**Software Design Lab**

**Football Stadium**

**Projekt Documentation**

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# Intro

## Current situation (Current situation, planned improvements)

No System exists.

## Project Goals(Planned result, Goal)

Customer should be able to

* Buy Ticket
* Reserve Ticket
* Cancel reserved tickets
* Pay with credit card/ cash
* To pass on season card

Each client works individual and interacts with the server. Each client will

* Ask server for free places
* Notifies the server if a ticket is place is sold/reserved/canceled
* Ask the server for billing information

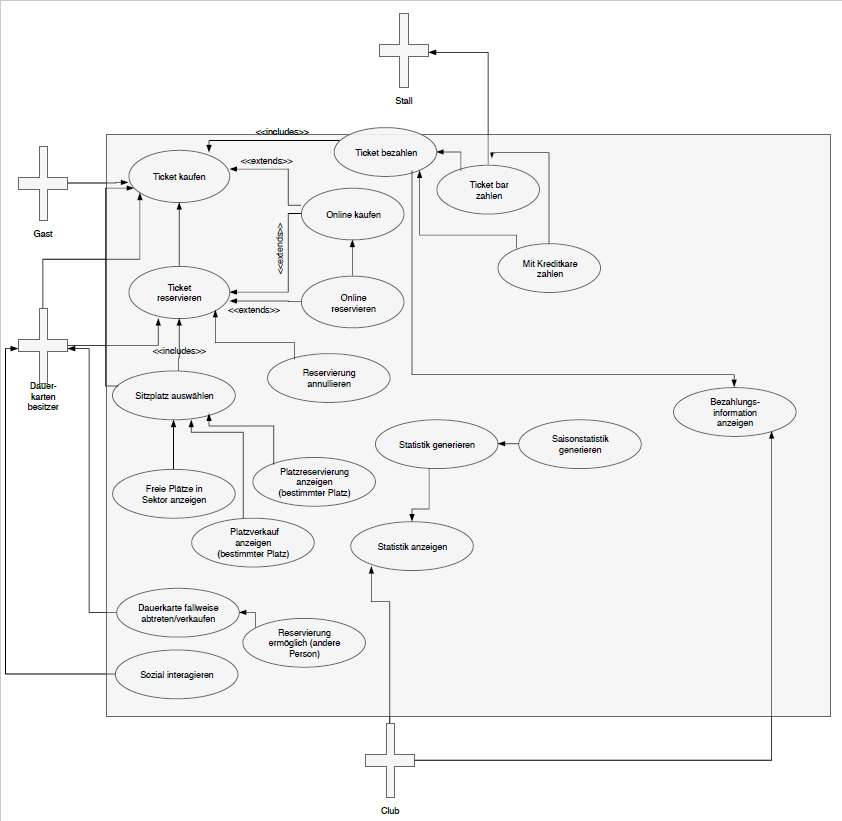
Server provide following information

* Status information about free and occupied places
* Billing information
* Statistics about utilization for a given period

## No Project Goals

# Use Case Diagrams

ToDo: Drehkreuz einfügen als eigenen actor (System)



# 

# Use Case Descriptions & Activity Diagrams

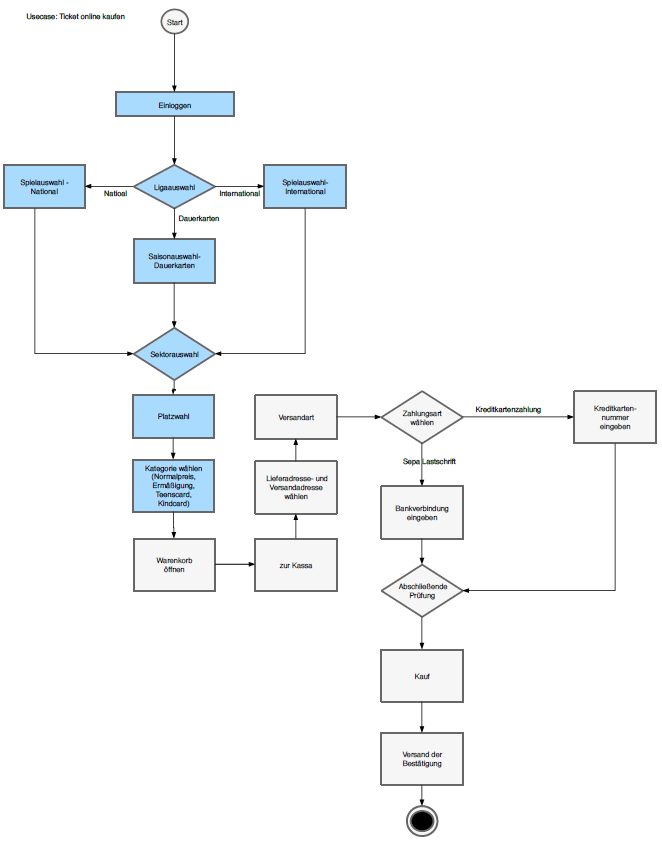
ToDo: Use cases genauer beschreiben (normal Flow, alternative Flow ausschreiben),

