Assignment 1	Project Summary
Course	Multimedia Technologies with Angular and TypeScript - 2020

Project author			
Nº	№ Pseudonym Face-to-face/ online		
1	AcidRogue	face-to-face	

Project name Online knowledge resting System	Project name	Online Knowledge Testing System
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1. Short project description (Business needs and system features)

Today's gaming community is as strong as ever and people need a platform where they can browse, review and buy games online. The **PCMRShop** provides just the place for that. The project will be developed as a *Single Page Application (SPA)* using **Angular** as front-end, and **Node.js + Express** as backend technologies. Data will be fetched from a database. The user types are:

- Anonymous User can view the store, but not buy
- Logged-In User can view the store, buy items, and add preferences
- Admin all of the above + manage users (create, edit, delete)

2. Main Use Cases / Scenarios		
Use case name	Brief Descriptions	Actors Involved
2.1. Browse	The user can browse the shop (Home, About) in the PCMRShop.	All users
2.2. Register	Anonymous User can register in the system by providing a valid e-mail address, first and last name, and choosing password.	Anonymou s User
2.3. Login	Anonymous User can login in the system by providing a valid username and password combination. Upon successful login, he'll get Logged-In User privileges.	Anonymou s User

2.3. Change User Data		
2.4. Manage Users	Administrator can browse and filter users based on different criteria: first and last name, email. Administrator can choose a User to manage, and can manage the chosen User - edit (using Change User Data UC) or delete. Administrator can create a new user with a personal form visible only to Administrators.	Administrat or
2.5. Add products to Logged In Users can add games to their carts.		Logged In User, Administrat or
2.6. Checkout/Buy Logged In Users can purchase all items in their cather the purpose of the project, no actual purchasing methods will be implemented - upon 'purchasing', items will be added to the User's purchase history		Logged In User, Administrat or

3. Main Views (SPA Frontend)		
View name Brief Descriptions URI		
3.1. Home	Presents the main page of the games shop, where people can browse games and filter them by genre, date of release, etc.	1
3.2. Cart	Presents the page with all added games to your cart.	/cart
3.3. View Game	Presents a place where all users can view a singular more detailed page about the selected game.	/game
3.4. About	Presents the about page for the site.	/about
3.5. User Registration	Presents a view allowing the <i>Anonymous Users</i> to register.	/register
3.6. Login	Presents a view allowing the users to login.	/login

3.7. User Data Presents ability to view and edit personal <i>User Data</i>		/user
3.8. Users	Presents ability for <i>Administrators</i> to manage and select users	/users

4. API Resources (Node.js Backend)			
View name	Brief Descriptions	URI	
4.1. Users	GET <i>User Data</i> for all users, and POST new <i>User Data</i> . Available only for <i>Administrators</i> .	/api/users	
4.2. User	GET, PUT, DELETE <i>User Data</i> for <i>User</i> with specified <i>userId</i> .	/api/users/{userId}	
4.3. Login	POST <i>User Credentials</i> (e-mail address and password).	/api/login	
4.4. Logout	POST a logout request.	/api/logout	
4.5. Products	GET Products, and POST new Product	/api/products	
4.6. Product	GET, PUT, DELETE Products	/api/products/{productId}	
4.7. Purchase History	GET Purchase History	/api/users/{userId}/purchas ehistory	