Project Report

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Abstract

This project aims to produce an interactive football website for the Bridgend football league so that all associated with the league are able to easily keep track of information that they may need or want to know. This involves planning and design before the implementation of the system and then testing the system for ease of use and any problems or errors that occur. The finished project could be utilised by the Bridgend football league, it works as expected and could be very useful and helpful for the users associated with the league.

Chapter 1: Introduction

Overview

Required to complete an individual project that demonstrates an ability to produce a piece of work that is to a high standard and demonstrates knowledge of the subject that must be appropriate to the course. And so it will be a website based on a football league in Bridgend with a backend database.

The reason for carrying out this project is to help the people associated with the league. This includes features such as managing the results, fixtures and teams for the referees, control of the players for the managers/coaches and for the players to be able to log in and view their results and stats in full.

It will include a log in page at the start which will allow anyone associated with the league to log in. Depending on who logs in they will be taken to their respective page, for example the only way to access the referee page is if you have the rights given through the log in details.

This will meet the requirements of the course as it is an interactive website that has a number of pages to it and is connected to a database with several tables. From that you will be able to insert, delete and amend records.

This topic interests me as I have played football in Bridgend before now and enjoy watching football. Also building a live website interests me very much and I believe that building this website will help the league and be a big benefit for them. From this project I hope to gain a lot of experience and learn a lot about what it takes to get a website live, looking professional and working properly.

Aims

The aim of this project is to design and implement an aesthetically professional website with a backend database that has a number of tables containing information about the league such as the players, results and fixtures. It will be used by the referees, the managers and the players to allow them to go to one place to find all the information that they need which will hopefully help the league making it a lot easier for everyone.

Objectives

- To come up with a suitable project title and produce a plan with the use of a Gantt chart.
- To complete a project proposal including an overview, legal and ethical issues, aims and objectives, a plan and a checklist.
- To design my system with the use of entity relationship diagrams and storyboards.
- Identify the resources that will be necessary to create a log in based website with a backend database.
- To implement a website with a backend database that links with the use of PHP that has features such as a log in screen and the ability to view, add, delete and amend data from the database.
- To make sure that the system will be easy access and use for the people associated with the league to view their relevant information.
- Test the system by getting other users to make sure that the log in is secure and that everything works as it is supposed to with no bugs or glitches.
- Evaluate the project and check that all the objectives have been met.
- Carry out and complete a report on the project.
- Then finally demonstrate and present the project to show how it works.

Chapter 2: Legal and Ethical Issues

When building this website I will have to consider all of the legal and ethical issues that may occur when the system is completed and consequently goes live.

As the system will have a database full of personal data I will have to consider the Data Protection Act 1998 as the data will only be obtained for use within the database. The data collected will not be excessive, will only be the relevant data that is needed, will also be accurate and kept up to date if needed. It will also be kept safe by a secure log in so that only authorised personnel can access it.

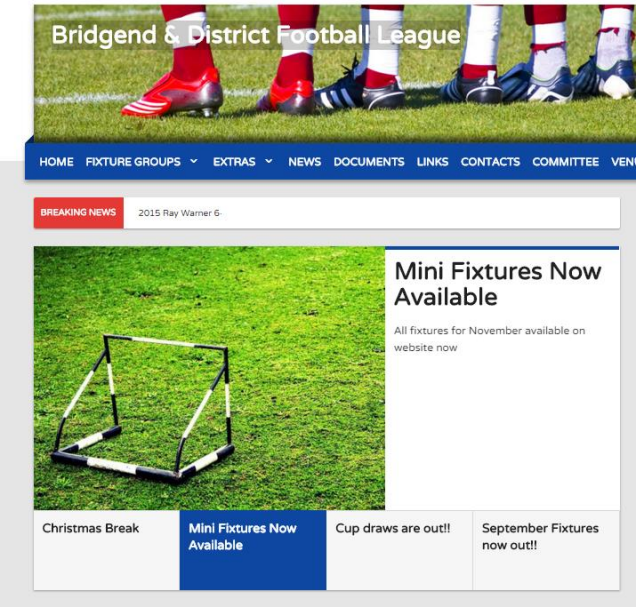
On that note of security I will also have to consider the Computer Misuse Act 1990 for people that may be accessing computers that they may not be authorised to access. Also the possibility of hacking could mean that the data stored in the database may be at risk of being lost. So I will have to make sure that the data is secure by the use of encryption or other methods.

As this is going to be a website that is going live so anyone is going to be able to view it, I will have to consider the Equality Act 2010. The main disabilities I will have to think about when making a website is eyesight problems such as blindness, colour blindness and just general poor eyesight. So I will have to make sure when developing this website to cater for these people with disabilities. This also carries over to W3C Web accessibility so I will have to make sure that the website has what it needs for it to abide by the W3C Web accessibility rules.

I have read and am aware of the university's policy on ethical issues. http://research.southwales.ac.uk/ethics/

Chapter 3: Investigation of requirements

In order to gain some inspiration and ideas of features that could be implemented into my website I researched and investigated some other football league websites in the Bridgend area. I have found two very good websites that I like which have many features similar to what I was planning to implement myself such as a log in, being able to view your team and adding and deleting players.



This is the first website I looked at which is for the main Bridgend football league. I like this website as I like the way it looks, it is a very simple design which is all that is needed as I think it looks more professional. Also it has some good pages such as a fixtures page, news page and also on one of the pages it shows the local weather which is a feature that I liked. So from looking at this website I have definitely got some inspiration for my design, I will probably try and keep it nice and simple so that it looks clean and clear and easy to view.

This is the other website that I found, it does have a good design but not the kind that I like. I find that the layout is a bit cluttered and in some places some of the content is not that clear to see. But some of the features I really liked such as being able to look at the league table, register new teams, the fixtures and results and also the ability to look at what players are in each team. Also if you are the captain of your team you are able to add and delete players from your team. I like these features a lot and am planning on implementing most of them into my website.

Overall I will be implementing features from both websites that I have looked at. It will be a simple aesthetic design that will require a log in page where users can log in and register new accounts, people such as the referees and managers will have different privileges compared to the players. For example the referees will be able to log on and edit the results of the games, the managers will be able to add and delete players from their team and the players will be able to view their team's recent results and future fixtures.

When it comes to building the website there are many different technologies that I could use to help with the design and structure of the website, some of these include HTML, PHP, XML, CSS, JavaScript and jQuery. The most appropriate software package that I have available to use would probably be Dreamweaver as it's either that or note pad which is not very useful for building websites. Dreamweaver is good because it supports all of these technologies that I have mentioned; some other advantages are that it gives you the ability to multitask by letting you view both the code and design at the same time so that you can see what your code is doing as soon as you amend it. There is also a lot of other tools and features that Dreamweaver has to help with the making of a website a lot more user friendly compare to something like a plain text editor.

However some of the disadvantages with Dreamweaver are that starting Dreamweaver from scratch is very hard as there is lot to learn and the interface isn't that user friendly. Also I think that using Dreamweaver most users may be inclined to use all of the drag and drop design features which produces the code for you rather than you doing it yourself and learning the code, which could mean that you become reliant on these features.

Overall Dreamweaver is a more than suitable software package to use for my website as I like having the option to design and code at the same time and being able to see what the code is doing.

As for the database that will be linked to my website, this could be built using a few different packages such as Microsoft Access, Oracle or PHP MyAdmin. However I don't think Access has the ability to link up with websites whereas I know that with PHP MyAdmin does, so that is what I am going to be using to build my database and connect to my website. PHP MyAdmin is good because it is web based so you have the ability to access it on any PC, it is quite simple and easy to use and also local resources aren't used when connecting to it meaning that it will not affect your PC's performance.

However the problems with PHP MyAdmin are that there is no data visualization so it is not as easy to see links in the tables which I find helpful but is not a big problem that would stop me from using PHP MyAdmin. Overall it is simple and easy to use and will be very helpful giving me the ability to connect my website to a back end database.

Chapter 4: Design and/or specification of solution

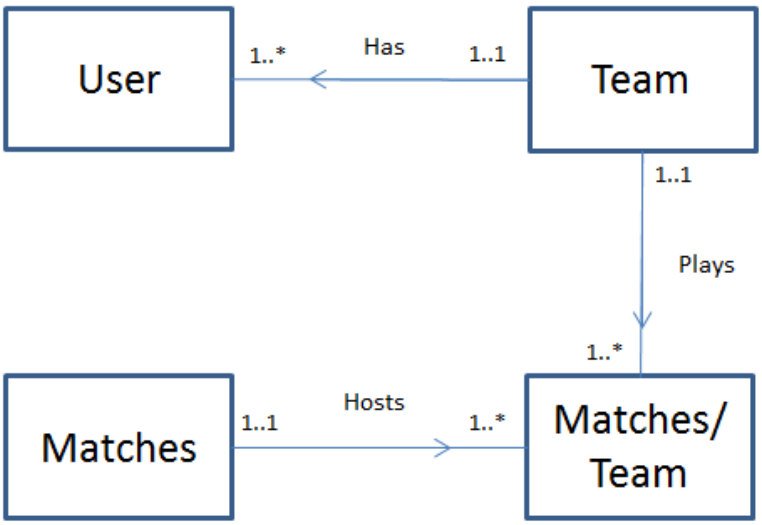
Normalisation

UNF	1NF	2NF	3NF
UserNo	UserNo	UserNo	UserNo
UserName	UserName	UserName	TeamNo*
UserPassword	UserPassword	UserPassword	UserName
ForName	ForName	ForName	UserPassword
SurName	SurName	SurName	ForName
Position	Position	Position	SurName
TeamNo	TeamNo	TeamNo	Position
TeamName	TeamName	TeamName	
Points	Points	Points	TeamNo
MatchNo			TeamName
MatchDate	MatchNo	TeamNo*	Points
Score	MatchDate	MatchNo*	
	Score		TeamNo*
		MatchNo	MatchNo*
		MatchDate	
		Score	MatchNo
			MatchDate
			Score

Underlined = Primary Key
Asterisk* = Foreign Key

Completion of the normalisation ensures that there is no unnecessary or redundant data in the database and helps identify the structure of the tables, how they link and what each table should consist of. And so as you can see above there is a user table that is linked to team table by 'TeamNo' then the team table and the match table are linked together via a link table which includes both of the primary keys from the two tables to create a composite key. This is displayed by the use of an entity relationship diagram below.

Entity Relationship Diagram



This diagram above re-displays what the normalisation showed us, as you can see a team can have many users which will include managers and players. Then a team can play many matches and a match can obviously have many teams which therefore creates a link table to make sure there is no redundant and duplicating data. So this will be the general structure of the database of which the system will be built around.

Data Dictionary

User Table

Name	Data Type	Width	Key	Description
UserNo	Auto number	5	primary	A unique identifier for the user that will auto increment every time a new user is added.
TeamNo	Number	5	foreign	Identifies what team the user is a part of by linking to the team table.
UserCode	Text	1	no	One letter that tells you whether the user is a player or a manager.
UserName	Text	25	no	The user name that the user uses to log in.
UserPassword	Text	20	no	The password that the user uses to log in.
ForName	Text		no	The first name of the user
SurName	Text		no	The last name of the user
Position	Text		no	The position that the user plays

Team Table

Name	Data Type	Width	Key	Description
TeamNo	Auto number	5	primary	A unique identifier for the team that will auto increment every time a new team is added.
TeamName	Text	25	no	The name of the team
Wins	Number	5	no	The number of wins
Draws	Number	5	no	The number of draws
Losses	Number	5	no	The number of losses
GoalsFor	Number	5	no	The number of goals scored
GoalsAgainst	Number	5	no	The number of goals conceded
Points	Number	5	no	The number of points the team earned.

Match/Team Table

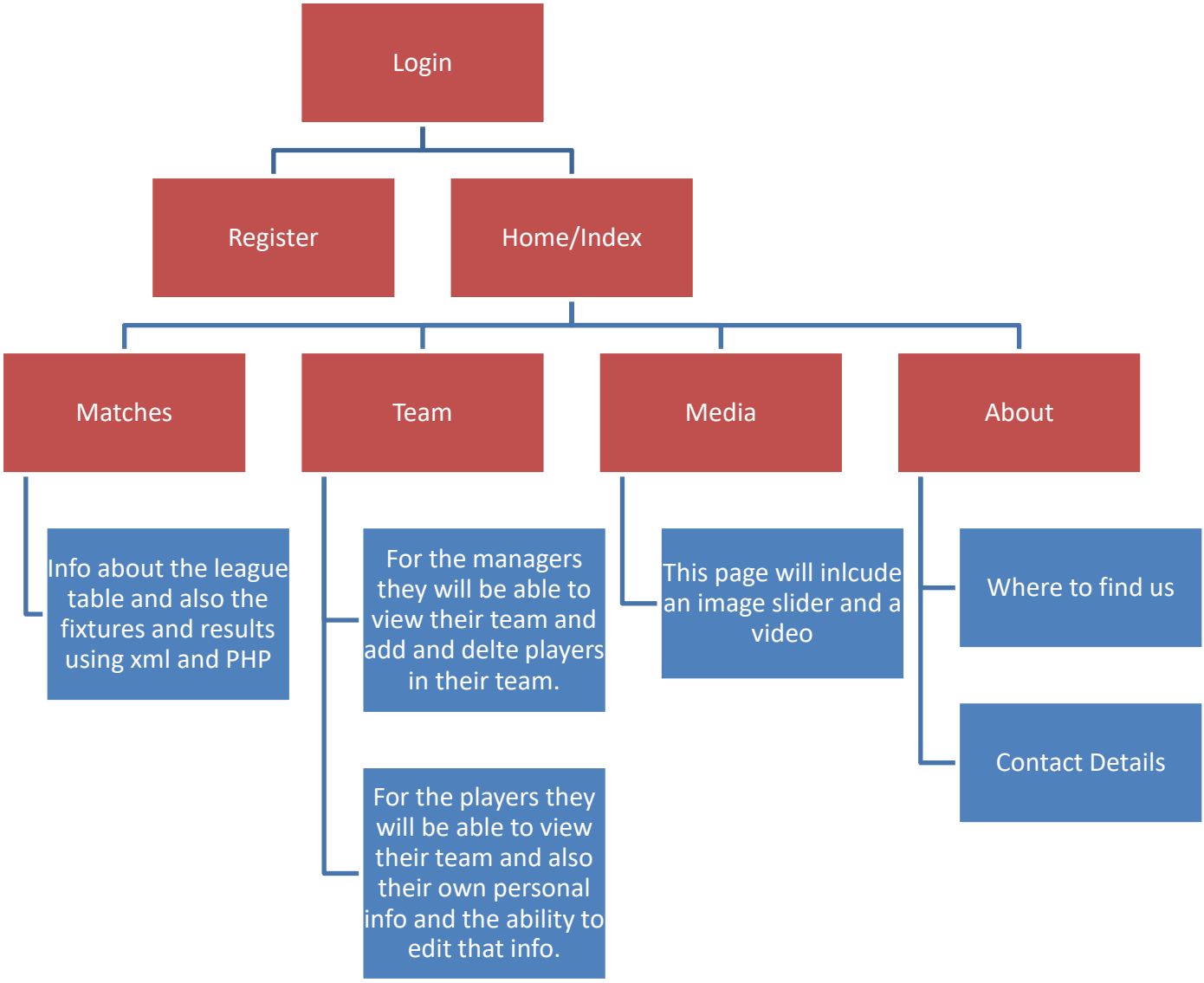
Name	Data Type	Width	Key	Description
MatchNo	Number	5	foreign	A foreign key that links to the Match table
TeamNo	Number	5	foreign	A foreign key that links to the Team table
HomeOrAway	Text	10	no	A field that says whether that team is playing home or away.
Result	Text	10	no	Says Win Draw or Loss

