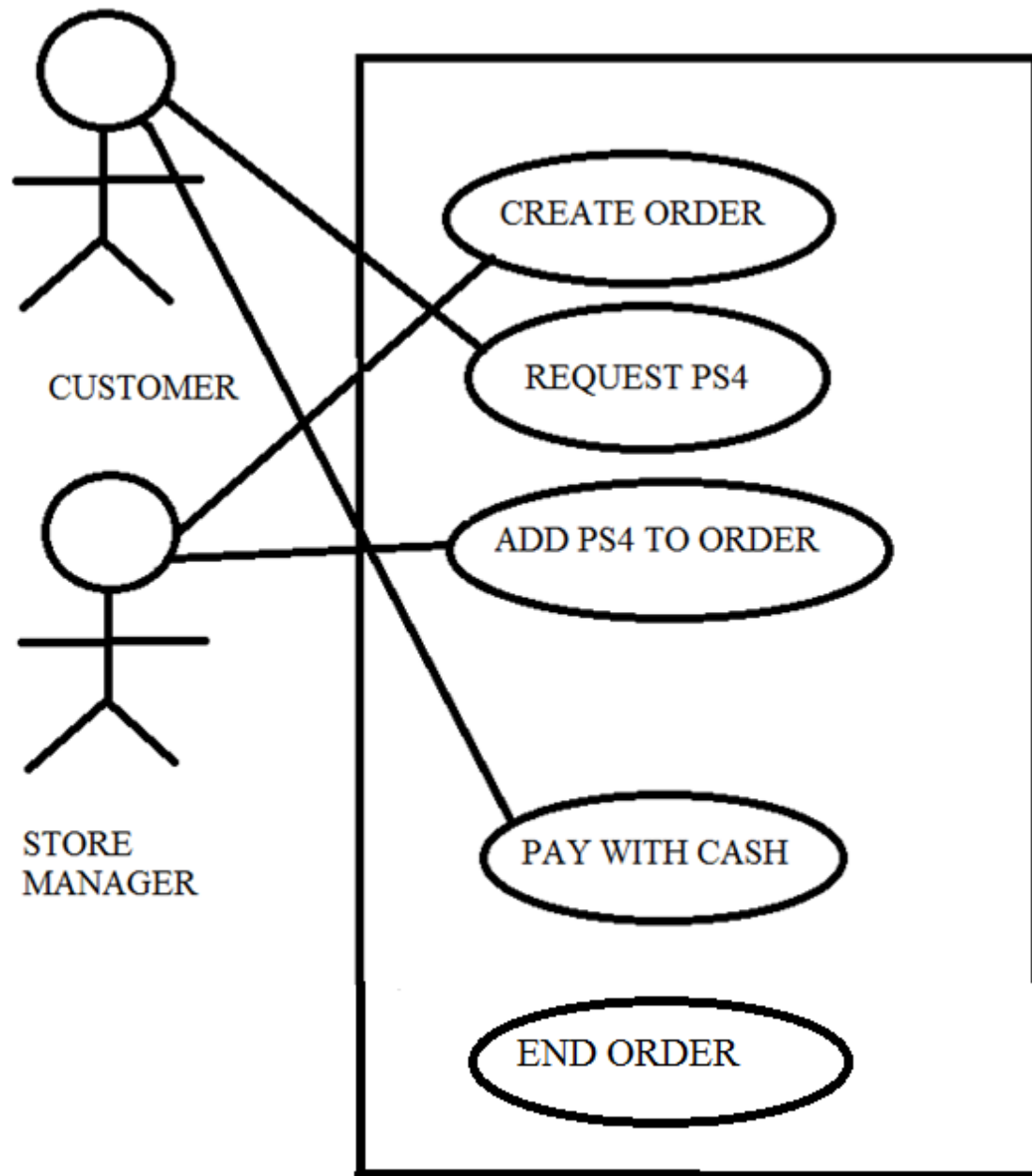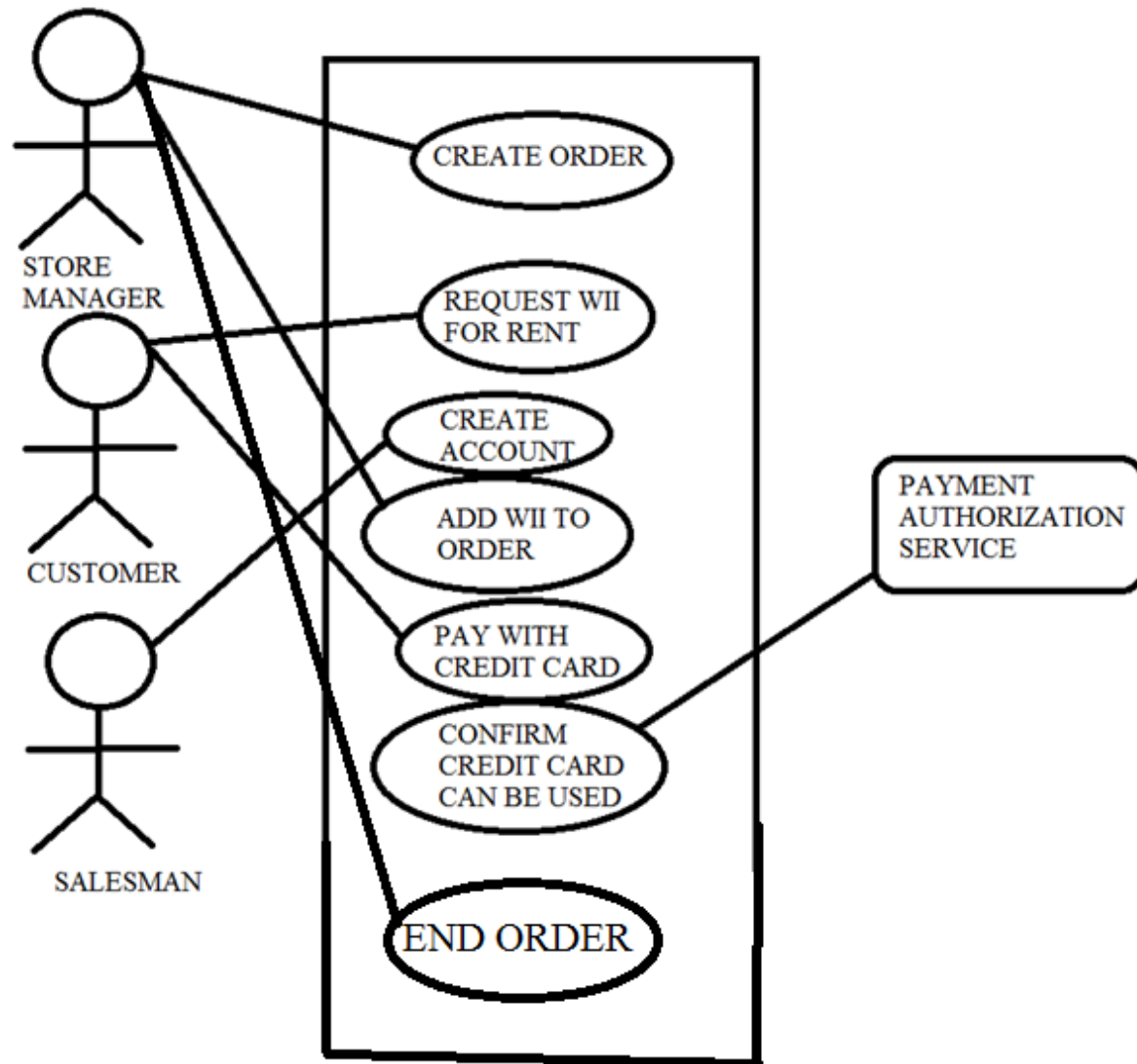David Andalcio
Intro. To Software Engineering
Homework #1
4/24/17

