StarContests.com If it's not here it's not happening.

Draft User Manual v1.0

<u>Team 8</u>

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INTRODUCTION

1.1 Project Overview

Our main aim behind the project is to provide platform for local contest organizers who don't have their own website for creating and managing event and for local talents to know about contests happening around them of their field of interest.

Description of the system-

Users-

- 1. Contest organizers
- 2. Sub organizers
- 3. Volunteers
- 4. Normal users
- 5. Guest
- 6. Admin

Administrators-

1. Owner of the website

Each user is provided with certain privileges and he/she can use the functions only With access levels allowed for him/her. These access levels will be defined by the Administrator, when the user is registered.

1.2 Project motivation

1) The main motivation of this project is to make the contest management easy and efficient for the Organizers and easy to register for participants.

2) Easy to make fixtures for contest and manage them.

3) If there's change in event all registered users are informed

4) Local talent encouragement

5) Providing all details about contest to all users

1.3 Document Overview

This document, aims at helping the user in understanding the use of thisApplication, its workflow and how to use it efficiently and effectively. The Document explains them functionalities of all tabs, buttons and menu options Available to the users of various profiles.

SUPPORT

2.1 System requirements

StarContests.com, our website connects the local talent and organizers. Everyone needs a platform to prove their ability. Even we need much support to conduct and contest. So basically our main motto is to provide such a platform which satisfies requirement of both.

The specific UI requirements from our website would include-

- 1. Creating a search functionality, which is easy to use
- 2. Creating a rating/ranking system, which is self-stabilizing in itself
- 3. Create a profile page for all type of users, which can be edited by them easily.

4. User can mark its favorite contest to obtain regular news/update of marked and interested contest.

In discussion with the team, we have developed a proper understanding of the requirements- layouts of basic modules, and discussed appropriate front-end features. We have tried to make the interface design a balanced mixture of the sober and extravagant.

Our approach to designing the User Interface was to create a system which is as user friendly as possible. We have also tried to improve the user experience by making pages dynamic using JavaScript. We have tried to keep the user interface soothing by keeping it simple.

We first started working on the basic header which included a navigation bar, and basic search box, and sign in / sign up buttons. We further moved on to different independent modules, and started developing them concurrently. These modules involve the Sign-in/Sign-up modules, profile modules, ranking/rating modules, favorite modules. After the basic pages were set up (base lined state, in the language of our SDLC module), we have shifted to making the pages dynamic, more soothing, and with better user experience. This is the basic UI design approach we have been following in the entire Designing and Developing phase of our Concurrent Development SDLC module.

2.2 User Side-

- 1. 1GHz Intel or AMD, 400 MHz ARM processor
- 2. 256 MB of memory
- 3. IRF
- 4. 800 x 600 resolution display adapter
- 5. Any functional operating system with a Web Browser

2.3 Server Side-

- 1. 2.4 GHz Intel Core i5 or equivalent
- 2. 4 GB of memory
- 3. 80 GB hard disk space
- 4. Any functional operating system with a web server

MANAGING WEBSITE

3.1 Managing the website-

This activities comes under post development phase. In order to manage our system we are performing activities listed below.

- 1. Fixing the error that are not detected during the development phase.
- 2. Improving the implemented system like improving performance, enhancing the functionalities and porting the software to new environment. It takes more effort than the development phase.
- 3. We will take the feedback from users who visits our website and ask for suggestions to update the website.
- 4. As the code which we have written during development phase is very well commented, any member from team can change, add or update features.

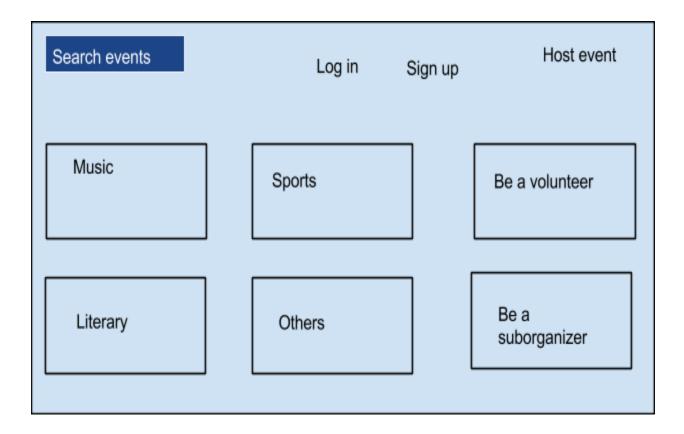
3.2 Tools and Technologies-

- 1. Google groups and Google drive for team coordination and document sharing.
 - 2. CSS/HTML, PHP are used for UI design and back end coding.

