

**ASSIGNMENT COVER SHEET**

**Student Name Michael James**

**ID Number: B00019330**

**Course: Computer Science**

**Year: 1 of 1**

**Lecturer: Luke Raeside/Michael**

**Title of Assignment: Group Project Prototype Doc**

**Due Date: 19/12/14**

**Date Submitted: 10/12/14**

The material contained in this assignment is the author’s original work, except where work quoted is duly acknowledged in the text. No aspect of this assignment has been previously submitted for assessment in any other unit or course.

Contents

[Project Description 2](#_Toc405304448)

[What We Will Look at in this document 2](#_Toc405304449)

[Use Cases 3](#_Toc405304450)

[User checks current score 3](#_Toc405304451)

[User checks fixture 4](#_Toc405304452)

[User uses social media aspect 5](#_Toc405304453)

[User creates team 6](#_Toc405304454)

[User makes transfer 7](#_Toc405304455)

[Sequence Diagrams for Use Cases 8](#_Toc405304456)

[User checks score 8](#_Toc405304457)

[User checks fixtures 8](#_Toc405304458)

[User posts message 9](#_Toc405304459)

[User chooses team 9](#_Toc405304460)

[User makes a transfer 10](#_Toc405304461)

[Wire framing 11](#_Toc405304462)

[Login Page 11](#_Toc405304463)

[Registration Page 12](#_Toc405304464)

[Team statistics page 13](#_Toc405304465)

[Player transfer page 14](#_Toc405304466)

[Standings Page 15](#_Toc405304467)

[Social Media area 16](#_Toc405304468)

## **Project Description**

The project we are creating and that has been proposed in previous documentation is a fantasy Hurling game in the style of many football ones of a similar type on the market. There will be a social media aspect to the application too. The game allows you create and account, then choose a squad of players from a list. You have a maximum budget and must stay under this. Each player is awarded a score each match based on real life GAA championship games. Each user’s team is then updated at the end of each game round. The main technologies used will be Java for the backend, html and JavaScript with some CSS for styling for the front end, and of course the database, which will be SQL.

There should be no real compatibility issues within the project, however a separate mobile version of the application could, at a future time be developed. There will be no special requirements for usage of the product. It will be web based as in it will be accessed entirely via the normal HTTP request in the browser, no special software needs to be installed, and no special hardware is needed for the application on the user’s side.

On the server side, we will host the application on Microsoft’s azure servers.

## **What We Will Look at in this document**

In this document we will provide some analysis and conceptual design of the product using UML diagrams and modelling techniques. We will look at the following:

* Comprehensive Use Case Diagrams
* Sequence Diagrams
* Class Diagram of the final product
* Activity diagrams
* User Interface Design
* Database table and schema design and description

## **Use Cases**

### User checks current score

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User checks their current score



### User checks fixture

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User checks fixtures coming up



### User uses social media aspect

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User sends message

2a: User posts in the forum

2b: User sends an instant message



### User creates team

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User makes team

3: User chooses squad

4: User chooses team name



### User makes transfer

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User makes transfer

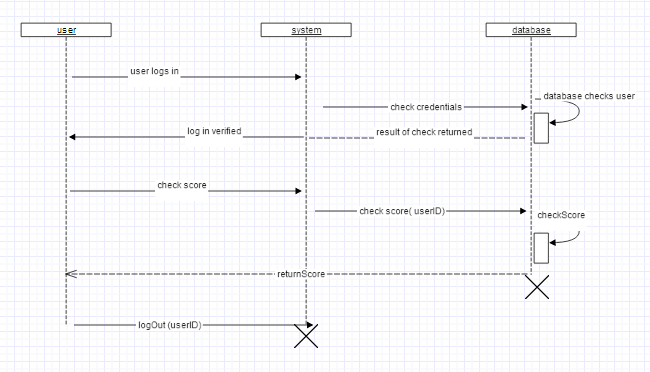
2a: User has not enough funds to make transfer

