

PROJECT PROPOSAL: GROUP 1

ANDY CHARLES
EDUARDO VIANA PESSOA
HOCHUL SHIN
RAMYA RENGARAJAN

TOPIC: PUBLIC LIBRARY SYSTEM

INTRODUCTION

The Public Library System website will grant customers or users access to a variety of educational resources. Users will have the opportunity to create an account and login. Upon login, they will have access to view the item list, add and delete items to the shopping cart. Besides, users are given a choice to enroll in classes.

We decided to work on that project because we think about education in the future. We want to help our community by making educational entertaining resources accessible for free for a certain period of time. The objective of the application is to provide people easy access to material that supports and meets the community's needs.

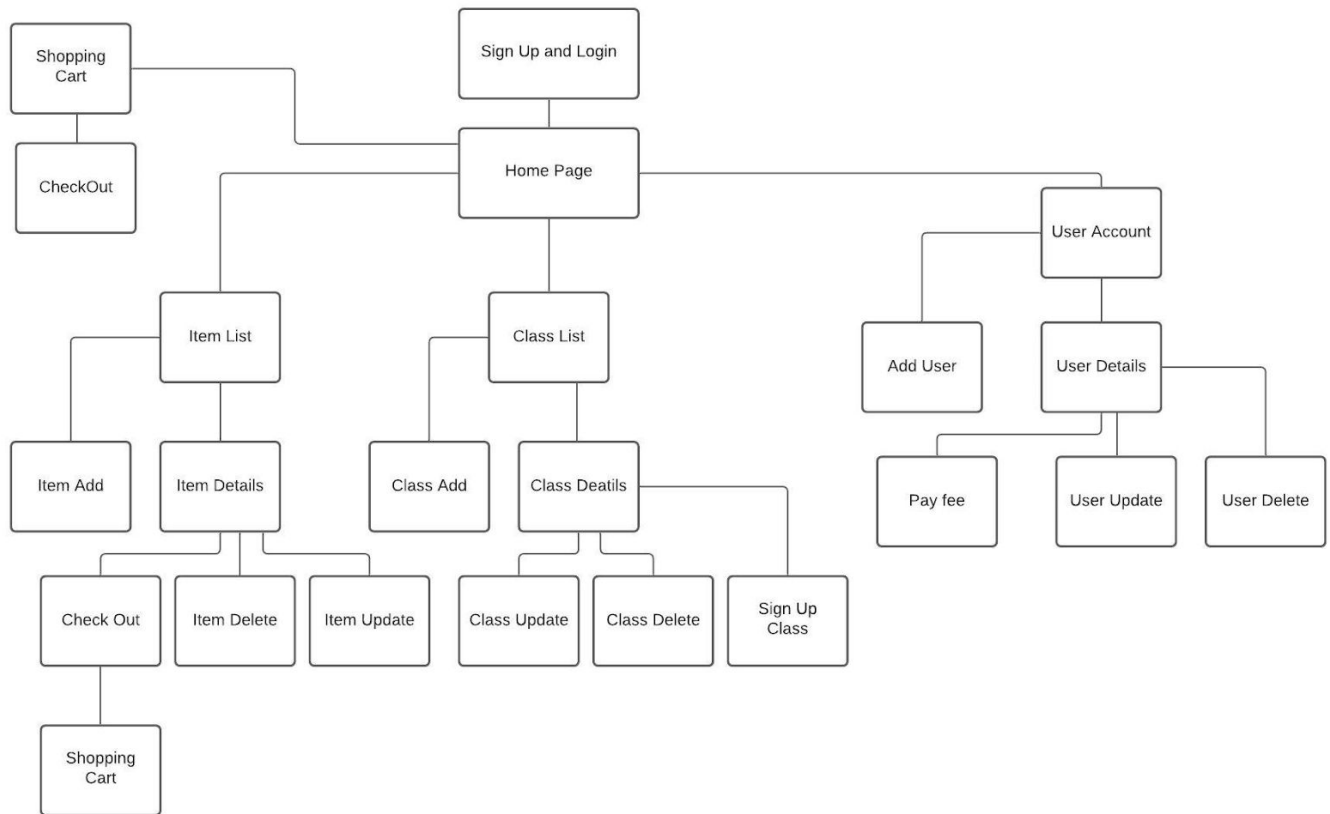
USE CASE AND REQUIREMENTS

	Use Case	Page Name	Role(s)	Description
1	Login	Login	Customer Admin	1. User login to the app. 2. Upon login, the user is forwarded to Homepage
2	View Home Page	Home Page	Customer Admin	1. User view name of category list(Item list, Class list, and User Account) 2. Each category has a link to each list of category 3. The link is the name of the category
3	View Item List	Item List	Customer Admin	1. Users view the list of items. (show item image, name, available status) 2.Each item has a link to the item-details page. The link can be on the image or item name 3. Display a link on the top of the page to the item-add page.
4	Add data for the new item	Item Add	Admin	1. User adds an item for a new item 2. Upon submission, the user is forwarded to the item list
5	View details of an item	Item Detail	Customer Admin	1. Users view details of one item. 2. Display a link to item update 3. Display a link to item delete 4. Display a link to item rent
