# **ENSF614 Fall 2022**

# **Final Project**

# **Design Report**

December 3, 2022

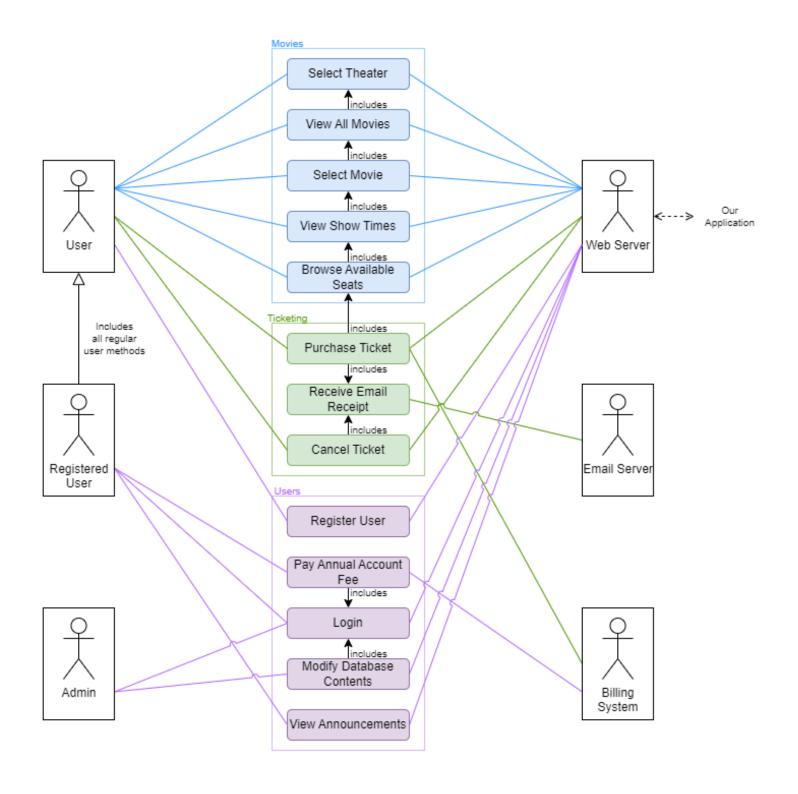
Group 8

Ryan Ahlstrom Andrew Bright
Dhruvi Dave Dele Oyelese

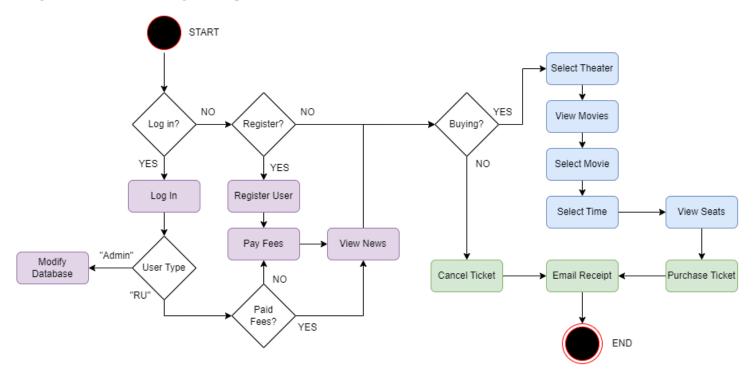
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# **Systems Use Case Diagram**



# **Systems Activity Diagram**



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#### **Use Case Scenarios**

#### **Select Theater**

After the <u>user selects</u> the option to begin <u>ticket purchase</u>, a list of all available movie <u>theaters</u> is <u>displayed</u> on the page.

User selects a movie theater from the list.

#### **View All Movies**

After selecting a theater, a new page is shown to the user with a list of movies being played at the selected theater.

The user views all <u>movies</u> in an alphabetical list. The user decides they want to find their desired movie, so they enter a <u>title</u> into the search bar.

After entering the title into the search bar, only the movies which match the title are displayed to the user.

#### **Select Movie**

With the list of <u>movies</u> shown on the page, the user <u>clicks on</u> the <u>movie</u> they want to watch.

