# SWAMP

# SW Engineering CSC648/848 Spring 2020

TEAM 04 Global - Milestone 02

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Team Lead: Benjamin Lewis - email:

benjaminlewis984@gmail.com

Git Master: Weerachai Poorakkiat

Front-End Lead: Dang Le

Back-End Lead: William Lew

Front-End Dev: Onubulachi-Abigail Wami

Back-End Dev: Kevin Huynh

Milestone 1

Submitted - 03/05/2020

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#### 1. Functional Requirements

#### -Priority 1-

- 1. Unregistered users **shall**:
  - I. Be able to register
  - II. Be able to browse site content
- 2. Registered users **shall**:
  - I. Be able to remove listing
  - II. Be able to post media for sale
  - III. Be able to logout
  - IV. Be able to login
  - V. Be able to message media seller
  - VI. Be able to request to purchase
  - VII. Be able to approve purchase request
  - VIII. Be able to deny purchase request
- 3. Administrative users **shall**:
  - I. Be able to login
  - II. Be able to logout
  - III. Be required to approve posting
  - IV. Be able to delete posting
  - V. Be required to view user reports
  - VI. Be able to ban user
  - VII. Be able to unban user

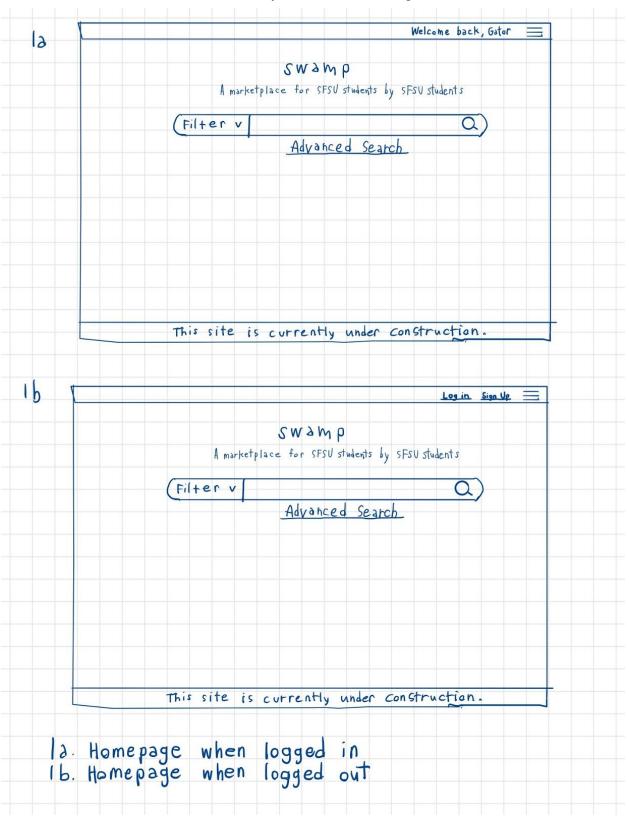
#### -Priority 2-

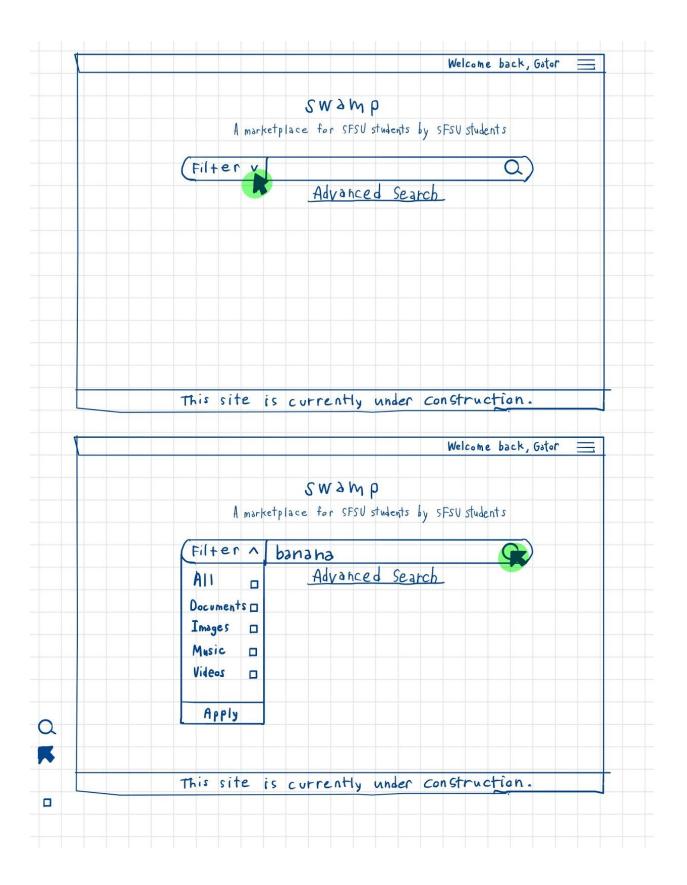
- 4. Unregistered users **shall**:
  - I. Be able to search for Swamp data
  - II. Be able to filter their searches
  - III. Be able to add item to cart
- 5. Registered users **shall**:
  - I. Be able to do everything unregistered user can except for being able to register
  - II. Be able to edit password
  - III. Be able to edit their own existing listing
  - IV. Be able to view their own listings, requests, approvals
  - V. Be able to report listing

