Lab 4 | IT314 Software Engineering

Group: 25
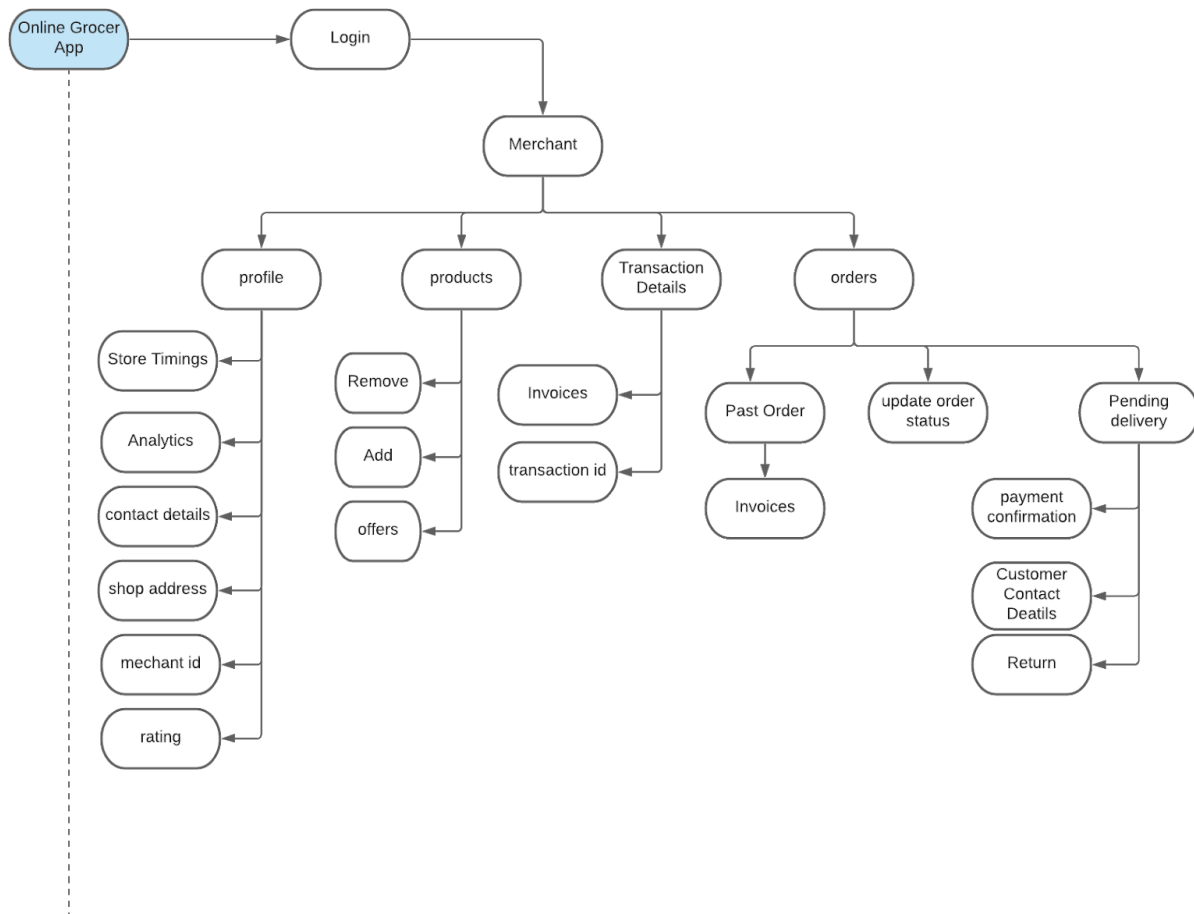Project: Online Grocery Shopping

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Q1 Draw concept maps for your course projects.