Actors:
Store Manager
Customer
Salesman
Product Manufacture for each company
GameSpeed
Payment Authorization Service

CREATE ORDER

REQUEST PS4

CUSTOMER

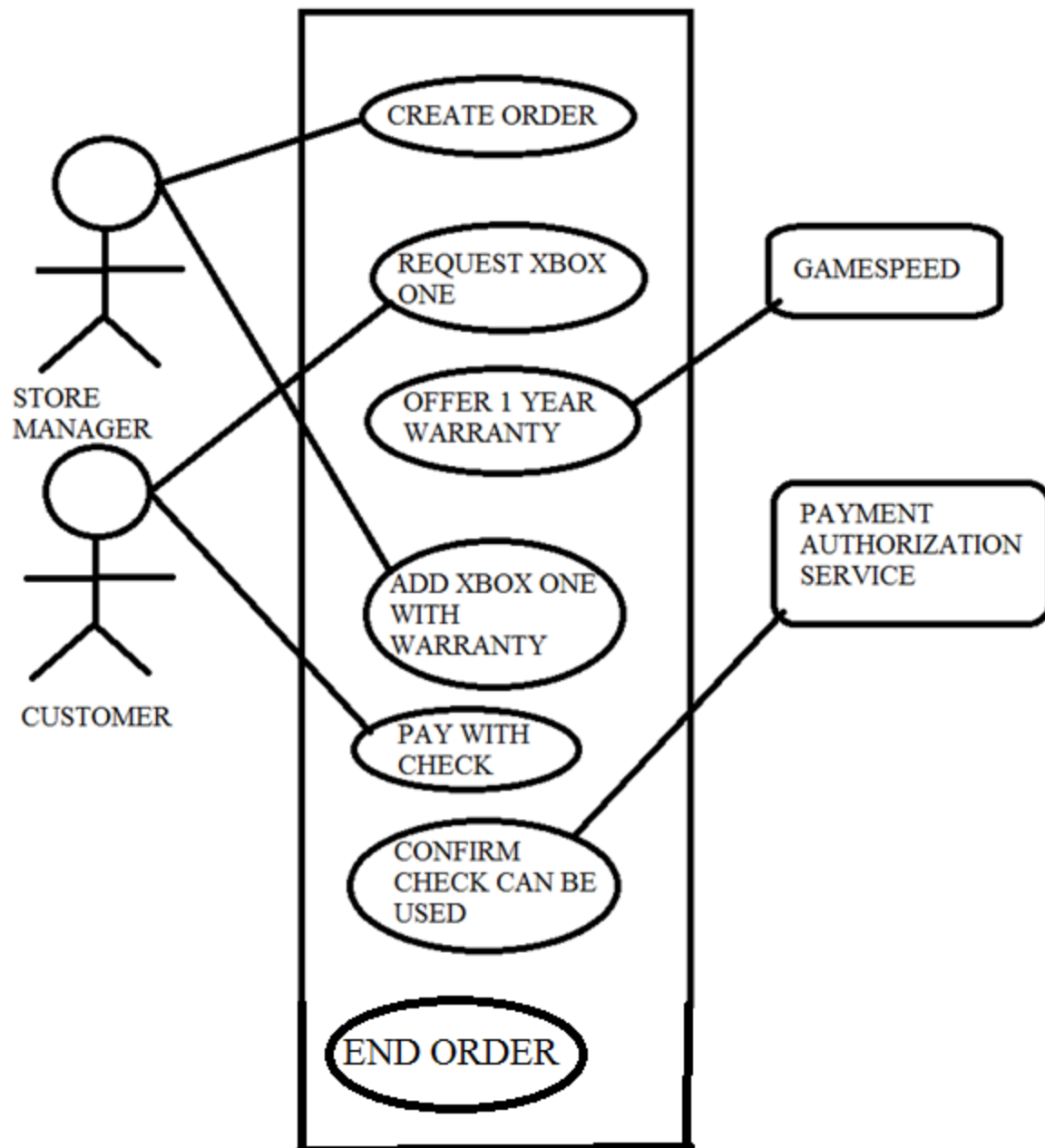ADD PS4 TO ORDER

STORE
MANAGER

PAY WITH CASH

END ORDER

Description: When a customer wants to buy a Sony PS4, the store manager creates an order, the customer requests a