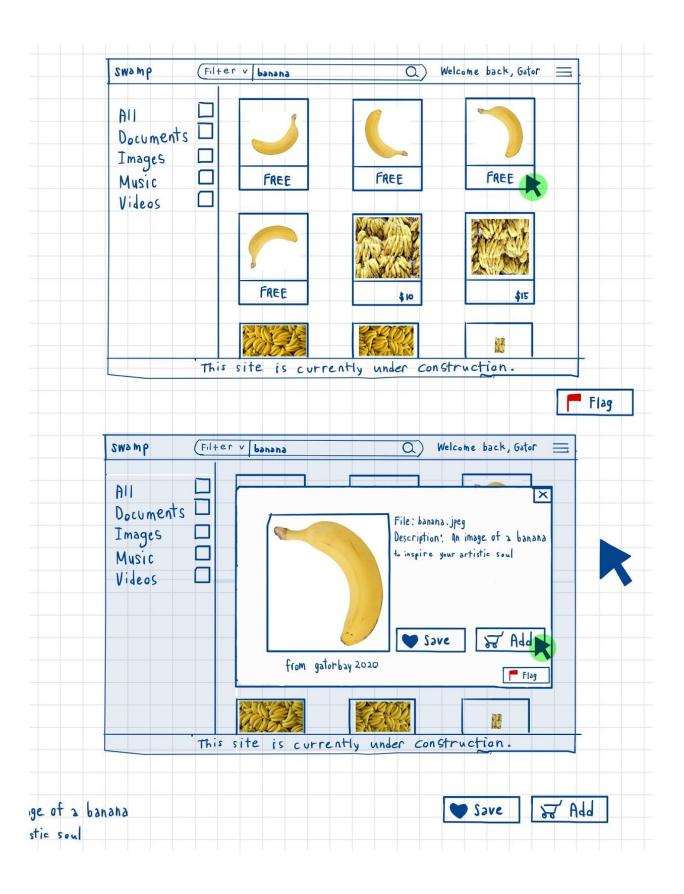
# 2. Main data items and entities

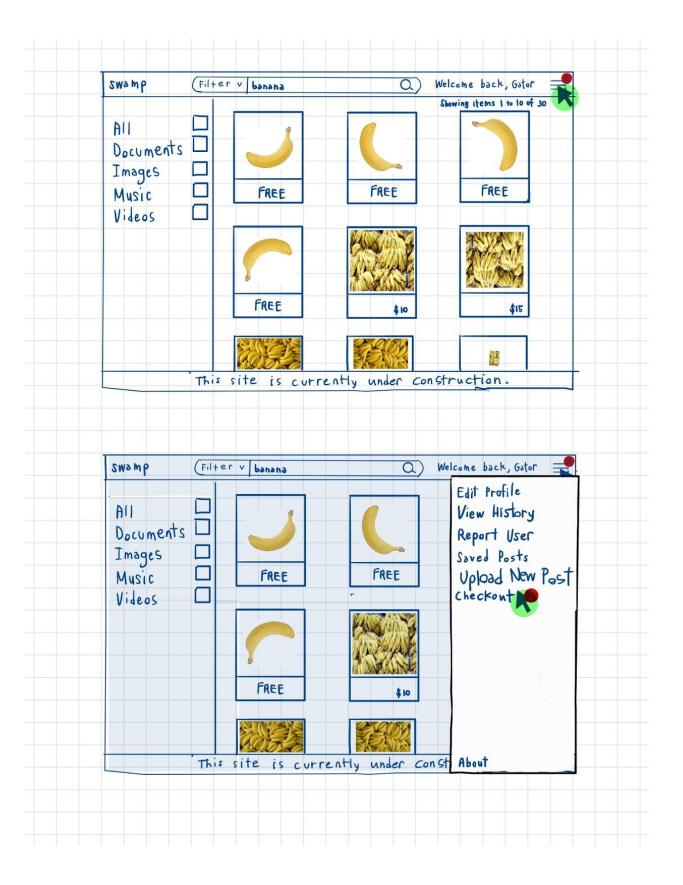
Registered user	Users that own account and are able to log in	Able to buy & sell products
Admin	Administrative account that acts as a filter for listings	Approve or reject listings to ensure appropriate marketplace; ban users
Unregistered user	Users that do not own an account and but are able to registar	Only able to browse all listings
Item listing	Listed item that can be an image, audio, video, or document file	Entity to be exchanged between users through the marketplace
Metadata	File name, size, type, author, item description, owner ID, category, price, licensing, pointer to raw media file, and date created	Used for keeping track of items as well as for filter/searching purposes
Messaging	Users, upon checkout of listings, can message the owner in order to complete payment	Allows for ease of purchasing

