

Vehicles sales platform

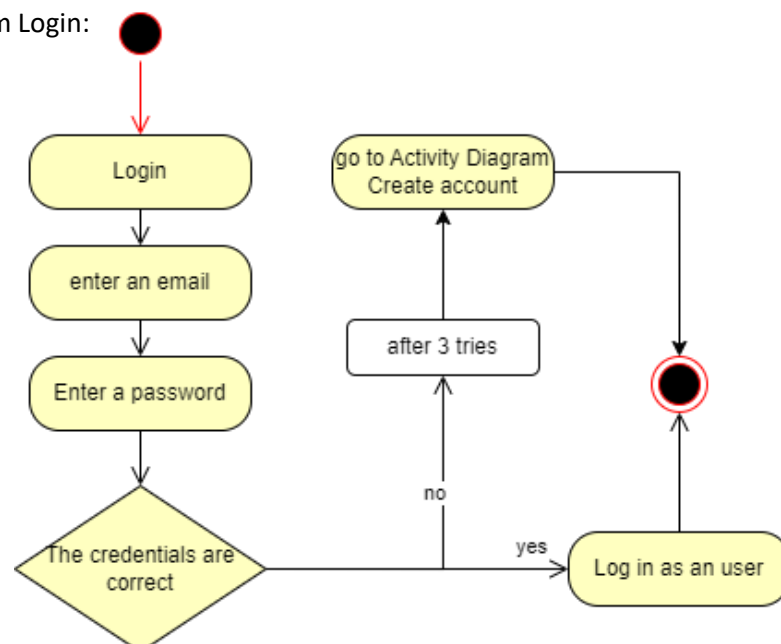
This is a technical report for the software platform to show all vehicles available to be sell in the company.

1. User Histories: For the development of this project, we used the user stories that were defined in the first workshop and we added and modified some in base with the new needs of the client. Obtaining the following:

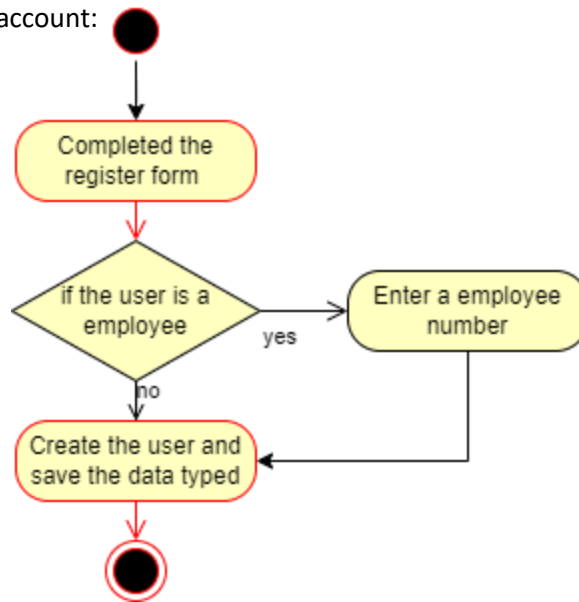
- Each vehicle has at least engine, chasis(A or B), model, gas consumption, and year.
- Depending on the vehicle type, you should define additional properties.
- There are different vehicle types: car, Truck, Yacht, and Motorcycle.
- Each engine has type, potency, and weight.
- To calculate the vehicle gas consumption, you could create a method based on: $1.1 * \text{engine.potency} + 0.2 * \text{engine.weight} - (0.3 \text{ if chassis == A or } 0.5 \text{ if chassis == B})$.
- The platform should have a simple menu to create vehicles, review all vehicles registered
- As manager I want a option to the user can be authenticated for that Know who is the person that access to the system, if is a employed add his employed code.
- As manager i need that a external user just can searchs and watch vehicles
- As external_user i can watch a menú witch the options that i can use
- As employd i want a menú that showme all the options that i can do.
- As manager I want that my employes can: créate new cars for the catalog, show the cars that are in the catalogue, créate parts for the vehicle, and show that parts.
- As employed I want a easy structure to follow to put the data that is necessary to create a engine or vehicle

