

Period 17: Computer Science IA

Due on Monday, September 1, 2016

DR.Schultz 10:30am

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1 Planning

1.1 Client

My client, JunYe, is one of my best friends, and also a popular videogame video maker on the chinese video website Bilibili. He likes computer stuffs (although he never really learn them in formal classes), and i think he is the kind of client that can get a lot of benefits from my software.

1.2 Detail Consolation with the Client

Before i had i detailed conversation with him, i've decided to make a seacher (kind of like search engines of some kind), but i wasn't entirely sure what theme or topic that i am going to make, so i asked if there are anything that he's really interested and would find useful if there is a serching tool, i found out that the game called xenoblade chronicles X he's playing, which many people around also plays, have a troumandous amount of items and stuff in the game and there are absunlutly no instructions what so ever about where to find them.

1.3 Planed Product

i decided to make a tool that can let people search all the items in the popular game Xenoblade Chronicles X by which continents they are in, where they can be found, and what monsters will drop that item and show their states as well. it can benefit my first client and opens up the door for a nery huge number of potential clients around the world.

1.4 Evidence of Meeting with the Client

will have chat histories attched.....(maybe)
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Figure 1: This is the client.

2 Solution Overview

2.1 Records of Tasks

Start Date	Action	Detail	Comments	End Date	Criterion
4.10.2016	Had a idea and found a client	first conversation with the client	4.10.2016	Planning
10-12-2010	10-22-2010	B
10-12-2010	10-22-2010	B
10-12-2010	10-22-2010	B

*1:

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2.2 Design Overview

first of all, i will use object oriented programing to construct most of my code because i'm useing java, this way, it is easier for me to construct different parts of my code saperately, and easier for other people to understand for me to edit and update the code in the future.

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3 Development

3.1 Data Base

since im using object oriented programing in java, and dealing with a troumandous amount of data, i can have muiltple people around the world help me gather the data and construct my program, and since xenoblade chronicles x is a very popular game around the globe, i might just find people that's interested in doing this.

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4 Functionality and Extensibility

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5 Evaluation

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