#### **View Show Times**

After selecting the movie, a new page is shown to the user.

The user views all available <u>show times</u> for the selected <u>movie</u> at the selected <u>theater</u>, and they select a <u>showtime</u> by clicking on it.

#### **Browse Available Seats**

After selecting a <u>show time</u>, the user <u>views a colored map</u> of all available <u>seats</u> for the selected <u>show time</u>. The <u>seats</u> are <u>displayed by number and availability</u>.

The <u>user</u> clicks on the <u>seat</u> they want, and the application verifies that the <u>seat</u> is available.

The <u>user</u> decides they want to buy a <u>seat</u> for their friend, so they <u>click on another seat</u>. The <u>application verifies</u> that the user's <u>seats</u> will not exceed the limit of 10% capacity for a reserved <u>showing</u>.

After the user has selected all of the seats they want, they click on a payment button.

#### **Purchase Ticket**

After the user clicks on the payment button, a new page is displayed with several fields for the user to enter information into.

The input fields displayed are "Card number", "Expiration date", "CSV", and "email address".

If the <u>user</u> is currently logged in as a <u>registered user</u>, these fields are retrieved from the <u>server</u> and filled automatically.

At the bottom of the page is a button labeled "Pay for tickets"

The user presses the button, and the application contacts the billing system to determine if the payment is valid.

If the payment is invalid, an error message is shown.

#### **Cancel Ticket**

After pressing the cancel ticket button, a new page is shown with several fields for the user to enter.

The displayed input fields are "Movie title", "Movie time", and "Email address".

The user enters all information into these fields, and clicks a button on the bottom of the page labelled "confirm cancellation"

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The <u>application</u> contacts the <u>server</u> to <u>determine</u> if the <u>ticket</u> exists and the <u>movie show time</u> is <u>greater than 72 hours from the</u> current time.

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If the <u>ticket</u> cancellation is not possible, an error message is shown.

The <u>application contacts</u> the <u>billing system</u> if the <u>ticket</u> cancellation is possible, and <u>distributes a refund</u> to the user depending on the user type. 85% for <u>nonregistered users</u>, and 100% for <u>registered users</u>.

If the <u>refund</u> is unsuccessful, an error message is shown.

#### **Receive Email Receipt**

After the application confirms the validity of a purchase or refund, a new page is shown.

This page lists the payment amount and the email address of the user.

The <u>user</u> is able to <u>press a button</u> labelled "email receipt" to <u>receive</u> an <u>emailed copy</u> of the <u>receipt</u>.

#### **Register User**

After <u>clicking on the "register" button</u>, the <u>user</u> is shown a new <u>registration</u> page

This page has several listed input fields "First name", "Last name", "Address", "Email address" and "Credit card information".

#### **Pay Annual Account Fee**

After registering for the first time or <u>logging in as a registered user</u> with overdue <u>annual fees</u>, the <u>payment</u> page for <u>annual fees</u> is shown.

Since the user has their credit card details on file, they do not need to enter the credit card details.

There are two buttons displayed on the screen "Charge credit card" or "Continue as guest".

Since the <u>user</u> wants to remain a <u>registered user</u>, they <u>press the button</u> to charge their <u>credit card</u>.

#### Login

The user types in the <u>movie website address</u> into their web browser, and they are <u>redirected to</u> a <u>login</u> page.

The login page displays two input fields "Username" and "Password"

Several buttons are shown on the page "Log in", "Register", and "Continue as a guest"

If the user is a <u>registered user</u> or an <u>administrator</u>, they <u>enter their login details</u> into the two input fields and press the "Log in" button. The <u>application</u> validates the information.

The <u>user</u> is able to select any of the 3 options. Since the user is a quest, they click the "Continue as a quest" option.

After selecting the <u>quest</u> option, the user is given an option to purchase or cancel a <u>ticket</u>.

#### **Modify Database Contents**

If the user <u>pressed the "Log in" button</u> with valid <u>administrator credentials</u>, a new page is shown.

