Michael Blanco Chavez
Trent Varnes
CSCI 392

TP D1

VISION: Team Everest's vision is to develop a website for the College of Charleston. This website will be a one-stop shop to purchase tickets for events at the College. This website, the Secure Ticketing System, will allow users a safe and secure login. The functionality of this website will include the ability to search for events, purchase tickets for events, process payments, send the user an email receipt, and update the available inventory.

## Use Cases:

# UC1: login

| Use Case Section | Text |
|---|---|
| Use Case Name | Login |
| Scope | Allow the user to make an account and login. |
| Level | User goal: The ability to login. |
| Primary Actor | The user wishing to login/create an account. |
| Stakeholders and Interests | A person wishing to use the CofC ticket system. |
| Preconditions | The user must have a pre-existing account or create an account using a valid email and password. |

| | |
|---|---|
| Success Guarantee | The user must successfully enter their current login credentials. The user must successfully create an account using a valid email and password. |
| Main Success Scenario | The user will enter their email/username and enter the correct password then click login. The user will click create an account and enter their email and password then follow the login steps once their account is created. |
| Extensions | If the wrong password or email is used, the user will not be granted to login. The application will prompt the user to try again or create an account. |
| Special Requirements | The user must have an existing account or create an existing account. Once an account is created the user will receive confirmation via email. |
| Technology and Data Variations List | The user will need a valid email to create an account. |
| Frequency of Occurrence | Every time the user wishes to use their account to purchase tickets. |
| Miscellaneous | Will the college make users create accounts using a @g.cofc.edu email?? |

## UC2: Purchasing Tickets

| Use Case Section | Text |
|---|---|
| Use Case Name | Purchasing a Ticket |
| Scope | A logged-in user purchases a ticket using the CofC ticketing system. |

| | |
|---|---|
| Level | User goal: Purchasing tickets via the ticketing system. |
| Primary Actor | The logged in user wishing to purchase a ticket. |
| Stakeholders and Interests | A user trying to purchase a ticket. |
| Preconditions | The user must be logged in. |
| Success Guarantee | The user must be logged in and their transaction must be approved. |
| Main Success Scenario | The user will login, find the ticket they desire, add it to their cart, purchase the tickets using a valid payment and recieve an email receipt and ticket pdf/QR. |
| Extensions | If the user's payment is denied, it will ask for another payment method. The user must be logged in to view any of these options. |
| Special Requirements | The payment method has to communicate with the CofC gateway to ensure the payment is successful. |
| Technology and Data Variations List | Payment information entered using a keyboard. Payment confirmation sent via email. |
| Frequency of Occurrence | This will occur until the user has purchased their desired number of tickets. |
| Miscellaneous | The developers are debating the idea of adding alternate payment methods such as PayPal and Quadpay. |

# Glossary:

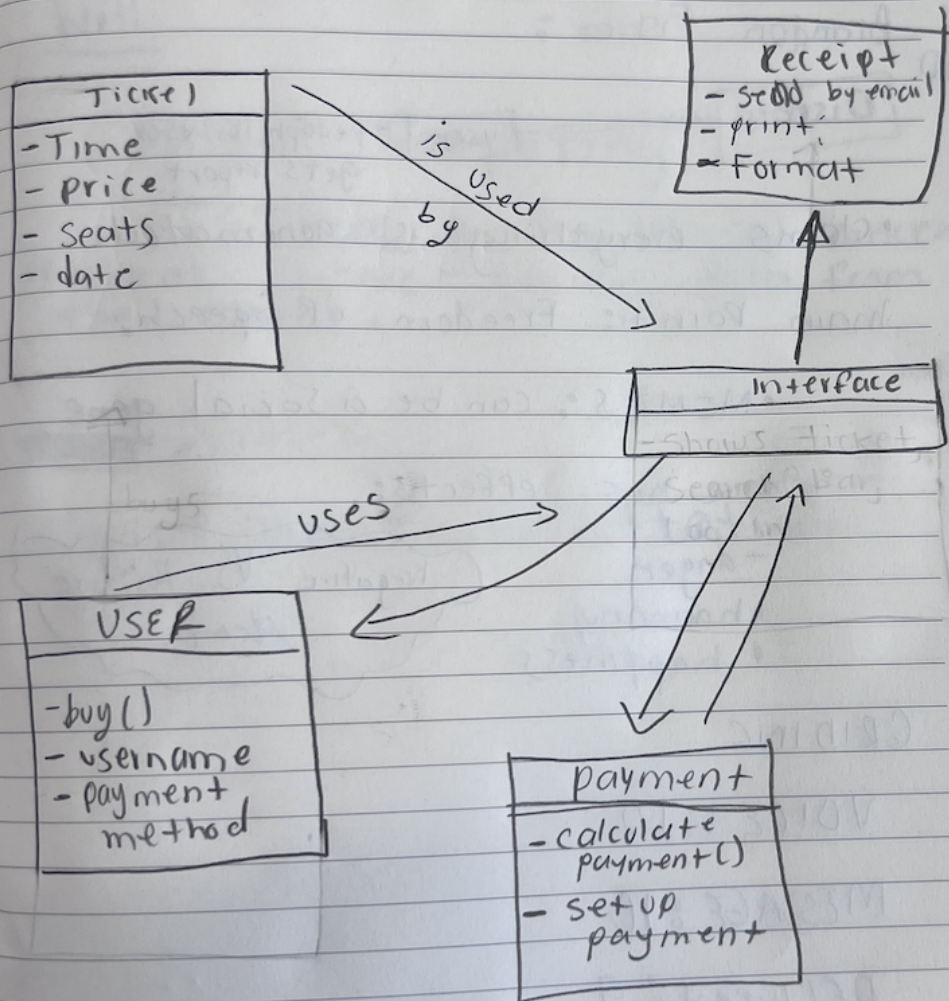# Revision History

TP D1 due in class on September 15, 2022

# Definitions

- Domain Model: In software engineering, a domain model is a conceptual model of the domain that incorporates both behavior and data.
- Payment authorization: Validation by an external payment authorization service that they will make or guarantee the payment to the seller.
- Supplemental Specs: Means specific instructions setting forth conditions or requirements peculiar to the Project under consideration when said Project is not completely covered by the Specifications contained herein.
- Ticket: A piece of paper or code that gives the holder a certain right, especially to enter a place, travel by public transport, or participate in an event.
- Use Case: A specific situation in which a product or service could potentially be used.
- Vision: The plan set in place for Team-Everest
- Website: A set of related web pages located under a single domain name, typically produced by a single person or organization.

# Domain Model

- Domain Model

- Ticket event Website

**Ticket**
- Time
- price
- seats
- date

*is used by* →

**Receipt**
- send by email
- print
- Format

**Interface**
- Shows ticket
- search bar

*uses* →

**USER**
- buy ()
- username
- payment method

**payment**
- calculate payment ()
- set up payment

Elements of the Supplementary Specification include
**Hardware and Software Constraints**


**Development Constraints**
1. Java compatibility.

2. Mail Compatibility

**Licensing and Other Legal Concerns**
This product is not intended to be launched to the market.


**Performance**

1. **Simultaneous Users**

   The system shall support up to 2000 simultaneous users against the central database at any given time, and up to 500 simultaneous users against the local servers at any one time. Database Access Response Time

2. **Fast Reload Times**

   The system shall provide access to the legacy course catalog database with no more than 10-second latency. Transaction Response Time

3. **Fast Transactions**

   The system must be able to complete 80% of all transactions within 2 minutes.


**Usability**
1. Device compatibility:
   Our system should be compatible with ios devices.


2. Online IT desk
   Online help an automated help button 24/7.