# Strawberry - webeC Project

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# Contents

# 1. Introduction

## 1.1. What's the point?

**Strawberry** is a collaborative shopping list. Strawberry aims to simplify doing groceries in households with more than one person. No more problems because you forgot that piece of paper called grocery list at home or you did not see the message from your girlfriend telling you to bring that one important item.

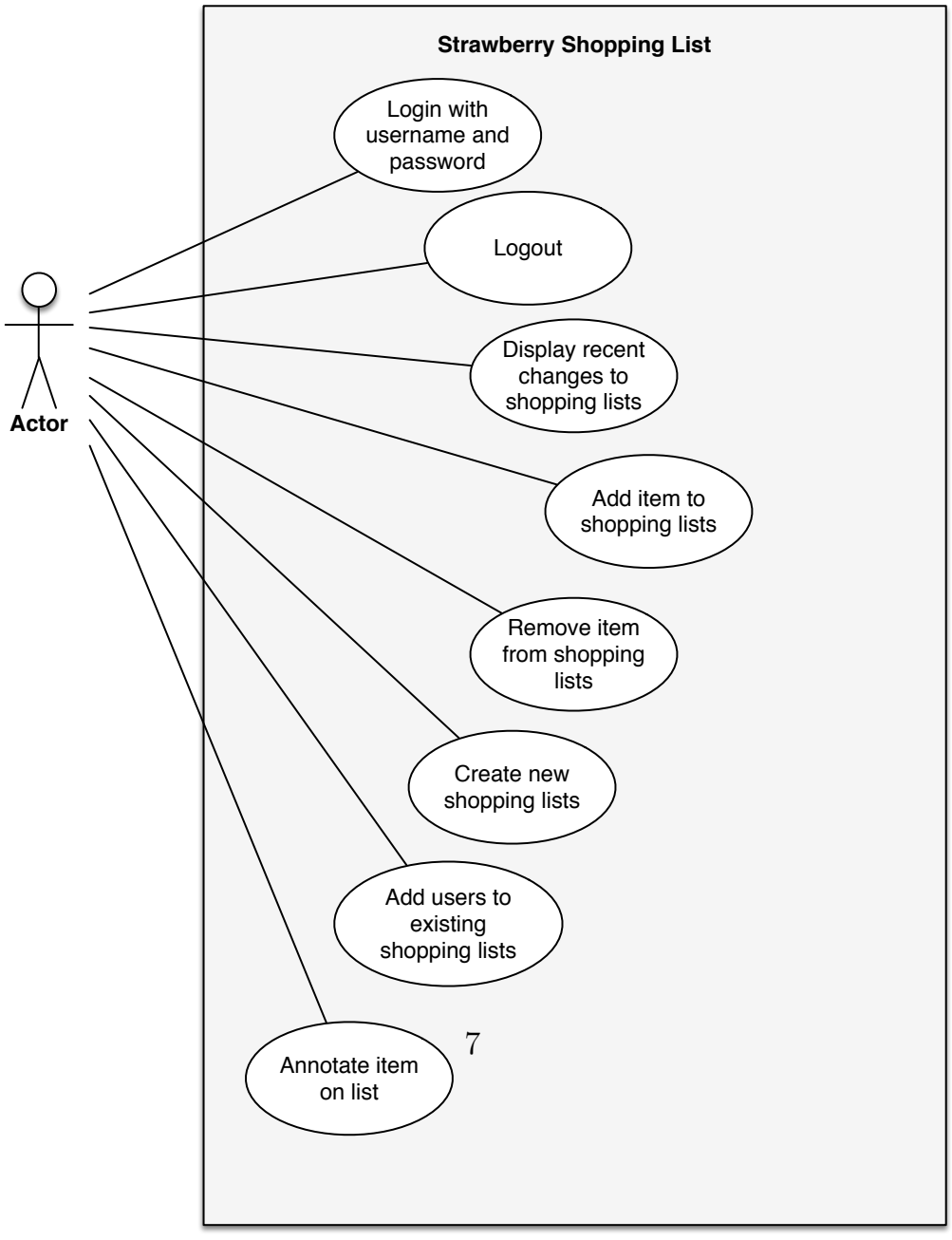
Strawberry
the collaborative shopping list