Sony PS4, the store manager adds the Sony PS4 to the order, the customer pays with cash, then the store manager ends the order after paying.

CREATE ORDER

STORE MANAGER

REQUEST WII FOR RENT

CREATE ACCOUNT

CUSTOMER

ADD WII TO ORDER

PAYMENT AUTHORIZATION SERVICE

PAY WITH CREDIT CARD

CONFIRM CREDIT CARD CAN BE USED
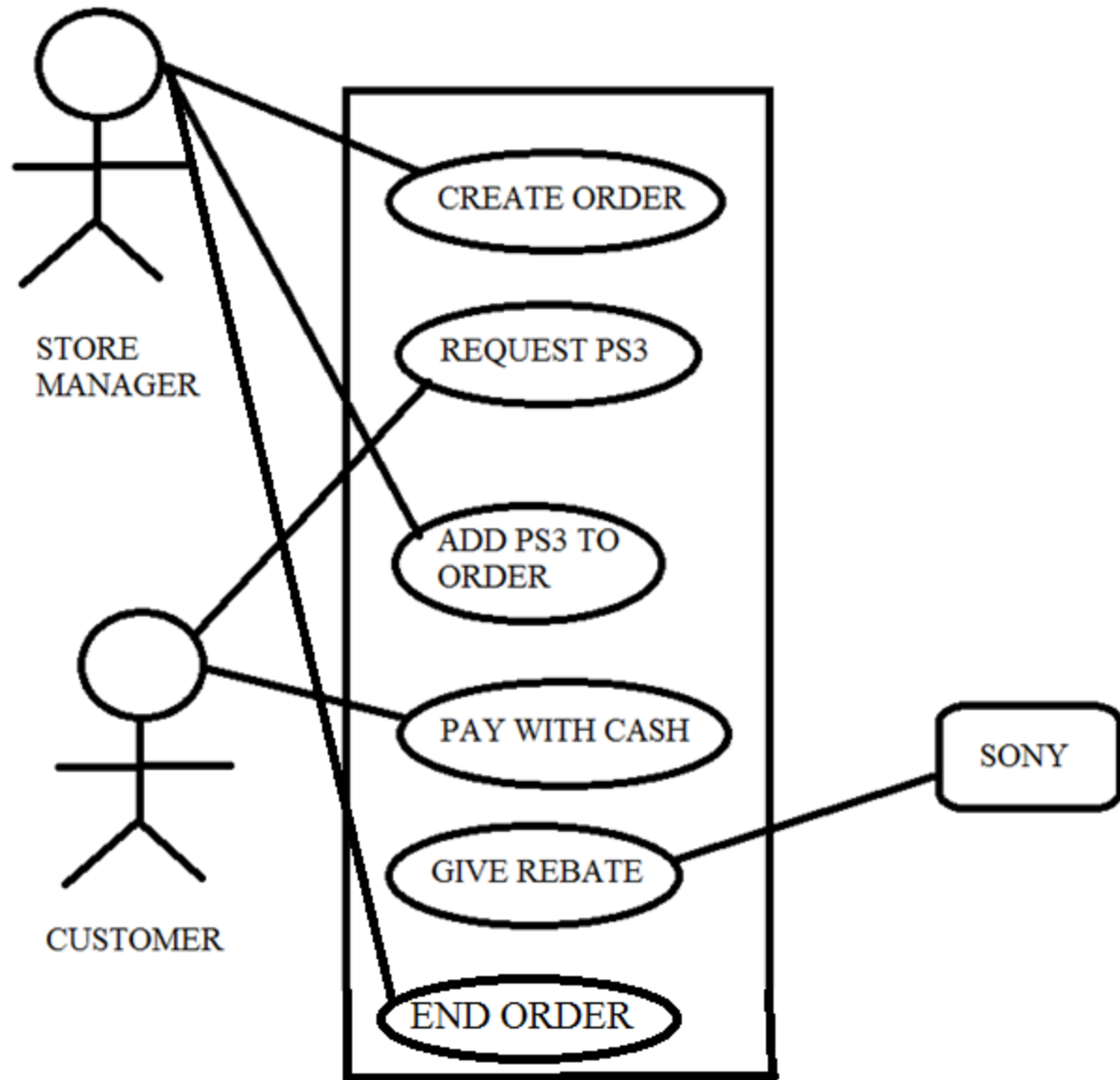
SALESMAN

