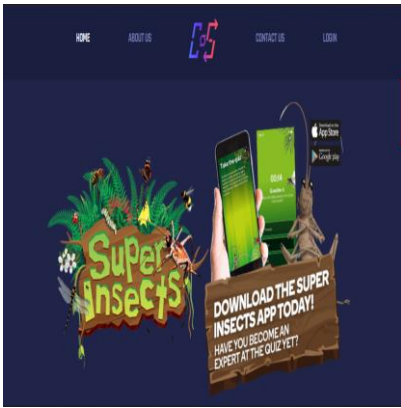


Collection Swap

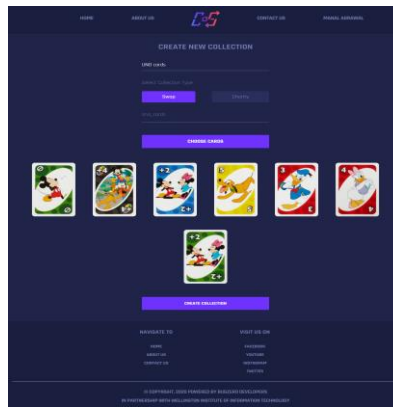
By: Manal Agrawal, Dhruvit Navadiya

Supervisor: Dr Trang Do

Client: Robert Sutcliffe



Home Page



User Collection Page



Admin Dashboard

INTRODUCTION

Our Client Robert has discovered a concept regarding the swapping of cards. The Client wishes to have a system where he can swap collection cards available at Supermarkets such as Countdown, New World, and PaknSav. These offered items are available during the promotion of different products, like WeetBix. However, with many things in each collection, it isn't easy to collect the complete set.

With a growing industry of collectible items in a product, New Zealand's supermarkets provide many options for all. These collectible items are available with different things that are being kept on sale by the Supermarket.

With this opportunity, BugZero Developers proposes developing a web system, named Collect'NSwap, to support users to swap collected items without paying any money. This will be a system where young children can trade cards that are available at the Supermarket. This system will be a goodwill exchange website where children within a safe environment with some parental supervision can exchange cards with some random person via NZ post. This will be one to one swapping system.

DEVELOPMENT

Six steps were required to be performed by the BugZero Developers to develop a system like Collect'NSwap.

1. First, we gathered all the information regarding the cards that were available on the internet or in the documents provided by the client. Then we

understood it and explained what we understood in front of our client.

2. After we gathered all the information, we made a plan according to it we set up all the tools that we were going to use to develop the website. We also discovered which methodology we are going to use for the project. With the methodology, we also decided what technology we are going to use to develop the website.
3. After making a plan and ultimately setting up the tools, we developed all the design documents that we would show to the client. We created the wireframe that showed how our website would look.
4. After the designing phase, we started making the website according to the design that we made in the earlier stage. It took us time to do that, so we were on the rapid development phase. We started developing the main functionalities first and then, in the end, developed the static pages like Homepage, about us, and contact us page.
5. After the development was completed, we started doing the testing for it. We used manual testing where we developed all the test cases first and then tested according to them while making a Test report according to that.
6. In the maintenance phase, we worked on the test cases that failed to pass in the test phase and some finishing touches to the design.

CONCLUSION

With a Goodwill exchange website, it would be great for the NZ kids and their families to enjoy the swapping of cards through our website in a safe and healthy environment. It is an excellent opportunity for us to share what we have in terms of skill and knowledge.