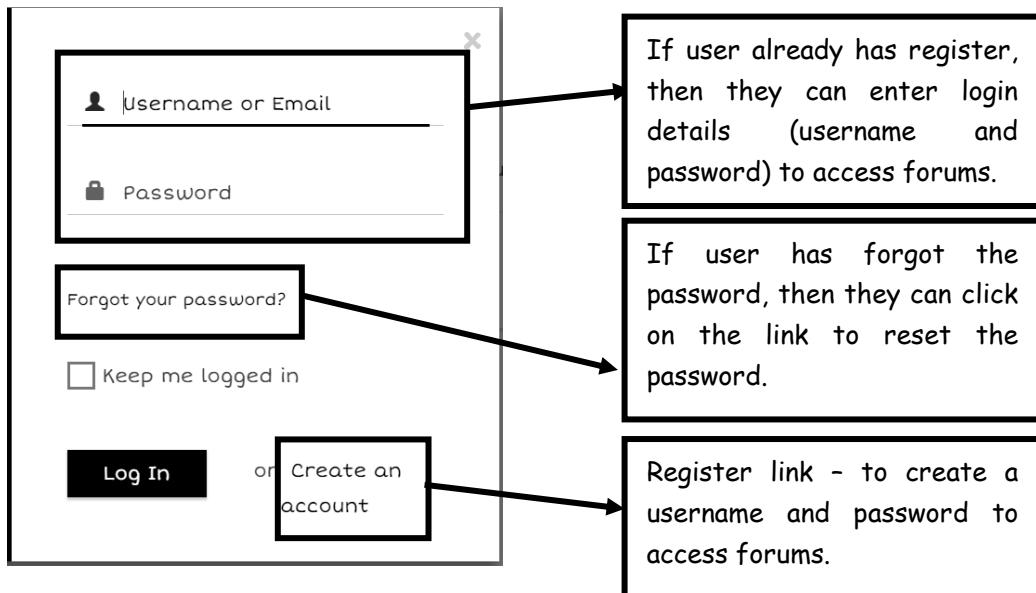
Footer



Login and Register Button



Login System



Register System

MEMBER REGISTRATION

All fields marked with a * are required.

The registration form includes fields for 'Username*', 'Email Address *', and 'Password*'. It also includes a checkbox for 'I agree to the Forum Terms & Rules' and a 'Create Account' button. A callout box to the right provides instructions:

Enter details to create an account to access the forums (edit or create post).

11. Bibliography

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<https://www.000webhost.com/>

12. Appendices

This project was fun to work however it made me realize that creating website from scratch with mobile and table responsive is not easy because you must do lots of testing to make the user interface smooth.

12.1. Project Management

The Project management tracking was done by using Jira (Issue & project tracking software). The tools help to track issue and bugs related to my web-design and project management. See below to see report about Schedule was discussed on the Proposal document.

12.1.1. Final Year Project

[FYP-1] <u>Final Year Project</u>	Created: 05/Oct/17 -- Due: 20/Apr/18
Status:	Done
Project:	Final Year Project

Type:	Task	Priority:	Highest
Reporter:	Dipak Mukesh	Assignee:	Dipak Mukesh
Resolution: Done			
Σ Remaining Estimate:	0 minutes	Remaining Estimate:	0 minutes
Σ Time Spent:	29 weeks (check description)	Time Spent:	24 weeks
Σ Original Estimate:	29 weeks (check description)	Original Estimate:	24 weeks

Sub-tasks:	Key	Summary	Type	Status	Assignee
	<u>FYP-2</u>	<u>Project Proposal</u>	Sub-task	Done	Dipak Mukesh
	<u>FYP-3</u>	<u>Literature Review</u>	Sub-task	Done	Dipak Mukesh

	<u>FYP-4</u>	<u>Implementation</u>	Sub-task	Done	Dipak Mukesh
	<u>FYP-5</u>	<u>Project Test by Creator</u>	Sub-task	Done	Dipak Mukesh
	<u>FYP-6</u>	<u>Project Test from User</u>	Sub-task	Done	Dipak Mukesh
	<u>FYP-7</u>	<u>Implementation of feedback</u>	Sub-task	Done	Dipak Mukesh
	<u>FYP-8</u>	<u>Evaluation</u>	Sub-task	Done	Dipak Mukesh
Description	<p>Final year project split up in various task, such as project proposal, literature review (include Design), implementation, project test by creator, project test from user, feedback implementation and evaluation of the project.</p> <p>All this task will help me to keep the track to see if I have follow the project timeline was proposed on project proposal.</p> <p>Time-spent: project original time was 24 weeks, but I took 29 weeks including Christmas break (3 weeks) and Easter holiday (2 weeks)</p>				

12.1.2. Project Proposal

<u>Final Year Project (FYP-1)</u>	
<u>[FYP-2] Project Proposal</u> Created: 09/Oct/17 -- Due: 10/Nov/17	
Status:	Done
Project:	<u>Final Year Project</u>

Type:	Sub-task	Priority:	High
Reporter:	<u>Dipak Mukesh</u>	Assignee:	<u>Dipak Mukesh</u>
Time Spent:	6 weeks		

Original Estimate:	5 weeks
Attachments:	Dipak_M00496188.docx
Description	<p>Project Proposal for final year project.</p> <p>communicate through email with Supervisor on 26/10/2017 for feedback</p> <p>Supervisor reply through email with feedback and</p> <p>how to improve the proposal - 27/10/2017</p> <p>Estimate Time: 5 weeks Logged Time: 6 weeks</p> <p>Deadline extended by 1 week (original date: 03/11/2017)</p> <p>Submit: 10/11/2017</p>