**Strawberry** in this early version will support the following features:

- **Shared lists** with as many users as you wish. You can simply invite everyone with a Strawberry account to take part in your list. Each user can many have as many seperate lists with different people as he wants. For example: *"me and girlfriend"*, *"me and family" or "me and my flatmates"*. Of course it is also possible to have a private list just for yourself.
- **Simple item-based lists** simply add items and remove them by checking them off the list. You can add a short note to each item seperately. For example if you want to have a certain brand of chocolate.
- **Twitter Style Typeahead** with common shopping items. Such as "Apples", "Bananas" or "Strawberries" in item input field.

# 2. Requirements

## 2.1. Usecase Overview



### 2.1.1. Usecase: Login with username and password

| Use Case | Login with username and password |
|---|---|
| **Description** | Allows user to login with his username + password |
| **Actors** | User |
| **Preconditions** | Not logged in (see `/loggedin` response) |
| **Basic Flow** | User fills in username + password, clicks login |
| **Alt. Flow** | None |
| **Postconditions** | *User is logged in (has session token)* |
| **Notes** | - |

### 2.1.2. Usecase: Logout

| Use Case | Logout |
|---|---|
| **Description** | Logout user from running logged in session. |
| **Actors** | User |
| **Preconditions** | Logged in (see `/loggedin` response) |
| **Basic Flow** | User clicks logout button. |
| **Alt. Flow** | User enters URL `/logout` |
| **Postconditions** | *User is logged out (has session token revoked)* |
| **Notes** | - |

### 2.1.3. Usecase: Display recent changes to shopping lists

| Use Case | Display recent changes to shopping lists |
|---|---|
| **Description** | Shows a history of recent changes. |
| **Actors** | User |
| **Preconditions** | Logged in (see `/loggedin` response) |
| **Basic Flow** | User pressed the `bell-icon` in the top right. |
| **Alt. Flow** | None. |
| **Postconditions** | List is shown. |
| **Notes** | - |

### 2.1.4. Usecase: Add user to existing shopping list

| Use Case | Add user to existing shopping list |
|---|---|
| **Description** | User can invite others to existing shopping lists. |
| **Actors** | User |
| **Preconditions** | Logged in (see `/loggedin` response), list exists. |
| **Basic Flow** | User searches / enters usernames and presses add. |
| **Alt. Flow** | None. |
| **Postconditions** | User has been added to the list as collaborator. |
| **Notes** | - |

### 2.1.5. Usecase: Remove item to shopping lists

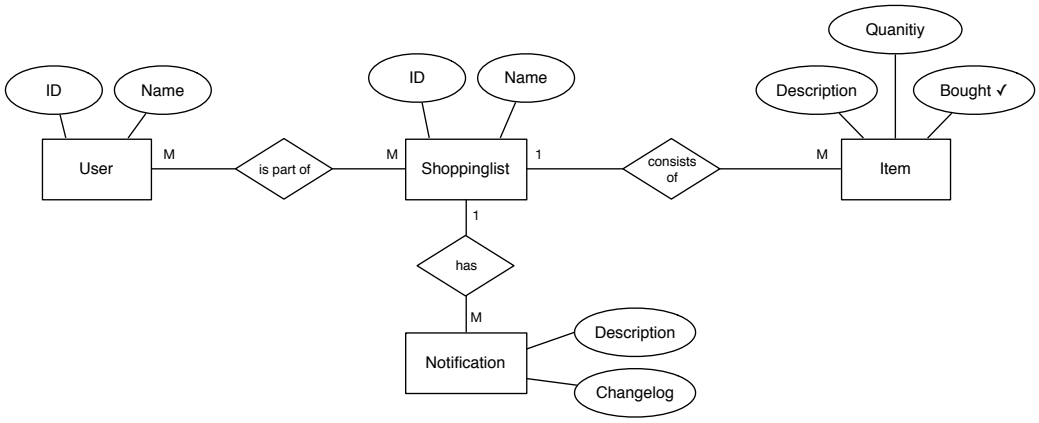
see *Usecase: Add item to shopping lists*. Same as this but instead of adding item will be removed.