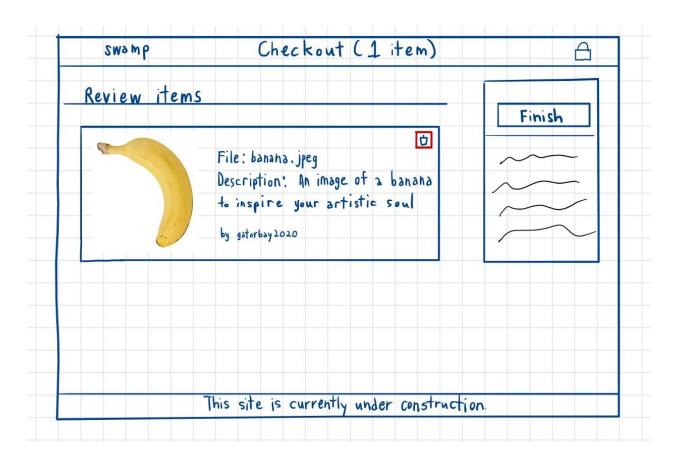
# 3. UI Mockups and Storyboard

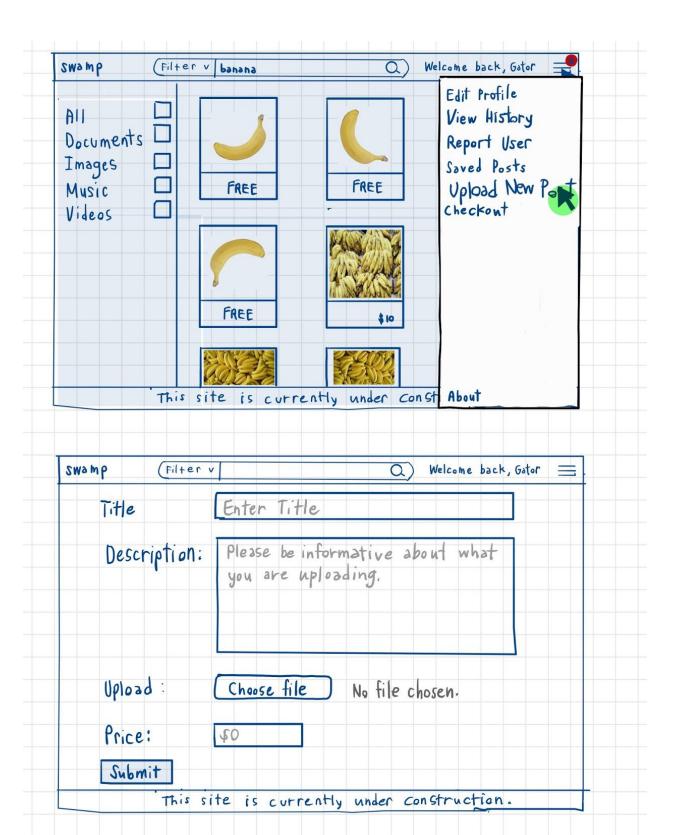


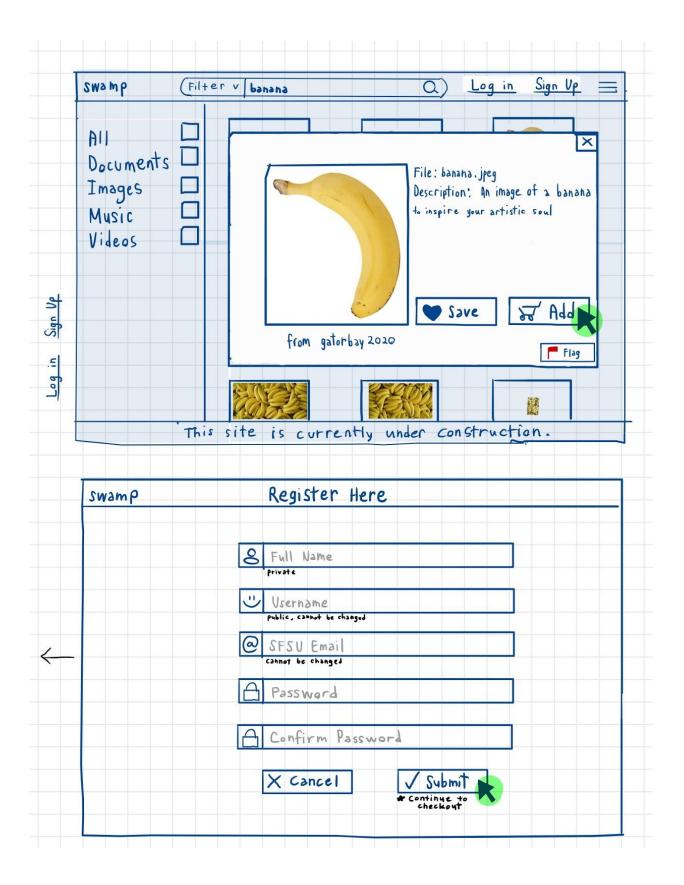


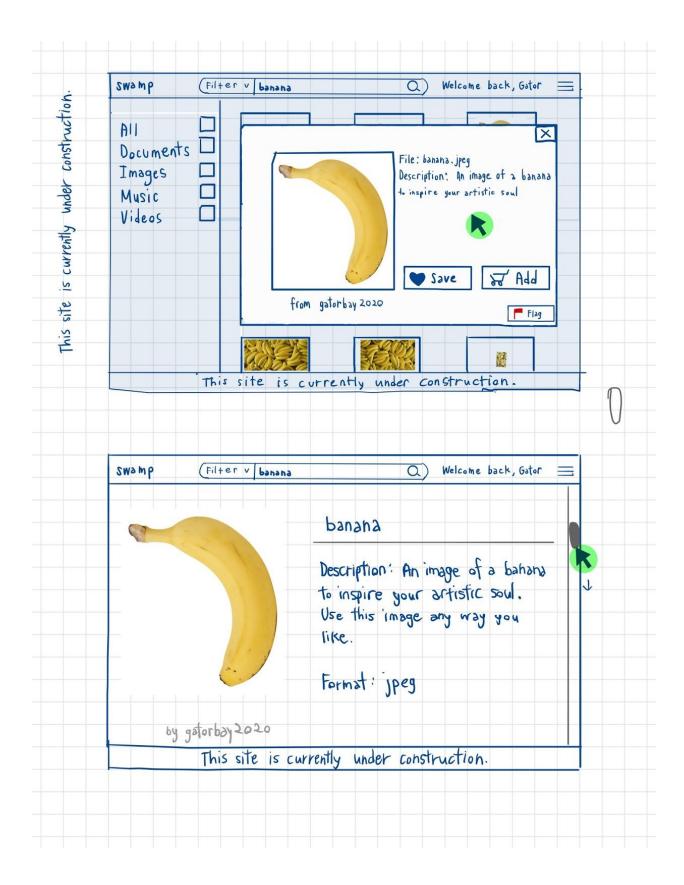


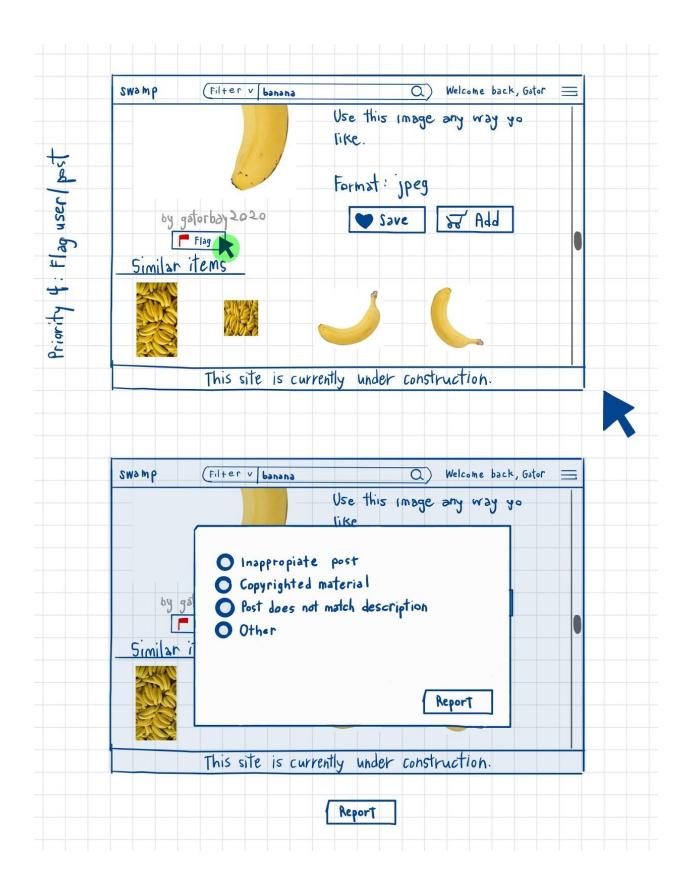




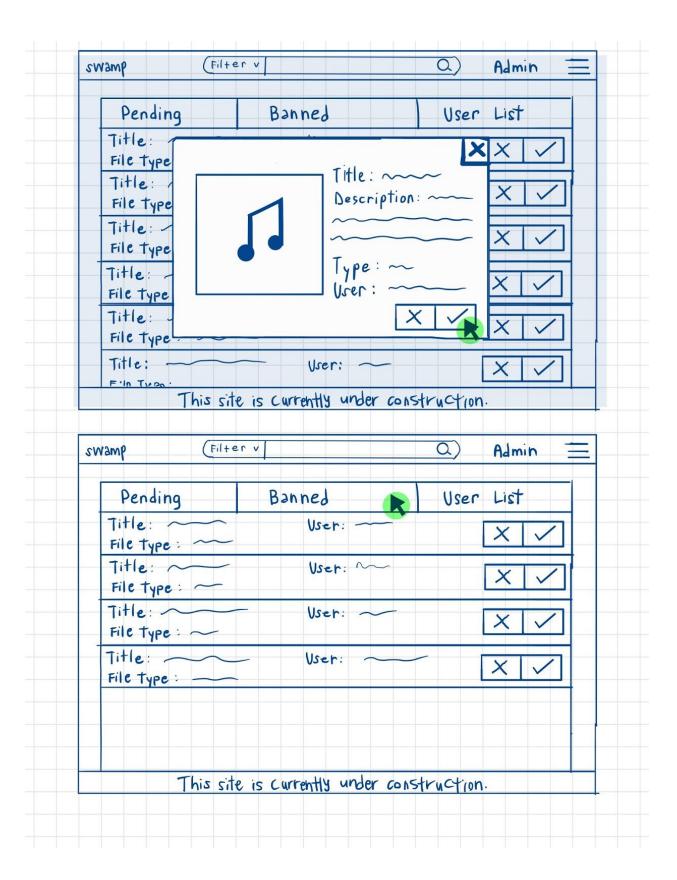




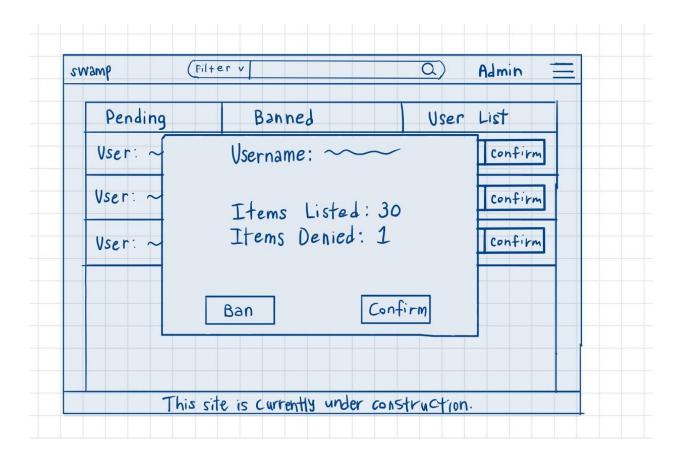




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#### 4. Architecture and Database Organization

- 1. Database Organization:
  - I. Accounts
    - a. Acc\_id: PK
    - b. Username: UK
    - c. Password
    - d. Email
  - II. Registered Users
    - a. Reg\_id: PK
    - b. Acc\_id: UK
    - c. First\_name
    - d. Mid\_initial
    - e. Last\_name