Stadion voll -> keine Exception -> Alternative anbieten (Prozent-Gutschrift aufs folgende Spiel)

|  |  |  |  |
| --- | --- | --- | --- |
| Use Case ID: | 1 | | |
| Use Case Name: | Buy Ticket online | | |
| Created By: | Ultras | Last Updated By: |  |
| Date Created: | 02.11 | Date Last Updated: |  |

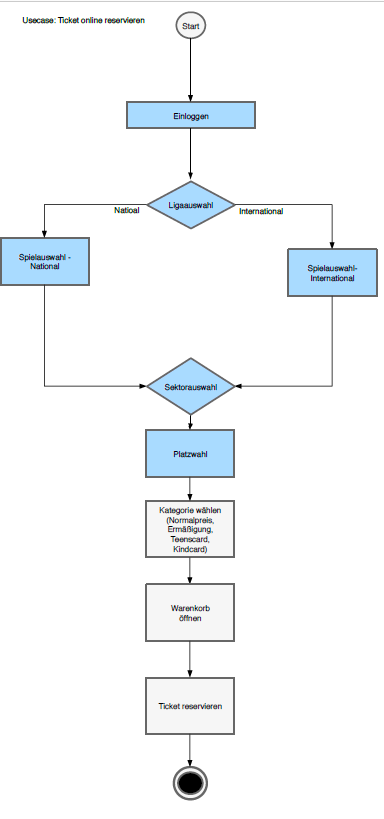
|  |  |
| --- | --- |
| Actors: | customer |
| Description: | Customer can buy a ticket via web |
| Trigger: | Log in |
| Pre-Conditions: | 1. Customer want to visit a game, Customer needs a user account |
| Post-Conditions: | 1. Ticket is bought, confirmation E-mail has been sent |
| Normal Flow: | 1.0.1 Log in  1.0.2 choose league (national, international , season cards)  1.0.3 choose sector  1.0.4 choose seat  1.0.5 choose ticket category(Teencard, child, normal...)  1.0.6 open consumer basket  1.0.7 select “buy tickets”  1.0.8 enter delivery address  1.0.9 choose delivery method  1.0.10 choose payment method  1.0.11 final check  1.0.12 confirm payment |
| Alternative Flows: | 1.1.1 stadion sold out |
| Exceptions: | Database down |
| Includes: | Log in, choose sector/seat/category |
| Priority: | O(one dimension, absolute must have) |
| Frequency of Use: | 10000/week (for tests x10) |
| Business Rules: | Max. 4 tickets/person |
| Special Requirements: | / |
| Assumptions: | / |
| Notes and Issues: | / |
|  |  |

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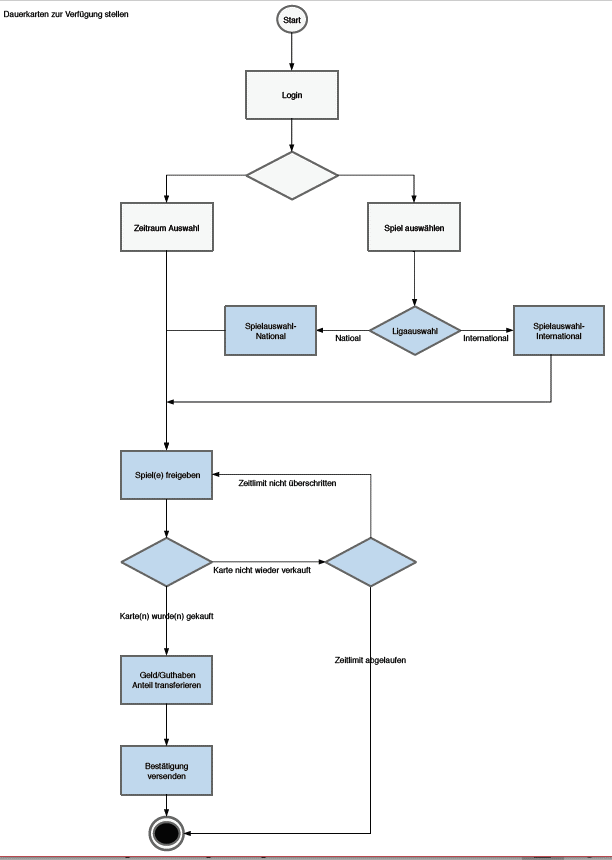
|  |  |  |  |
| --- | --- | --- | --- |
| Use Case ID: | 2 | | |
| Use Case Name: | Reserve Ticket online | | |
| Created By: | Ultras | Last Updated By: |  |
| Date Created: | 02.11 | Date Last Updated: |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Actors: | | customer | | |
| Description: | | Customer can reserve a ticket via web | | |
| Trigger: | | Log in | | |
| Pre-Conditions: | | 1. Customer want to visit a game ,Customer needs a user account and a season card | | |
| Post-Conditions: | | 1. Ticket is reserved, confirmation E-mail has been sent | | |
| Normal Flow: | | 2.0.1 Log in  2.0.2 choose league (national, international , season cards)  2.0.3 choose sector  2.0.4 choose seat  2.0.5 choose ticket category(Teencard, child, normal...)  2.0.6 open consumer basket  2.0.7 confirm reservation | | |
| Alternative Flows: | | 2.1.1 stadion sold out | | |
| Exceptions: | | Database down | | |
| Includes: | | Log in, choose sector/seat/category | | |
| Priority: | | O(one dimension, absolute must have) | | |
| Frequency of Use: | | 1000/week (for tests x10) | | |
| Business Rules: | | Max. 4 tickets/person, owner of season Ticket, Customer must be owner of a season card | | |
| Special Requirements: | | / | | |
| Assumptions: | | / | | |
| Notes and Issues: | | / | | |
| Use Case ID: | 2 | | | |
| Use Case Name: | Reserve Ticket online | | | |
| Created By: | Ultras | | Last Updated By: |  |
| Date Created: | 02.11 | | Date Last Updated: |  |