12.1.3. Literature Review

<u>Final Year Project (FYP-1)</u>	
[FYP-3] Literature Review Created: 14/Nov/17 -- Due: 19/Jan/18	
Status:	Done
Project:	<u>Final Year Project</u>

Type:	Sub-task	Priority:	Highest
Reporter:	<u>Dipak Mukesh</u>	Assignee:	<u>Dipak Mukesh</u>
Time Spent:	7 weeks		
Original Estimate:	6 weeks		
Attachments:	ReviewDipak_M00496188.pdf		

Description	<p>Intern Report for final year project.</p> <p>including Design and Implementation (Done so far)</p> <p>No communicate with Supervisor</p> <p>Deadline extended by 1 week (original date: 12/01/2018)</p> <p>Submit: 19/01/2018</p>
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12.1.4. Implementation

<u>Final Year Project (FYP-1)</u>	
[FYP-4] <u>Implementation</u>	Created: 04/Dec/17 -- Due: 25/Mar/18
Status:	Done

Type:	Sub-task	Priority:	Highest
Reporter:	<u>Dipak Mukesh</u>	Assignee:	<u>Dipak Mukesh</u>
Time Spent:	13 weeks		
Original Estimate:	5 weeks		
Description	<p>Implementation for final year project.</p> <p>started the implementation, while doing the intern report (include literature review and design of the project).</p> <p>No Communicate with the project supervisor</p> <p>original time estimate: Week 10 to week 14</p> <p>Final time: Week 10 to Week 22</p>		

12.1.5. Project Test by Developer

<u>Final Year Project (FYP-1)</u>	
[FYP-5] Project Test by Creator	Created: 26/Mar/18 -- Due: 01/Apr/18
Status:	Done

Type:	Sub-task	Priority:	High
Reporter:	<u>Dipak Mukesh</u>	Assignee:	<u>Dipak Mukesh</u>
Time Spent:	1 week		
Original Estimate:	1 week		
Description	<p>Testing of the website by the developer</p> <p>Original time estimate: week 14 to Week 15</p> <p>Final Time: 1st week of Easter holiday (7 days)</p>		

12.1.6. Project Test from User

<u>Final Year Project (FYP-1)</u>	
[FYP-6] Project Test from User	Created: 02/Apr/18 -- Due: 08/Apr/18
Status:	Done
Project:	<u>Final Year Project</u>

Type:	Sub-task	Priority:	High
Reporter:	<u>Dipak Mukesh</u>	Assignee:	<u>Dipak Mukesh</u>

Remaining Estimate:	0 minutes
Time Spent:	1 week
Original Estimate:	1 week
Description	<p>Testing of the website by the users (players)</p> <p>Original time estimate: week 15 to Week 17</p> <p>Final Time: 2nd week of Easter holiday (7 days)</p> <p>— communication for testing the website through online and give feedback.</p> <p>Communication with University Friends: Hemal, Usama, Josh, Raj, Ash</p> <p>Communication with friends: Angelo, Ahmed and Ajay</p>

12.1.7. Implementation the feedback

<u>Final Year Project (FYP-1)</u>	
[FYP-7] <u>Implementation of feedback</u>	Created: 9/Apr/18 -- Due: 15/Apr/18
Status:	Done

Type:	Sub-task	Priority:	High
Reporter:	<u>Dipak Mukesh</u>	Assignee:	<u>Dipak Mukesh</u>
Time Spent:	1 week		
Original Estimate:	1 week		

Description	Added the implementation to the website according to feedback from other users. Original time estimate: week 17 to week 23 Final Time: week 23 (7 days) See Testing section for all the feedback
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12.1.8. Evaluation

<u>Final Year Project (FYP-1)</u>	
[FYP-8] Evaluation	Created: 16/Apr/18 -- Due: 20/Apr/18
Status:	Done

Type:	Sub-task	Priority:	High
Reporter:	<u>Dipak Mukesh</u>	Assignee:	<u>Dipak Mukesh</u>
Time Spent:	1 week		
Original Estimate:	1 week		
Description	Evaluate the project to see if the project has gone well or had any issue while creating the project. Original time estimate: week 20 to week 23 Final Time: week 24 (5 days) - due on 20 th April See Conclusion and Evaluation Section for more information		

12.2. Consent Form

One of the example of consent form being used on tester. Check Hard-copy for rest of consent form.



CONSENT FORM

Title of Project: One Piece MMO website
Name of Researcher: Dipak Mukesh
Email: Dm1103@live.mdx.ac.uk

Usability Test Purpose: You will be asked to perform various tasks on the website include Desktop, Mobile and Tablet. An interview will also be conducted with you regarding the tasks you perform.

1. I confirm that I have read and understand the information sheet dated 04/04/18 for the above study and have had the opportunity to ask questions.

2. I understand that my participation is voluntary and that I am free to withdraw at any time, without giving any reason.

3. I agree that this form that bears my name and signature may be seen by a designated auditor.

4. I understand that I can deny answering any questions that I do not feel comfortable to answer.

5. I can view where my data is being used and how it affected the final product.

6. I agree to take part in the above study.

<u>Usama Rana</u> Name of participant	<u>04/04/18</u> Date	<u>U Rana</u> Signature
<u>Dipak Mukesh</u> Name of the person taking consent	<u>04/04/18</u> Date	<u>Dipak M.</u> Signature