### 2.1.6. Usecase: Create new shopping lists

| Use Case | Create new shopping lists |
|---|---|
| **Description** | Creates a new empty shopping list. |
| **Actors** | User |
| **Preconditions** | Logged in (see `/loggedin` response) |
| **Basic Flow** | User enters the name of the new list and clicks add. |
| **Alt. Flow** | None. |
| **Postconditions** | A new empty shopping list has been created. |
| **Notes** | - |

# 3. Conceptual Data Model

## 3.1. Overview




### 3.1.1. Entity: User

A user of the system *(as in member of (many | one) shopping lists).*

### 3.1.2. Entity: Shoppinglist

Set of items for one or several users. The list has **Notifications** about the latest changes so all members can see the latests changes to the list.

### 3.1.3. Entity: Item

An item is defined as following: A `description` such as *Strawberry*, a `quantity` for example *some*, *one* or *many* and a `bought` checkmark which indicates an item that has been ticked of the the list *(thus no longer is required to be bought).*

### 3.1.4. Entity: Notification

*see Shoppinglist.*

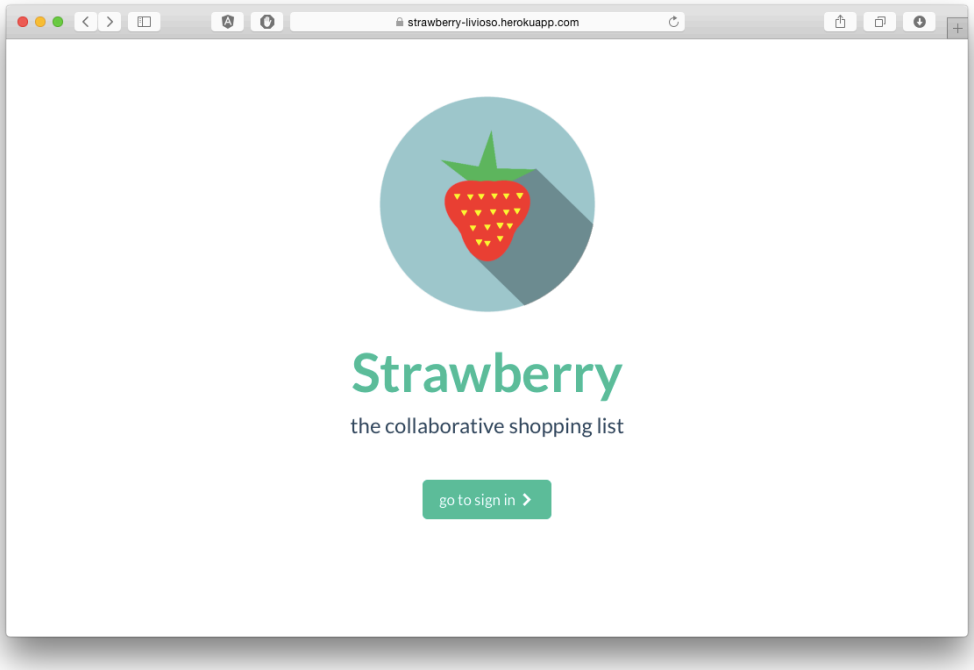
## 3.2. Operations

| Actor | Operation | Arguments | Result |
|---|---|---|---|
| User | Add item to list | `item` | `success` or `fail` |
| User | Tick item on list | `item` | Changes `bought` to `true` |
| User | Add user to list | `user` | `success` or `fail` |
| User | Remove user from list | `user` | `success` or `fail` |
| User | Login / Logout | `un/pw` | `Session ID` |
| Server | Notify change | `changes` | - |

