WELLYCON

INTRODUCTION

Wellycon was started by a group of avid board gamers. Wellycon is held annually and has become the largest event of its kind with over 1000 people attending in 2019. The exponential growth of Wellycon has created administrative challenges. A series of methods have been utilised to manage administration, these include; on the day meet up, the lil regie application and Black Rhino software. Wellycon also have a separate website for the event information.

OBJECTIVE

The objective has been to understand and is to solve the administration side of things which is user friendly. One of the central administrative problems was accounting for the actual number of people attending the event. The long term completed project will be a web application that is useful to both the administrators and attendees.

SCOPE AND METHOD

We recognised that the scope of the entire website would be beyond the build time available. The project needed to evolve iteratively, Scrum Agile method supported a logical management process.

We preferred to use Word Press because it give a wide range of features and plug-in that could be very useful for dynamic design of this website. In the long term this website can be incorporated with the current running website of Wellycon, so that current website comes up with more advanced features in terms of administration as well as user point of view.

The end product will be the following properties:
- provide information about the Wellycon event
- allow attendees to register what game they have played
- As an administrator we can gather relevant attendee details in a database
- gather data relating to the play to win competition
- allow attendees to select and win spot prizes
- use a check in/out game library
- award certificates for achievements
- Attendees can provide feedback for each game
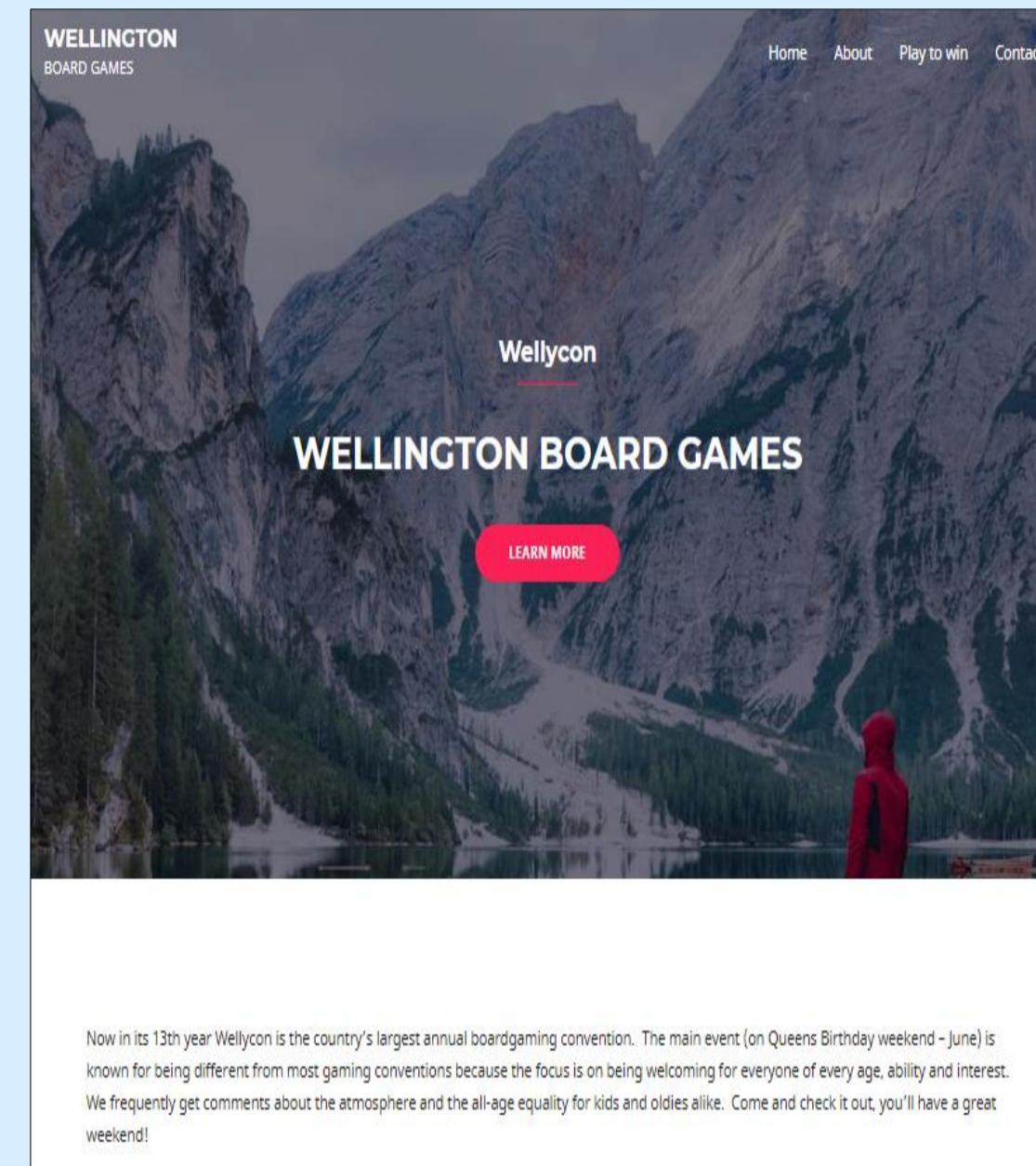
Home Page
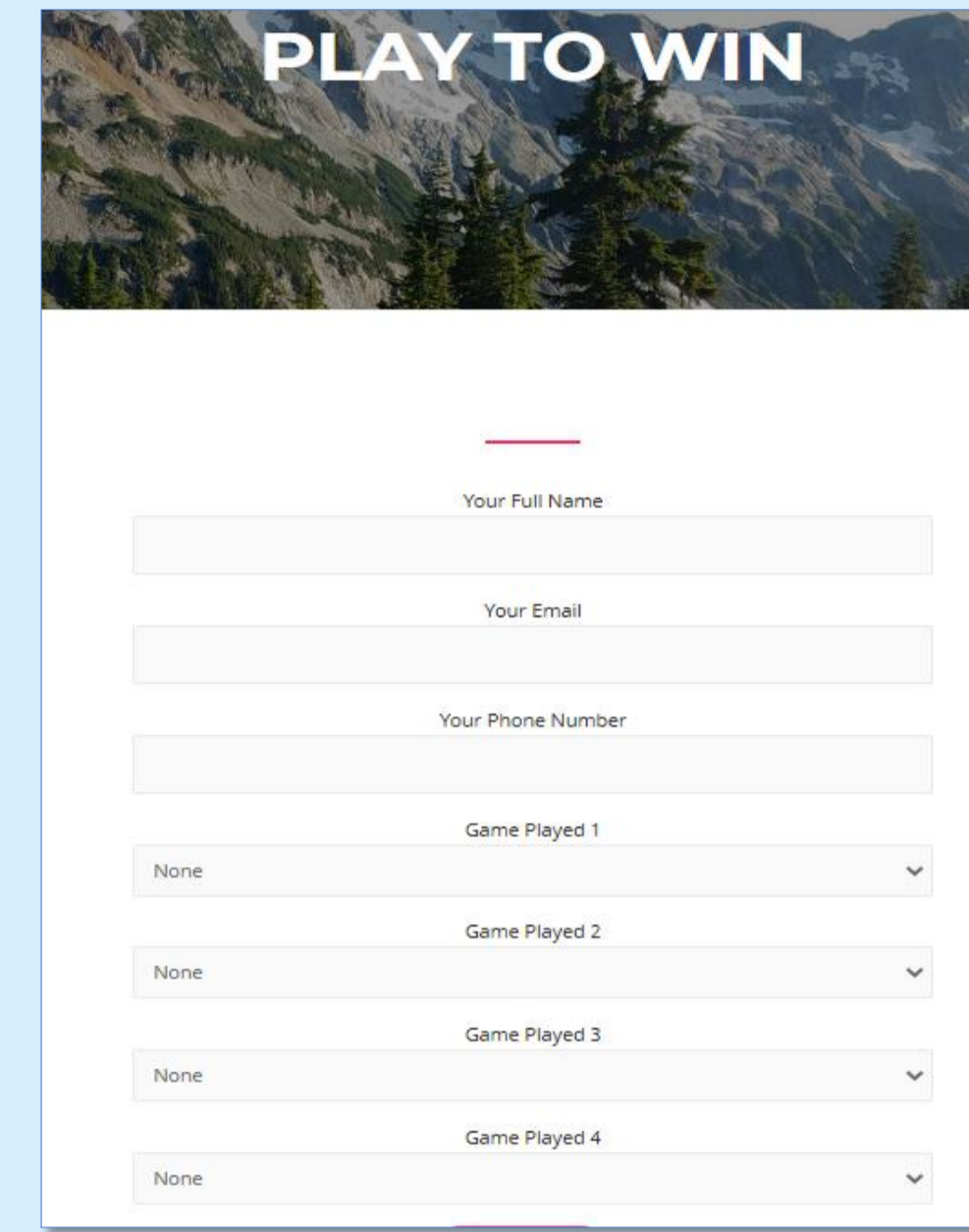
Registration Page