Customer Side App
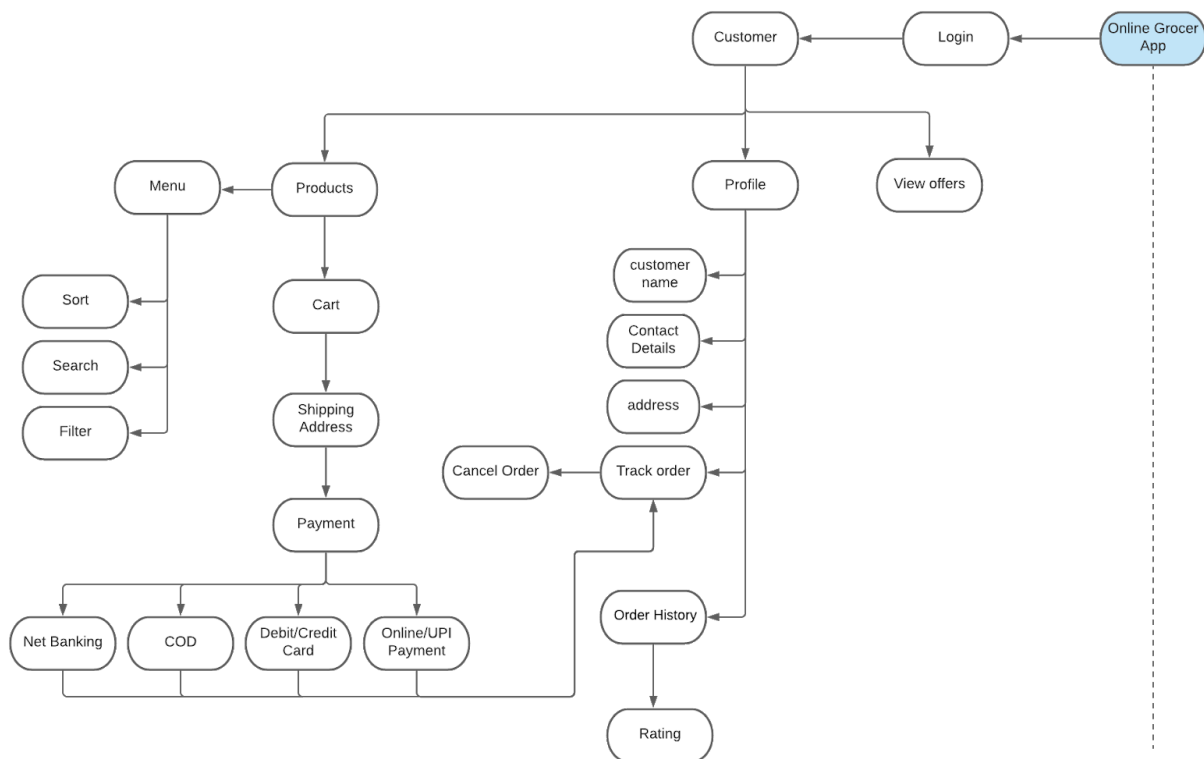
Merchant Side App

Q2 Identify Stakeholders, Actors, and Use Cases for your course projects.

Stakeholders:

- Customers
    - ⇨ People who order the products available on the application
- Merchants
    - ⇨ They use the app to sell their products
    - ⇨ They are responsible for the delivery of the products
- Project Manager
    - ⇨ The person managing the whole project and tracking its progress
- Mentors
    - ⇨ They provide feedback at various stages of development and aid in the progress
- Developers
    - ⇨ The team developing this project

⇒   They do the concept mapping, requirement elicitation and follow other software engineering techniques to develop the application
- Investors
  - ⇒   In a real-life scenario, they are the people funding the development of the application

<u>Actors</u>:
- Customer
- Merchant
- Bank
- Database
- Developers
- Local Memory of Device

<u>Use Cases</u>:
Activity: Login
Actors: Customer, Merchant, Database

Activity: Add to Cart
Actors: Customer, Local Memory

Activity: Feedback
Actors: Customer, Merchant, Developers

Activity: Search, Filter, Sort Products
Actors: Customer

Activity: Payment
Actors: Customer, Bank

Activity : Cancel order
Actors: Customer, Database, Merchant

Activity: Reorder
Actors : Customer, Database

Activity : Share app to friends
Actors : Customer

Activity : Mark order as favorite

Actors : Customer, Local Memory

Activity : Schedule delivery
Actors: Customer, Database

Activity : Accept/Reject Orders
Actors : Merchant, Database

Activity : Access to daily sales and analytics.
Actors : Merchant

Activity: Add/Remove Products
Actors: Merchant, Database

Activity : Close/ Open online shop
Actors : Merchant, Database

Activity : Add bank account details
Actors : Merchant, Database