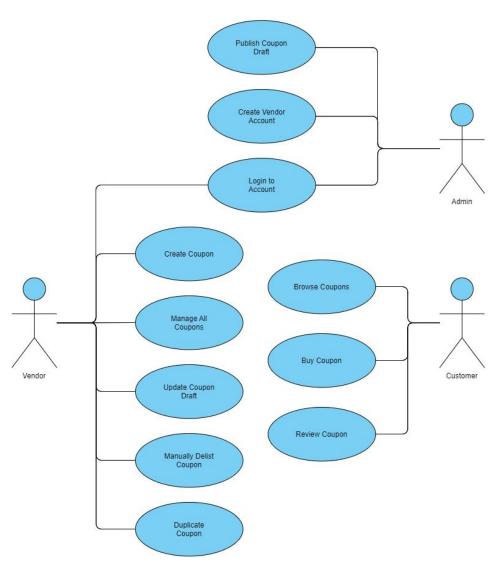
Groupomania UML Document

Presenting this project's working Use Case Diagram, Class Diagram, and Wireframe Prototypes

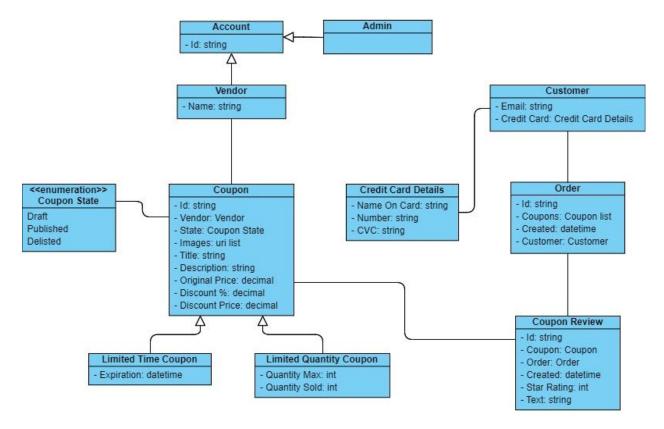
Use Case Diagram

Below is the list of Actors and corresponding Use Cases required by this project.



Class Diagram

Below is a diagram of the most important classes required by this project, as well as their relationships to each other. Please review these names and relationships, as they describe the language of your project's Domain. For example, "Vendors" create "Coupons" and "Customers" place "Orders". By using this shared language, we can work together to build an app that everybody understands and meets all your business requirements.



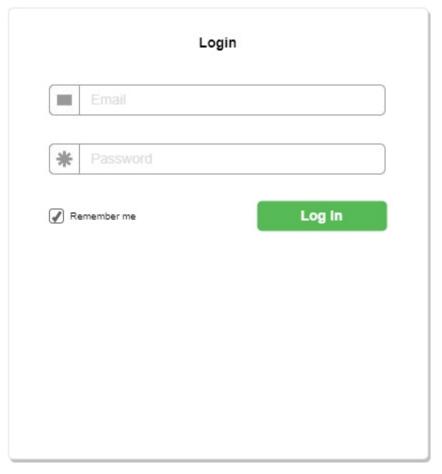
Wireframe Prototypes

Wireframes are visual representations of the things users do in your app. These are <u>not</u> finished designs. Instead, think of wireframes as *how your app will work*, not how your app will look.

ACTOR: Vendor

LOGIN TO ACCOUNT

Accounts are created manually by your team, then a Vendor uses the credentials you provide to login to the app.



CREATE LIMITED TIME COUPON

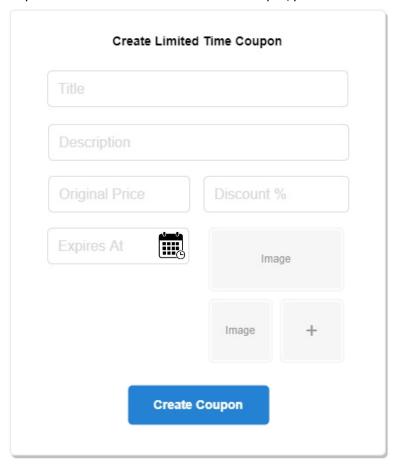
Step #1: Vendor selects the "Create Coupon" button to open the Create Coupon Wizard.



Step #2: Vendor selects "Create Limited Time Coupon" from the list of options.



Step #3: Vendor adds details about the new Coupon, passes the form validation, and clicks "Create Coupon".