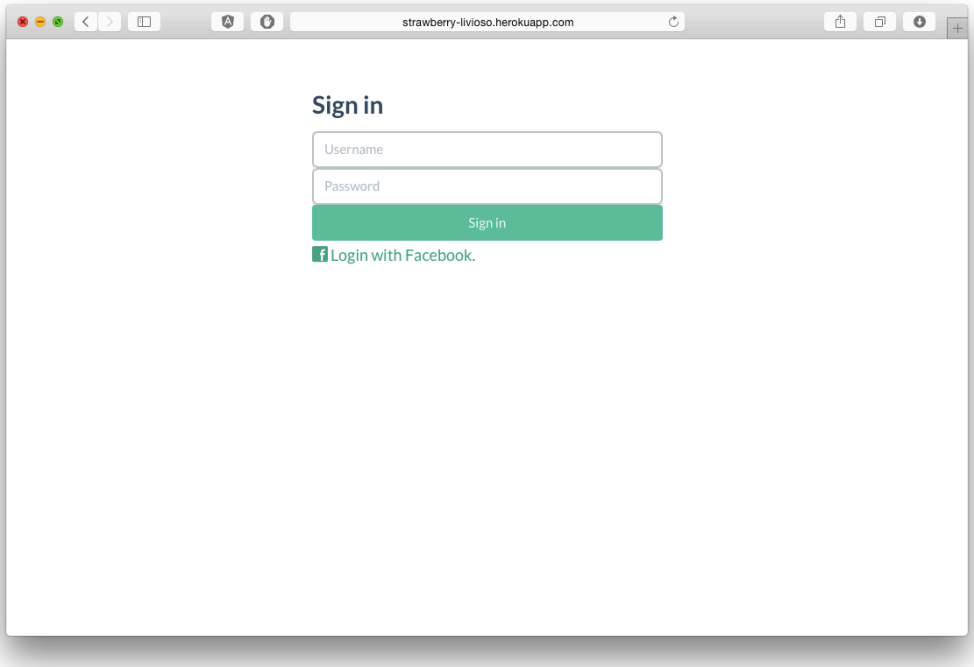
**Notes:** `fail` could be returned when you try to access a list via id you are not a member of.

