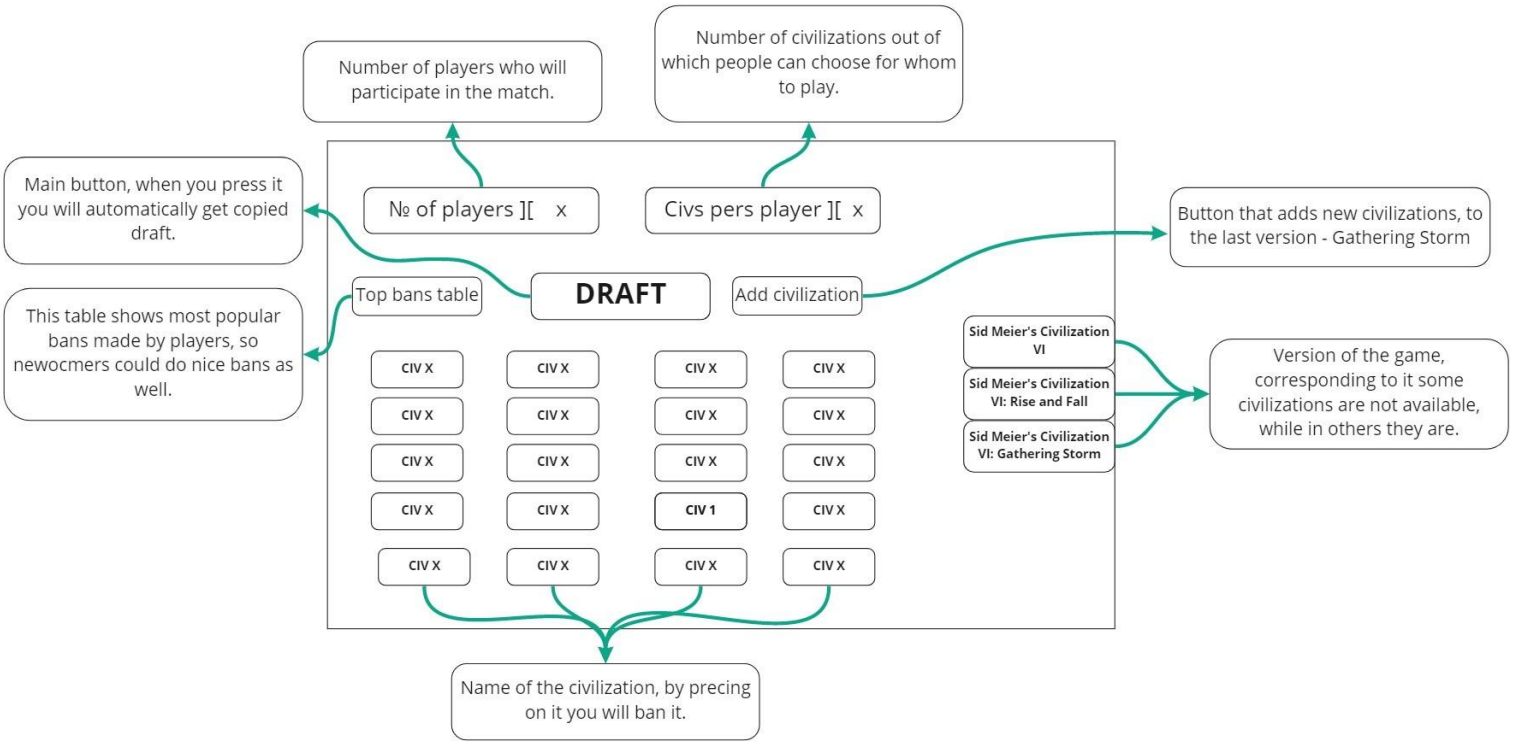
Criterion B Design

Database Tables

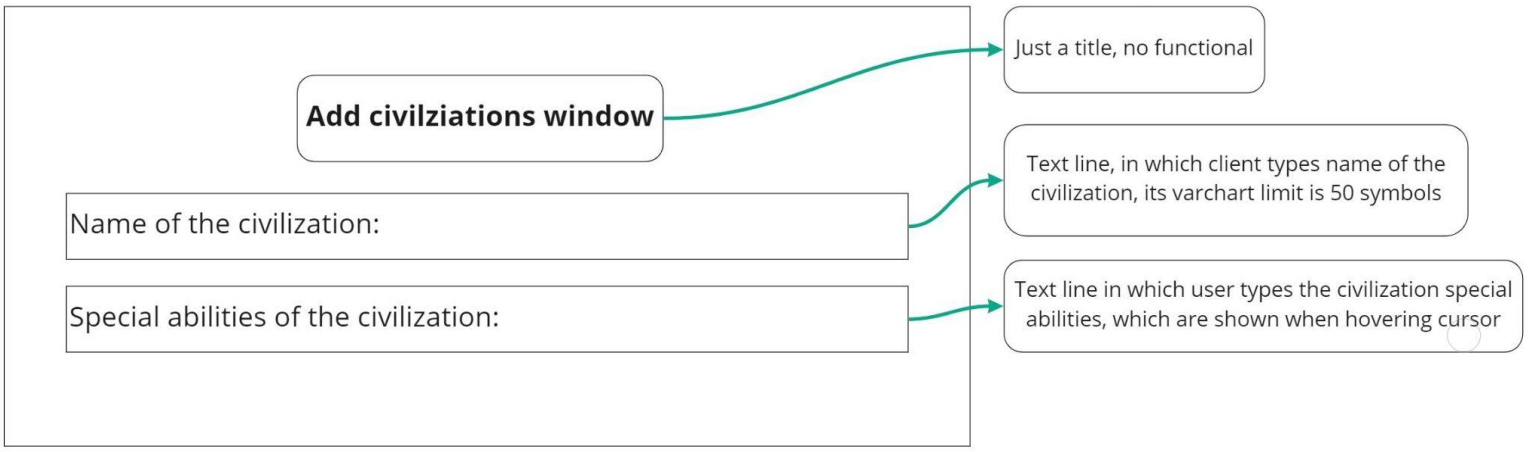
Civilization information table		
Data name	Data Type	Description
Id	Integer	number of each civilization, when user adds new it number will be $n + 1$
Name	Varchar(50)	name of the civilization that user sees in the main table, civilizations are identified by client by their names
Description	Varchar(3000)	a description of the civilizations abilities, which was added for the simplification of the ban process, for newcomers it is easier to navigate in civilizations
Version	Integer	version of the civilization, there are overall 4: VI, Rise and fall, Gathering storm and DLC. When a new civilization is added it will have the last version (DLC).

Bans table		
Data name	Data Type	Description
Name	Varchar(50)	here is stored the name of the civilization which is banned, since the sign limit for the civilization's name is 50, here it will be the same.