2b: User selects and invalid team choice

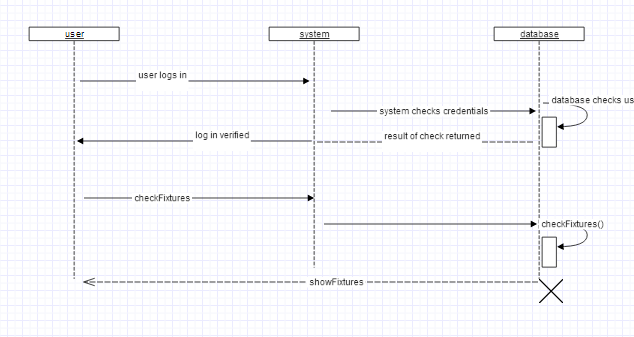


## **Sequence Diagrams for Use Cases**

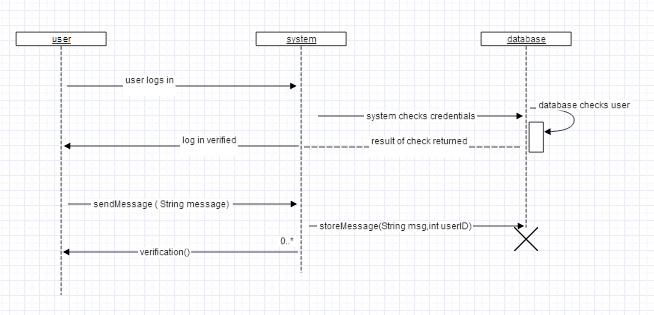
### User checks score



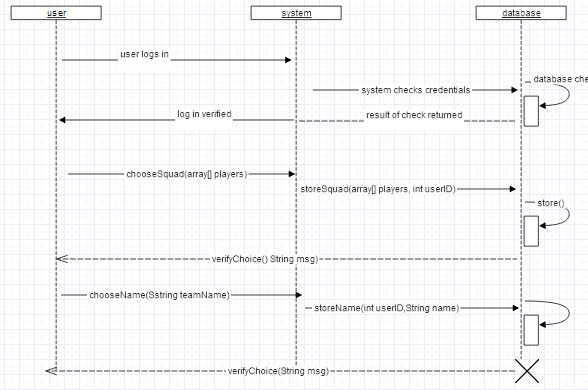
### User checks fixtures



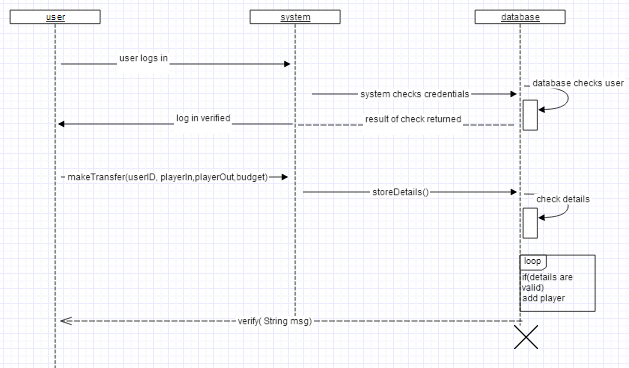
### User posts message



### User chooses team

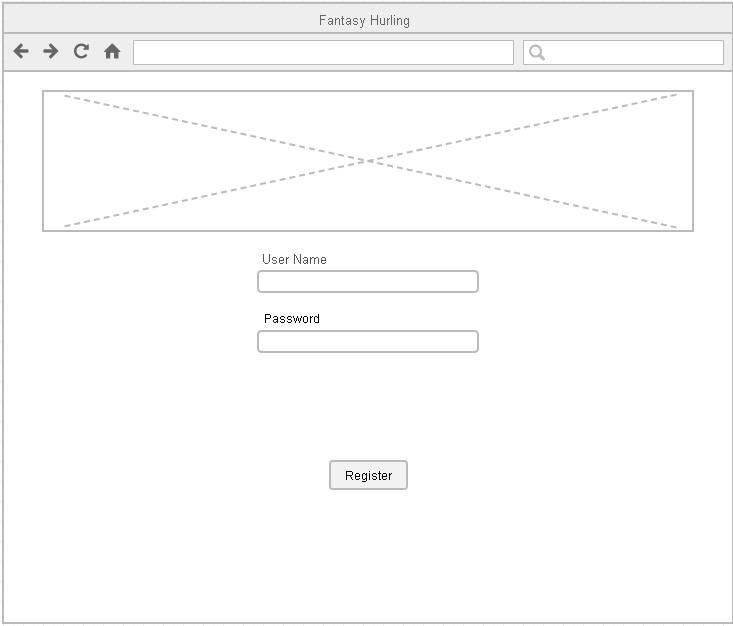


### User makes a transfer



## **Wire framing**

### Login Page

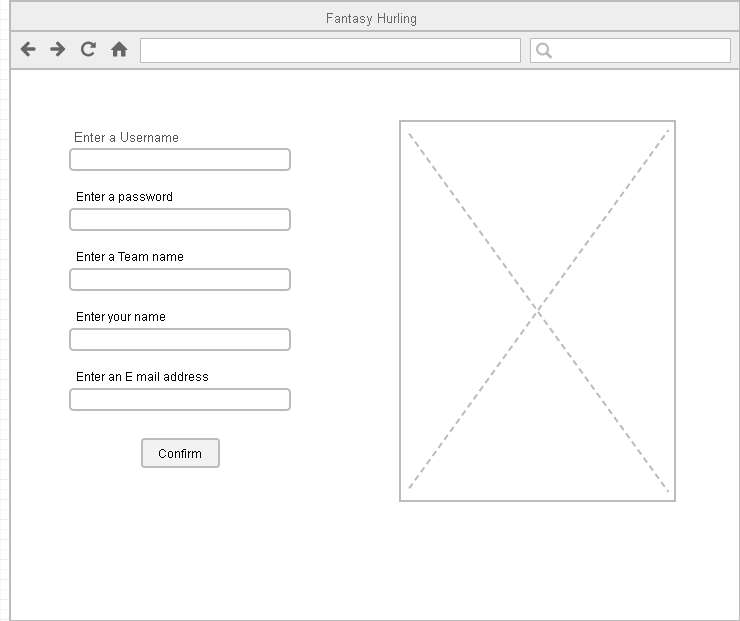


On this page the user can log into the system. They enter a username and password and are logged in. There is an image also.

