WishListé

Team #7

Holly Lind, Pratyusha Pogaru, Francisco Romero

**Project Overview**

The project we are building this semester provides users with the ability to create, edit, delete, and share two types of wishlists in a straightforward, intuitive way. The applications are broad, including shopping lists or to-do lists. Additionally, the project features a second type of list that enables shared group lists. Users can share this type of list with other users, who can then check off whichever items they are able to. Everyone can view which user has checked off items on the shared list. The applications for this type of wishlist can include birthdays, group events or weddings, where many people can choose which items to purchase, without overlaps, in an organized fashion. The goal is to provide an intuitive, daily usable project that integrates seamlessly into people’s lives for their everyday use and smoothen the process of some large-scale .

The stakeholders for this project are the development team and the direct users. The development team will want to make sure that the project is a success and is completed on time. The direct users will want a working product that is easy to use.

Additionally, a more branded version of the project can be used as a feature on retail websites, such as Amazon. For example, the option to easily create a wishlist and share it with others can be available next to a default gifting option, or near the suggested items to purchase based on purchase history. In this case, the retailers we partner with would also be considered stakeholders of the project.

1. **System Environment**



We will be using our laptops to simulate the three tier architecture locally. A web browser will be used as the client, an installed Apache server will act as the server, and we will use MySQL as the relational database.

The software that will be used for the project will be as follows: Visual Studio Code will be the text editor/IDE that will be used by the group to code the project. Bootstrap will be used as the framework for our GUI. MySQL will be used as the RDBMS, and Apache will be used as the local server.

The programming/application languages that will be used are HTML, CSS, Javascript, React.Js, SQL, and PHP.

1. **Functional Requirements**
2. **Users**

The users will be people who want to make or view a wishlist. A user who wants to make a basic wishlist just wants to list items that they want and possibly share it. This may be items they want but can’t afford, or maybe items that they don’t want to forget about. A user who wants to make a special wishlist wants to send out a list of items to a specific group of people, while not knowing who bought what. This may be used for a birthday party or a wedding.

There are two ways to access the system: anonymously or with an account. If the user just wants to view a wishlist without making any changes to it, then they can just follow a link to the desired wishlist without logging in. If the user wants to create a wishlist or make any changes to an existing wishlist, then they must be signed in and have permissions to do so. Anyone can make an account as long as they have an email address.

1. **Account management**

To create an account, the user will click the “Create Account” button from the home page. Then they’ll be redirected to a page where they input their username, password, and email. After they input all three items and click “Sign up”, they’ll then be redirected to an authentication page. The user will have to log into their email, get a code, and input it on this page to continue. After that, the account will be created, and the user is redirected to their list of wishlists.

To log in to an existing account, the user will click the “Sign In” button from the home page. This will redirect them to a page where they input their username and password. After they click “Sign In”, they will be redirected to their list of wishlists.

If the user forgot their password, there is a “Forgot Password” button on the home page and the sign in page. When the user clicks on “Forgot Password”, they are prompted for their username. After inputting their username, the user is redirected to a page where they need to input a new password and a code. The code will be emailed to the email address associated with the username.

On the user’s list of wishlists page, there are three buttons: a logout button, a plus button, and a trash button. Under those three buttons is a list of all of the user’s wishlists, including their basic wishlists, their special wishlists, and other users’ special wishlists.

1. **Basic wishlists**

To make a new basic wishlist, the user first clicks on the plus button from the list of wishlists page. The user is then asked whether to create a basic wishlist or a special wishlist; the user should select basic. They are then redirected to a page with a plus button, a trash button, an empty list, and a back button. The plus button adds items to the list - the item can have a name, a short description, and a url for where to buy the item. The trash button is used to delete items from the list. A checkbox next to each item can be used to mark items that have already been purchased. The back button can be used to return to the user’s list of wishlists page. The user can share their wishlist by sending out the URL. See Appendix (Fig. 1) for the usage flowchart for this wishlist.

To delete a basic wishlist, the user uses the trash button on their list of wishlists page. After they select the wishlist that they want to delete, they are asked to confirm that they want to delete that wishlist. If they confirm, then the wishlist is deleted.

1. **Special Wishlists**

To make a new special wishlist, the user who wants to make the list (for example, the birthday person) clicks the plus button from the list of wishlists page. They are then prompted to create a basic or special wishlist; the user should select special. The user is then redirected to a page similar to the basic wishlist page, but with an additional share button. After the user is sure that the wishlist is complete, then they click share. After clicking share, the user is prompted for the names of people to share it with; the user will have to input the usernames for those they want to share the wishlist with (in this example, the birthday party attendees). After the user clicks confirm, they can still view the special wishlist, but it can no longer be edited or deleted.

When a user receives an invitation to a special wishlist by email (in this example the user is a birthday party attendee), they will be given a link to a copy of the original wishlist. On this copy, all users who were invited may check/uncheck items on the list. Aside from that, the copy of the special wishlist cannot be edited by any of the invited users. When a user checks an item from this list, the item is marked with the user’s “signature” as a way to keep track of who bought what. Also, any marks on the copy of the wishlist are not visible to the owner of the original list. See Appendix (Fig. 2) for the usage flowchart for this wishlist.

There are two steps for deleting a special wishlist. First, the group with the copy of the wishlist must vote to delete the special wishlist. The special wishlist can only be deleted after a unanimous vote. After the copy is deleted, then the original user will be notified. The original user may then delete the original copy of the special wishlist. See Appendix (Fig. 3) for the usage flowchart for this functionality.