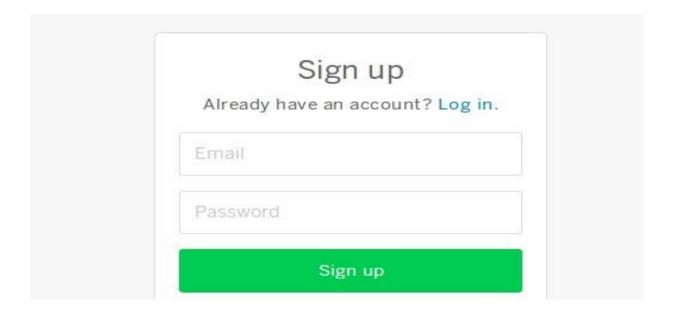
- 3. XAMPP is used for Testing and implementation. It also helps for making database as it contains MySQL.
 - 4. Aptana Studio/Notepad++ is used as text editor.

USING THE WEBSITE

4.1 Home page-



4.2 Sign up and log in-

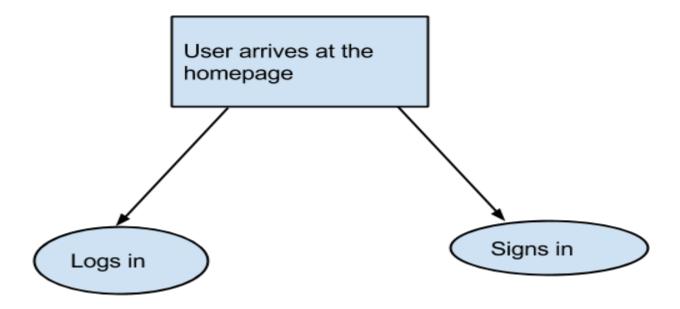


4.3 Event Page-

After arriving at the home page, and after either logging in(if the user already has an account) or signing in(if the user doesn't has an account and wishes to create one) the user would most likely wish to browse through the event section of the page and take a quick look at the events which our platform would allow them to either host, participate or sub-organize.

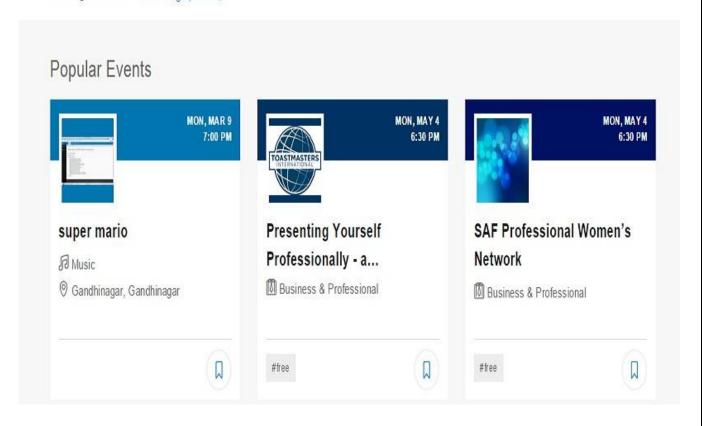
The steps which lead a person to an event page can be laid down as follows:

Step 1: First, the person either logs in or signs up.



Step 2: The person arrives at the event page.

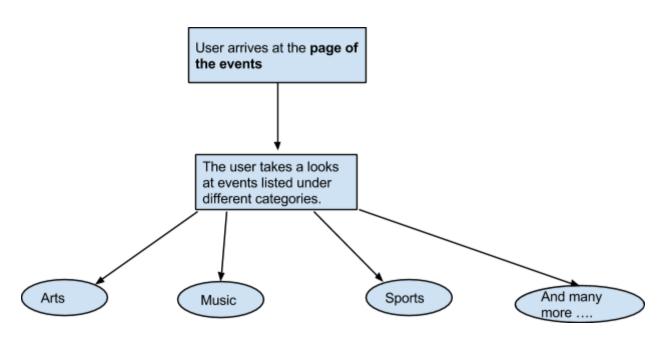
Showing events near Gandhinagar, India &

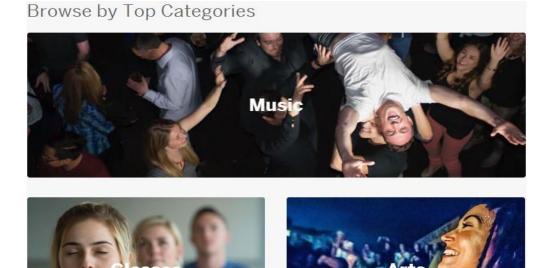


Step 3: The user takes a look at the events and finds the events of his/her preference.