Match Table

Name	Data Type	Width	Key	Description
MatchNo	Auto Number	5	primary	A unique identifier for each Match that will auto increment every time a new Match is played or added.
MatchDate	Date	15	no	The date that the match was played.
Score	Text	10	no	The score of the match.

These data dictionaries are another way of showing what kind of information will be stored in each of the tables and in what format or data type. So showing the data like this helps us to understand what the data is, what it does and what it is used for.

Content Structure Diagram

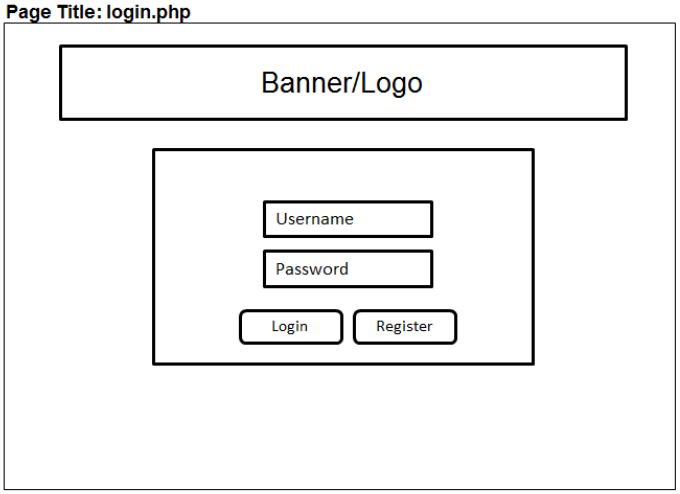


The content structure diagram is used to show what pages will be on the website and what kind of content that will be available to the users when accessing these pages. As you can see above for the team page I want to display something different depending on who has logged in, so if it's a manager it will show something different to what a player might see. I'm planning on achieving this by the use of PHP which uses sessions to check who is logged in.

Storyboard Prototypes

Login Page

Page Title: login.php



Text

The font I will be using is Cambria and it will be a standard black font as it will be clear and easy to see on the plain white background, and I will make sure that the size is reasonable so it clear and easy to view for all users.

Graphics

I will be using cascading style sheets to design create the look of my website, and also implementing media queries so that the webpages will automatically adjust to the users size of screen.

Linked from

All internal pages link to this page:
register.php
index.php
matches.php
teamPlayer.php
teamManager.php
media.html
about.html

Links to

From this page you can link to:
index.php
register.php

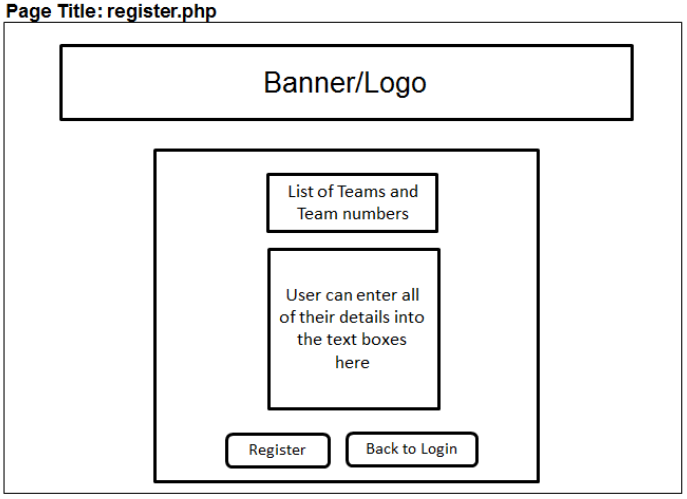
Interaction

The only interaction on this page is the username and password text boxes and also the login button and register button. When the login button is pressed it uses php to check the database to see if their username an password is correct and to also check whether they are a player or manager and what team they are from.

This will be the first page that loads when a user enters the website, if it is the users first time they will have to click the register button to create an account for them to log in. If the user already has an account they can enter their information in the textboxes and press the log in button below. For this to work I will use PHP to check the database to see if what the user has entered will match a record that is in the database, if it is correct it will log on and go to the home page and if it does not match and is therefore incorrect it will not allow you to log in and tell you to try again.

Register Page

Page Title: register.php



Text

List of Teams in the League will be displayed using php and headings of the Fields to be entered

The font I will be using is Cambria and it will be a standard black font as it will be clear and easy to see on the plain white background, and I will make sure that the size is reasonable so it clear and easy to view for all users.

Graphics

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Linked from

All internal pages link to this page: login.php

Links to

From this page you can link to: login.php

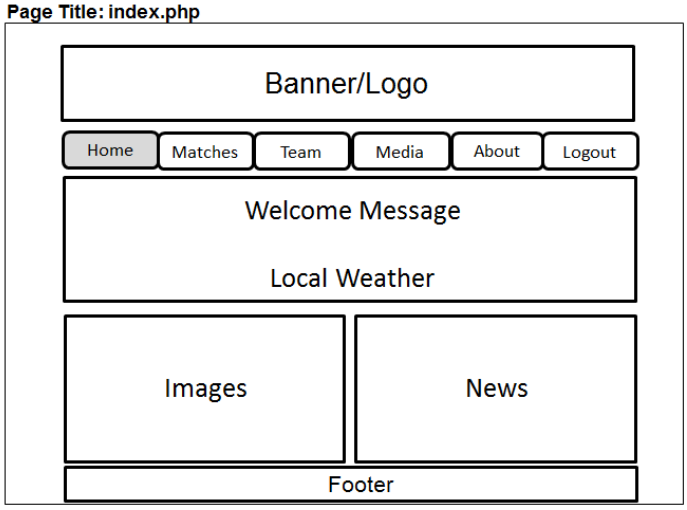
Interaction

The interaction on this page includes all the text boxes that need to be filled in for the registration process, and then register button and the button that takes you back to the Login page. When register button is pressed that user is entered into the database through the use of php and sql.

This register page will be displayed from the log in page when the register button is pressed. This page will be used for the new users to register and create their own account so that they can log in and begin to use the website. So this page will also use PHP which will use a sql statement to insert the information that is entered into the fields into the database. And it will also not allow the user to press submit without entering all the necessary fields first.

Home Page

Page Title: index.php



Text

Welcome message
Local weather and in the News section there will be bullet pointed news headings.

The font I will be using is Cambria and it will be a standard black font as it will be clear and easy to see on the plain white background, and I will make sure that the size is reasonable so it clear and easy to view for all users.

Graphics

There will some recent pictures in the images section. I will be using cascading style sheets to design create the look of my website, and also implementing media queries so that the webpages will automatically adjust to the users size of screen.

Linked from

All internal pages link to this page:
login.php
matches.php
teamPlayer.php
teamManager.php
media.html
about.html

Links to

From this page you can link to:
login.php
matches.php
teamPlayer.php
teamManager.php
media.html
about.html

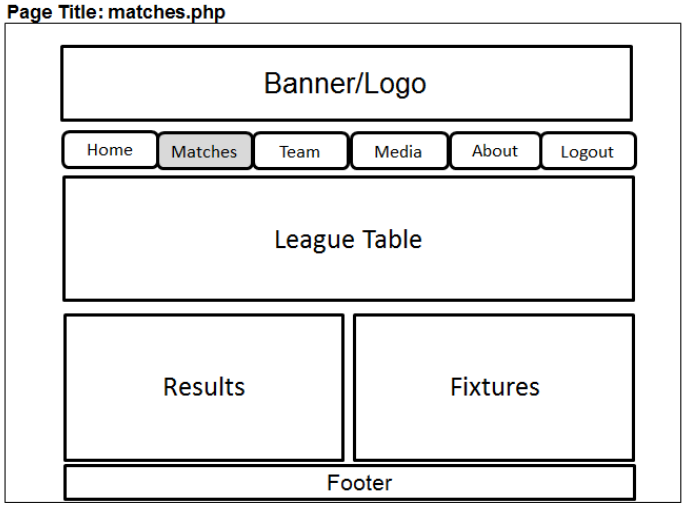
Interaction

All buttons change to a light shade of grey when highlighted. And obviously when clicked will be linked to the other webpages

This is the first page that will be displayed when the user logs in it will use PHP and sessions to display the name of the user that is logged in within the welcome message. Other than that all this page has is information on the local weather and recent league news stories, and you also have the ability go to all the other pages or logout.

Matches Page

Page Title: matches.php



Text

There will be a Table with leagues current standings and in the other sections will be information on the leagues results and fixtures, all of these will be displayed using xml and php.
The font I will be using is Cambria and it will be a standard black font as it will be clear and easy to see on the plain white background, and I will make sure that the size is reasonable so it clear and easy to view for all users.

Graphics

I will be using cascading style sheets to design create the look of my website, and also implementing media queries so that the webpages will automatically adjust to the users size of screen.

Linked from

All internal pages link to this page:
index.php
teamPlayer.php
teamManager.php
media.html
about.html

Links to

From this page you can link to:
login.php
index.php
teamPlayer.php
teamManager.php
media.html
about.html

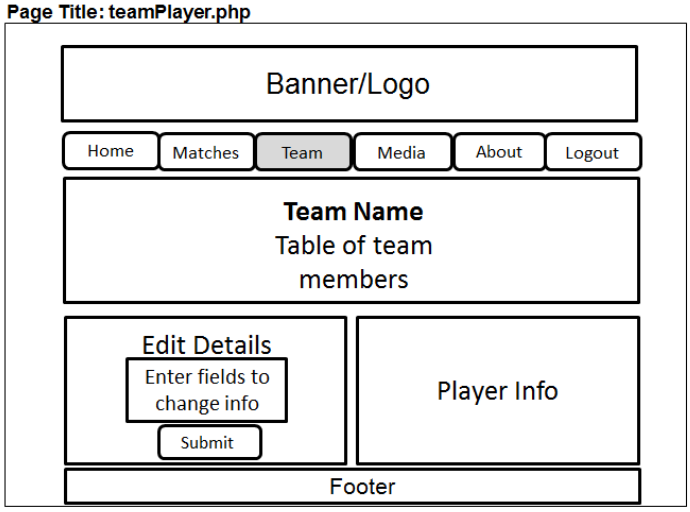
Interaction

All buttons change to a light shade of grey when highlighted. And obviously when clicked will be linked to the other webpages

This page will use PHP and xml to display the league table, recent results of the user's team and the leagues fixtures from the database and XML files. Both players and managers will be able to view the same information on this page however the results will display only the results of the team that the user that is logged in is a part of.

Player Team Page

Page Title: teamPlayer.php



Text

Name of team the user is a part of
Table of players and manager that are in their team and personal player info of the player that is logged in.

The font I will be using is Cambria and it will be a standard black font as it will be clear and easy to see on the plain white background, and I will make sure that the size is reasonable so it clear and easy to view for all users.

Graphics

I will be using cascading style sheets to design create the look of my website, and also implementing media queries so that the webpages will automatically adjust to the users size of screen.

Linked from

All internal pages link to this page:
index.php
matches.php
media.html
about.html

Links to

From this page you can link to:
login.php
index.php
matches.php
media.html
about.html

Interaction

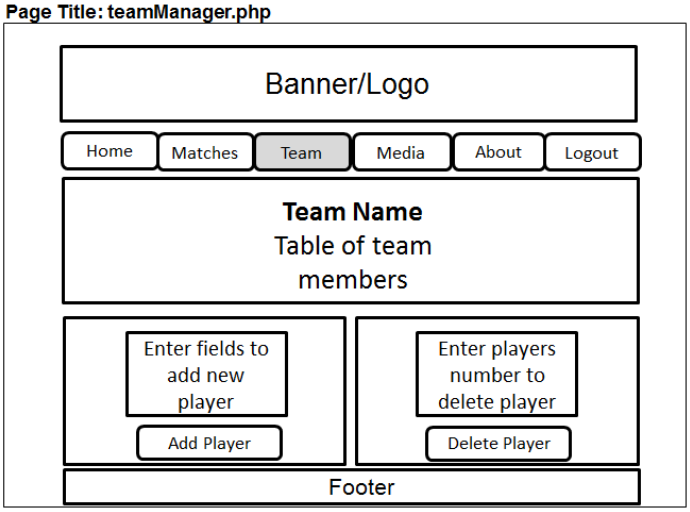
All buttons change to a light shade of grey when highlighted. And obviously when clicked will be linked to the other webpages. Also there is fields to be entered to change the players info and when the submit button is pressed it uses php to go into the database and update that record.