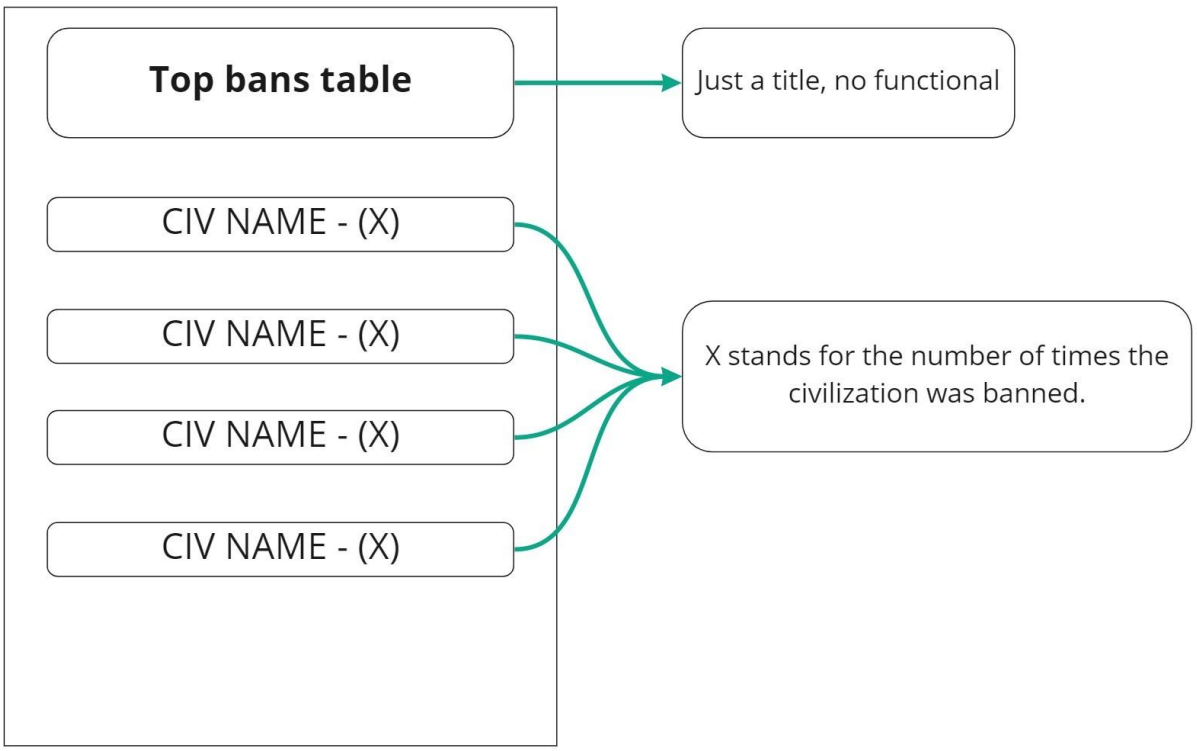
Main page design



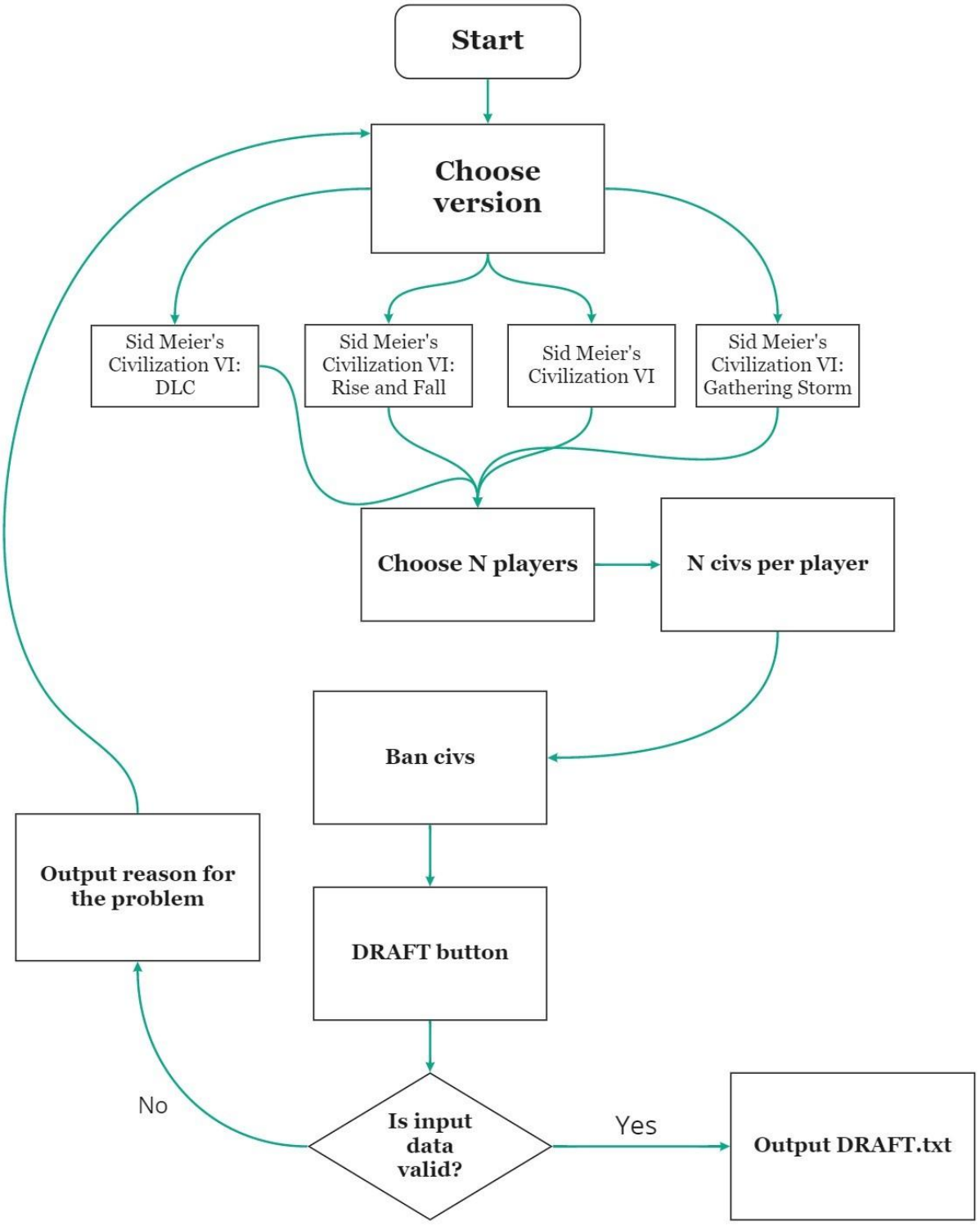
Add civilization window design



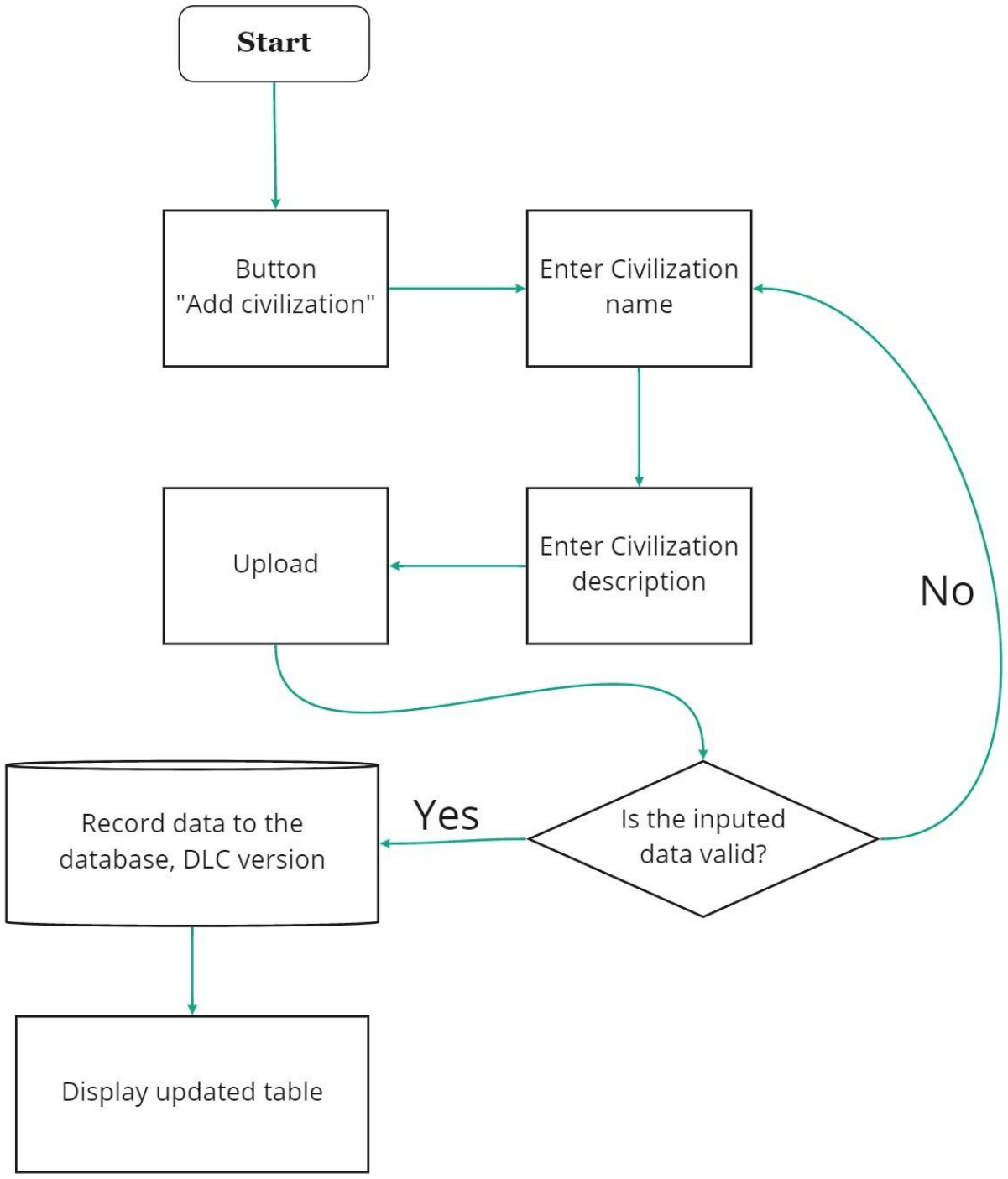
Top bans table design



User path

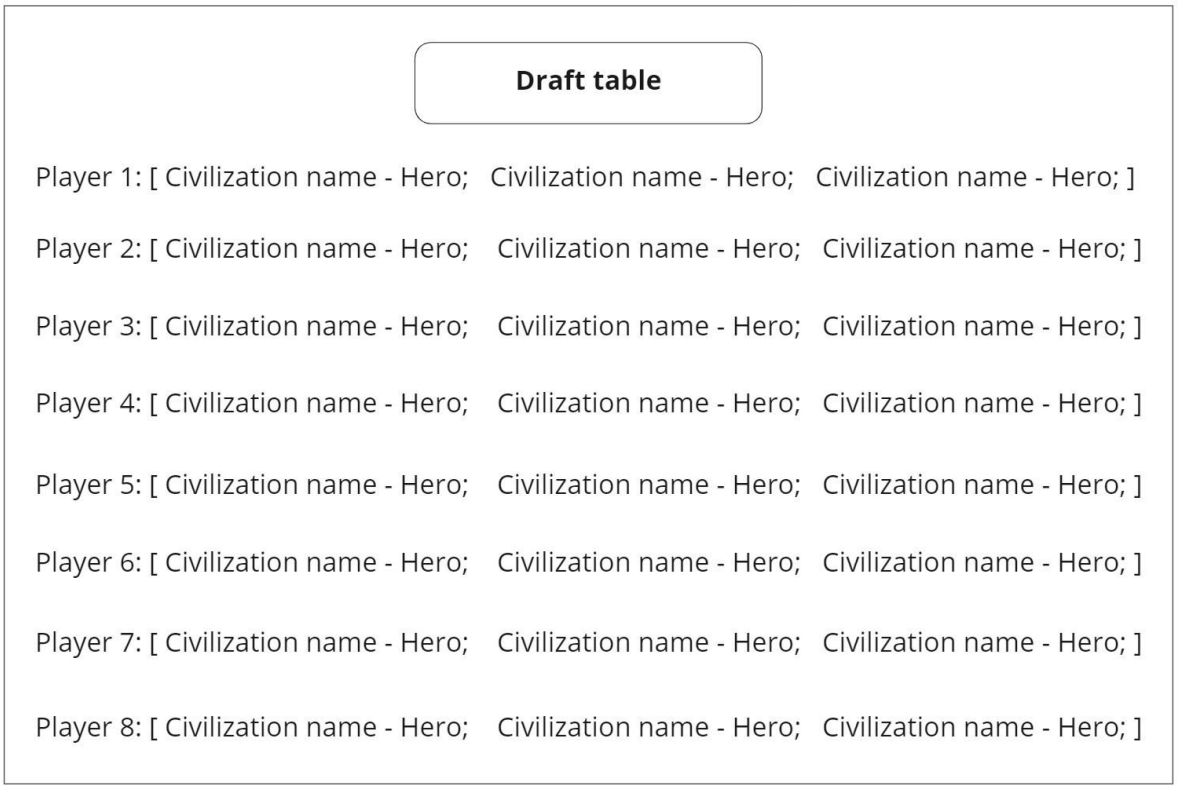

Start
Choose version
Sid Meier's Civilization VI: DLC
Sid Meier's Civilization VI: Rise and Fall
Sid Meier's Civilization VI
Sid Meier's Civilization VI: Gathering Storm
Choose N players
N civs per player
Ban civs
Output reason for the problem
DRAFT button
No
Is input data valid?
Yes
Output DRAFT.txt

Adding new civilization flowchart



Draft table output design

This is the table for 8 players and 3 civilizations per player:



Tests

Test plan		
What to check	How to check	Expected outcome