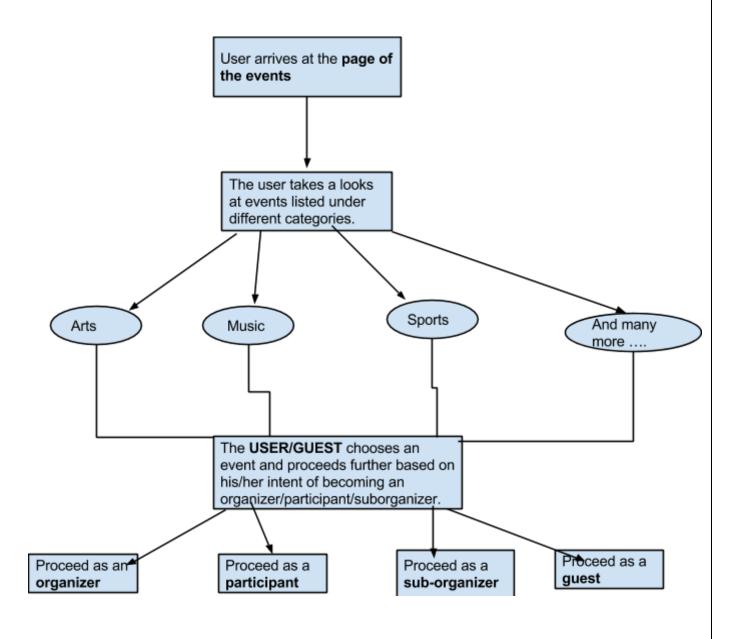
While going through this step, the user can have a look at different events categorywise. Events listed under the category of music, sports, arts, etc. can be viewed separately making it easy for the user to find the event of their choice.

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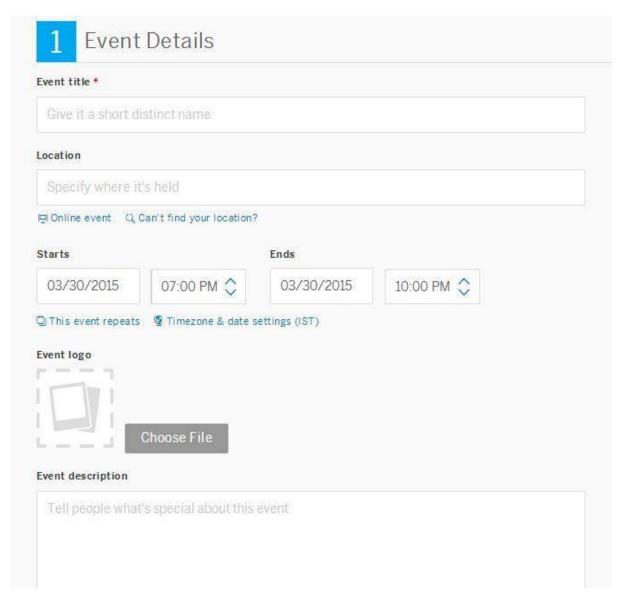
Step 4: Then, accordingly the user decides on whether he/she wishes to be a participant, an organizer or a sub-organizer which leads us to the next section of *creating or managing an event*.



4.4 Create an event-

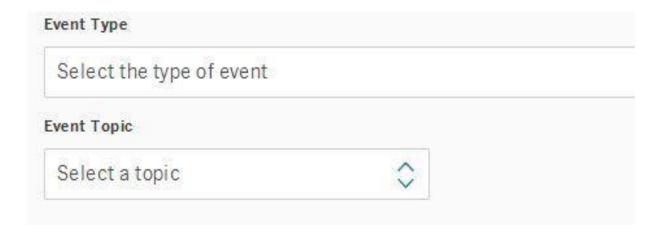
In this section only registered users are allowed to create an event/contest for local participation.

When an registered user opens the crate an event tab he/she needs to provide details about events like event title, location, starting date, end date, event logo, event description, etc. and if some events are happening on same date and time than we will display list of events on same date and time to inform event organizer that there might be conflict or they are going to face less participation in event.



Event organizer need to provide the type of the event like music, sports, drama and so on. This will decide that whom to send details of the event as user has marked such event as interested event type and provide the topic about event like charity &causes, community and culture, etc.

After creating an event organizer can change the details about the event and all user are notified about the changes if he has registered for the event. So we will provide an option for the organizer to edit the event if there's some mistake in creating an event or some change in event.



4.4 Manage an event-

Organizers will provide report about the event which will inform users about progress of the event so far. Organizers can publish the participation list, photos gallery, winner list, etc.

In Managing, an organizer and sub-organizer work as same entity and they both have privilege to change the details about the event but for sub organizer the permission by the main organizer is must. They both can access the fixtures they both can change and update according to situations and after event one of them will upload details about event and winners, and some photos if they want.