2. Activiti Diagrams

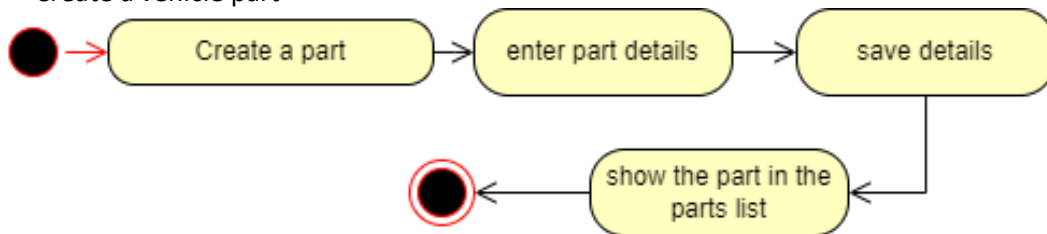
Activity Diagram Login:



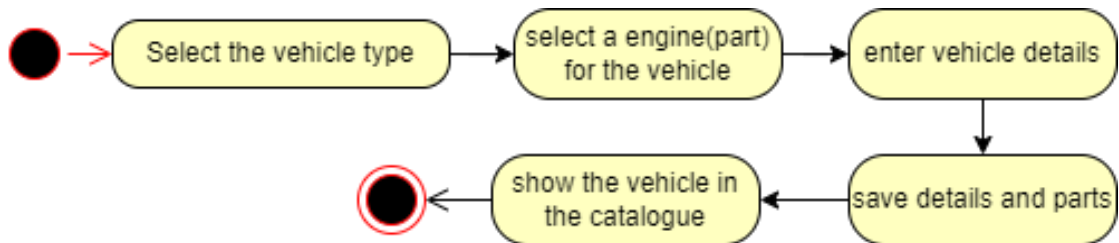
- Activity Diagram Create account:



- Create a vehicle part

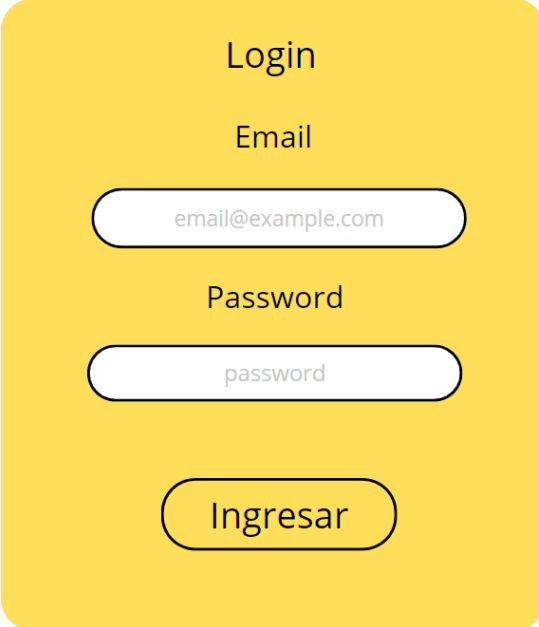


- Create a vehicle



UI Prototipes:

Login:

A yellow rounded rectangle containing a login form. At the top is the text "Login". Below it is the label "Email" followed by a white rounded input field containing the placeholder text "email@example.com". Below that is the label "Password" followed by a white rounded input field containing the placeholder text "password". At the bottom is a white rounded button with the text "Ingresar".