This is an <u>administrator</u> console where the <u>admin</u> user can enter <u>API calls</u> to modify <u>database</u> contents.

#### **View Announcements**

After <u>logging</u> in or paying annual fees, a <u>registered</u> user is sent to a new page.

On the new page are <u>movie announcements</u> not available to the <u>public</u>.

At the bottom of the page are two buttons, "Purchase a ticket" or "Cancel a ticket".

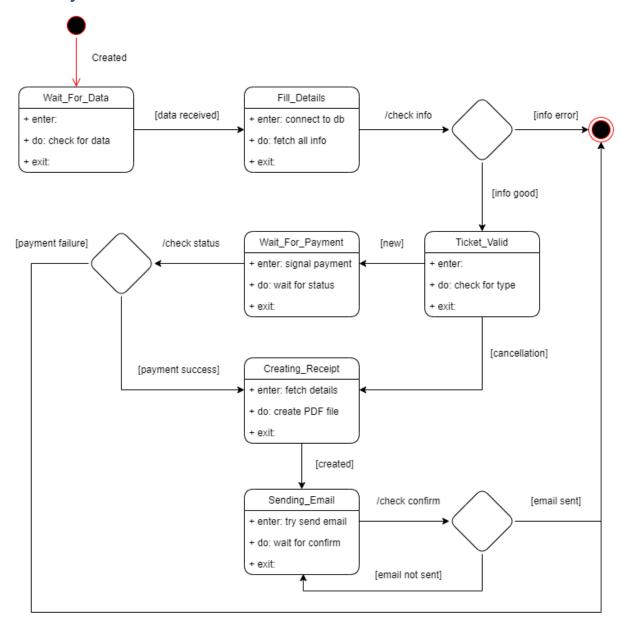
## **List of Candidate Objects**

Noun	Filtering Decision
User	Candidate object
Theater	Candidate object
Movie	Candidate object
Showtime	Candidate object
Ticket	Candidate object
Seat	Candidate object
Registered User	Candidate object
Administrator	Candidate object
Guest	Filtered (not stored)
Application	Filtered (out of scope)
Server	Filtered (out of scope)
Billing System	Filtered (out of scope)
Card number, Expiration, CSV, email address	Filtered (attributes of object)
Movie time, Movie title, email address	Filtered (attributes of object)
Refund	Candidate object
Purchase	Candidate object
Payment	Candidate object
Receipt	Candidate object
Emailed copy	Filtered (duplicate of receipt)
First name, last name, address, email address, credit	Filtered (attributes of object)
card information	
Annual fees	Filtered (attribute or method)
Credit card details	Filtered (attribute of object)
Website address	Filtered (out of scope)
Username, password	Filtered (attributes of object)
Movie announcements	Candidate object
API calls	Filtered (out of scope)