    - f. Listing\_req
    - g. Listing\_app
    - h. Listing\_den
  - III. Admin

- a. Admin\_id: PK
- b. Acc\_id: FK, UK
- IV. Banned Users
  - a. Ban\_id: PK
  - b. Acc\_id: FK, UK
  - c. Banned\_by: FK
  - d. Reason
  - e. Ban\_date
  - f. Unban\_date
  - g. Ban\_active
- V. Media Content
  - a. M id: PK
  - b. Title
  - c. Description
  - d. Preview\_path: UK
  - e. Raw\_path: UK
  - f. Category
  - g. Price
  - h. Acc\_id: FK
  - i. Academic
  - j. Status
  - k. Status\_by: FK
- VI. Digital Media
  - a. Dm\_id: PK
  - b. M\_id: FK, UK
  - c. sold
- VII. Physical Media
  - a. Pm\_id: PK
  - b. M\_id: FK, UK
  - c. Bought\_by: FK
- VIII. Message Box
  - a. Message\_id: PK
  - b. Sender\_id: FK
  - c. Acc\_id: FK
  - d. Message
  - e. Date
  - f. Time
  - g. Read
  - IX. Reported Users List

- a. Ru\_id: PK
- b. Reporter\_id: FK
- c. Reportee\_id: FK
- d. Date
- e. Time
- f. Reason
- X. Reported Media List
  - a. Rm\_id: PK
  - b. Reporter\_id: FK
  - c. M\_id: FK
  - d. Date
  - e. Time
  - f. Reason
- XI. Shopping Cart
  - a. Item\_id: PK
  - b. Approved\_id: FK
  - c. Price: FK
  - d. Reg\_id: FK
- XII. Wish List
  - a. M\_id: PK, FK
  - b. Reg\_id: PK, FK
- XIII. Bought Digital Media
  - a. Bought\_id: PK
  - b. M\_id: PK, FK
  - c. Reg\_id: PK, FK
- XIV. Checkout
  - a. Order id: PK
  - b. M\_id: FK, UK
  - c. Reg\_id: FK, UK
- 2. Media Storage: All media content will be kept in file systems with their paths stored in the attributes: raw\_path and preview\_path.
- 3. Search/Filter Architecture and Implementation: We will be using a combination of the mySQL LIKE operator and SOUNDEX function. The terms that will be searched will be the titles and description of the Media Content table, but ONLY if the M\_id is present in the Approved Media table. The Media Content items can be filtered into their own categories (ex. All, Documents, Videos, ...) and beyond that will be

- whether the media content is academic or not, but further filtering has yet to be decided.
- 4. Our API: We will be creating our own API to abstract away the MySQL connector.

