**CST-350 Project Status and Design Report**

**.NET Application Programming**

|  |  |  |
| --- | --- | --- |
| **Topic:** | Topic 3: Data Access in .NET MVC | |
| **Date:** | *May 21, 2023* | |
| **Revision:** | *2.0* | |
| **Team:** | 1. *Ryan Coon* | |
|  | |
|  | |
|  | |
| **Milestone Task Summary:** | |  |  |  |  | | --- | --- | --- | --- | | **User Story** | **Team**  **Member** | **Hours**  **Worked** | **Hours Remaining** | | *As a user, I want to be able to login and or register from the main menu* | *Ryan* | *1* | *0* | | *As a user, after logging in I want the game board to be displayed* | *Ryan* | *1* | *0* | | *As a user, I want the images to be scaled properly and arranged in logical order with a nice looking feel.* | *Ryan* | *2* | *0* | | *As a user, I want the buttons state to update using the game logic to ensure the proper button are updated* | *Ryan* | *2* | *0* | | *As a user, I want to be able to click on the button with the left mouse button and show a change when clicked.* | *Ryan* | *3* | *0* | | *As a user, I want the backend controllers to implement game logic and rules* | *Ryan* | *1* | *0* | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | | |
| **Repository URL:** | https://github.com/rcoon1/CST-350/tree/main/CLC-Milestones/Milestone%201/Minesweeper-350 | |
| **Peer Review:** | *Yes* | We acknowledge that our team has reviewed this report and we agree to the approach we are all taking. |

**Planning Documentation**

**Agile Scrum Product Backlog:**

*https://github.com/rcoon1/CST-350/tree/main/CLC-Milestones/Sprint%20Burn%20Down*

**Agile Scrum Sprint Backlog:**

*https://github.com/rcoon1/CST-350/tree/main/CLC-Milestones/Sprint%20Burn%20Down*

**Agile Scrum Burn Down Chart:**

*https://github.com/rcoon1/CST-350/tree/main/CLC-Milestones/Sprint%20Burn%20Down*

**Agile Retrospective Results:**

*The following table should be completed after each Retrospective on things that went well (keep doing).*

|  |
| --- |
| **What Went Well** |
| **Finishing the milestone with time to spare** |
|  |
|  |

*The following table should be completed after each Retrospective on things that didn’t go well (stop doing) and what would be done differently next time. An Action Plan is a short statement describing what you will do differently. The due date for the plan is when you will implement the change.*

|  |  |  |
| --- | --- | --- |
| **What Did Not Go Well** | **Action Plan** | **Due Date** |
| **Time to complete due to being solo and work** | **I will not be on call this week so I will have more time to complete sections** | **5/24/2023** |
| **Sprint Burn Down is still a little confusing for me** | **Look up how they work and find something to help me get better at it** | **5/25/2023** |
|  |  |  |

**Design Documentation**

**Install Instructions:**

*Download and unzip the application. Open Visual Studio Code and load in the Milestone-350.sln into VSC. Under the server portion, start a new local database and import in the minesweeper.dacpac to create the minesweeper database. Start the project and test the functionality of the web application.*

**Key Technical Design Decisions:**

*This project is to be written in C# with the ASP.NET MVC along with a local Sql Database to hold the information.*

**ER Diagram:**

*A screenshot of a computer

Description automatically generated*

**DDL Scripts:**

*https://github.com/rcoon1/CST-350/blob/main/CLC-Milestones/Milestone%201/minesweeper.dacpac*

**Sitemap Diagram:**

*A picture containing diagram, text, plan, technical drawing

Description automatically generated*

**Security Design:**

*This section should outline the design for how authentication and authorization was supported. This section should also contain all of the roles and privileges that are supported by the design.*

**Third Part Interface Design:**

*This section should fully document any Third Party Service Interface API’s, how to access the service, what parameters are required by the API, and the detailed JSON data format specification that could be used by a third party developer to integrate with the service and API.*

**Flow Charts:**

*Have not reached a point in the project for Minesweeper game logic to come into play..*

**User Interface Diagrams:**

*You should insert any wireframe drawings or whiteboard concepts that were developed to support your application.*

**Class Diagrams:**

A screenshot of a computer

Description automatically generated with low confidence

**Pseudo Code:**

*N/A. No pseudocode used*

**Other Documentation:**

*You should insert any additional drawings, storyboards, whiteboard pictures, project schedules, tasks lists, etc. that support your approach, design, and project. If you have no supporting documentation, please explain the rationale for why you are able to leave this section as N/A.*