6	Update data for an item	Item Update	Admin	1. User update data for one item 2. Upon submission, the user is forwarded to the item list page
7	Delete item	Item Delete	Admin	1. User deletes one item

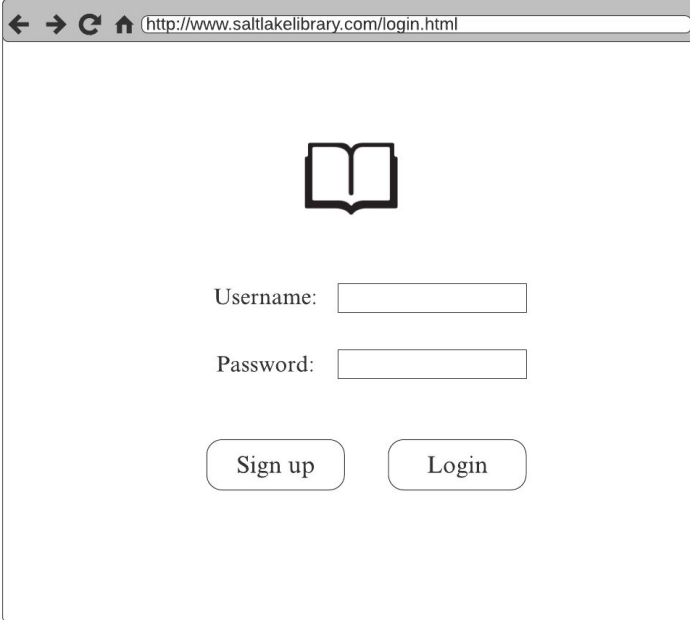
8	Add to Shopping Cart	Add to Shopping Cart	Customer Admin	<p>1. User rent item</p> <p>2. If the item is available, show the success page. Rent Item will display on the shopping cart</p> <p>3. If no, show an unsuccessful page.</p>
9	View Class List	Class List	Customer Admin	<p>1. User view list of classes. (show class image, name, class date)</p> <p>2. Each class has a link to the item-details page. The link can be on the image or item name</p> <p>3. Display a link on the top of the page to the class-add page.</p>
10	Add data for a new class	Class Add	Admin	<p>1. User adds a class for a new class</p> <p>2. Upon submission, the user is forwarded to the class list</p>
11	View details of a class	Class Detail	Customer Admin	<p>1. Users view details of one class.</p> <p>2. Display a link to class update</p> <p>3. Display a link to class delete</p> <p>4. Display a link to sign up</p>
12	Update data for a class	Class Update	Admin	<p>1. User update data for one class</p> <p>2. Upon submission, the user is forwarded to the class list page</p>
13	Delete class	Class Delete	Admin	<p>1. User deletes one class</p>
14	Sign Up Class	Sign Up class	Customer Admin	<p>1. User sign up class</p> <p>2. If a class is available, show the success page.</p> <p>3. If no, show an unsuccessful page.</p>
15	User Account	User Account	Customer Admin	<p>1. User view rented item, add user and user details</p> <p>2. Display a link on the top of the page to the user-add page.</p> <p>2. Display a link on the top of the page to the user-details page.</p>