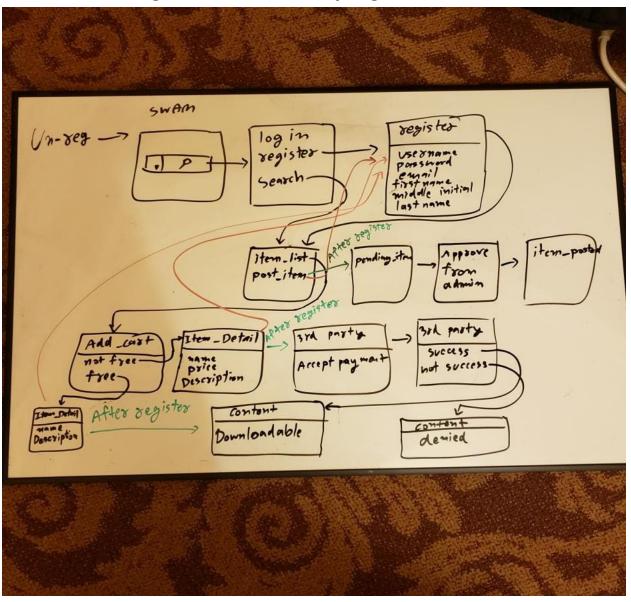
Server Host	Amazon Web Services		
Operating System	Ubuntu v18.04		
Database	MySQL v14.14		
Web Server	Amazon EC2		
Server-side Language	NodeJS v12.14.1		
Front-end Framework	ReactJS v16.9.0		
Front-end Framework	Redux v4.0.5		
Back-end Framework	Express v4.16.1		
Database Server Host	Google Cloud		

5. We haven't changed any SW tools or Frameworks, but it has come to our attention that we had forgotten to include that our database is hosted on Google Cloud

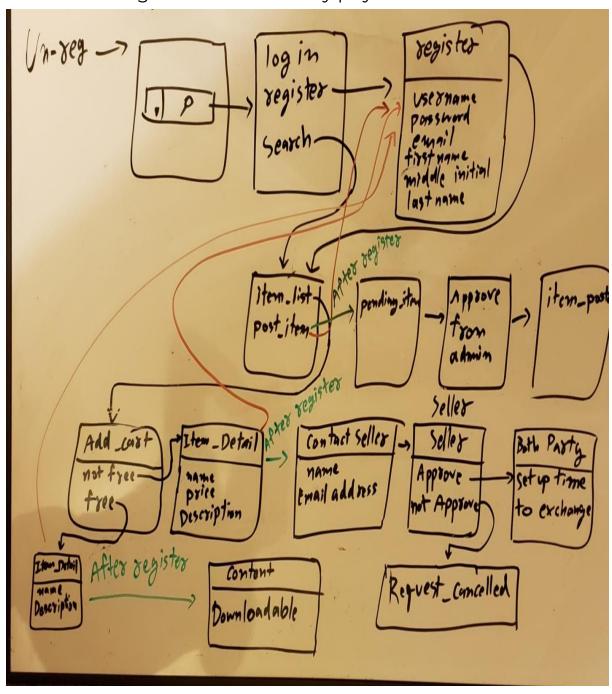
# 5. UML Diagrams

# 5 a) Class Diagram for each cases

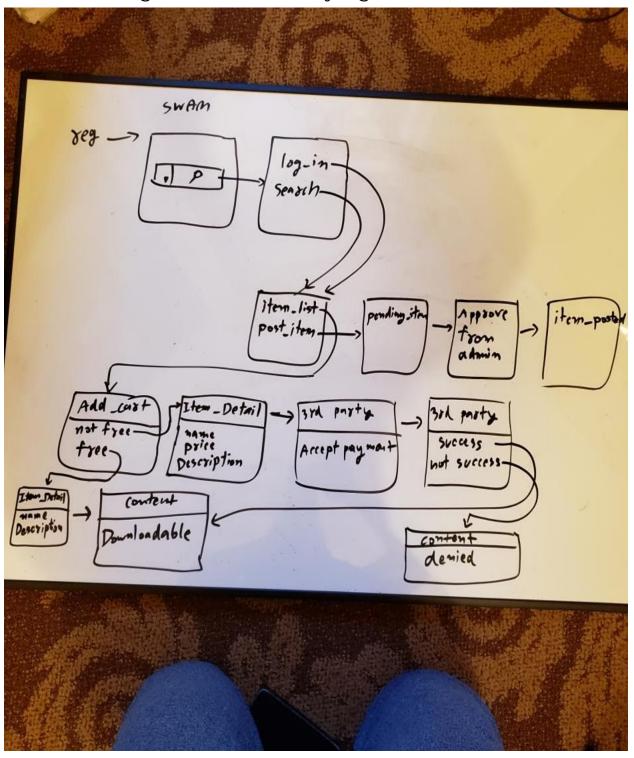
For unregistered users to buy digital media content