# **State Transition Diagrams**

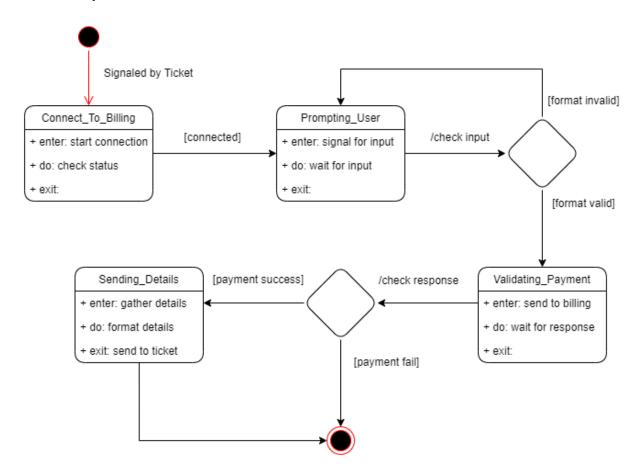
Name: Dhruvi Dave

## **Ticket Object**



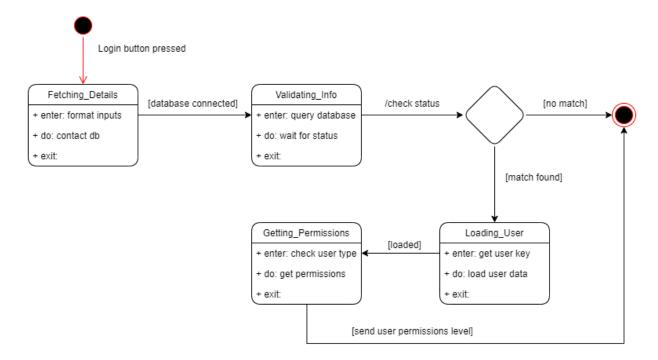
# **Payment Object**

Name: Dele Oyelese



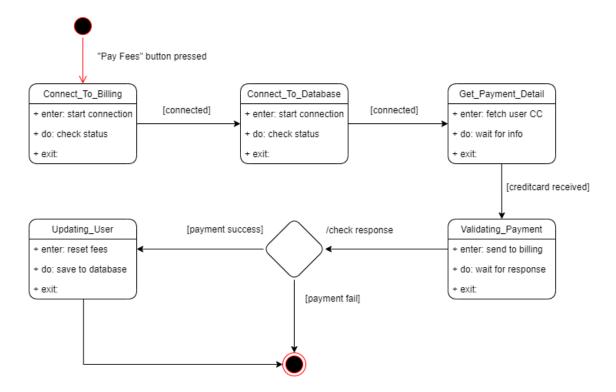
## Use Case - Login

Name: Ryan Ahlstrom



## Use Case - Pay Annual Fees

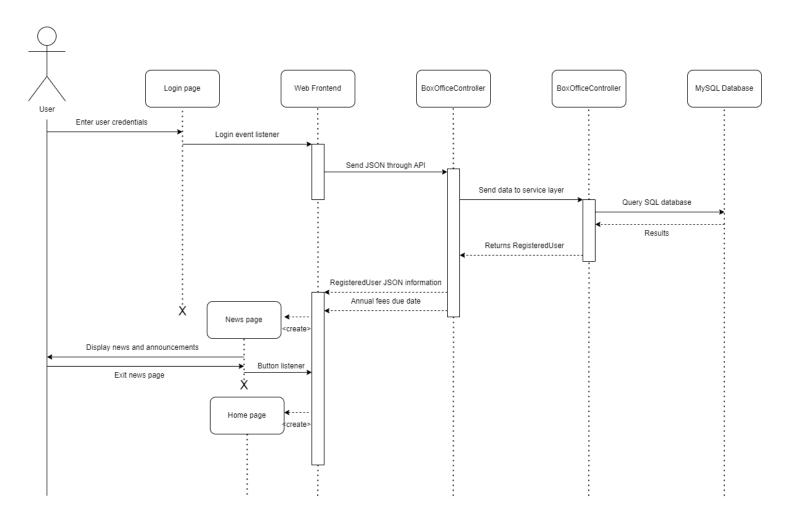