END ORDER

Description: When a customer wants to rent a Wii, the store manager creates an order, the customer requests a Wii to rent, the salesman creates an account for the customer, the store manager adds the Wii to the order, the customer pays with a credit card, the Payment Authorization Service confirms that the credit card is valid, then the store manager ends the order after the payment goes through.
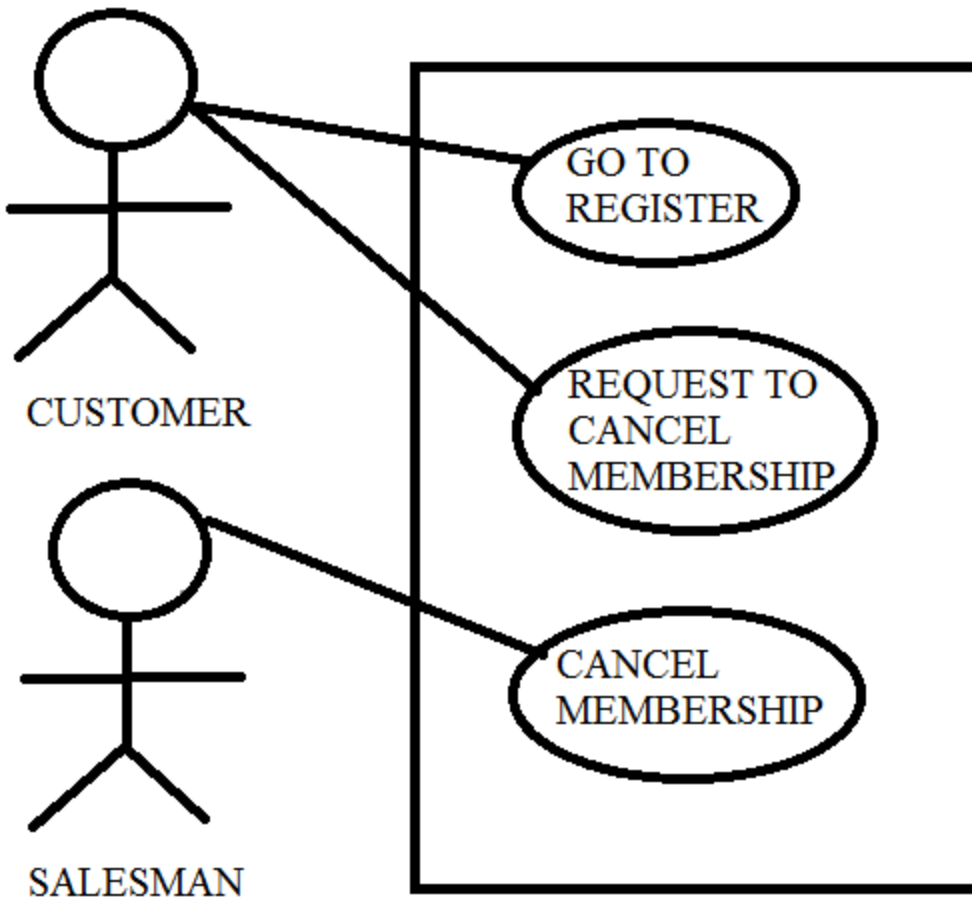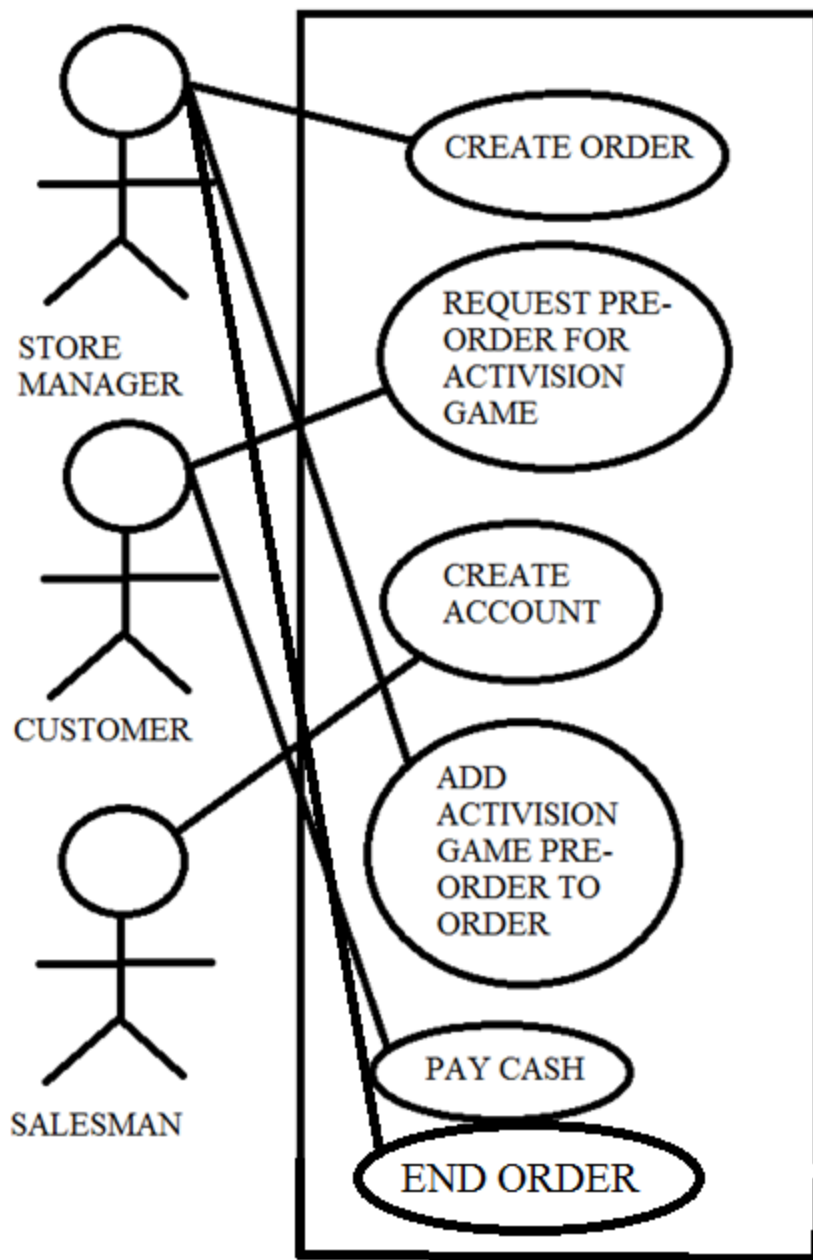
Description: When the customer wants to cancel his/her membership, he/she goes to the register, requests to cancel the membership, then the salesman cancels the membership.