Elements needed:

* 2 Text boxes
* One button
* One image

### Registration Page

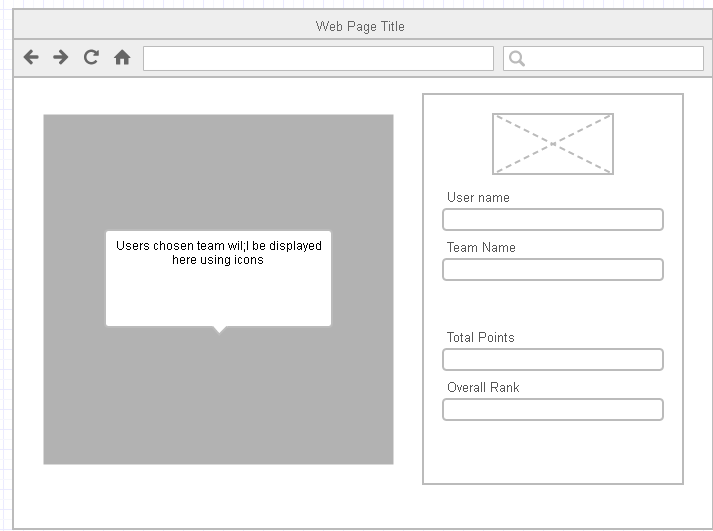


On this page the user can register if they have not already.

Elements needed:

* 5 Text boxes
* One button
* One image

### Team statistics page

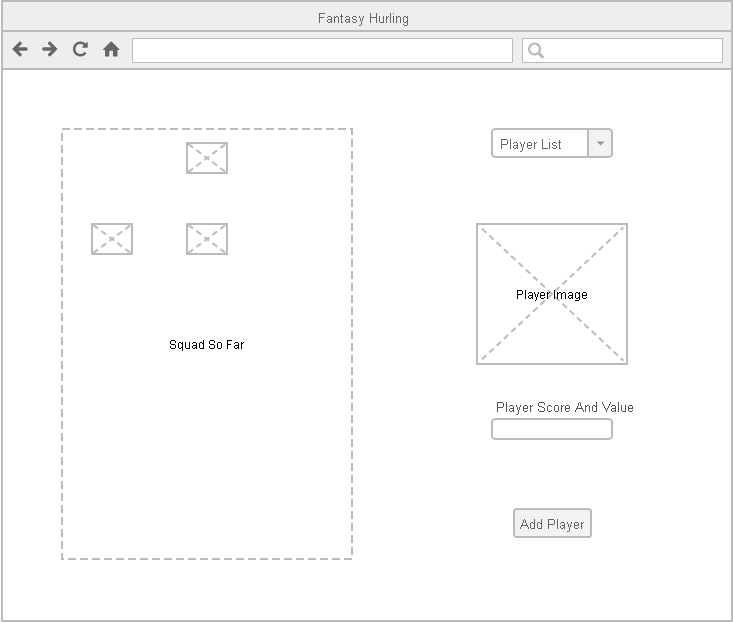


On this page the user can view their team’s current standing and overall points. It shows the user name and team name and the team the user has selected on the left

Elements needed:

* One image
* Team box made up of images and text
* Some basic Divs to show some information based on the user