Previously in the content structure diagram the content on this page would change depending on whether the user was a manager or player, to make it easier I decided to put the content on two different pages and then again depending whether the user is a manager or a player they will be taken to the relevant page.

So on the player page they have the ability to view their team and who is in their team, view their own personal information and also edit that information. This will use to PHP to read in the data and amend the data in the database.

Manager Team Page

Page Title: teamManager.php



Text

Name of team the user is a part of
Table of players that are in their team.

The font I will be using is Cambria and it will be a standard black font as it will be clear and easy to see on the plain white background, and I will make sure that the size is reasonable so it clear and easy to view for all users.

Graphics

I will be using cascading style sheets to design create the look of my website, and also implementing media queries so that the webpages will automatically adjust to the users size of screen.

Linked from

All internal pages link to this page:
index.php
matches.php
media.html
about.html

Links to

From this page you can link to:
login.php
index.php
matches.php
media.html
about.html

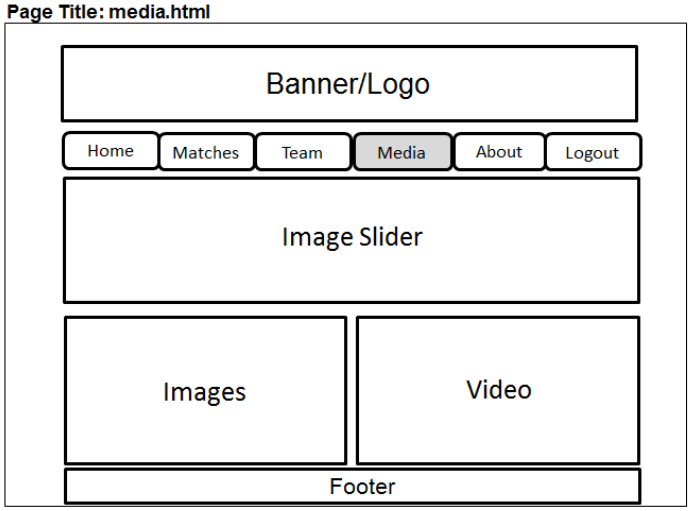
Interaction

All buttons change to a light shade of grey when highlighted. And obviously when clicked will be linked to the other webpages. There are also fields to be entered for the manager to add and delete players, when add button is pressed a new record is added to the database and if delete is pressed that record is removed from the database.

However if you are a manager you will be taken to this manager team page which also displays their team and what players are in that team, but also gives them the ability to add and delete players from their team which also uses PHP to interact with the database.

Media Page

Page Title: media.html



Text

The font I will be using is Cambria and it will be a standard black font as it will be clear and easy to see on the plain white background, and I will make sure that the size is reasonable so it clear and easy to view for all users.

Graphics

I will be using cascading style sheets to design create the look of my website, and also implementing media queries so that the webpages will automatically adjust to the users size of screen.

Linked from

All internal pages link to this page:
index.php
matches.php
teamPlayer.php
teamManager.php
about.html

Links to

From this page you can link to:
login.php
index.php
matches.php
teamPlayer.php
teamManager.php
about.html

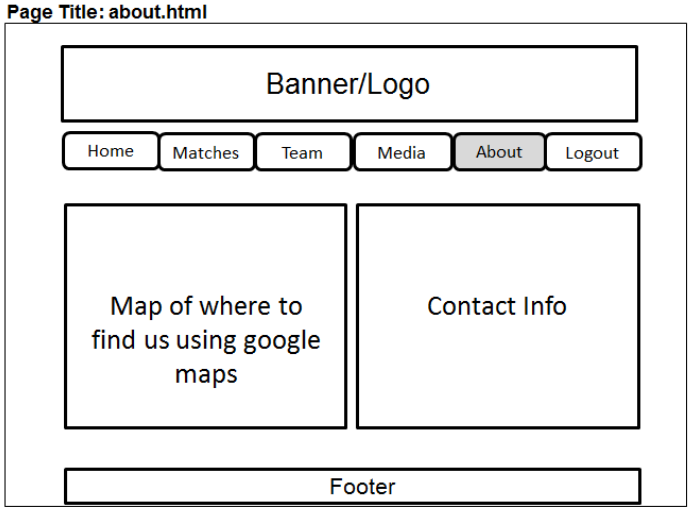
Interaction

All buttons change to a light shade of grey when highlighted. And obviously when clicked will be linked to the other webpages. The image slider will be interactive in the way you can go to what slide you want by pressing a button, also there will be a video which will have buttons for play pause and fullscreen.

This page contains all of the photos and videos form the games in the league and will also have an image slider at the top which will be made using flash or jQuery, and the video will be displayed using the HTML5 video tag.

About Page

Page Title: about.html



Text

Information such as contact info, email address and location.

The font I will be using is Cambria and it will be a standard black font as it will be clear and easy to see on the plain white background, and I will make sure that the size is reasonable so it clear and easy to view for all users.

Graphics

I will be using cascading style sheets to design create the look of my website, and also implementing media queries so that the webpages will automatically adjust to the users size of screen.

Linked from

All internal pages link to this page:
index.php
matches.php
teamPlayer.php
teamManager.php
media.html

Links to

From this page you can link to:
login.php
index.php
matches.php
teamPlayer.php
teamManager.php
media.html

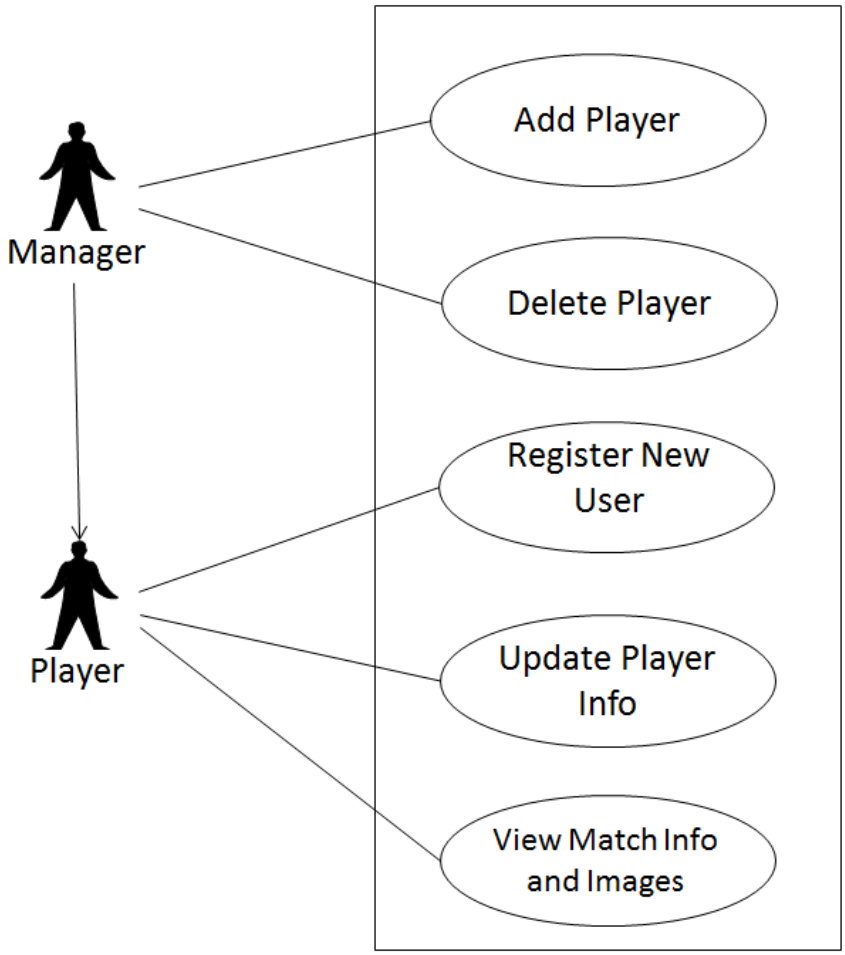
Interaction

All buttons change to a light shade of grey when highlighted. And obviously when clicked will be linked to the other webpages. There will be an iframe containing a google map of the location and ways of finding directions to that location.

This final page will display a map of the location and the ability get directions to that location; this will be done by using google maps. The only other information will then be the contact information such as phone number, email address etc.

All of these pages will also use HTML5 and CSS to control the structure of the webpages and how they look. Also I have chosen this design and colour scheme because being black white means it is very clear and easy to look at, it is very simple and yet aesthetically appealing and also there will not be any problems with colour blindness apart from on the media page which has all the images and videos.

Use Case Diagram



This use case diagram shows what users will be using the system and what rights they have. So as you can see the players have the ability to register, update their own information and also view their team's recent results and future fixtures. Whereas managers will be able to do everything that the players can do and also add and delete players form their team.

Chapter 5: Explanation of solution

The implementation of the system went quite well with not many problems occurring. I started by creating the database side, I used my designs too help me such as the normalisation and entity relationship diagram and I ended up using PHP MyAdmin to build the tables for my database. I did not encounter any problems with building the database apart from the fact that I hadn't really used this software before and after using Microsoft Access a lot it took me a while to get to know how PHP MyAdmin worked. Also the only other thing I did not like about it was that you could not visually see the tables and the links between them but that was something that could be looked over and did not affect the building of the database.

After building the database I started to implement the front end web pages. I ended up using Dreamweaver as I decided that it was the best software that was available to me, and it supported all of the technologies that I planned to use. Building the website proved to be a lot more difficult than I first thought it might be as when using PHP and SQL there is a lot of trial and error to get it to work, so it did end up taking longer than I originally planned.

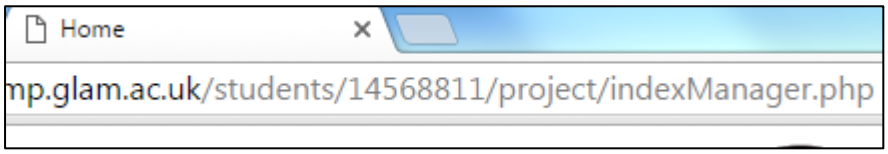
My original plan was to have the ability to log in as three different people which included players, managers and referees but as I got into building it I realised that this would take a lot of work and mean that it may have taken me even longer to finish the build. So in the end due to time constraints I have decided to only have player rights and manager rights and cut out the referees. Then another problem I had with this was that I wanted to display the same pages for managers and players but different content on them using the sessions that were set from the log in page. This proved to be quite difficult and so to work around this I created two copies of each page one being for the managers and the other being for the players, and so when a user logged in it would check whether they were a player or manager and then take them to their copy of that page. This was done by the use of Sessions in PHP and also SQL to connect to the database and check whether the log in details were correct.

There were not many other problems with the implementation of the website, most of the pages used PHP and sessions to access the database, sessions are used to save some information of the user that logs in so that it can be referred back to to get data about that user. For example on the home page it says Welcome and then the forename of the user that has logged in, also on the team page it displays the team of which that user is a part of and on the matches page it displays the users team's results.

Looking back at my designs in my use case diagram above it shows that the manager is able to do everything that the players can do whereas now that I have built it the managers can do everything apart from updating the player's information. And also in my storyboards it

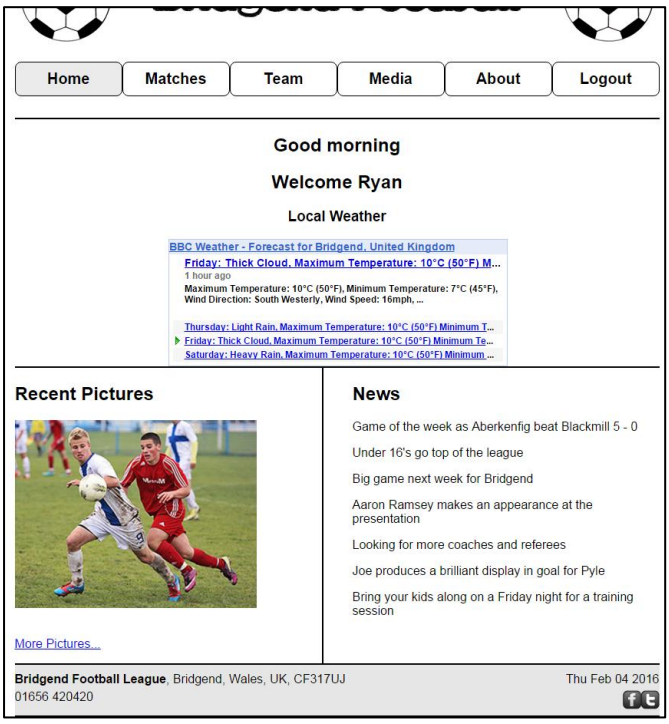
implies that the page will change for the team page depending on whether the user is a player or a manager. However now that I have built it you can see below that there is two copies of every page, one for the players and the other being for the managers.