Displacement of a set of civilizations depending on the choosed version (success criteria 1)	Choosing different version and comparing are the changes of civilizations correct	The set of the civilization will change depending on the version that is chosen
Providing a convenient list of civilizations sorted by alphabetical order (success criteria 2, 11)	Run the program and view the correctness of outputted data	Set of the civilizations for each version that is displayed in a alphabetical order on the main window
A description of each civilization (success criteria 3)	Run the program and review all descriptions	A small window with the description of the civilization when hovering the mouse
Variation of civilizations available for the players (success criteria 4)	Run the program and change number civilizations per player	User can vary number of civilizations that are presented on choice for each player
Variation of number of players	Run the program and change	User can change the number

for the distribution (success criteria 5)	number of players	of players that participate in a distribution
Output of error warning messages (success criteria 6)	Create circumstances when program will have to output warning messages; made such checks for all possible errors	When user has inputted invalid information the error warning message will output, explaining the problem
Output of a visual table of available civilizations,(success criteria 7, 11)	Create several inputs and review how the table looks	An intuitive table stating out of which civilizations each player should pick
Addendum of new civilizations by the users (success criteria 8)	Add several civilizations and add descriptions, check them for distribution	User can add new civilizations to the last version, their name and description
Table of most frequently made bans (success criteria 9)	Run several drafts and check if the top bans table have changed	Additional window which is showing the most frequently bans made by the players
Contact information availability (success criteria 10)	Run the program and verify the contact information and its intuitive location in the window	User can see the contact information in case of problem he cannot individually solve

word count: 44