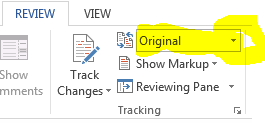
***Notes to the Team***

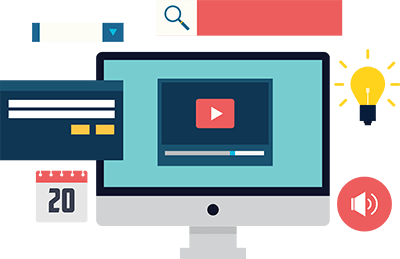
This is a template for the **Elaboration Document** for your project with explanatory notes included.

**When using this template, the following steps are recommended:**

1. Replace all text enclosed in angle brackets (e.g., <Team Name>) with the correct values. These angle brackets appear either in the body of the document or in headers and footers.
2. To update the Table of Contents, right-click on it and select “Update field” and choose the option - “Update entire table”.
3. Turn off Tracking. Go to the Review tab; make sure Display for Review is set to “Original”.



1. Before submission of this document, delete this instruction section “Notes to the Team”.



Stats and Stacks

Elaboration Document

BucketList

Team Members:

|  |
| --- |
| 217143512, Bernard McDonald  217198392, Mu’Minah Daniels  213348292, Tiffany de Vos |

Document Due Date: 20 June 2019

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# FUNCTIONAL REQUIREMENTS

## Analysis Use Case Model

[Replace this text with the Analysis Use Case diagram – this must be drawn in Visio.]

## Use Case Glossary and Responsibilities

|  |  |
| --- | --- |
| **Team Member Responsible:** | |
| **Use Case Id** | **Use Case Name** |
|  |  |
|  |  |
|  |  |
|  |  |
| **Queries/Reports** | |
|  |  |
|  |  |

|  |  |
| --- | --- |
| **Team Member Responsible:** | |
| **Use Case Id** | **Use Case Name** |
|  |  |
|  |  |
|  |  |
|  |  |
| **Queries/Reports** | |
|  |  |
|  |  |

|  |  |
| --- | --- |
| **Team Member Responsible:** | |
| **Use Case Id** | **Use Case Name** |
|  |  |
|  |  |
|  |  |
|  |  |
| **Queries/Reports** | |
|  |  |
|  |  |

# UI Prototypes

## Team UI Guidelines

**Navigation & Control**

Moving between pages should be easy and intuitive. The user should always know where to click to move to the next desired page and each page should never be more than 3 clicks away. This principle is enforced by having

* The header with the logo, which acts as a link to the home page, always visible (INSERT SCREENSHOT)
* Navigation options in footer of each page
* Consistently styled and clearly visible buttons that indicate that they link to another page

Controls should be consistently styled and used effectively. Meaning, that the suitable control should be used for the specific user input (dropdowns for lists of selectable items, checkboxes for true or false input etc.). These controls will be prominent in the ‘Filter’ section (seen in the Discover Challenges, My Friends and My Challenges pages) as multiple controls can be used to filter each query.

**Support for User Efficiency**

The user can only access the website once logged in. Once the user is logged in they will always see the home page first, making the starting point of each visit familiar to the user. Each page will only show the necessary information in an organized and simplistic manner as to not confuse or overwhelm the user. Each page serves towards a single function, such as viewing the user’s challenges, managing their friends etc. Making use of the most suitable controls (as mentioned above) provides user efficiency as these controls are intuitive.

**Recognition rather than recall**

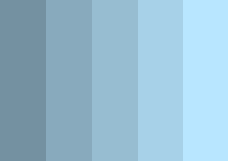
Reinforcement of user actions, such as friend added. System lets user knows friend has been added.

Recognition of user actions, such as buttons change color when user hovers over them etc.

**Aesthetic design**

Each page should be simplistic in design, while providing the user all the necessary information and functionality. This principle can be enforced by efficiently choosing the key visual elements of your website: colors, fonts and graphics.

* We have decided on a simple pastel pallet as it is ‘easy on the eyes’ and compliments the idea of simplicity.



* FONT?
* Graphics should only be used when helping the user accomplish a task or when it enforces familiarity and simplicity. Meaning, using globally recognized graphics to convey specific information such as a check mark for a completed task, or a question mark for a pending task etc.

Each page should share a consistency that makes the user more comfortable with the website as they progressively use it. This will be enforced by using consistent styling and the same general template for each page:

(INSERT SCREENSHOT)

**Error prevention/recovery**

Errors are prevented by giving the user only the necessary amount of control. Meaning, only controls that are accessible to the user at that current point in time are displayed and suitable controls are used for user input. Errors can also be prevented by validating user input before it is sent to the server i.e. check that an entered email address is in the correct format before allowing the user to submit it.

Errors are recovered by making use of pop-ups once an error has occurred and displaying enough information about the error (without getting too technical) to make the user understand what went wrong and what steps that can take to rectify the error.

## UI Designs & Updated Analysis Use Case Narratives

### Designed by <Insert team member name>

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

### Designed by <Insert team member name>

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

### Designed by <Insert team member name>

|  |  |  |
| --- | --- | --- |
| **Use Case ID** | **Use Case Name** | |
|  |  | |
| **Primary Business Actors** | | **Other participating Actors** |
|  | |  |
| **Description** |  | |
| **Pre-Conditions** |  | |
| **Triggers** |  | |
| **Post-Conditions** |  | |
| **Basic Flow of Events** |  | |
| **Alternate Flow of events** |  | |
| **Initial UI design** |  | |

# DATA REQUIREMENTS

## 3.1 Domain Class Diagram

[Replace this text with the Domain Class diagram – this must be drawn in Visio.]

## Implementation Ready Class Diagram

[Replace this text with the implementation ready diagram – this must be drawn in Visio.]