TECHNOLOGIES	USES
Word Press	Web Application Development
phpMyAdmin	Database development

THE TEAM

Client: Ceedee Doyle

Project coordinator: Scott Morton

Project supervisor: Adrian Hargeaves

Project team: Allen Shelly
Dhvani Patel
Amanpreet Singh
Pavel Klimov

Iterations

After discussion with the client, all the deliverable were broken down into the small iterations. As the deliverables were broken into iteration, it made much understandable how to kick start the project.

We initially tried few free hosting platforms for our website to run, but all of them were not working quite well. Our site kept on crashing. Later we decided to use Word Press access from Whitireia server. Geoff provided us with all that. While moving forward the main focus was on to make the registration page. The Word Press access provided by Geoff opened a wide range of plug-in that we can use, which were limited while using the open source.

The Second iteration was bit changed as per the proposal. Feedback or each game is one of the functionality as per the requirements. The attendees can leave the feedback followed by some further questions for the specific same they have played.

First two iterations were more like front end development. The third iteration was looking towards backend development. A database where there all the information form registration and feedback can be store. After some research we found some plug-in, which helped in resolving this iteration.

Now the data can be stored in phpMyAdmin database as a backend. Moreover all the information can be stored in Word Press administrator dashboard in a tabular form, which is really easy to understand and read the information. One additional featured offered is that from the dashboard by clicking one button all the database information can be viewed in a excel sheet.

CONCLUSION

Most of the deliverables were completed as moving towards the end of the project. By doing such kind of project, it gave us all an opportunity to bring in practical whatever we have learnt in last 3 years. This project particularly gave us an good idea of never say no attitude as after the initial meeting with client, it came us as website development based project, towards which none of us don't have much experience.

Some recommendations for further iterations of this project would be adding random lucky draw winners, digital game library .