### Player transfer page

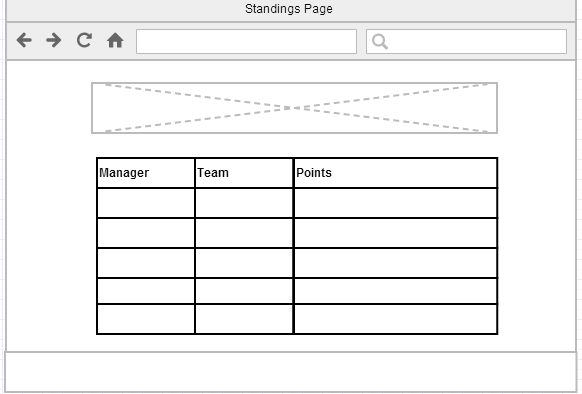


On this page the user can make transfers if they want to. They can search through the database of players, remove a player from their team, and see player score and value. Nothing is confirmed till the user clicks the add player button.

Elements needed:

* One combo box
* Basic Div. to show stats about the player
* One image to show player picture
* One button to confirm change
* A box on the left with all the players selectable and removable from the players team

### Standings Page

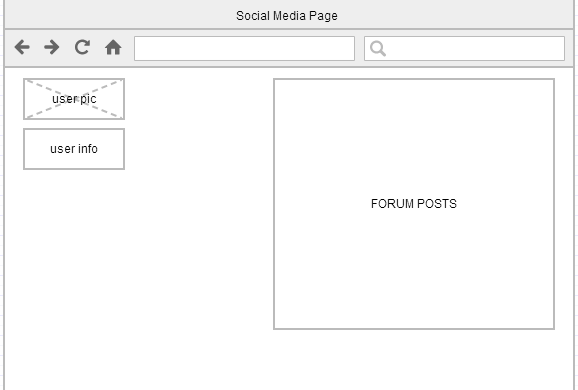


On this page the player can view the top players in the game by points scored. He may be in this list, it will be a simple SQL query displayed in a HTML table.

Elements Needed:

* HTML table
* One image
* Header and footer ECT

### Social Media area



On this main social media page the user can view all recent forum posts and has some information about their profile displayed also, when the user clicks a post, which will be displayed as a title with a link they are brought to a separate page with that post and all replies in it. Here the user can reply to the post also.



Elements needed:

* One image
* One text area
* An area to store forum posts
* A button to post the message

## **What has been done?**

We are at all times naturally referring to the project scope and project proposal documents in relation to which task we need to be completing at any given time. The following is what has been done so far in reference to the original WBS time scale we implemented in the scope document.

As you can see we are ahead of schedule having begun to code the web site and database, something that was not predicted or planned to happen until mid-January.

## **Assess Project Worth** (Level 1 task)

## Task 1: Create list of project necessities (Level 2 Task) (COMPLETE)

* Task 2 : Check internet for technologies needed (Level 3 Task ) (COMPLETE)
* Task 3 :Check copyright on technologies and official logos (COMPLETE)
* Task 4 :Check price on project necessities (COMPLETE)
* Task 5 :Decide on project worth doing or not (COMPLETE)
* Task 6 :Choose a project supervision (COMPLETE)

**Design phase**

* Task 7: Research design method and select one ( Level 1 task ) (COMPLETE)
* Task 8 :Create specifications in detail ( Level 2 Task ) (COMPLETE)
* Task 9 :Plan staff workload and duties ( Level 3 Task ) (COMPLETE)
* Task 10:Plan overall timescale (COMPLETE)
* Task 11:Choose technologies to suit project (COMPLETE)
* Task 12:Decide on web site visual design and logo (COMPLETE)
* Task 13:Determine if budget is enough (COMPLETE)

**Implementation Phase**

* Task 14:Write the code for the project ( Level 1 Task ) (COMPLETE)

## **What is still to do?**

The main body of the coding still needs to be completed. We need to link our site to the Java backend and the SQL database, but we are on schedule comfortably.

* Task 15:Design the web site with HTML and CSS and JSON ( Level 2 Task ) (January 17th - March 15th)
* Task 16:Logic written in JAVA (January 17th)
* Task 17:Tie the two together with Java enterprise server and PHP (March 17th – March 25th)

Testing phase

* Task 18:Select a method of testing ( Level 1 Task ) (March 30th)
* Task 19:Check internet for suitable documentation to back up testing method ( Level 2 Task )(March 30th)
* Task 19:Test project using JUNIT and other testing methods ( Level 3 Task )(April 3rd-April 30th)
* Task 20 :Roll out project (May 1st 2015)

Keep documentation up to date including diary (Level 3 Task) (Ongoing September 2014-April 2015)