|  |  |  |  |
| --- | --- | --- | --- |
| Use Case ID: | 3 | | |
| Use Case Name: | Share season card | | |
| Created By: | Ultras | Last Updated By: |  |
| Date Created: | 02.11 | Date Last Updated: |  |

|  |  |
| --- | --- |
| Actors: | Owner of season card |
| Description: | Customers can share their season cards when they don’t need it |
| Trigger: | Log in |
| Pre-Conditions: | 1 Customer needs a user account and a season card |
| Post-Conditions: | 1. Season Ticket is online, confirmation E-mail has been sent |
| Normal Flow: | 3.0.1 Log in  3.0.2 choose period or game  3.0.3-1.1 choose league 3.0.3-2.1 enter period  3.0.3-1.2 select exact game  3.0.4 confirm release  3.0.5 money transfer  3.0.6 send confirmation e-mail |
| Alternative Flows: | Ticket isn’t sold  3.1.1 timeperiod expired?  (Yes) 3.1.2-1.1 tranfer canceled (No) 3.1.2-2.1 continue waiting |
| Exceptions: | Database down |
| Includes: | Log in, choose game |
| Priority: | Nice to have |
| Frequency of Use: | 1000/week |
| Business Rules: | Max. 4 tickets/person, owner of season Ticket |
| Special Requirements: | / |
| Assumptions: | / |
| Notes and Issues: | / |



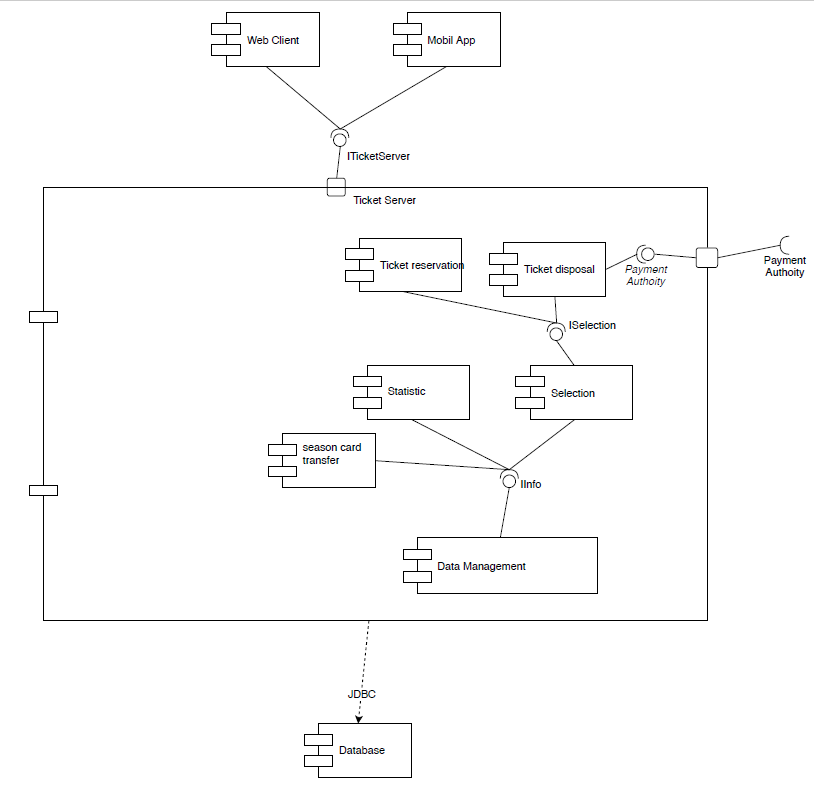
# Domain Model (CDM) and Descriptions

ToDo: Domain Model

# Selected Technology

Java Enterprise Edition

# System Architecture, Component Diagrams and Descriptions



ToDo: Ticket reservation und Ticket disposal zusammen legen. Interface ITicketServer mit Ticket reservation/disposal verbinden.

# Class and Sequence Diagrams

ToDO: Class and Sequence Diagram

# Deployment Diagrams

# Implemented System

# Conclusion (What was reached / not reached. Next steps)