16	Add data for new user	User Add	Admin	<p>1. User adds user for new user</p> <p>2. Upon submission, the user is forwarded to User Account</p>
17	View details of the user	User Detail	Customer Admin	<p>1. Users view details of one account.</p> <p>2. Display a link to user update</p> <p>3. Display a link to user delete</p> <p>4. Display a link to pay the fee</p>
18	Update data for user	User Update	Customer Admin	<p>1. User update data for one user</p> <p>2. Upon submission, the user is forwarded to the User Account page</p>
19	Delete user	User Delete	Customer Admin	<p>1. User deletes one user</p>
20	Pay fee	Pay fee	Customer Admin	<p>1. User pays fine</p> <p>2. If the class is available, show the success page.</p> <p>3. If no, show an unsuccessful page.</p>
21	Shopping Cart	Shopping Cart	Customer Admin	<p>1. User can see the account's shopping cart item list</p> <p>2. Display the link to Check Out</p>
22	Check Out	Check Out	Customer Admin	<p>1. Users check out their shopping list.</p>


SITEMAP AND WIREFRAME PAGES



1. LOG IN / SIGN UP



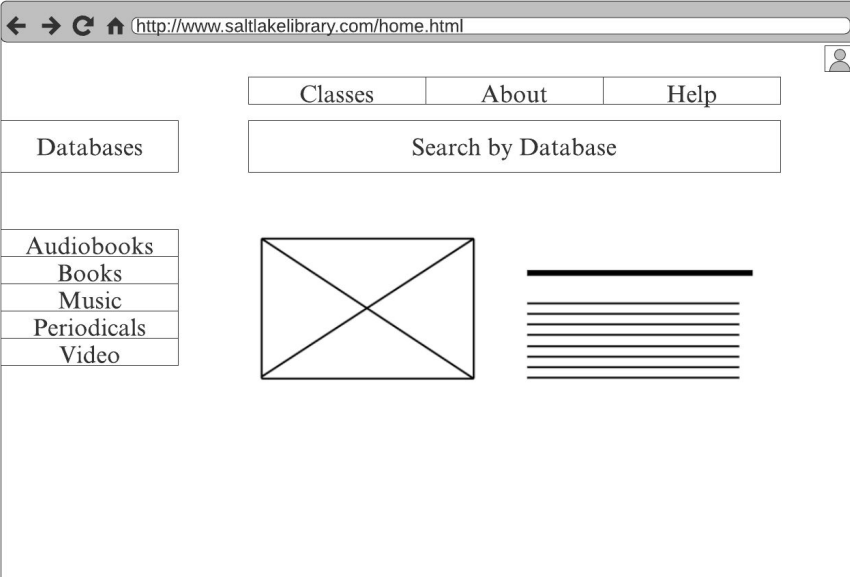
← → ↻ ⌂ http://www.saltlakelibrary.com/login.html




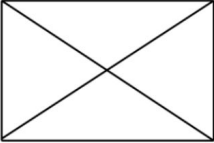
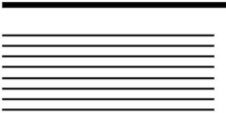
Username:

Password:

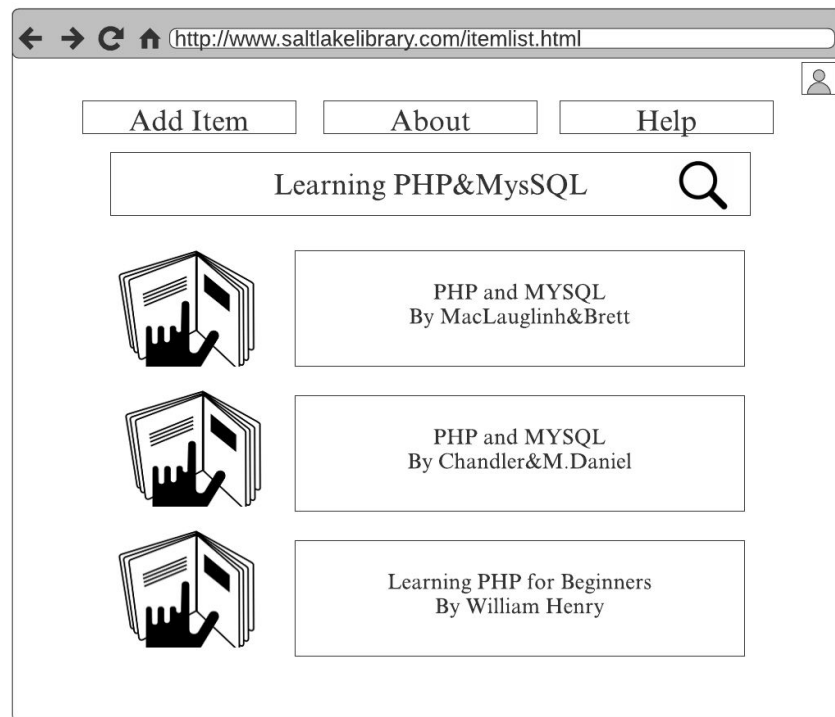
2. HOME PAGE



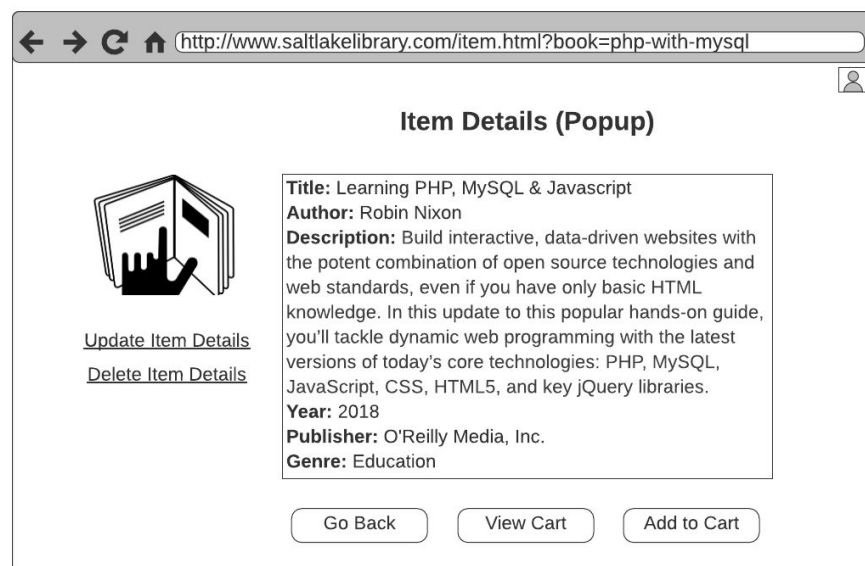
← → ↻ ⌂ http://www.saltlakelibrary.com/home.html 

3. ITEM LIST




4. ITEM DETAILS






5. CHECKOUT

[←](#) [→](#) [↻](#) [⬆](#) <http://www.saltlakelibrary.com/checkout.html>



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Library Checkout

Items	Units	Options
 Title: Learning PHP, MySQL & Javascript Author: Robin Nixon Year: 2018	1	✕
 Title: Python Crash Course Author: Eric Matthes Year: 2015	2	✕
 Title: Kotlin for App Development Author: Peter Sommerhoff Year: 2019	1	✕
Total: 4 Items		



[Add More Items](#) [Checkout](#)

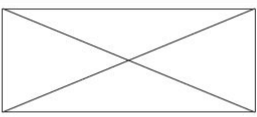
6. CLASSES

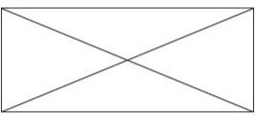
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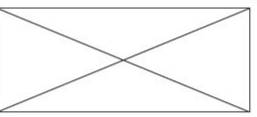