This is what is loaded when a manager is logged in

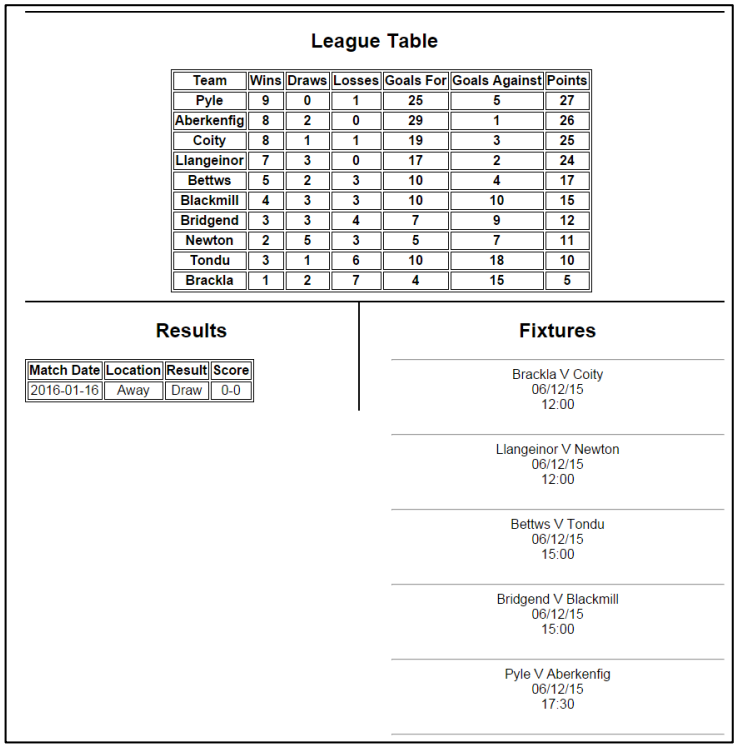


And this is loaded when a player logs in

The technologies I have used include HTML5 and CSS to design the webpages and how they look and also used media queries to make it so that the website automatically adapts and changes to the size of the device that it is being displayed on. I have also used JavaScript to display the date in the footer of every page and also on the index page it displays a different welcome message depending on the time of day as shown below.



Also on this page I have used an RSS feed that links to the BBC weather to show the local weather for the next couple of days. And the only other technology I have implemented on this page is PHP which I use to display the users forename which I talked about previously.



League Table

Team	Wins	Draws	Losses	Goals For	Goals Against	Points
Pyle	9	0	1	25	5	27
Aberkenfig	8	2	0	29	1	26
Coity	8	1	1	19	3	25
Llangeinor	7	3	0	17	2	24
Bettws	5	2	3	10	4	17
Blackmill	4	3	3	10	10	15
Bridgend	3	3	4	7	9	12
Newton	2	5	3	5	7	11
Tondu	3	1	6	10	18	10
Brackla	1	2	7	4	15	5

Results

Match Date	Location	Result	Score
2016-01-16	Away	Draw	0-0

Fixtures

Brackla V Coity
06/12/15
12:00

Llangeinor V Newton
06/12/15
12:00

Bettws V Tondu
06/12/15
15:00

Bridgend V Blackmill
06/12/15
15:00

Pyle V Aberkenfig
06/12/15
17:30

This is the Matches page that uses PHP again which displays the XML from the document to the page, display the league table and also with the use of sessions display the results of the team of which the user is a part of, which uses a three way join query to get data from three different tables that are linked together.

With the use of PHP I have also made it so that managers can add and delete players, the players can amend their own information and also anyone can register a new user which also adds to the database.

The only other technologies I have implemented are a video using the HTML video tags and also I created an image slider using jQuery which took a while to implement with CSS.

Chapter 6: Testing and reflection upon outcomes

Usability Testing

I have handed out three questionnaires to random people and asked them to test my system for me to find out the users views on things such as ease of use and was it user friendly, the colours and font, the structure of the webpage, how easy it was to navigate and in general does everything work as expected. This was very useful as one of the main points that came back was that maybe the colour scheme of black and white could have been a bit more colourful and appealing to the users (See appendices Questionnaire 2 p48) which I will take into consideration for future development. Also there was one link that was found by one of the users that didn't work which I was thankful for as I was able to change that straight away.

And overall there were some good ideas that I may consider for future development such as being able to view the players in a formation like format on a pitch and also to have permissions for the referees to be able to sign in and update fixtures and results in the league (See appendices Questionnaire 1 p46).

Black box Testing

Black box testing is used to test whether the system does what it is meant to do, so the tester doesn't have to have too much knowledge of the system which is useful as the tester doesn't need any kind of knowledge of the languages and technologies used to build the system. Also black box is an unbiased method of testing as it is done from the point of view of the user and not the designer.

Login Page

Test number	Test	Expected Result	Actual Result
1	Press Login button	Press button, check if the username and password are correct. If not tell the user, however if correct check who it is and log in and open the index page.	Press button, check if the username and password are correct. If not tell the user, however if correct check who it is and log in and open the index page.
2	Press Register button	Press button, opens the register page.	Press button, opens the register page.

Register Page

Test no	Test	Expected Result	Actual Result	Yes/no
1 Boundary Test	Team Number Text Box	Should not be able to enter letters and also only numbers between 1 and 100	Only able to enter numbers between 1 and 100 and not any letters	Yes
2 Boundary Test	Press Register button	Should check that all the fields have been filled in. If they have register that information and if not display which fields need to be completed	Instead it will always register the data into the database whether the fields have been completed or not	No

Test number	Test	Expected Result	Actual Result
3	Back to Login link pressed	Press the link and go back to the log in page.	Press the link and go back to the log in page.

Manager/Player Home Page

Test number	Test	Expected Result	Actual Result
1	Home button pressed	Press the button and go to the Home page	Press the button and go to the Home page
2	Matches button pressed	Press the button and go to the Matches page	Press the button and go to the Matches page
3	Team button pressed	Press the button and go to the Team page	Press the button and go to the Team page
4	Media button pressed	Press the button and go to the Media page	Press the button and go to the Media page
5	About button pressed	Press the button and go to the About page	Press the button and go to the About page
6	Logout button pressed	Press the button, log the user out and go back to the Login page	Press the button, log the user out and go back to the Login page
7	Facebook button pressed	Press the button and go to facebook.com	Press the button and go to facebook.com
8	Twitter button pressed	Press the button and go to twitter.com	Press the button and go to twitter.com
9	RSS feed links pressed	Press the link and go to BBC's weather page	Press the link and go to BBC's weather page
10	More pictures link pressed	Press the link and go to the Media page	Press the link and go to the Media page

Manager/Player Matches Page

Test number	Test	Expected Result	Actual Result
1	Home button pressed	Press the button and go to the Home page	Press the button and go to the Home page
2	Matches button pressed	Press the button and go to the Matches page	Press the button and go to the Matches page
3	Team button pressed	Press the button and go to the Team page	Press the button and go to the Team page
4	Media button pressed	Press the button and go to the Media page	Press the button and go to the Media page
5	About button pressed	Press the button and go to the About page	Press the button and go to the About page
6	Logout button pressed	Press the button, log the user out and go back to the Login page	Press the button, log the user out and go back to the Login page
7	Facebook button pressed	Press the button and go to facebook.com	Press the button and go to facebook.com
8	Twitter button pressed	Press the button and go to twitter.com	Press the button and go to twitter.com

Player Team Page

Test number	Test	Expected Result	Actual Result
1	Home button pressed	Press the button and go to the Home page	Press the button and go to the Home page
2	Matches button pressed	Press the button and go to the Matches page	Press the button and go to the Matches page
3	Team button pressed	Press the button and go to the Team page	Press the button and go to the Team page
4	Media button pressed	Press the button and go to the Media page	Press the button and go to the Media page
5	About button pressed	Press the button and go to the About page	Press the button and go to the About page
6	Logout button pressed	Press the button, log the user out and go back to the Login page	Press the button, log the user out and go back to the Login page
7	Facebook button pressed	Press the button and go to facebook.com	Press the button and go to facebook.com
8	Twitter button pressed	Press the button and go to twitter.com	Press the button and go to twitter.com

Test no	Test	Expected Result	Actual Result	Yes/no
1 Boundary Test	Press Submit button	Should check that all the fields have been filled in. If they have change that data and if not display which fields need to be completed	Instead it will always change the data in the database whether the fields have been completed or not	No

Manager Team Page

Test number	Test	Expected Result	Actual Result
1	Home button pressed	Press the button and go to the Home page	Press the button and go to the Home page
2	Matches button pressed	Press the button and go to the Matches page	Press the button and go to the Matches page
3	Team button pressed	Press the button and go to the Team page	Press the button and go to the Team page
4	Media button pressed	Press the button and go to the Media page	Press the button and go to the Media page
5	About button pressed	Press the button and go to the About page	Press the button and go to the About page
6	Logout button pressed	Press the button, log the user out and go back to the Login page	Press the button, log the user out and go back to the Login page
7	Facebook button pressed	Press the button and go to facebook.com	Press the button and go to facebook.com
8	Twitter button pressed	Press the button and go to twitter.com	Press the button and go to twitter.com

Test no	Test	Expected Result	Actual Result	Yes/no
1 Boundary Test	Press Add Player button	Should check that all the fields have been filled in. If they have add that data and if not display which fields need to be completed	Instead it will always add the data into the database whether the fields have been completed or not	No
2 Boundary Test	User Number Text Box	Should not be able to enter letters and also only numbers between 1 and 100	Only able to enter numbers between 1 and 100 and not any letters	Yes
3 Boundary Test	Press Delete Player button	Should say deleted successfully if correct user number has been entered and if not or nothing has been entered should just say not deleted	Says deleted successfully if correct user number has been entered and if not or nothing has been entered it says not deleted	Yes

Manager/Player Media Page

Test number	Test	Expected Result	Actual Result
1	Home button pressed	Press the button and go to the Home page	Press the button and go to the Home page
2	Matches button pressed	Press the button and go to the Matches page	Press the button and go to the Matches page
3	Team button pressed	Press the button and go to the Team page	Press the button and go to the Team page
4	Media button pressed	Press the button and go to the Media page	Press the button and go to the Media page
5	About button pressed	Press the button and go to the About page	Press the button and go to the About page
6	Logout button pressed	Press the button, log the user out and go back to the Login page	Press the button, log the user out and go back to the Login page
7	Facebook button pressed	Press the button and go to facebook.com	Press the button and go to facebook.com
8	Twitter button pressed	Press the button and go to twitter.com	Press the button and go to twitter.com
9	Hover over image slider	Pause the image slider	Pauses the image slider
10	Buttons on image slider pressed	Takes you to that image	Takes you to that image
11	Video controls pressed	Play, pause, maximise/minimise and change volume of the video	Play, pause, maximise/minimise and change volume of the video

Manager/Player About Page

Test number	Test	Expected Result	Actual Result
1	Home button pressed	Press the button and go to the Home page	Press the button and go to the Home page
2	Matches button pressed	Press the button and go to the Matches page	Press the button and go to the Matches page
3	Team button pressed	Press the button and go to the Team page	Press the button and go to the Team page
4	Media button pressed	Press the button and go to the Media page	Press the button and go to the Media page
5	About button pressed	Press the button and go to the About page	Press the button and go to the About page
6	Logout button pressed	Press the button, log the user out and go back to the Login page	Press the button, log the user out and go back to the Login page
7	Facebook button pressed	Press the button and go to facebook.com	Press the button and go to facebook.com
8	Twitter button pressed	Press the button and go to twitter.com	Press the button and go to twitter.com
9	Map controls pressed	Zoom in and out of the map and also change the view	Zoom in and out of the map and also change the view
10	View larger map pressed	Takes you to google maps and displays the map there	Takes you to google maps and displays the map there

White box Testing

White box testing is a way of examining and testing the code that is behind the system so the tester can examine the code to help them with the testing. The tester must have some kind of knowledge of how the system works and the languages and technologies used to build the system. This method is more efficient as you have the ability to find more errors in the system and hidden errors in the code.