# 4. Mockups

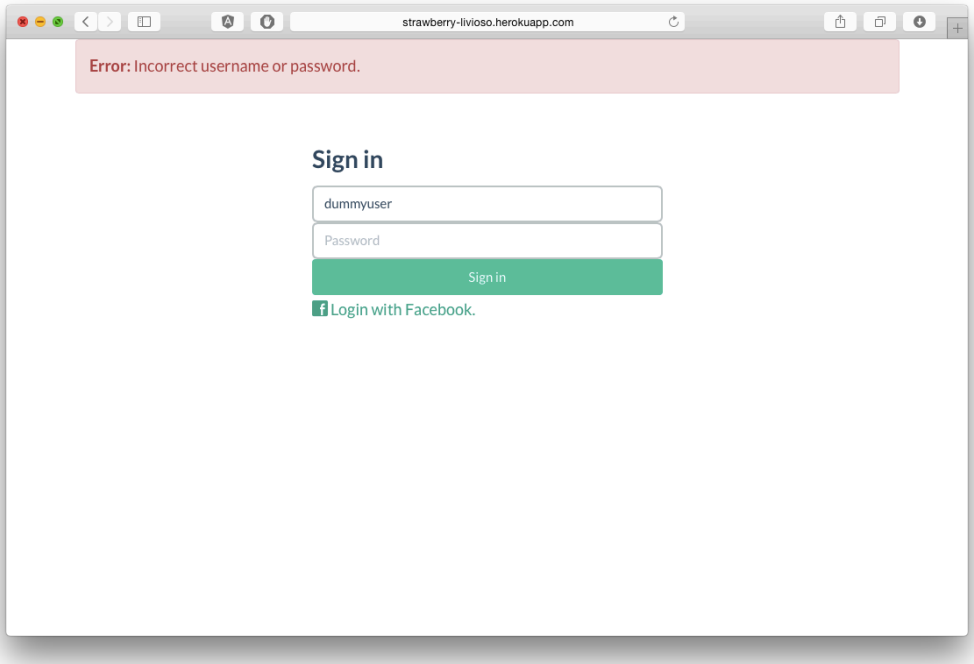
## 4.1. Landing page



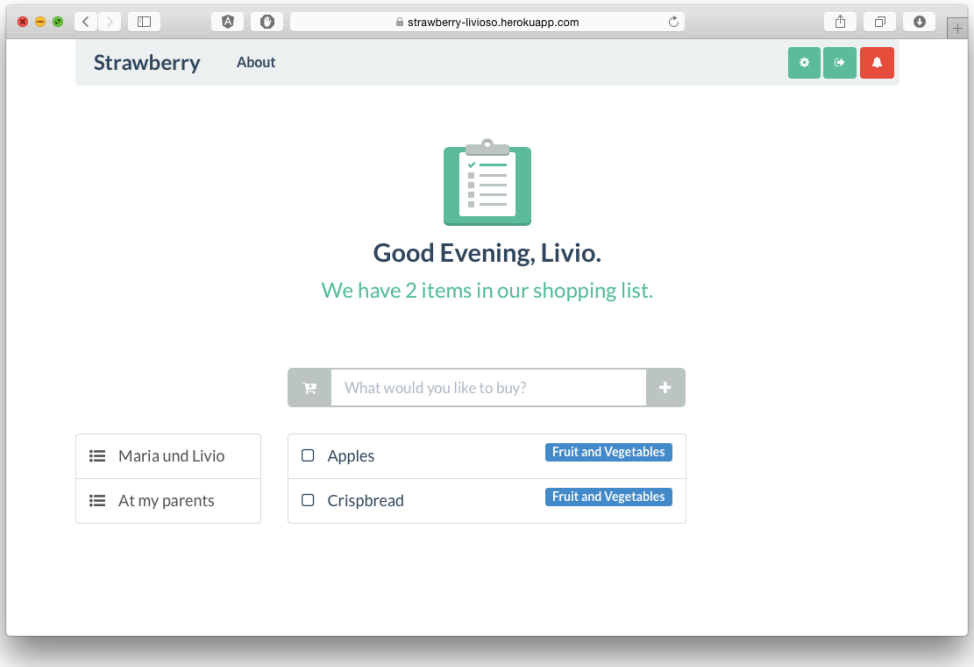
## 4.2. Signin page



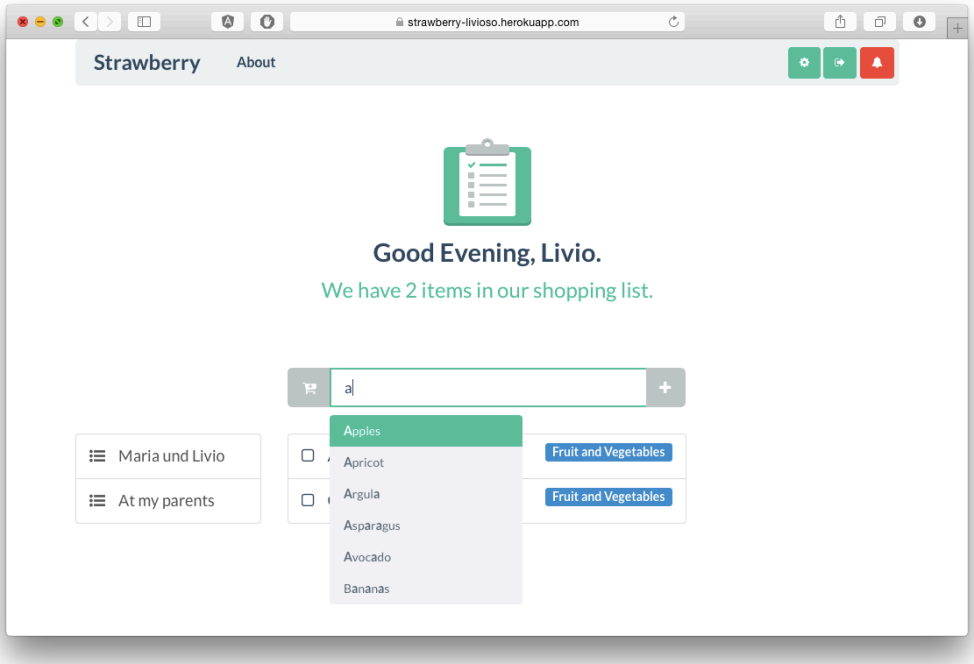
## 4.3. Signin page (failure)