Name: Andrew Bright



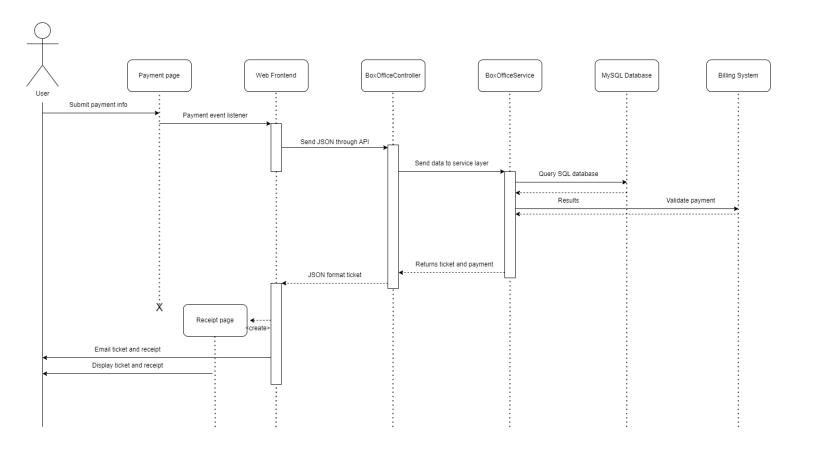
# **System Interaction Diagrams**

## Use Case - Login

Name: Ryan Ahlstrom

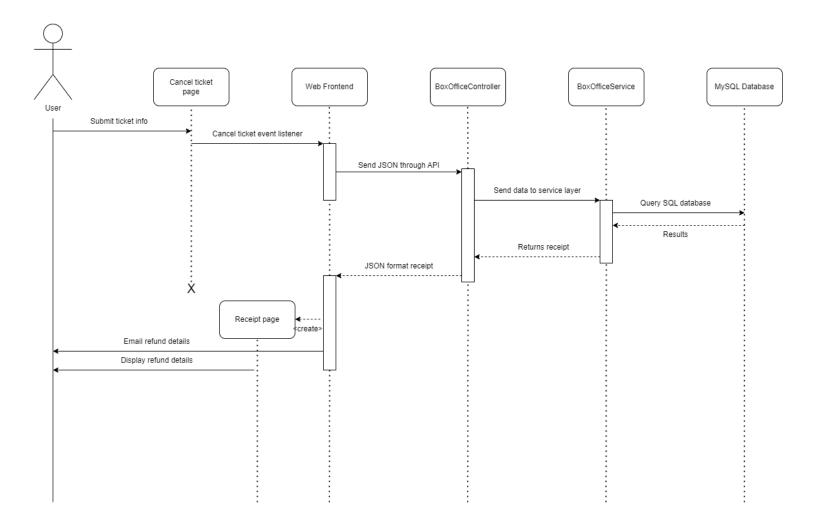


Name: Dele Oyelese



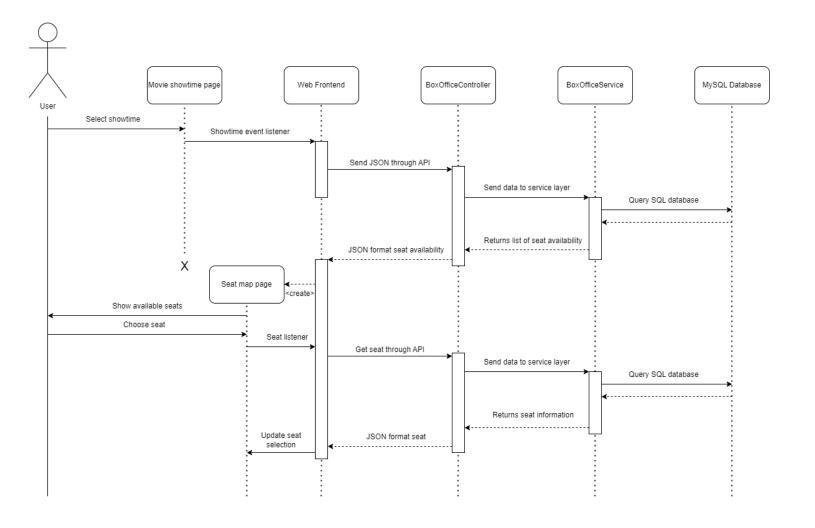
## **Use Case – Cancel Ticket**

Name: Dhruvi Dave

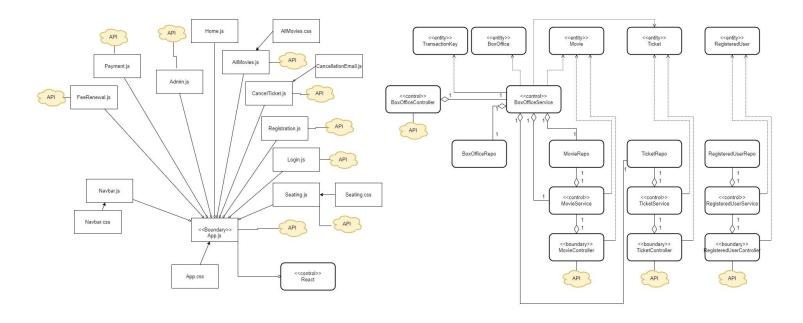