Register Page

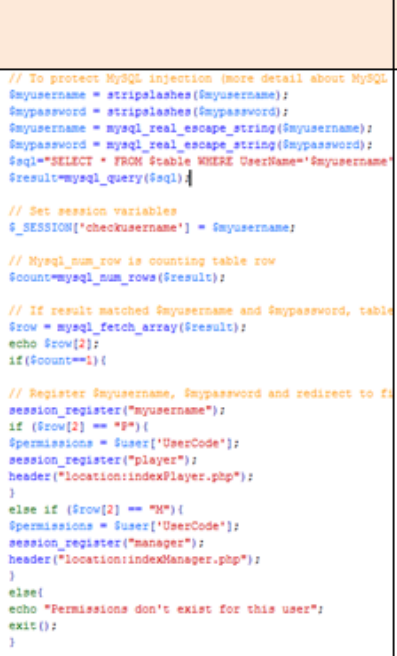
Test no	Test	Input	Expected Result	Actual Result	Yes/ no

1	`$teamnoErr = $fornameErr = $surnameErr = $usernameErr`
	`$teamno = $forname = $surname = $username = $password`
	
	`if ($_SERVER["REQUEST_METHOD"] == "POST") {`
	`  if (empty($_POST["TeamNo"])) {`
	`  $teamnoErr = "";`
	`  } else {`
	`  $teamno = test_input($_POST["TeamNo"]);`
	`  }`
	
	`  if (empty($_POST["ForName"])) {`
	`  $fornameErr = "";`
	`  } else {`
	`  $forname = test_input($_POST["ForName"]);`
	`  }`
	
	`  if (empty($_POST["SurName"])) {`
	`  $surnameErr = "";`
	`  } else {`
	`  $surname = test_input($_POST["SurName"]);`
	`  }`
	
	`  if (empty($_POST["UserName"])) {`
	`  $usernameErr = "";`
	`  } else {`
	`  $username = test_input($_POST["UserName"]);`
	`  }`
	
	`  if (empty($_POST["UserPassword"])) {`
	`  $passwordErr = "";`
	`  } else {`
	`  $password = test_input($_POST["UserPassword"]);`
	`  }`
	``
		Press the Submit button	Should check that all the fields have been entered and if not display messages next to the fields to alert the user to fill in these fields.	Always displays the message next to the fields and when submit is pressed it will always enter that data into the database whether it's blank or not.	No

2	`$teamno= $_POST["TeamNo"];`
	`$usrcode= $_POST["UserCode"];`
	`$usrname= $_POST["UserName"];`
	`$pass= $_POST["UserPassword"];`
	`$frname= $_POST["ForName"];`
	`$srname= $_POST["SurName"];`
	`$pstn= $_POST["Position"];`
	
	`include("connect_user.php");`
	
	`try {`
	
	`$query = $conn->prepare('INSERT INTO '.$table.'(TeamNo,`
	`  UserCode, UserName, UserPassword, ForName, SurName,`
	`Position)`
	`VALUES(:TeamNo,:UserCode,:UserName,:UserPassword,:ForNa`
	`me,:SurName,:Position)');`
	
	`  $query ->execute(array(`
	`  ':TeamNo' =>$teamno,`
	`  ':UserCode' =>$usrcode,`
	`  ':UserName' =>$usrname,`
	`  ':UserPassword' =>$pass,`
	`  ':ForName' =>$frname,`
	`  ':SurName' =>$srname,`
	`  ':Position' =>$pstn)`
	`  );`
	
	`  echo "Registered successfully";`
	
	`  $conn = null;`
	`}`
	
	`catch(PDOException $e) {`
	`  echo die ('Error Message: ', $e->getMessage());`
	`  }`
		Press the Submit button	Should insert all the data from the text boxes into the relevant fields in the database.	Inserts the data entered into the text boxes into the database successfully (See Appendices Testing Evidence p51 Image 1)	Yes

Login Page

Test no	Test	Input	Expected Result	Actual Result	Yes/ no

1	
	// To protect MySQL injection (more detail about MySQL
	$myusername = stripslashes($myusername);
	$mypassword = stripslashes($mypassword);
	$myusername = mysql_real_escape_string($myusername);
	$mypassword = mysql_real_escape_string($mypassword);
	$sql="SELECT * FROM $table WHERE UserName='$myusername'
	$result=mysql_query($sql);
	
	// Set session variables
	$_SESSION['checkusername'] = $myusername;
	
	// Mysql_num_row is counting table row
	$count=mysql_num_rows($result);
	
	// If result matched $myusername and $mypassword, table
	$row = mysql_fetch_array($result);
	echo $row[2];
	if($count==1){
	
	// Register $myusername, $mypassword and redirect to fi
	session_register("myusername");
	if ($row[2] == "P"){
	$permissions = $user['UserCode'];
	session_register("player");
	header("location:indexPlayer.php");
	}
	else if ($row[2] == "M"){
	$permissions = $user['UserCode'];
	session_register("manager");
	header("location:indexManager.php");
	}
	else{
	echo "Permissions don't exist for this user";
	exit();
	}
		Press the Login button	Should check that the username and password entered matches one of those in the database. If it does check whether they are a player or a manager and log them in to the appropriate page.	Checks that the username and password entered match one of those in the database; if not then it will say wrong username or password (See Appendices Testing Evidence p51 Image 2). If it does match it then checks whether they are a player or a manager and logs them in to the appropriate page (See Appendices Testing Evidence p52 Image 3).	Yes

Index Player and Manager Page

Test no	Test	Input	Expected Result	Actual Result	Yes/ no

1	<script type="text/javascript">
	var d = new Date()
	var time = d.getHours()
	
	if (time < 12)
	{
	document.write("<h1>Good morning</h1>")
	}
	else if (time < 15)
	{
	document.write("<h1>Good afternoon</h1>"
	}
	else
	{
	document.write("<h1>Good evening</h1>")
	}
	</script>
		Page loads	Using java script it checks the time and will display a different message depending on what time of day it is.	Using java script it checks the time and displays a different message depending on what time of day it is.	Yes

2	$myusername = $_SESSION['checkusernme'];
	
	// Connect to server and select databse.
	mysql_connect("$host", "$username", "$password")or die("cannot conne
	mysql_select_db("$db_name")or die("cannot select DB");
	
	$sql="SELECT * FROM $table WHERE UserName='$myusernme'";
	$result=mysql_query($sql);
	while($row = mysql_fetch_array($result)) {
	echo "Welcome " . $row['ForName'];
	$_SESSION["checkteamno"] = $row['TeamNo'];
	$_SESSION["usernc"] = $row['UserNo'];
	}
		Page loads	Checks what user has logged in and gets the forename of that user and displays a welcome message using their name when the page loads	Checks what user has logged in and gets the forename of that user and displays a welcome message using their name when the page loads (See Appendices Testing Evidence p52 Image 3).	Yes

Matches Player and Manager Page

Test no	Test	Input	Expected Result	Actual Result	Yes/ no

1	`include("connect_db.php");`
	
	`$sql = "SELECT TeamName, Wins, Draws, Losses, GoalsFor, GoalsAgainst, P`
	`FROM team ORDER BY Points desc";`
	`$result = $conn->query($sql);`
	
	`if ($result->num_rows > 0) {`
	`echo "<table><tr><th>Team</th><th>Wins</th><th>Draws</th><th>Losse`
	`</th><th>Goals For</th><th>Goals Against</th><th>Points</th></tr>";`
	`// output data of each row`
	`while($row = $result->fetch_assoc()) {`
	`echo "<tr><td>" . $row["TeamName"]. "</td><td>" . $row["Wins"`
	`</td><td>" . $row["Draws"]. "</td><td>" . $row["Losses"]. "</td><td>" .`
	`["GoalsFor"]. "</td><td>" . $row["GoalsAgainst"]. "</td><td>" . $row[`
	`"Points"]. "</td></tr>";`
	`}`
	`echo "</table>";`
	`} else {`
	`echo "0 results";`
	`}`
	
	`$conn->close();`
		Page loads	Get all the data from the team table and display it in a table and order by the point's field in a descending order from biggest to smallest to represent a league table.	Gets all the data from the team table and displays it in a table and orders by the point's field in a descending order from biggest to smallest to represent a league table (See Appendices Testing Evidence p52 Image 4).	Yes

2	`$myteamno = $_SESSION['checkteamno'];`
	
	`include("connect_db.php");`
	
	`$sql = "Select t.TeamName, t.TeamNo, mt.MatchNo, mt.Result,`
	`mt.HomeOrAway, m.MatchDate, m.Score`
	`From team t, matchteam mt, `match` m`
	`Where t.TeamNo = mt.TeamNo`
	`and m.MatchNo = mt.MatchNo`
	`and t.TeamNo = $myteamno";`
	
	`$result = $conn->query($sql);`
	
	`if ($result->num_rows > 0) {`
	`echo "<table><tr><th>Match Date</th><th>Location</th><th>Result`
	`</th><th>Score</th></tr>";`
	`// output data of each row`
	`while($row = $result->fetch_assoc()) {`
	`echo "<tr><td>" . $row["MatchDate"]. "</td><td>" . $row[`
	`"HomeOrAway"]. "</td><td>" . $row["Result"]. "</td><td>" . $row["Score`
	`]. "</td></tr>";`
	`}`
	`echo "</table>";`
	`} else {`
	`echo "0 results";`
	`}`
	
	`$conn->close();`
		Page loads	Get data from three different tables that are linked and display in a table only the data that is relevant to the user that is currently logged in.	Does what was expected but originally wanted to get some more data but was not able to because of the way my data and tables are structured in my database.	Yes

3	`if (!$myxml=simplexml_load_file('fixtures.xml'))` `echo 'Error reading the XML file';` `}` `foreach($myxml as $FIXTURE){` `echo '<hr />';` `echo $FIXTURE->MATCHUP . ' ';` `echo $FIXTURE->DATE . ' ';` `echo $FIXTURE->TIME . ' ';` `echo ' ';` `}` `echo '<hr />';`	Page loads	Through the use of PHP display the upcoming league fixtures from an XML document.	Through the use of PHP displays the upcoming league fixtures from an XML document.	Yes

Team Player Page

Test no	Test	Input	Expected Result	Actual Result	Yes/ no

1	<?php
	$myteamno = $_SESSION['checkteamno'];
	include("connect_db.php");
	$sql="SELECT * FROM team WHERE TeamNo='$myteamno'";
	$result = $conn->query($sql);
	while($row = $result->fetch_assoc()) {
	echo "<html><h1></html>";
	echo $row["TeamName"];
	echo "<html></h1></html>";
	echo "
	";
	}
	?>
	<?php
	$sql = "SELECT * FROM user WHERE TeamNo='$myteamno' ORDER BY UserCod
	$result = $conn->query($sql);
	if ($result->num_rows > 0) {
	echo "<table><tr><th>Position</th><th>Forename</th><th>Surname
	</th></tr>";
	// output data of each row
	while($row = $result->fetch_assoc()) {
	echo "<tr><td>" . $row["Position"]. "</td><td>" . $row[
	"ForName"]. "</td><td>" . $row["SurName"]. "</td></tr>";
	}
	echo "</table>";
	} else {
	echo "0 results";
	}
	$conn->close();
	?>
		Page loads	Check the team number of the user that is logged in and display the team name and then underneath display a table of all the other users associated with that team and their positions.	Checks the team number of the user that is logged in and displays the team name and then underneath displays a table of all the other users associated with that team and their positions.	Yes

2	$UserNo=$_SESSION['userno'];
	$UserName=$_POST["UserName"];
	$UserPassword=$_POST["Password"];
	$ForName=$_POST["ForName"];
	$SurName=$_POST["SurName"];
	$Position=$_POST["Position"];
	$query = $conn->prepare("UPDATE user SET UserName =
	:UserName,UserPassword = :Password,ForName = :ForName,SurName =
	:SurName,Position = :Position WHERE UserNo =:UserNo");
	$query ->execute(array(
	':UserName' =>$UserName,
	':Password' =>$UserPassword,
	':ForName' =>$ForName,
	':SurName' =>$SurName,
	':Position' =>$Position,
	':UserNo' =>$UserNo
	));
	if ($query ->rowCount() >= 1) {
	print 'Your Information has been updated';
	}
	if ($query ->rowCount() <1) {
	echo 'Your Information has not been updated.';
	}
		Submit button pressed	Should check that all the fields have been entered and then if so update that data in the database	Updates the data in the database whether all the fields have been entered or not, so the user is able to enter blank fields into the database (See Appendices Testing Evidence p53 Image 5).	No

Team Manager Page

Test no	Test	Input	Expected Result	Actual Result	Yes/ no

1	<?php
	
	$myteamno = $_SESSION['checkteamno'];
	
	include("connect_db.php");
	
	$sql="SELECT * FROM team WHERE TeamNo='$myteamno'";
	$result = $conn->query($sql);
	while($row = $result->fetch_assoc()) {
	echo "<html><h1></html>";
	echo $row["TeamName"];
	echo "<html></h1></html>";
	echo "
	";
	}
	?>
	
	<?php
	$sql = "SELECT * FROM user WHERE TeamNo='$myteamno' AND UserCode='P'
	$result = $conn->query($sql);
	
	if ($result->num_rows > 0) {
	echo "<table><tr><th>User number</th><th>Username</th><th>Forem
	</th><th>Surname</th><th>Position</th></tr>";
	// output data of each row
	while($row = $result->fetch_assoc()) {
	echo "<tr><td>" . $row["UserNo"]. "</td><td>" . $row["UserN
	. "</td><td>" . $row["ForName"]. "</td><td>" . $row["SurName"]. "</t
	<td>" . $row["Position"]. "</td></tr>";
	}
	echo "</table>";
	} else {
	echo "0 results";
	}
	
	$conn->close();
	?>
		Page loads	Check the team number of the user that is logged in and display the team name and then underneath display a table of all the players associated with that team, their positions and their user numbers.	Checks the team number of the user that is logged in and displays the team name and then underneath displays a table of all the players associated with that team, their positions and their user numbers.	Yes

2	```php
	$teamno= $_SESSION["checkteamno"];
	$usrcode= "P";
	$username= $_POST["SurName"] . $_POST["ForName"];
	$pass= "password";
	$frname= $_POST["ForName"];
	$srname= $_POST["SurName"];
	$pstn= $_POST["Position"];
	
	include("connect_user.php");
	
	try {
	
	$query = $conn->prepare('INSERT INTO '.$table.'(TeamNo, User
	UserName, UserPassword, ForName, SurName, Position)
	VALUES(:TeamNo,:UserCode,:UserName,:UserPassword,:ForName,:Su
	ion)');
	
	$query ->execute(array(
	':TeamNo' =>$teamno,
	':UserCode' =>$usrcode,
	':UserName' =>$username,
	':UserPassword' =>$pass,
	':ForName' =>$frname,
	':SurName' =>$srname,
	':Position' =>$pstn)
	);
	
	echo "Added successfully";
	
	$conn = null;
	}
	
	catch(PDOException $e) {
	echo die ('Error Message: ', $e->getMessage());
	}
	``
		Add player button is pressed	Check that all the fields have been entered and then enter that data into the database, it should also create a username consisting of their forename and surname and the password will always be "password"	Always enters the data into the database whether the fields are empty or not, it does also create a username consisting of their forename and surname and the password will always be "password". But the user does have the ability to enter blank data into the database (See Appendices Testing Evidence p53 Image 6).	No

3	```php
	$userno= $_POST["UserNo"];
	
	echo $userno;
	
	include("connect_user.php");
	
	$query = $conn->prepare('DELETE FROM '.$table.
	WHERE UserNo= :id');
	$query ->bindParam(':id', $userno);
	$query ->execute();
	