CREATE ORDER

REQUEST XBOX ONE

GAMESPEED

OFFER 1 YEAR WARRANTY

PAYMENT AUTHORIZATION SERVICE

ADD XBOX ONE WITH WARRANTY

PAY WITH CHECK

CONFIRM CHECK CAN BE USED

END ORDER

STORE MANAGER

CUSTOMER

Description: When a customer wants to buy a XBOX One with a one year warranty, the store manager creates an order, the customer requests for an XBOX One, GameSpeed offers a one year warranty, the store manager adds the XBOX One with the warranty when the customer accepts, the customer pays with a check, the Payment Authorization Service confirms the check can be used, then the store manager ends the order after the check goes through.

Description: When Sony gives a rebate for a PS3, the store manager creates an order, the customer requests a PS3, the store manager adds the PS3 to the order, the customer pays with cash, Sony gives information on rebate on receipt, then the store manager ends the order.

CREATE ORDER

REQUEST PRE-ORDER FOR ACTIVISION GAME

CREATE ACCOUNT

ADD ACTIVISION GAME PRE-ORDER TO ORDER

PAY CASH

END ORDER

STORE MANAGER

CUSTOMER

SALESMAN

Description: When a customer wants to pre-order an Activision game, the store manager creates an order, the customer requests to pre-order an Activision game, the salesman creates an account for the customer, the store manager adds the pre-order to the order, the customer pays with cash, then the store manager ends the order after the payment goes through.
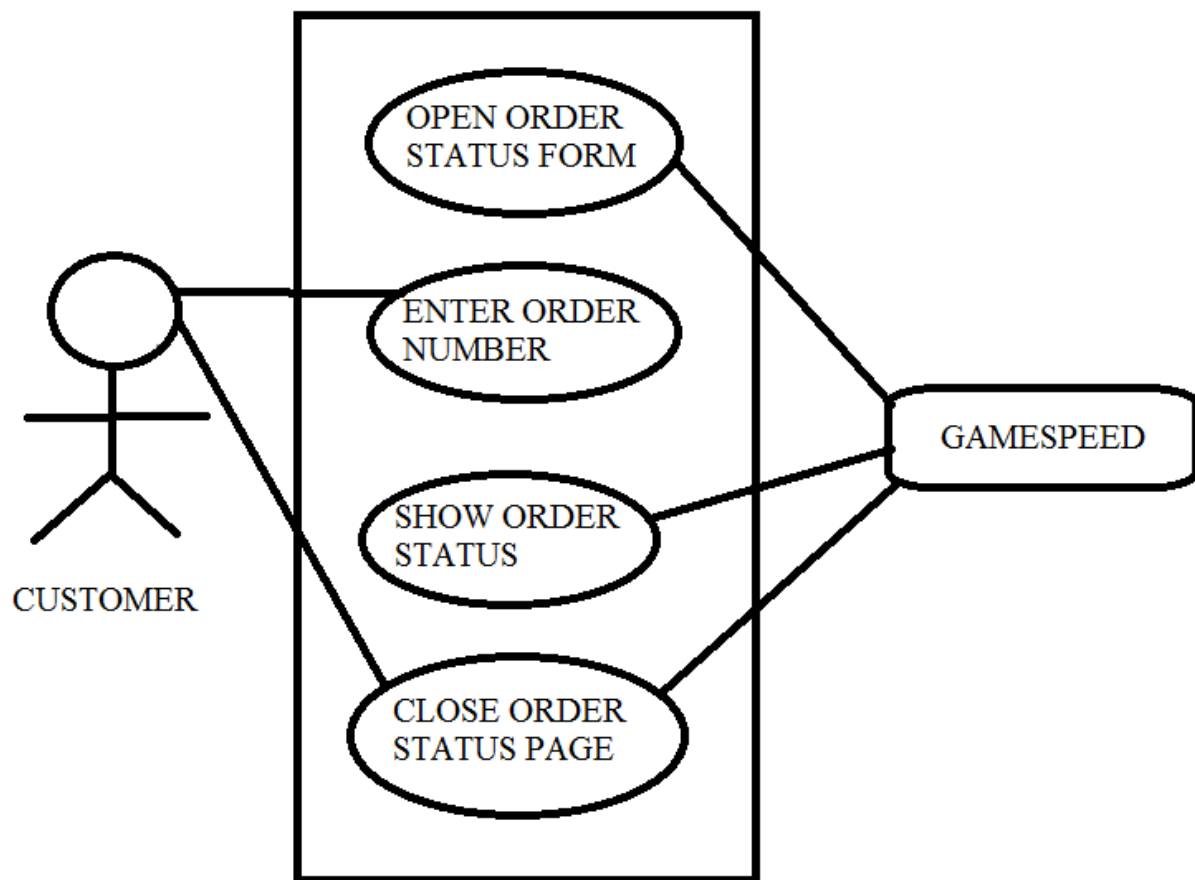
Description: When a customer wants to check the status of an order online, GameSpeed opens the Order Status Form, the customer enters in the order number, GameSpeed retrieves and shows the order status, then GameSpeed closes the page when the customer closes the page.
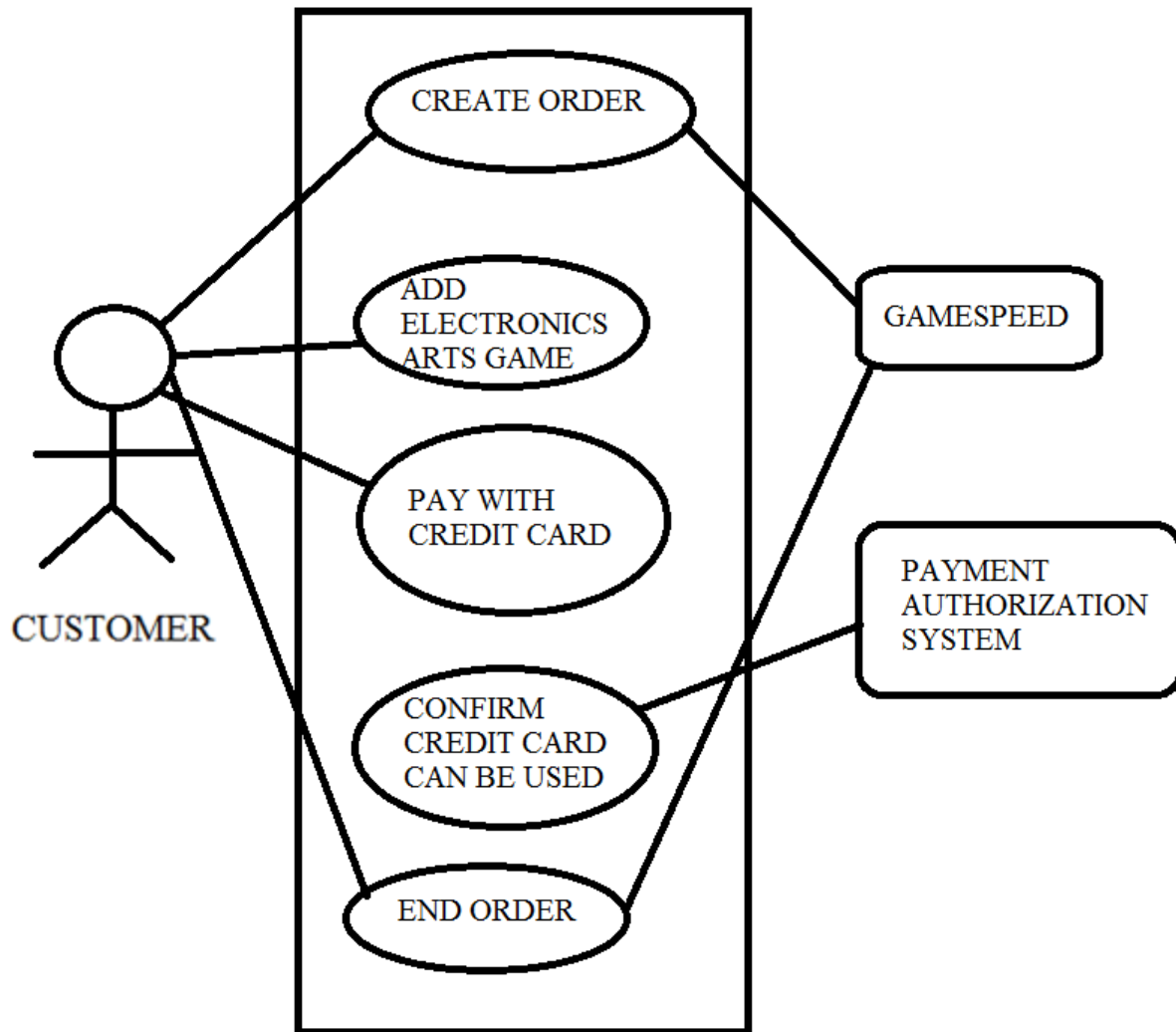
Use Case Name: Place an order

Scenario: Create an order online

Triggering Event: Customer goes to GameSpeed website.