#### Use Case - Browse Seats

Name: Andrew Bright

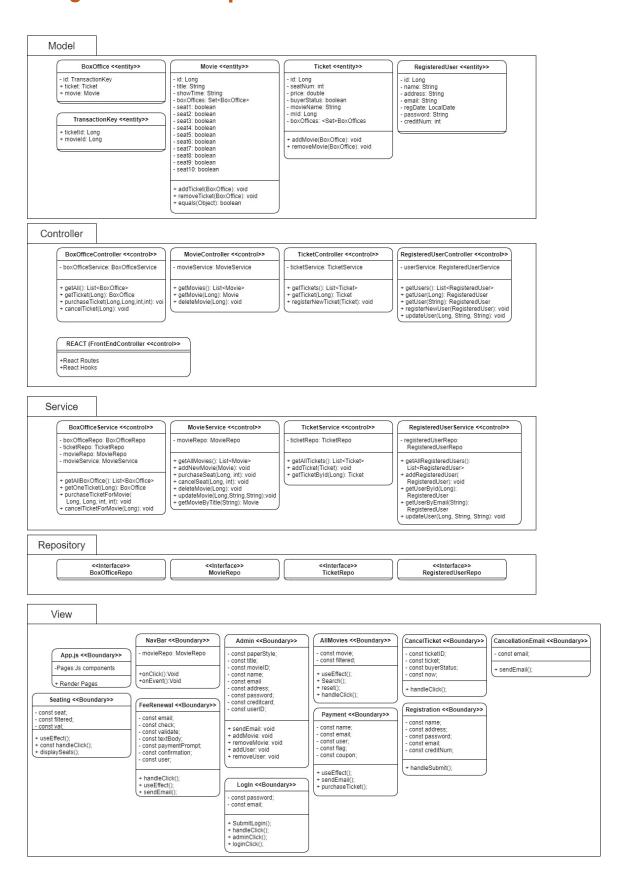


# **Design Level Class Specification – Relationships**

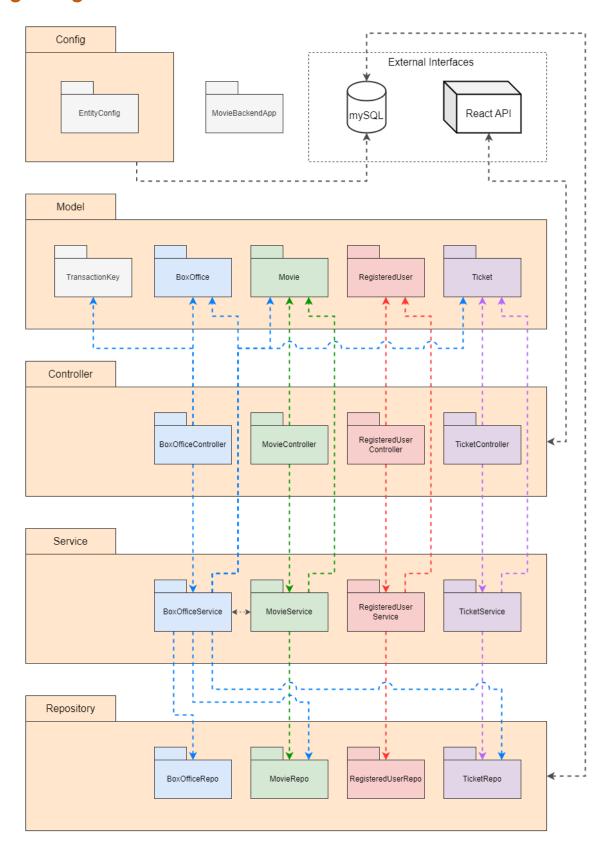


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# **Design Level Class Specification – Attributes**



# **Package Diagram**



# **Deployment Diagram**