	//echo $query ->rowCount();
	if ($query ->rowCount() >= 1) {
	print ' was deleted successfully.';
	}
	if ($query ->rowCount() <1) {
	echo ' was not deleted.';
	}
	``
		Delete player button is pressed	Check what number has been pressed and delete that player if it is found in the database. Also shouldn't allow if the number entered is 0 or below or above 100.	Checks what number has been pressed and deletes that player if it is found in the database. Also doesn't allow if the number entered is 0 or below or above 100 (See Appendices Testing Evidence p54 Image 7).	Yes

Media Player and Manager Page

Test no	Test	Input	Expected Result	Actual Result	Yes/ no
1	 data-cycle-swipe=true data-cycle-swipe-fx="scrollHorz data-cycle-fx="fadeout data-cycle-timeout="3000" data-cycle-pause-on-hover="true" data-cycle-caption-plugin="caption2 data-cycle-overlay-fx-out="slideUp" data-cycle-overlay-fx-in="slideDown" > data-cycle-title="Aberkenfig V Blackmill" data-cycle-desc="29/11/15"> data-cycle-title="Under 10's Friendly" data-cycle-desc="22/11/15"> data-cycle-title="Jamie in action for Pyle" data-cycle-desc="6/12/15"> data-cycle-title="Joe on fine form - earns himself another data-cycle-desc="Tondu 0 - 3 Pyle"> 	Page loads	Display an image slider that scrolls through different images on a timer and has captions to tell you about the images and the ability to pause by hovering over the slider.	Displays an image slider that scrolls through different images on a timer and has captions to tell you about the images and the ability to pause by hovering over the slider (See Appendices Testing Evidence p55 Image 8).	Yes

All Pages

Test no	Test	Input	Expected Result	Actual Result	Yes/ no
1	<script> var d = new Date(); document.getElementById("date").innerHTML = d.toDateString </script>	Page loads	Using java script check the day, date, month and year and displays it in the footer.	Using java script check the day, date, month and year and displays it in the footer (See Appendices Testing Evidence p55 Image 9).	Yes

Chapter 7: Conclusion

From completing this project I have definitely learned to make sure that I plan better at the beginning and manage my time a lot better when it comes to big projects such as this one. As with this project I found that I should have planned more time for the report rather than the system itself as looking back the system needs to work yes but it is only worth a small amount of marks compared to the report. And as you can see from my original Gantt chart I planned more time for the implementation of the system than the actual report and in the end I actually spent more time than expected on building it as you can see from my remade Gantt chart (See Appendices p56).

If I had the chance to do this again I would obviously spend a little bit more time looking at where the marks are and planning around that and then making sure I manage my time well and sticking to that plan. In terms of the system some extras that I would have implemented if I had more time or the chance to do it again would include permissions for referees to log in and also a way of showing the players on a pitch in their positions. Having the ability for referees to login was something that I had thought about but I quickly decided to not implement that as I wouldn't have had enough time. It is definitely a good idea and something I'd want to implement in the future as it would mean that they are able to log in and update the leagues results and fixtures through the website, as at the moment it would have to be done manually through the database.

Looking back at the objectives that were set at the beginning of this project, I made sure that I stuck to these all the way along and have completed all of these objectives now that I have come to the end. In conclusion even though I have stuck to my objectives I was not able to complete everything that I set out to do and there have been many difficulties along the way as was expected. Most of these difficulties were eventually overcome and overall I believe that this project has gone well I am very pleased with the outcome.

Project Report Checklist

Have you included the following in your submission?

This completed checklist	Yes
A statement of originality	Yes
A project title page	Yes
An introduction	Yes
The agreed aim(s)	Yes
The agreed objectives	Yes
A statement on legal and ethical issues	Yes
A project plan	Yes
A summary of research	Yes
An investigation of requirements	Yes
Design or specification of solution	Yes
The solution	Yes
Testing and reflecting on outcomes	Yes

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Appendices

Questionnaire 1

Name: M. Williams

Testing Questionnaire

1. How do you find the colour scheme?

Minimal colour scheme, But with use obvious that this was the aim so delivered. Overall Good

2. How do you find the structure and layout of the webpages?

Easy to use and understandable, layout Simple But effective

3. Is the font clear and easy to read?

Black on white works well fonts highlighted where specific information was to be seen.

4. Is it easy to navigate through the web pages?

Simplestic and easy to use very understandable

5. Do all the links work?

all links checked and work correctly.

Name:

6. How user friendly is it? Was it easy to pick up and use straight away?

Login Screen easy to use and was fairly the same throughout

7. Does the log in system work?

easily and effectively with no unwanted screens.

8. Do the forms that add, delete and update data work as you think they should?

Yes, in particular the change the password screen.

9. Overall how would you rate this website?

I would rate this 8/10, easy to use and navigate. Perhaps a little more content Maybe view team + policies

10. Is there anything else you feel could be added?

More options such as overall team layout view could be fun and interesting Perhaps a referee page.

M. Williams

09/02/2016

Questionnaire 2

Name: Ieuan Rowden

Testing Questionnaire

1. How do you find the colour scheme?

Relatively Simple, not diggicult to read.

2. How do you find the structure and layout of the webpages?

Very nicely, the positioning of each of the contents in web pages are arranged appropriately.

3. Is the font clear and easy to read?

The font is fairly basic, but it would be ideal if the font itself was in bold, like the headers. (But not as big as the headers though...)

4. Is it easy to navigate through the web pages?

The navigation bar at the top of the web pages make navigating very easy.

5. Do all the links work?

Yes, all of the links that were tested works accordingly!

Name:

6. **How user friendly is it? Was it easy to pick up and use straight away?**

Very user friendly.

7. **Does the log in system work?**

Yes, registering an account and logging in with it works nicely.

8. **Do the forms that add, delete and update data work as you think they should?**

Yes, adding, deleting and updating data entries work appropriately.

9. **Overall how would you rate this website?**

Good!

10. **Is there anything else you feel could be added?**

Better use of colours, and improvements regarding the font style would be ideal.

Questionnaire 3

Name: Matthew Barnes.

Testing Questionnaire

1. How do you find the colour scheme?

   Bland, but clear and easy to understand

2. How do you find the structure and layout of the webpages?

   sensible, well structured, easy to follow and understand

3. Is the font clear and easy to read?

   Yes, no issues with readability and grey colourscheme makes everything simple

4. Is it easy to navigate through the web pages?

   Yes, see 2

5. Do all the links work?

   Yep

Name:

6. How user friendly is it? Was it easy to pick up and use straight away?

Yes, see 2

7. Does the log in system work?

Yes, ~~Your~~ Username is not cap sensitive, password is.

8. Do the forms that add, delete and update data work as you think they should?

Yes.

9. Overall how would you rate this website?

9/10

10. Is there anything else you feel could be added?

There was no restriction on team when signing up.

Testing Evidence

Image 1

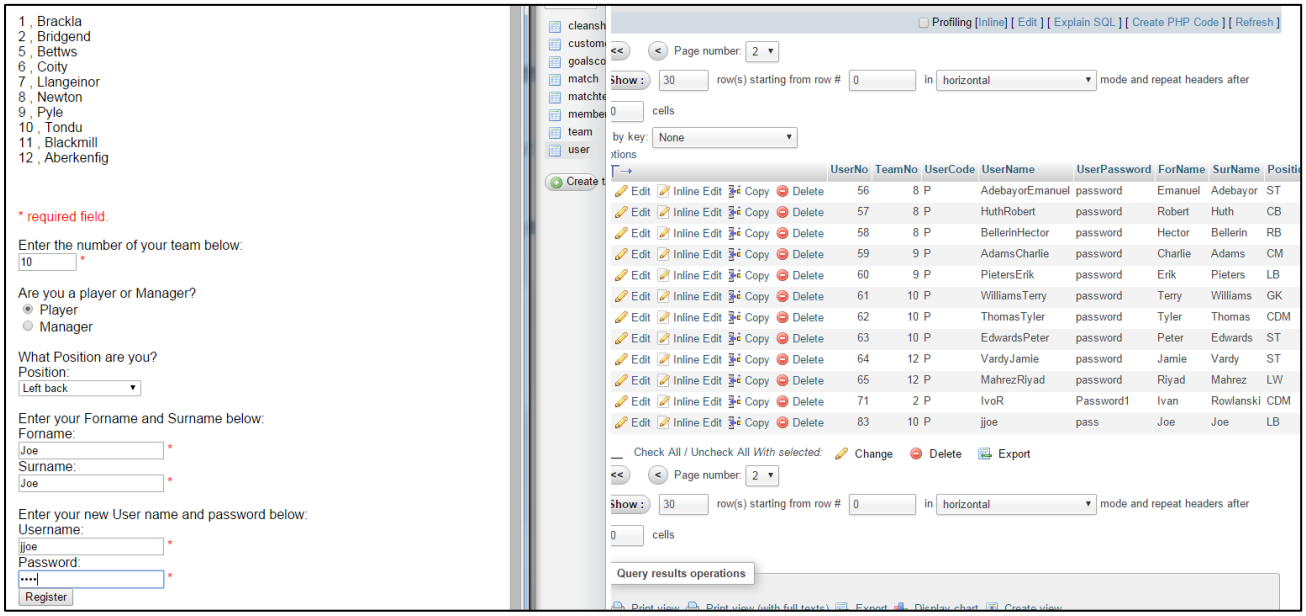
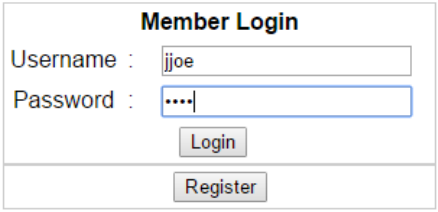
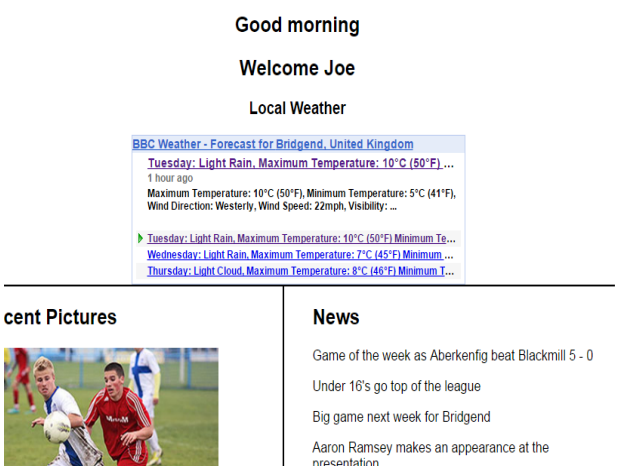


Image 2

Image 3





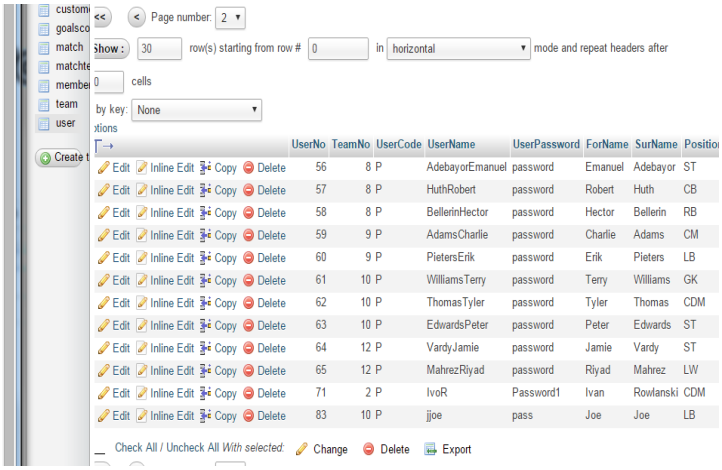
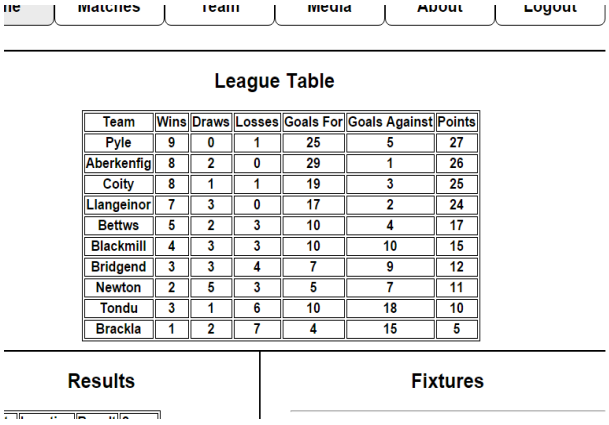


Image 4



Team	Wins	Draws	Losses	Goals For	Goals Against	Points
Pyle	9	0	1	25	5	27
Aberkenfig	8	2	0	29	1	26
Coity	8	1	1	19	3	25
Llangeinor	7	3	0	17	2	24
Bettws	5	2	3	10	4	17
Blackmill	4	3	3	10	10	15
Bridgend	3	3	4	7	9	12
Newton	2	5	3	5	7	11
Tondu	3	1	6	10	18	10
Brackla	1	2	7	4	15	5

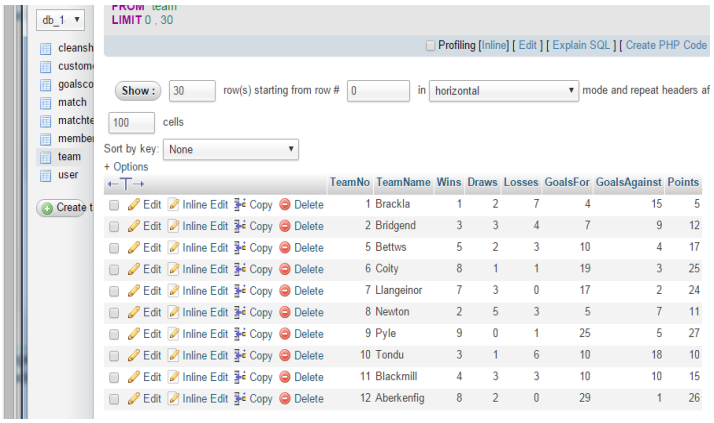


Image 5

Position	Forename	Surname
M	Terrance	Fairbank
GK	Terry	Williams
CDM	Tyler	Thomas
ST	Peter	Edwards
GK		