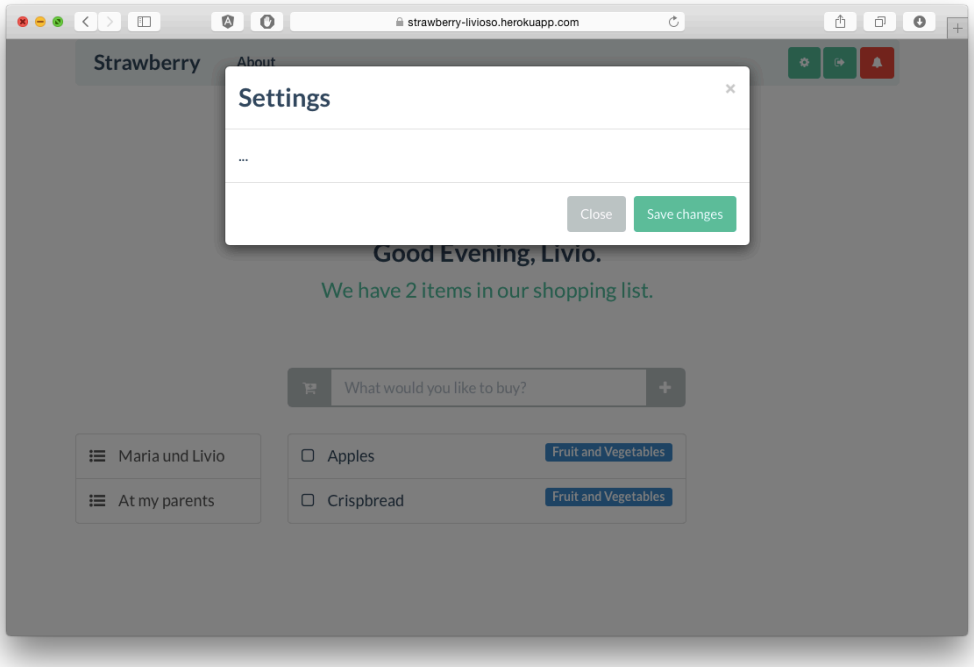
## 4.4. Overview page



## 4.5. Overview page (typeahead)



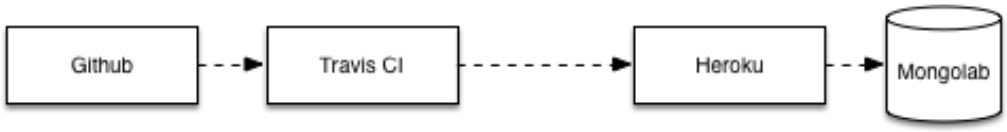
## 4.6. Settings page



# A. Appendix

## A.1. Development Workflow

The development environment and workflow is straightforward:




By default there is a git pre-commit hook setup which will run the unit tests locally and ensure the code is according the guidelines (jscs, jshint). Once committed locally changes will be pushed to Github and Travis (Continues Integration) will compile the project and run the unit tests once more. As soon this is done and there are no errors the code will be deployed automatically on Heroku.

# References