Login

Email

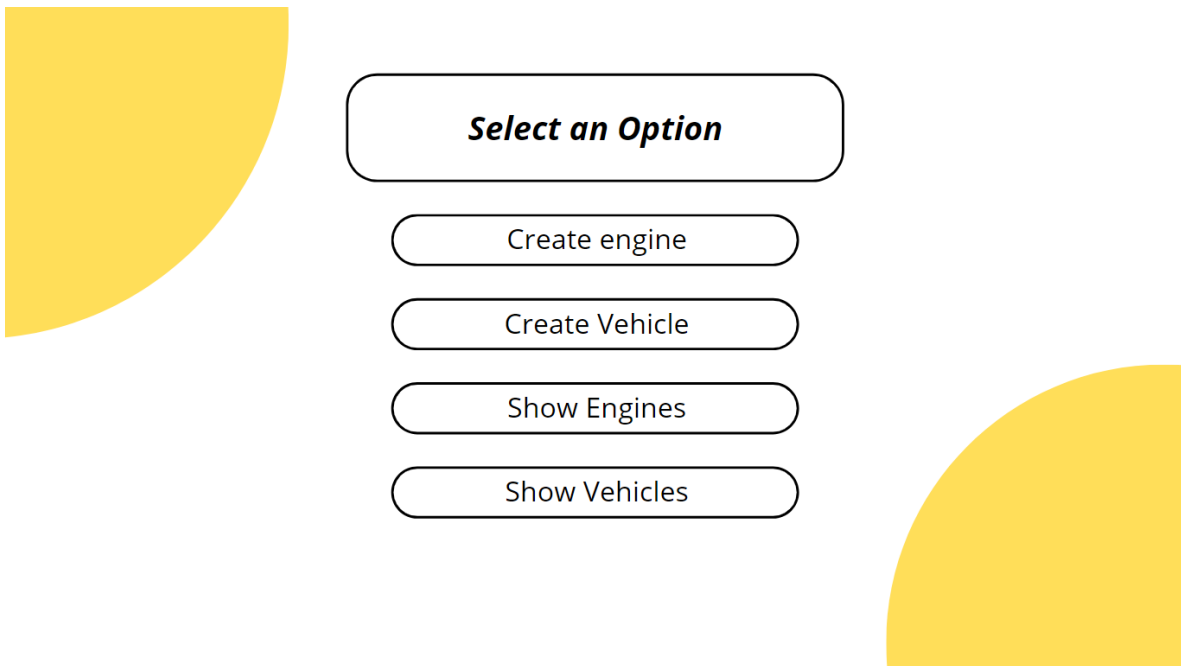
email@example.com

Password

password

Ingresar

Home:

The home screen UI prototype features a central column of five white rounded buttons on a light gray background. The top button is larger and contains the text "Select an Option" in bold. Below it are four smaller buttons with the text "Create engine", "Create Vehicle", "Show Engines", and "Show Vehicles". To the left of the buttons is a large yellow quarter-circle shape, and to the right is a smaller yellow quarter-circle shape.

Select an Option

Create engine

Create Vehicle

Show Engines

Show Vehicles

Create engine:

Create Engine

enter a name to identify the engine

enter the type of engine

enter the potency in a integer value for the engine

enter the weight in a decimal value for the engine



Create engine

Create Vehicle: Depending on the type of vehicle selected, when the button “next” will be press the subform is displayed with the fields corresponding to that vehicle

Create Vehicle

Vehicle type
CAR
TRUCK
YACHT
MOTORCYCLE

enter the name of the engine for the Vehicle

enter the model for the Vehicle

enter the year for the Vehicle

enter the chassis (A or B) for the Vehicle

next

Create Car

enter a color

enter the the number of seats in an integer value

Create Car



Create Vehicle

Vehicle type	▼
CAR	
TRUCK	
YACHT	
MOTORCYCLE	

enter the name of the engine for the Vehicle

enter the model for the Vehicle

enter the year for the Vehicle

enter the chassis (A or B) for the Vehicle

next

Create Truck

enter the number of wheels

enter the type of fuel

enter the Vehicle weight

Create Truck



Create Vehicle

Vehicle type	▼
CAR	
TRUCK	
YACHT	
MOTORCYCLE	

enter the name of the engine for the Vehicle

enter the model for the Vehicle

enter the year for the Vehicle

enter the chassis (A or B) for the Vehicle

next

Create Yacht

enter the weight

enter the top speed

enter the the travel range

Create Yacht



Create Vehicle

Vehicle type	▼
CAR	
TRUCK	
YACHT	
MOTORCYCLE	

enter the name of the engine for the Vehicle

enter the model for the Vehicle

enter the year for the Vehicle

enter the chassis (A or B) for the Vehicle

next

Create Motorcycle

enter cylinder capacity

enter the type brakes

enter the torque

Create Motorcycle



Show engines

Engines

Name	Type	Potency	weight

Show vehicles:

Vehicles

Type	Engine	Model	Year	chassis	extras