Edit Details

your new details below

Username:

Password:

Forename:

Surname:

Position:

Goalkeeper

Submit

Player Info

Username:

Forename:
Surname:

Position: GK

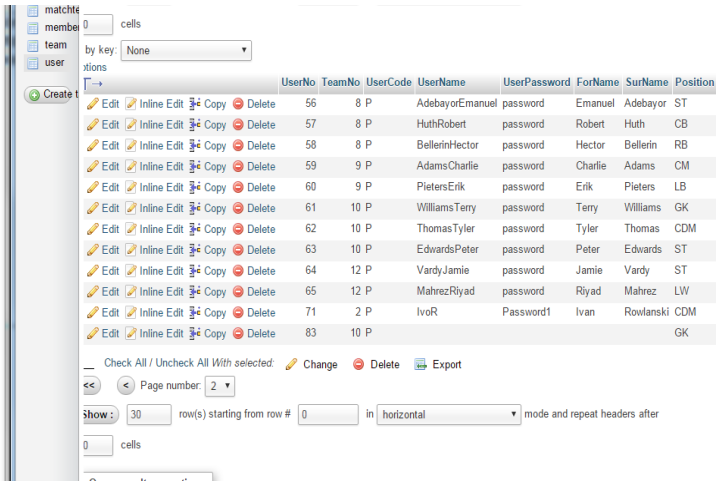


Image 6

Llangeinor

User number	Username	Forename	Surname	Position
44	RonaldoChristiano	Christiano	Ronaldo	LW
45	De GeaDavid	David	De Gea	GK
46	LewandowskiRobert	Robert	Lewandowski	ST
84				GK

Add Players

Position:

Goalkeeper

Forname:

Surname:

Add Player

Delete Players

Enter the User number you want to Delete:

1

Delete Player

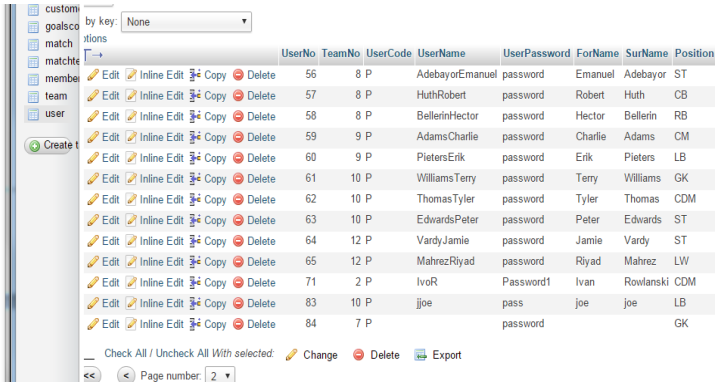
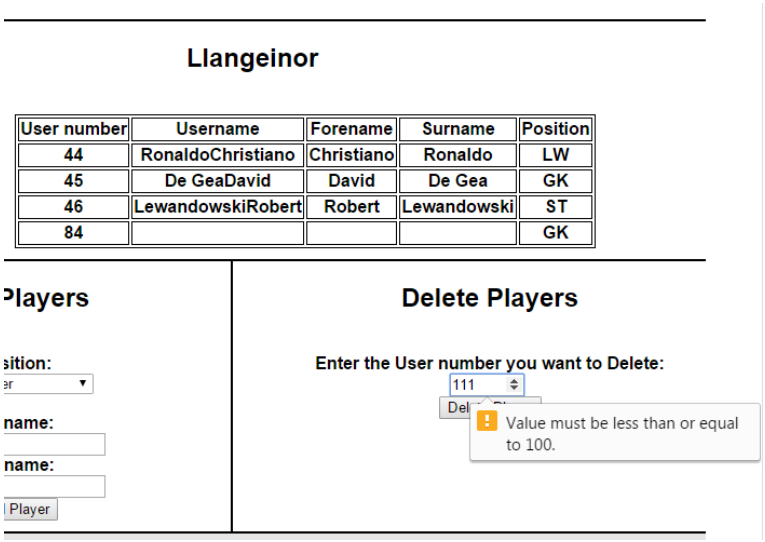
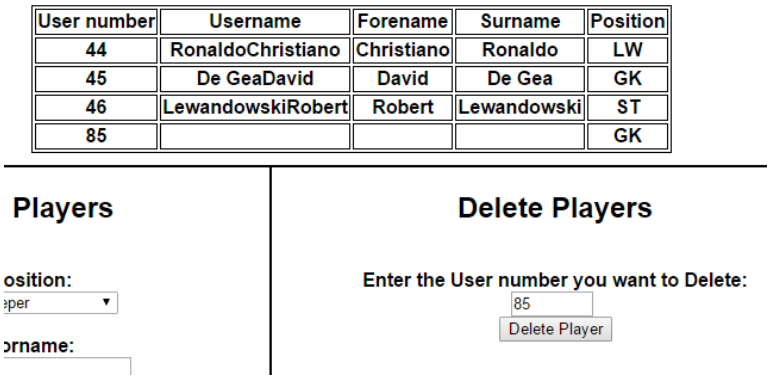


Image 7


Llangeinor
User number | Username | Forename | Surname | Position
44 | RonaldoChristiano | Christiano | Ronaldo | LW
45 | De GeaDavid | David | De Gea | GK
46 | LewandowskiRobert | Robert | Lewandowski | ST
84 | | | | GK
Players
Delete Players
Enter the User number you want to Delete:
111
Value must be less than or equal to 100.
Player


User number | Username | Forename | Surname | Position
44 | RonaldoChristiano | Christiano | Ronaldo | LW
45 | De GeaDavid | David | De Gea | GK
46 | LewandowskiRobert | Robert | Lewandowski | ST
85 | | | | GK
Players
Delete Players
Enter the User number you want to Delete:
85
Delete Player

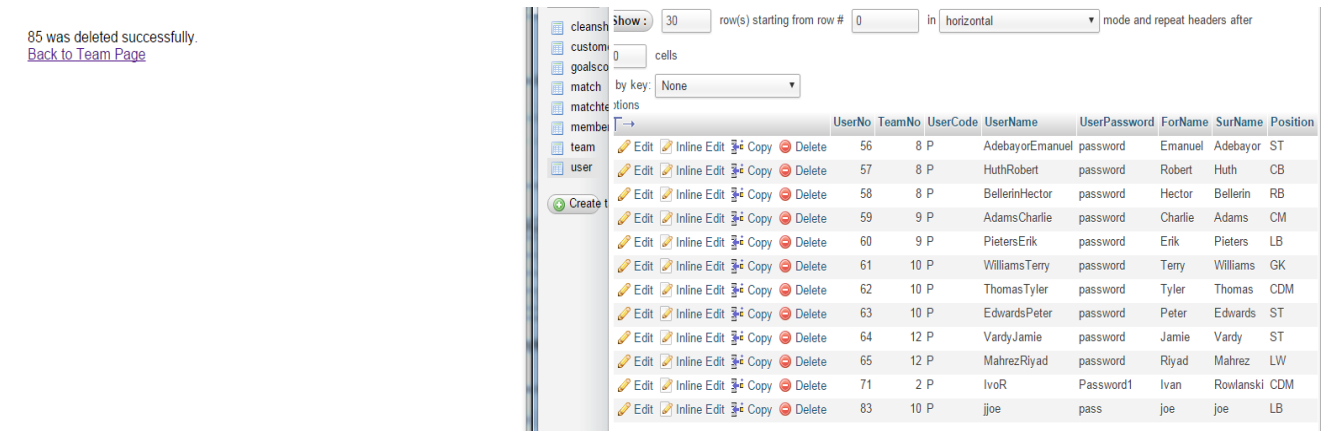

85 was deleted successfully.
Back to Team Page
Show : 30 row(s) starting from row # 0 in horizontal mode and repeat headers after
cells
by key: None
UserNo TeamNo UserCode UserName UserPassword ForName SurName Position
Edit Inline Edit Copy Delete 56 8 P AdebayorEmanuel password Emanuel Adebayor ST
Edit Inline Edit Copy Delete 57 8 P HuthRobert password Robert Huth CB
Edit Inline Edit Copy Delete 58 8 P BellerinHector password Hector Bellerin RB
Edit Inline Edit Copy Delete 59 9 P AdamsCharlie password Charlie Adams CM
Edit Inline Edit Copy Delete 60 9 P PietersErik password Erik Pieters LB
Edit Inline Edit Copy Delete 61 10 P WilliamsTerry password Terry Williams GK
Edit Inline Edit Copy Delete 62 10 P ThomasTyler password Tyler Thomas CDM
Edit Inline Edit Copy Delete 63 10 P EdwardsPeter password Peter Edwards ST
Edit Inline Edit Copy Delete 64 12 P VardyJamie password Jamie Vardy ST
Edit Inline Edit Copy Delete 65 12 P MahrezRiyad password Riyad Mahrez LW
Edit Inline Edit Copy Delete 71 2 P IvoR Password1 Ivan Rowlanski CDM
Edit Inline Edit Copy Delete 83 10 P jjoe pass joe joe LB

Image 8

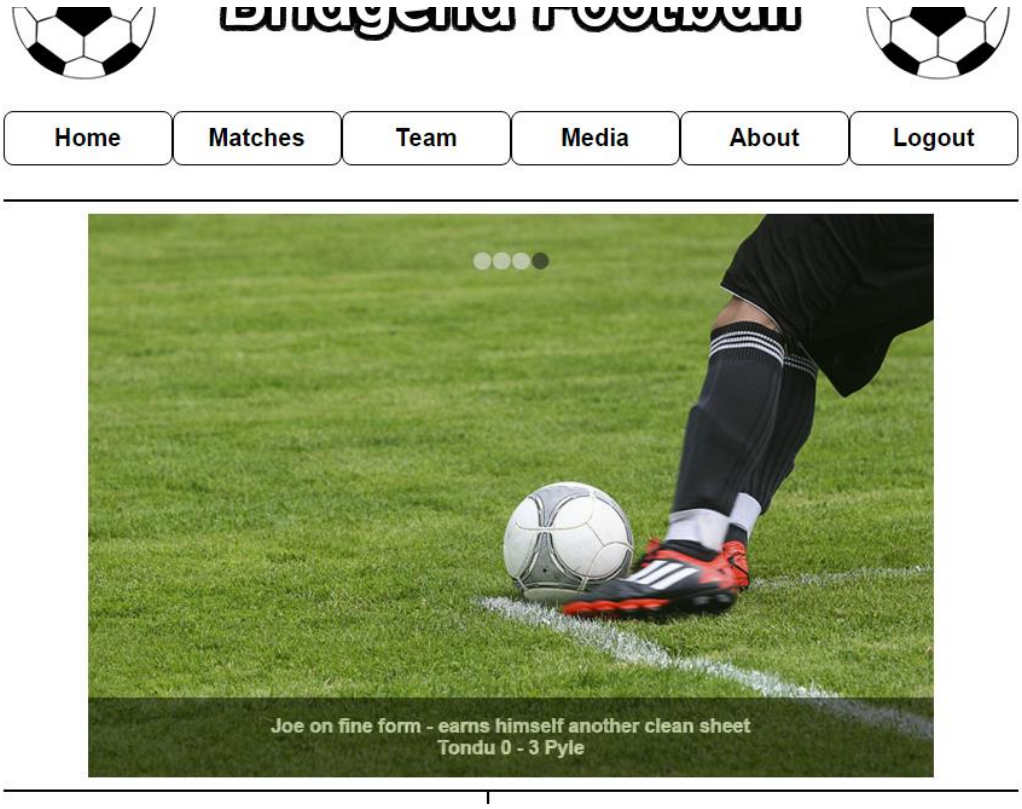
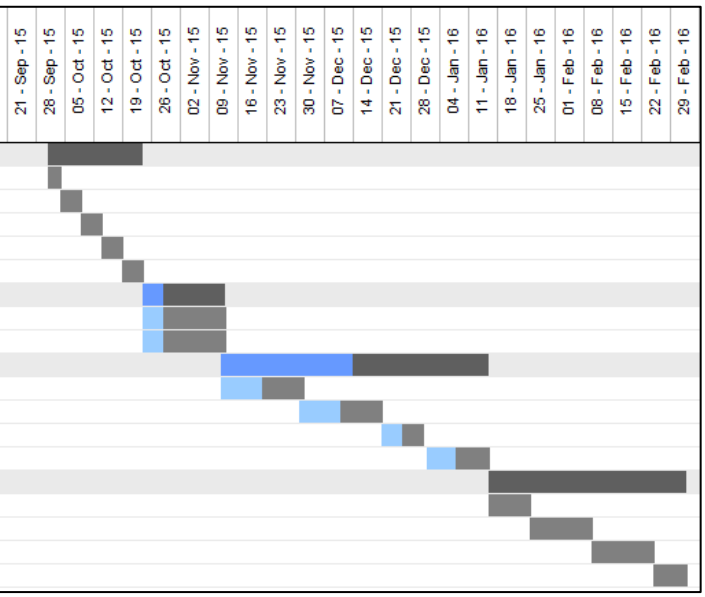