CREATE LIMITED QUANTITY COUPON

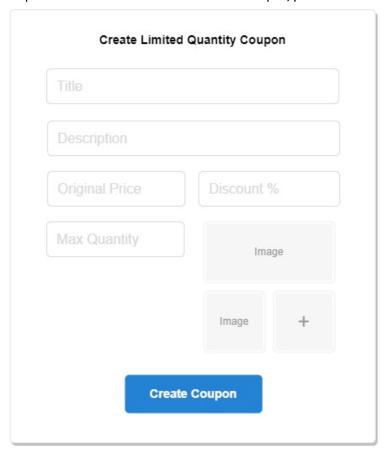
Step #1: Vendor selects the "Create Coupon" button to open the Create Coupon Wizard.



Step #2: Vendor selects "Create Limited Quantity Coupon" from the options list.

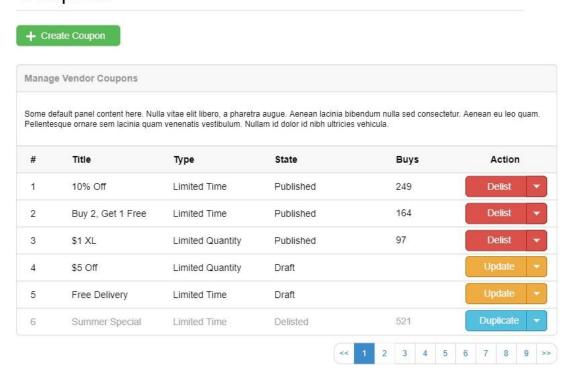


Step #3: Vendor adds details about the new Coupon, passes the form validation, and clicks "Create Coupon".



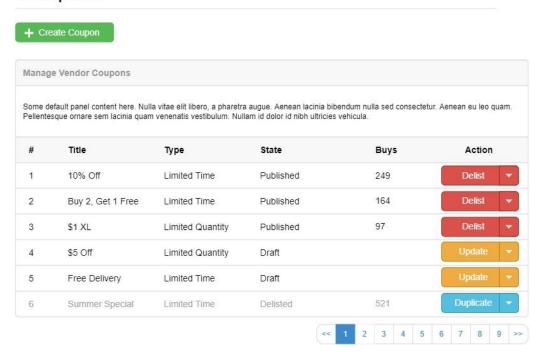
MANAGE ALL COUPONS

After logging in, Vendor uses the dashboard to review the existing Coupons and perform actions like "Update", "Duplicate", and "Delist".

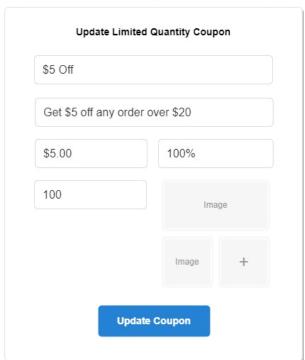


UPDATE COUPON DRAFT

Step #1: Vendor chooses a Draft Coupon they wish to update and selects "Update" from the action menu.



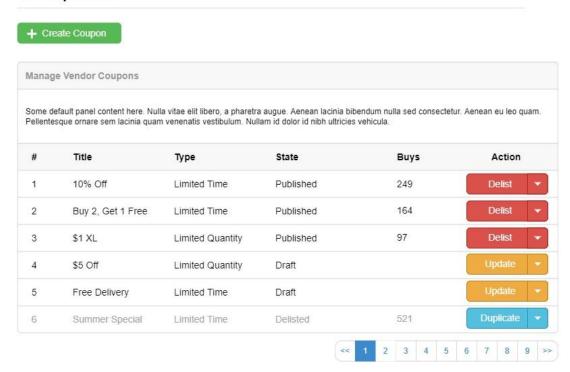
Step #2: Vendor makes changes to the Draft Coupon, passes the form validation, then selects "Update Coupon".



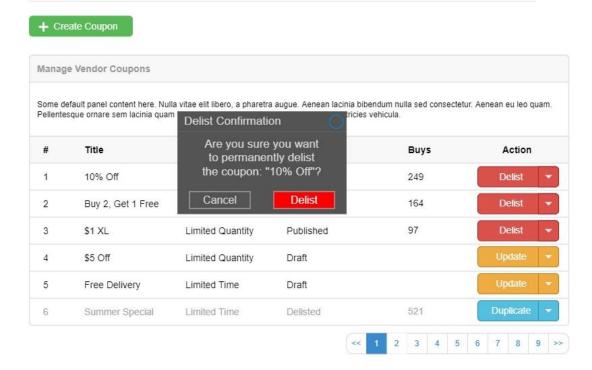
MANUALLY DELIST COUPON

Step #1: Vendor chooses a Published Coupon they wish to remove and selects "Delist" from the action menu.

Coupons

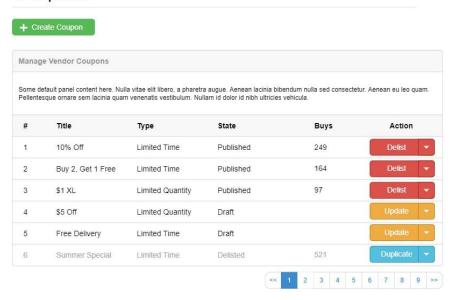


Step #2: Vendor confirms the "Delist" action via a dialogue box to remove the Coupon from sale (or clicks "Cancel").