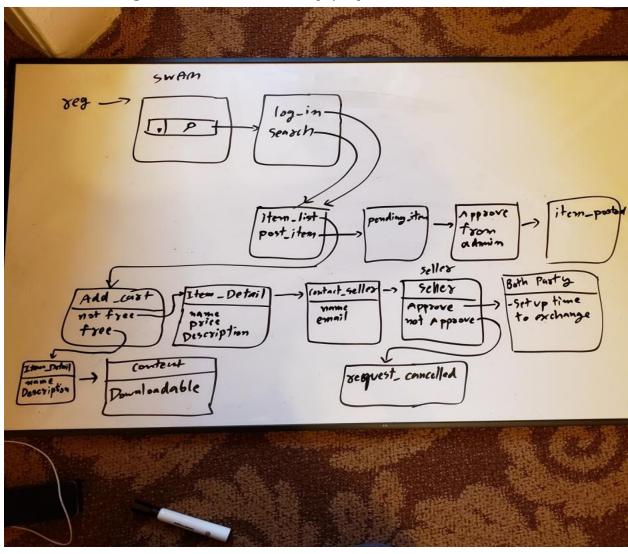
For unregistered users to buy physical media content



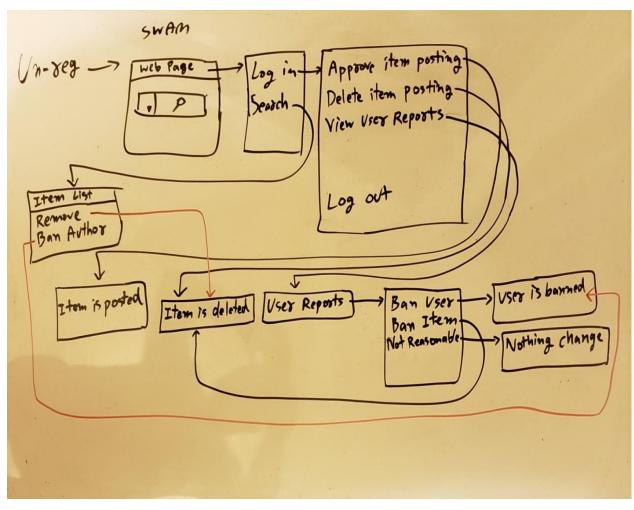
For registered users to buy digital media content



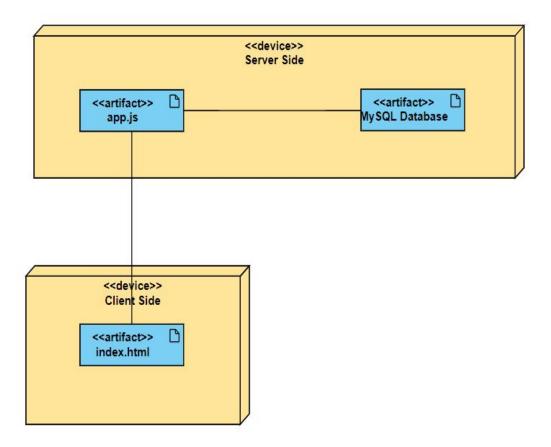
For registered users to buy physical media content



For Admin



### 5 b) Component and Deployment Diagram



#### 6. Key Risks

**Skills risks** (do you have the right skills) - Everyone is qualified for their position.

**Schedule risks** (can you make it given what you committed and the resources) - Currently ON TRACK. No schedule risks.

**Technical risks** (any technical unknowns to solve) - Front end design and implementation maybe a bit unknown but currently no issues.

**Teamwork risks** (any issues related to teamwork) - Coronavirus

**Legal/content risks** (can you obtain content/SW you need legally with proper licensing, copyright) - No, Swamp uses free software. Admin take care of any inappropriate content.

#### 7. Project Management

Currently, the entire Swamp team is connected through Discord text and voice chatting. Swamp also meets up over Zoom sessions once a week for class lectures. We also are split up into a front-end and back-end team. Each of those teams has leaders who understand what is currently the highest priority to work on. Each of the teams also has their own chatting channel for them to stay connected. Discord also gives the team the ability to screen share in order to have a presenter amongst the meetings.

Swamp also uses the application Trello to keep tasks organized by describing those tasks with cards. These cards can be organized in many ways such as priority, due date, etc. This way the team stays connected and up-to-date with what the project state currently is.