Image 9

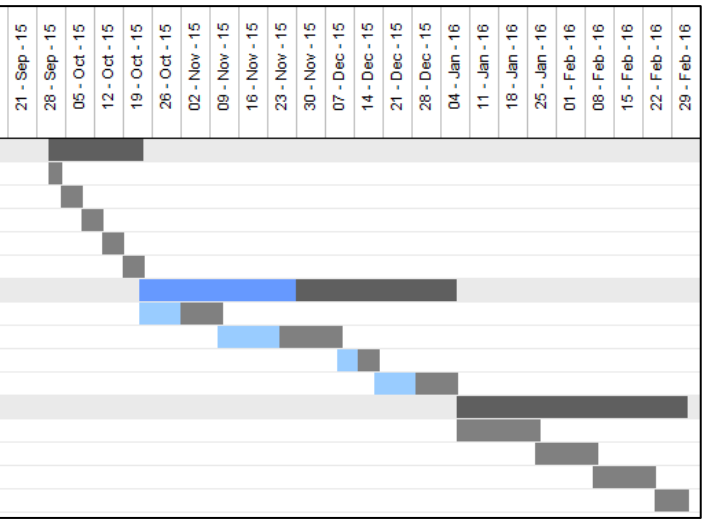
Original Gantt chart

WBS	Tasks	Start	End	Duration (Days)	Working Days
1	**Proposal**	01/10/2015	23/10/2015	23	17
1.1	Title	01/10/2015	03/10/2015	3	2
1.2	Aims and Objectives	04/10/2015	08/10/2015	5	4
1.3	Overview	09/10/2015	13/10/2015	5	3
1.4	Legal and Ethical Issues	14/10/2015	18/10/2015	5	3
1.5	Plan and Checklist	19/10/2015	23/10/2015	5	5
2	**Design**	24/10/2015	12/11/2015	20	14
2.1	Entity Relationship	24/10/2015	12/11/2015	20	14
2.2	Story Boards	24/10/2015	12/11/2015	20	14
3	**Implement**	12/11/2015	15/01/2016	65	47
3.1	Database	12/11/2015	01/12/2015	20	14
3.2	Website	01/12/2015	20/12/2015	20	14
3.3	Styling	21/12/2015	30/12/2015	10	8
3.4	Testing	01/01/2016	15/01/2016	15	11
4	**Report**	16/01/2016	03/03/2016	48	34
4.1	Design	16/01/2016	25/01/2016	10	6
4.2	Testing	26/01/2016	09/02/2016	15	11
4.3	Evaluation	10/02/2016	24/02/2016	15	11
4.4	Final Report Checklist	25/02/2016	03/03/2016	8	6



Updated Gantt chart

WBS	Tasks	Start	End	Duration (Days)	Working Days
1	**Proposal**	01/10/2015	23/10/2015	23	17
1.1	Title	01/10/2015	03/10/2015	3	2
1.2	Aims and Objectives	04/10/2015	08/10/2015	5	4
1.3	Overview	09/10/2015	13/10/2015	5	3
1.4	Legal and Ethical Issues	14/10/2015	18/10/2015	5	3
1.5	Plan and Checklist	19/10/2015	23/10/2015	5	5
2	**Implement**	23/10/2015	07/01/2016	77	55
2.1	Database	23/10/2015	11/11/2015	20	14
2.2	Website	11/11/2015	10/12/2015	30	22
2.3	Styling	10/12/2015	19/12/2015	10	7
2.4	Testing	19/12/2015	07/01/2016	20	14
3	**Report**	08/01/2016	03/03/2016	56	40
3.1	Design	08/01/2016	27/01/2016	20	14
3.2	Testing	27/01/2016	10/02/2016	15	11
3.3	Evaluation	10/02/2016	24/02/2016	15	11
3.4	Final Report Checklist	25/02/2016	03/03/2016	8	6



Logbook

Week number: 1 Date: 23/10/2015

Items for discussion (noted by the student before meetings):

Have I researched my project area and looked at similar websites

Have I researched about black and white box testing

Have I completed the literature research presentation and presented

Record of discussion, which can include coverage of previous action points:

This week I have researched the other websites out there that are very similar to mine and also done some more research on black box and white box testing for my presentation. After completing the presentation I presented it to the class and viewed all the other students' presentations.

Action list (to be completed before the next meeting):

Begin the design of the project

Create an outline for the report

Start to think about how the database might look and link together

Week number: 2 Date: 30/10/2015

Items for discussion (noted by the student before meetings):

Have I started the design stage

Have I thought about how my website and database may look

Record of discussion, which can include coverage of previous action points:

This week I have started to create my database on PHP myAdmin so I can see what data will be in the tables and how I will link together. Also I started to design a rough outline for my website and decided that I'm going to keep the colours simple so that it's not too bright and looks nice and clean.

Action list (to be completed before the next meeting):

Make sure the structure of the report has been completed

Maybe think about where and how you might use PHP to connect to the database

Try to also begin to design

Week number: 3 Date: 06/11/2015

Items for discussion (noted by the student before meetings):

Have I written a structure for the report

What have I done I terms of design

Record of discussion, which can include coverage of previous action points:

This week I have set out all the headings for the report so that I can see the structure of it and see what needs to be done. I have also started to draw an entity relationship diagram so I can see how all the tables and keys link together.

Action list (to be completed before the next meeting):

Utilise some more design techniques that could include data dictionaries and storyboards

Carry on with building the website

Week number: 4 Date: 13/11/2015

Items for discussion (noted by the student before meetings):

Have I done any more design

Have I done anymore when it comes to building the website

Record of discussion, which can include coverage of previous action points:

This week I have created the basic layout and CSS of my webpage so that it is ready for content to be added to it. Also I have done some more design which included data dictionaries and storyboards.

Action list (to be completed before the next meeting):

Try to start adding some PHP into the website

Week number: 5 Date: 20/11/2015

Items for discussion (noted by the student before meetings):

Have I added any PHP to my website

What have I done on the report side of things

Record of discussion, which can include coverage of previous action points:

This week I have started to create a log in system with the use of PHP so that users will have to log in before they can access the website. Also started to use some more design techniques for the design part of the report.

Action list (to be completed before the next meeting):

Get a working log in system

Complete the design side of the report

Week number: 6 Date: 27/11/2015

Items for discussion (noted by the student before meetings):

Have I completed the log in system

Have I done anymore design

Record of discussion, which can include coverage of previous action points:

This week I have mainly spent on getting my log in system working, which I have done. At the moment it will check the username and password and log in if correct if not correct it will disallow the user to log in. I also want to add some functionality for user rights so that it will recognise when a player or a manager has logged in. I have also managed to add a register page which will insert into the database.
Because of this I have not done anymore design this week.

Action list (to be completed before the next meeting):

Make sure the design part of the report is completed

If I have any extra time do some more building of the website

Week number: 7 Date: 04/12/2015

Items for discussion (noted by the student before meetings):

Have I completed the all of the design

Have I started to think about the rest of my report

Have I done anymore building of the system

Record of discussion, which can include coverage of previous action points:

This week I have done all of my design and have utilised techniques such as content structure diagram which shows roughly what might be on each web page, a use case diagram which shows what different users will be able to access and also set of normalised tables going from un normalised form to third normalised form which helps to give an idea of how the database should look.
I have also started to think about what I am going to write for my introduction and the rest of the content on my report.

Action list (to be completed before the next meeting):

Try to continue writing more of the report

Try to get as much building done as possible

Week number: 8 Date: 11/12/2015

Items for discussion (noted by the student before meetings):

What have I done in terms of building the website

What have I done in terms of writing the report

Record of discussion, which can include coverage of previous action points:

This week I have got the log in working with user rights so that there are two different types of users including players and managers, so when a player logs in it will take them to the index page but a player version of the index page and then if a manager logs in it takes them to a different version of the index page that will only show if you are a manager.
Now that I have got this log in system completed I can focus on adding the content into all the other web pages and using more PHP to add, delete and amend to the database.

Action list (to be completed before the next meeting):

Add more content to the web pages

And make sure that I am testing as I go along for that section of the report

Week number: 9 Date: 18/12/2015

Items for discussion (noted by the student before meetings):

Have I added anymore to the web pages

Have I utilised anymore PHP

Have I done any more of the report

Record of discussion, which can include coverage of previous action points:

This week I have filled out some pages with content such as the home page I've added information like news and local weather, a media page which has video, pictures and an image slider and also the about page which has contact information and a map to show where you can find us. Also I've added some PHP to one of the player pages which displays who is in their team and their personal info which they are able to edit if they want. And also through PHP I have added a league table which both the players and managers can see.
I have made sure that throughout this I have been taking screenshots as evidence for my testing part of the report.

Action list (to be completed before the next meeting):

Try to complete the website

Start to get on with the report

Week number: 10 Date: 01/01/2016

Items for discussion (noted by the student before meetings):

Have I completed a rough finished copy of the website

Have I started to get on with the report

Record of discussion, which can include coverage of previous action points:

This last couple of weeks over the holidays I have been able to complete a rough finished version of the website. I have included an add and delete function for the manager so that they can add and delete players from their team. Also used PHP to bring in some XML from an external file. I may add one more piece of PHP that will utilise a three way join in a SQL query but for now that is my website built and finished. I have not been able to add any more to my report as I have been busy trying to get the website finished.

Action list (to be completed before the next meeting):

Tidy up the website a bit

Maybe add a couple more features to it

Start to make some progress on the report

Week number: 11 Date: 08/01/2016

Items for discussion (noted by the student before meetings):

Have I started to write the report

Have I done anything extra to the website

Record of discussion, which can include coverage of previous action points:

This week I have used a bit more PHP to add a welcome message using the forename of the user that is logged in and also used some JavaScript to check what time of day it is and then display either “Good Morning, Afternoon or Evening”.
I have also started to fill out the report by adding the introduction, overview, aims and objectives and also started to write and comment on the design techniques that I have used.

Action list (to be completed before the next meeting):

Complete the design section of the report

Start to the think how you came about the solution

Week number: 12 Date: 15/01/2016

Items for discussion (noted by the student before meetings):

Have I completed the design section

Have I started to think about the rest of the report

Including how the solution came about

Record of discussion, which can include coverage of previous action points:

This week I have finished the design section of the report, written and commented on all of the design techniques used. Also have begun to write about the explanation of the solution which includes what I have done and how it has been done.

Action list (to be completed before the next meeting):

Carry on with the writing of the report

Maybe try to tidy up and complete the website

Week number: 13 Date: 22/01/2016

Items for discussion (noted by the student before meetings):

Have I done more of the report

Have I fully completed the website now

And tidied it all up including any little bugs or bits that aren't working

Record of discussion, which can include coverage of previous action points:

This week I have decided to tidy up the website and add a couple more little features that included some more JavaScript which I used in the footer of the website to display the Date on every page. Also I finally used some more PHP and a complicated three way SQL statement within that to bring data out of 3 different tables which basically shows the users team's recent games that they've played and the results of those games.
Also carried on with the explanation of the solution section of the report.

Action list (to be completed before the next meeting):

Try to complete the explanation of the solution by next week

If so start to document the testing

Week number: 14 Date: 29/01/2016

Items for discussion (noted by the student before meetings):

Have I completed the explanation of the solution section of the report

Is the website now complete

Have I started to write about the testing

Record of discussion, which can include coverage of previous action points:

This week I have finished writing the explanation of the solution section of the report. The website is now complete and I have started to set out the structure of the tables I will be using for the testing section of my report.

Action list (to be completed before the next meeting):

Write a questionnaire and get some people to test my website for me

Make sure I keep documenting everything and keeping track of where I am and how long I have left to complete the report.

Week number: 15 Date: 05/02/2016

Items for discussion (noted by the student before meetings):

Have I completed a usability questionnaire

Have I got random users to test my website and fill out the questionnaire

Record of discussion, which can include coverage of previous action points:

This week I have written a questionnaire and asked three random people to fill it out as they test the usability of my website. Also I have done some black box testing on the first couple of pages of the website which mainly included testing the links and buttons to make sure they did what they are meant to do.

Action list (to be completed before the next meeting):

Document the usability testing questionnaires and talk about they have helped

Carry on doing testing and using techniques such as black and white box

Week number: 16 12/02/2016

Items for discussion (noted by the student before meetings):

Have I finished off the usability testing and documented the questionnaires

Have I done any more testing

Record of discussion, which can include coverage of previous action points:

This week I have finished scanning in the questionnaires, they have been very useful as some of the comments that were given I have already looked at and changed and others I thought were very good ideas and may be able to implement them in the future. Also I have carried on with the black box testing side and testing all of the links and buttons work.

Action list (to be completed before the next meeting):

Complete the black box testing side

Also try to get as much white box testing done

Week number: 17 19/02/2016

Items for discussion (noted by the student before meetings):

Have I completed the black box testing

Have I started to test some of the code (White box Testing)

Record of discussion, which can include coverage of previous action points:

This week I have completed the black box and also the white box as well which is mainly testing the code such as the PHP and SQL to make sure it works as it is supposed to. Also with all of this testing I have included all of the screenshots in appendices as evidence.

Action list (to be completed before the next meeting):

Try to get more of the report done as it is close the deadline for hand in

Write the conclusion for the report

Week number: 18 26/02/2016

Items for discussion (noted by the student before meetings):

Have I written a conclusion

Have I almost finished the report

Record of discussion, which can include coverage of previous action points:

This week I have written a conclusion about the project which includes how I think it went and what I would do if I had the chance to do it again or any future development that I would do it.

Action list (to be completed before the next meeting):

Make sure that the report is completed

Read over the report

Tidy up and add any little extras that you can to complete the reprt

Week number: 19 03/03/2016

Items for discussion (noted by the student before meetings):

Has the report been completed

Record of discussion, which can include coverage of previous action points:

This week I have completed the report by writing an abstract and also documenting all references, appendices and filling out my final log books. I also then read through my report a couple of times to double check and make sure there are no mistakes. It is now ready to hand in