Brief Description: When a customer places an order for a game, the customer creates an order on the website, adds the game to the order, pays with a credit card, the Payment Authorization System confirms that the credit card is valid, GameSpeed confirms the order and the customer closes the order after the payment goes through.

Actors: Customer

Stakeholders: Shipping department: to verify that game is in stock and that the game can be shipped as expected
Marking department: to record purchase to find related products to recommend

IT department: make sure website runs properly and sends order through so it can be performed

Precondition: Website must be running

Game must be available to buy

Payment Authorization System must be working properly

Postcondition: The order must be sent through so it can be processed by warehouse

The quantity for on-hand must be accurate to know if there is a need to order more

Flow of events:

Customer creates an order on the GameSpeed website

Customer finds the game they want

Customer adds the game to the cart

Website shows game being added to cart

Customer goes to process order

Website shows items in cart

Website displays screen to enter payment information

Customer enters in payment information

Payment Authorization System confirms that the credit card is valid

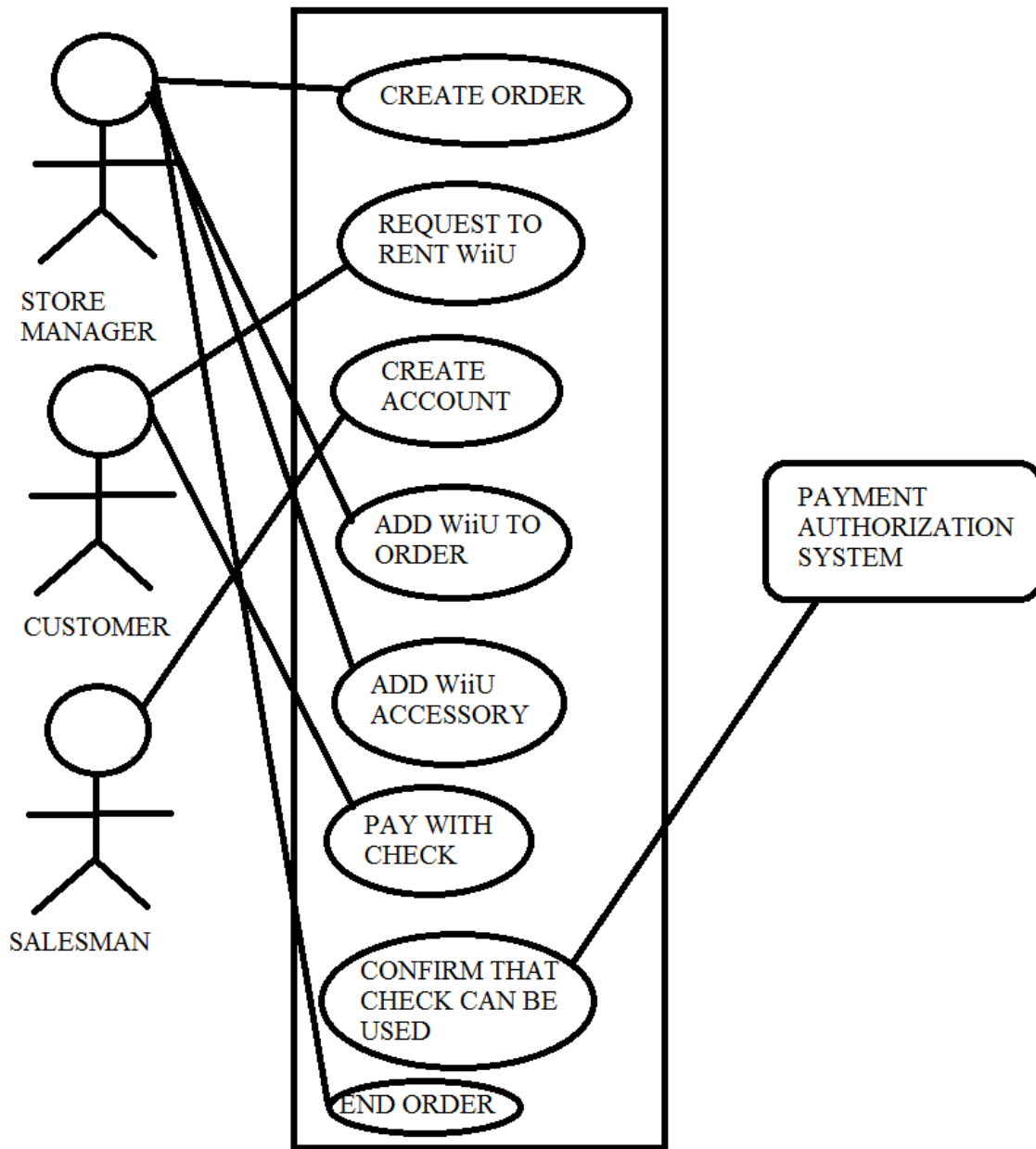*Website confirms the order went through*