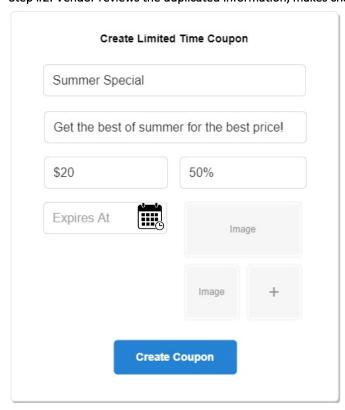


DUPLICATE COUPON

Step #1: Vendor chooses a Coupon and selects "Duplicate" from the action menu.



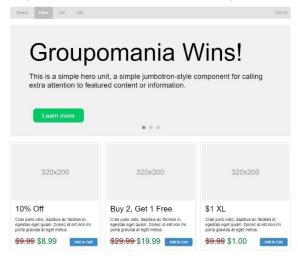
Step #2: Vendor reviews the duplicated information, makes changes, and creates a new Coupon.



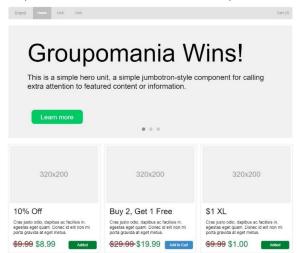
ACTOR: Customers

CUSTOMER CHECKOUT

Step #1: Customer reviews the list of Coupons for sale.



Step #2: Customer adds one or more Coupons to their cart.



Step #3: Customer reviews their cart, adds their Credit Card Details, and completes their Order.

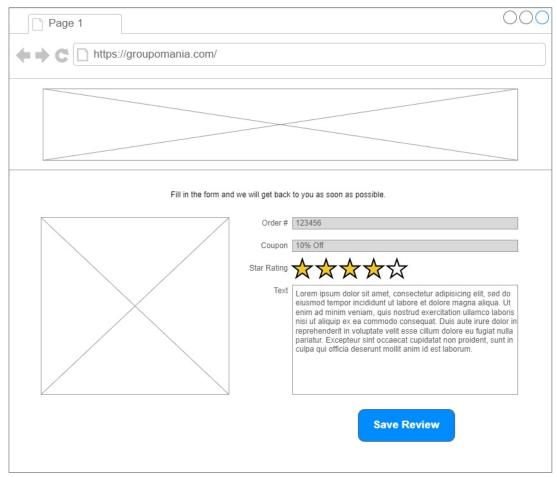






CUSTOMER WRITES A COUPON REVIEW

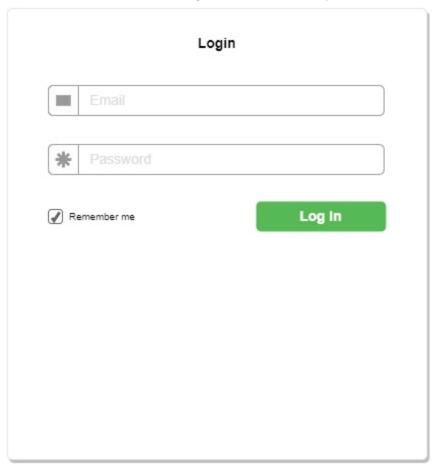
The Customer uses their Order number to write a Coupon Review by giving a Star Rating (out of 5), entering custom text, and clicking "Save Review".



ACTOR: Admin

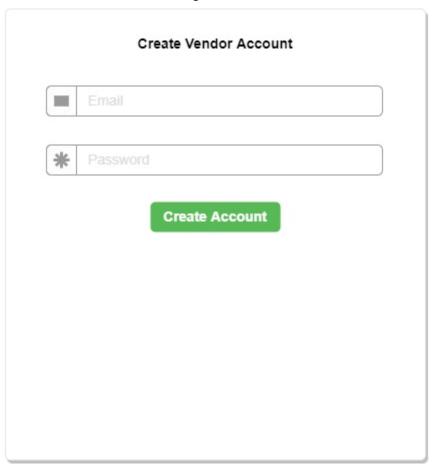
LOGIN TO ACCOUNT

Admin enters their credentials to login to the administrator portal.



CREATE VENDOR ACCOUNT

Admin uses the secure administration portal to manually create and authorize a new Account on behalf of a Vendor. Admin then shares the Account's login credentials with the new Vendor.



PUBLISH VENDOR COUPON DRAFT

Admin reviews a Vendor's Coupon Draft and can either (i) accept and publish the Vendor's Coupon, or (ii) reject the coupon in its current state and request changes from the Vendor.