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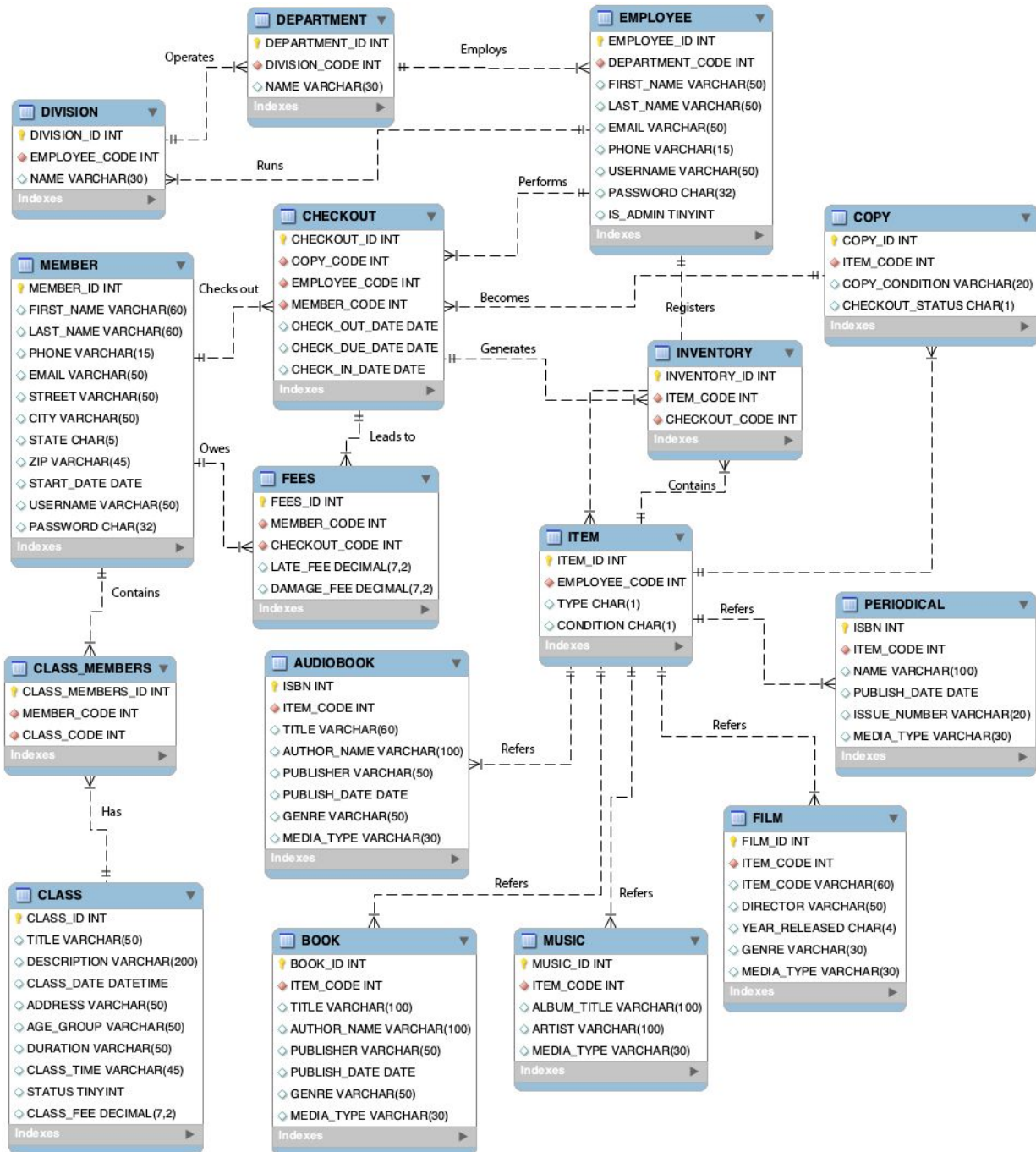
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DATABASE ERD



CHALLENGES

- Eliciting and finalizing the requirements for the project.
- Documenting a structured and defined set of use cases by analyzing the scenarios and end-users.
- With each scrum meeting, use case requirements were to be changed a little according to everyone's consent.
- Use cases assisted in developing the wireframes rapidly.
- Creating wireframes with menus and buttons that are just central to the purpose of our system without overdoing it.

TENTATIVE DELIVERY SCHEDULE

DESCRIPTION	DATE
1. PROJECT PROPOSAL SUBMISSION	10/24/2020
2. MID-TERM PROJECT SUBMISSION	11/14/2020
3. FINAL PROJECT DELIVERY	11/28/2020
4. FINAL PROJECT PRESENTATION	11/29/2020