Customer ends the order

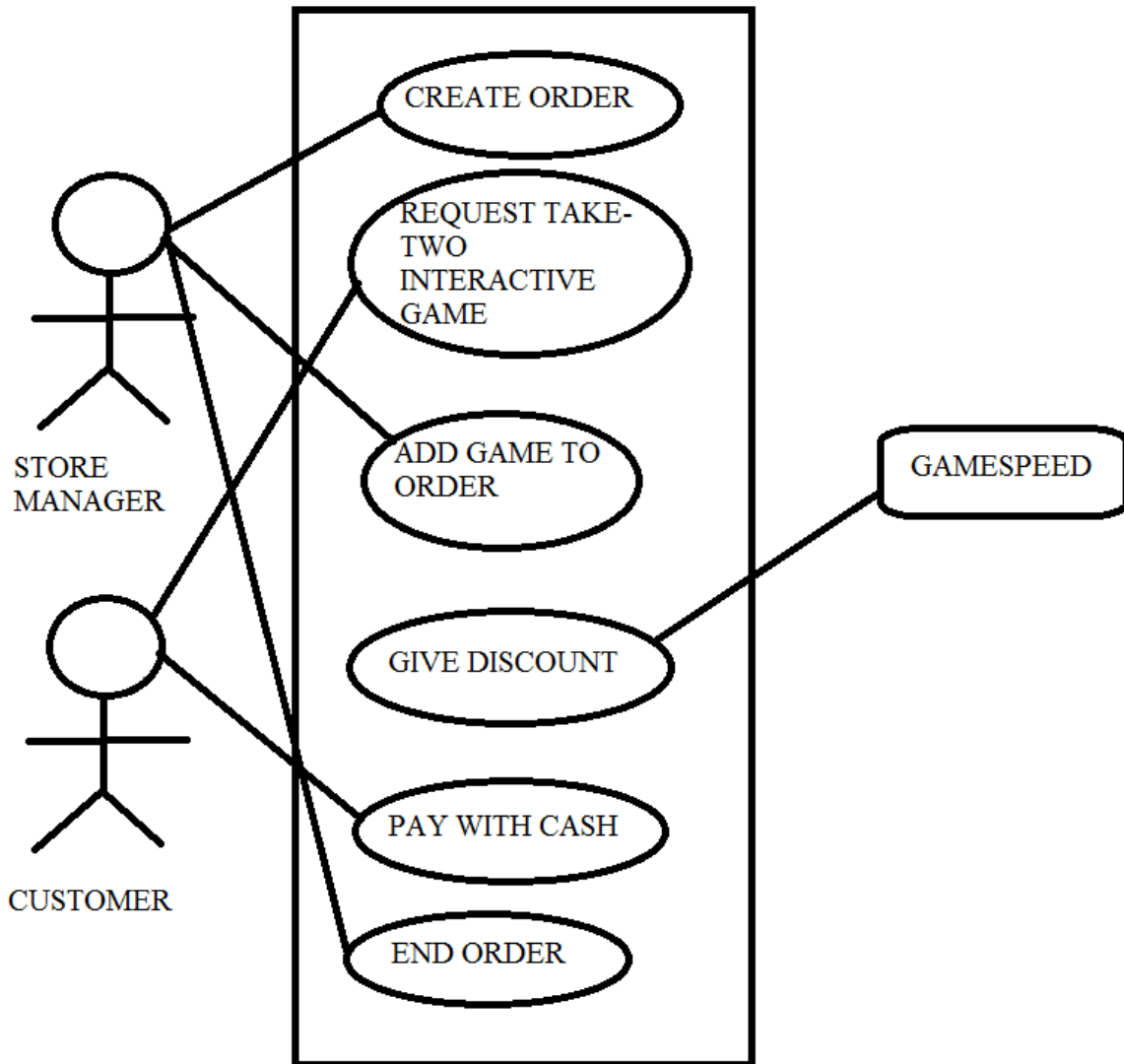GameSpeed transfers order to warehouse

Exception conditions: If game isn't available yet, will ask if customer would like to pre-order

If credit card is invalid, website will display that the order didn't go through and ask to try again

If no items are in cart, the website will display that the customer needs to add an item to the cart

CREATE ORDER

REQUEST TO
RENT WiiU

CREATE
ACCOUNT

PAYMENT
AUTHORIZATION
SYSTEM

ADD WiiU TO
ORDER

ADD WiiU
ACCESSORY

PAY WITH
CHECK

CONFIRM THAT
CHECK CAN BE
USED

END ORDER

STORE
MANAGER

CUSTOMER

SALESMAN

Description: When a customer wants to rent a WiiU with an accessory, the store manager will create an order, the customer will request to rent a WiiU, the salesman will create an account, the store manager will add the WiiU and the accessory to the order, the customer can pay with a check, the Payment Authorization System will confirm that the check can be used, then the store manager will end the order when the check goes through.

CREATE ORDER

REQUEST TAKE-TWO INTERACTIVE GAME

ADD GAME TO ORDER

GAMESPEED

GIVE DISCOUNT

PAY WITH CASH

END ORDER

STORE MANAGER

CUSTOMER

Description: When GameSpeed gives a discount to a game, the store manager will create an order, the customer will make a request for a certain game, the store manager will add the game to the order, GameSpeed will then apply a discount for the game, the customer then pays, then the store manager ends the order when the payment goes through.