

# Individual Assignment Specifications

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- Team: ConOrg
- Iteration: Iteration 1

## Special Roles

- Project Coordinator: Wesley Jones
- Quality Assurance Czar: Xavier
- Video Demo Creators:
  - Josh
  - xxx, 999 (Team Member Name, Number of Points; filled in at end of iteration)
- Demo-Booth Operator: Ryan

## Tasks: Wesley Jones

### Task 1: Model associations

- Description: Upon generation of all models, create the necessary associations per specification in the provided UML diagram
- How to Evaluate: This should be evaluated by looking at each of the available model.rb's and seeing that they are properly configured to handled association.
- Outcome of Task: The outcome is that Model associations will be made such that users and admins can properly see, edit, or modify applications for the convention.

### Task 2: User Model Controller

- Description: Generate the user model controller, as well as write create, update, and destroy functions. Also create the associated html page plus controller code.
- How to Evaluate: The User page should have the ability to create a user, edit a users information, show the user information, or delete a user.
- Outcome of Task: The user page will be set up in a bare bones state to allow for user modifications and additions.

### Task 3: Panelist Form Model Controller

- Description: Generate the panelist form model controller, as well as write create, update, and destroy functions. Also create the associated html page plus controller code.
- How to Evaluate: The User page should have the ability to create a panelist form, edit the information, show the information, or delete it.
- Outcome of Task: The user page will be set up in a bare bones state to allow for panel form modifications and additions.

### Task 4: Dealer Form Model Controller

- Description: Generate dealer form model controller, as well as write create, update, and destroy functions. Also create the associated html page plus controller code.

- How to Evaluate: The User page should have the ability to create a dealer from, edit the information, show the user information, or delete it.
- Outcome of Task: The user page will be set up in a bare bones state to allow for dealer form modifications and additions.

## Task 5: Gm Form 1 2 Model Controller

- Description: Generate the GmForm1 and GmForm2 model controllers, as well as write create, update, and destroy functions. Also create the associated html page plus controller code.
- How to Evaluate: The User page should have the ability to create both game master forms, edit the information, or delete them.
- Outcome of Task: The user page will be set up in a bare bones state to allow for user modifications and additions.

## Task 6: Page creation

- Description: Pages will be created following the template layed out by the sitemap
- How to Evaluate: Pages should match the sitemap
- Outcome of Task: xxx (Description; filled in at end of iteration)

## Task 7: Update Routes

- Description: Routes will be updated such that links on pages will take the user to the proper locations, each page can go to home, except for home itself, and each page should be able to return to the previous page, again except for home. Routes will also be modified to allow for form submission, editing, and login
- How to Evaluate: The routes file is properly written such that links operate as described
- Outcome of Task: xxx (Description; filled in at end of iteration)

# Tasks: Ryan Nguyen

## Task 1: Create models

- Description: Create all the models for the website.
- How to Evaluate: Check the models in the source code.
- Outcome of Task: xxx

## Task 2: Create validations for the models

- Description: Create validations for each model in order to prevent incorrect input.
- How to Evaluate: Check by entering in correct inputs and incorrect inputs.
- Outcome of Task: xxx

## Task 3: Implement database for the models

- Description: Create database to store user's information.
- How to Evaluation: check by looking at the DB source code.
- Outcome of Task: xxx

## Tasks: Josh Rhoades

### Task 1: Create Admin User Page

- Description: Create an Admin user paged based off the general wire-frame provided so that information is able to be checked as well as edited easily from one main page.
- How to Evaluate: Check page views once completed and then use the available options to view data.
- Outcome of Task: xxx

### Task 2: Input Validation on Login Credentials

- Description: Perform input validation on user logins for security purposes. For example, make sure to not be vulnerable to SQL injections via the login.
- How to Evaluate: Try a basic SQL injection.
- Outcome of Task: xxx

### Task 3: General Login Credentials

- Description: Create a login portal for users so they are able to securely submit applications.
- How to Evaluate: Create a user login and boom!
- Outcome of Task: xxx

## Tasks: Xavier Tilley

### Task 1: Create static information pages

- Description: Create static information pages to inform site visitors about the convention.
- How to Evaluate: Guest, Panelist, Gaming, Hotel, and About pages should exist, be readable and be routed to properly.
- Outcome of Task: xxx

### Task 2: Style the pages

- Description: Create CSS files to properly style the pages of the site.
- How to Evaluate: The pages should reflect the appropriate wireframe.
- Outcome of Task: xxx