4.5 Account Verification-

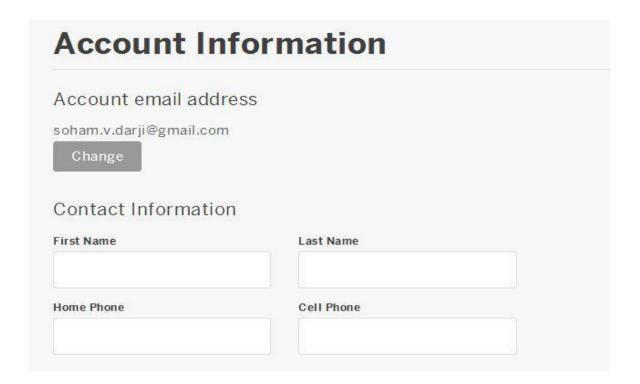
When the user wants to register email id and password will be asked to the user.

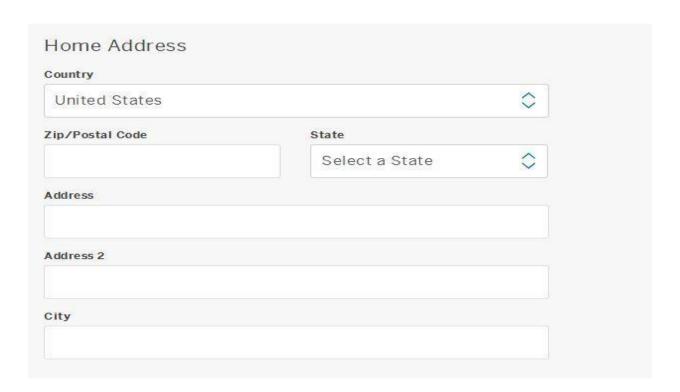
- 1. Email id(Should be valid email id will be verified by checking the common characters that should be present in an email id such as @)
 - 2. Password



But to complete the profile for active participation by the user in different events following basic information will be asked to the user with constraints.

- 1. First Name and Last name
- 2. Email Id
- 3. Gender
- 4. Birth Date
- 5. Contact Number(Strictly 10 digits and all numbers)
- 6. Field of Interests (like sports, music, drama, dance etc.) options will be provided .User can also select all the fields.
 - 7. Awards and Achievements can be added by the user (optional Field).
 - 8. Password at-least six characters long will have to be written by the user.
 - 9. User can also upload a profile picture but this field will be optional.
- 10. Contact address will also be taken from the user in different fields like city, State etc.

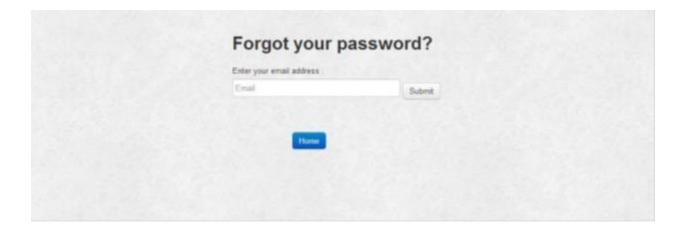




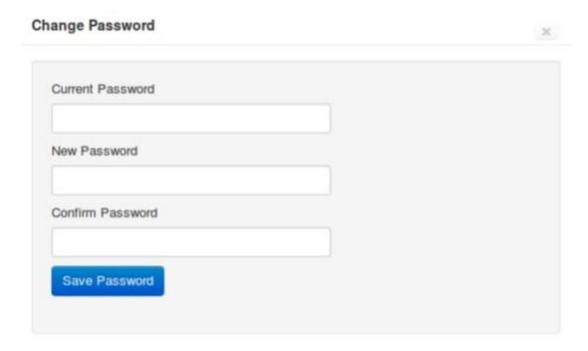


After filling all the above basic information a **verification email** will be sent to the **email id provided by the user** to check whether he/she has provided a valid email id or not.

On the login page/sign In page forgot password field will also be provided so that in case if the user forgets his password then he/she will get the further instructions in the email id asked on clicking the forgot password button.



In my account section of the user profile settings button will also be provided where he/she can change the password by submitting the old password and the new password demanded by him as shown in the below picture.



After creating an account on the website user will be able to get the updates and notifications regarding the events related to his/her interests. The same user can participate, volunteer, organize and can work as a sub organizers in different events. For all these roles his profile will be verified by the respective event organizers related to event.

REPORTING BUGS

- 1) **Major Bugs** Bugs that are usually responsible for crashing the application when user click somewhere or it often due to lack of memory management.
- 2) **Minor Bugs** Bugs that are not responsible for crashing the application but some functionality does not work properly
- 3) **Resource bugs** -bug that are null pointer dereference, wrong data type casting, buffer overflow, which indirectly affect the application at some point.

4) **Wish list** - if user want to add some small feature that is not very difficult he can mail to one of the maintainer and after brief discussion with the maintainer or other can add small feature.

5) **Uncategorized bug** -if the user don't know nothing about the software development or it is not familiar with information technology they simply put description of system and how it crash or misbehave and put in uncategorized bug and the report will go to one of the website maintainer.