
APPLICATION DESIGN

TEMU

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REQUIREMENTS

- Through the app, can make purchases of different products
 - Allow efficient shipping and logistics
 - Ensure correct communication between the user and the companies
 - Encourage impulse purchases through promotions
 - Maintain a correct stock of the items sold in the application
 - Facilitating international shopping.
 - Register sales and payments for products
 - Allow the user to select the desired items through product sections
 - Ensure security in the payment process for products
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USER STORY

TITLE: Sort products by category

PRIORITY: Medium

ESTIMATE: 3 weeks

User Story: As a potential buyer in the app, I want to have a main interface so I can easily access the products I need through categories that show me related products. This allows for faster and easier interaction with the application.

Acceptance Criteria: Given a number of categories defined by the number of products offered and the relationship between them, when the user interacts with the categories, they will be able to access another window where the products assigned to that category are filtered.

USER STORY

TITLE: Products on Sale

PRIORITY: High

ESTIMATE: 3 weeks

User Story: As a potential buyer, I want to see a sales window showing a random product with a discount and its respective percentage when opening the app. This is intended to motivate and attract attention to buying products that are at a lower price.

Acceptance Criteria: Given a list of discounted products, choose one at random to be displayed when starting the application. The user has the option to choose whether he is interested in the offer or not. If the user is interested, when he interacts with the window offer he is redirected to the discounted products section. On the contrary, if he is not interested, he is sent to the initial interface.

USER STORY

TITLE: Product
Purchase Interface

PRIORITY: High

ESTIMATE: 3 weeks

User Story: As a potential buyer, I want to be redirected to an interface that displays an image of the product, its price, description, reviews from other users, and a "Buy Now" button when selecting a desired product in any category. This allows the user to choose the product to purchase and learn more about it.

Acceptance Criteria: Depending on the selected product, they can choose the purchase option. When they click the "Buy Now" button, they will be redirected to the payment section, with payment options and shipping methods, to complete the purchase process.

USER STORY

TITLE: Payment methods

PRIORITY: High

ESTIMATE: 3 weeks

User Story: As a user of the application I want that at the time of paying for the product(s) I am allowed to choose between several payment methods to be able to pay with the method that suits me best, and to have a section to use discount coupons if I have one.

Acceptance Criteria: After choosing the payment method, at the time of entering my data, ask for my residence address to know where to send the product.

The product's value will be displayed upon checkout, and if it's on sale, the price minus the discount will be shown, followed by the final price of the product. Finally, a button that says "Checkout."

USER STORY

TITLE: sending the package

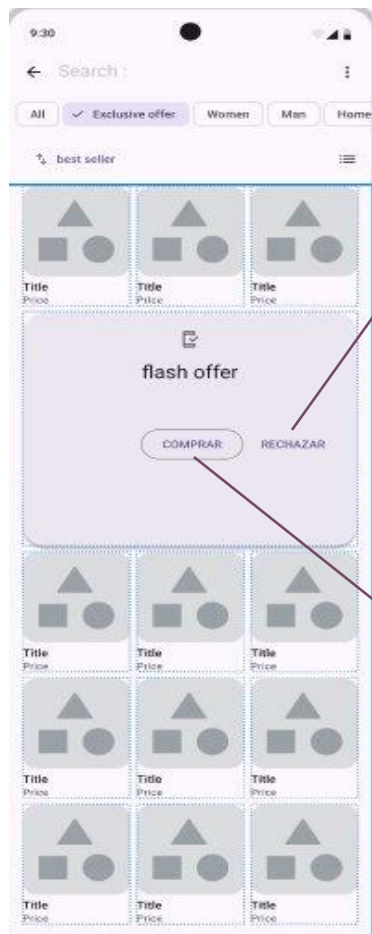
PRIORITY: Medium

ESTIMATE: 3 weeks

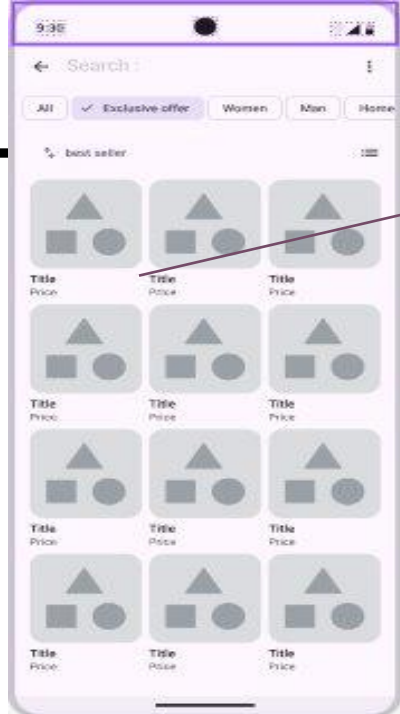
User Story: As a buyer, I want a space where the approximate date and time of the package's arrival is shown, accessible as many times as you want an update of its location periodically in order to plan the arrival of the product at its destination.

Acceptance Criteria: Given the approximate date and time, when this data is displayed, I will be able to interact with the confirm button which should redirect me to the main interface made up of products divided into categories.

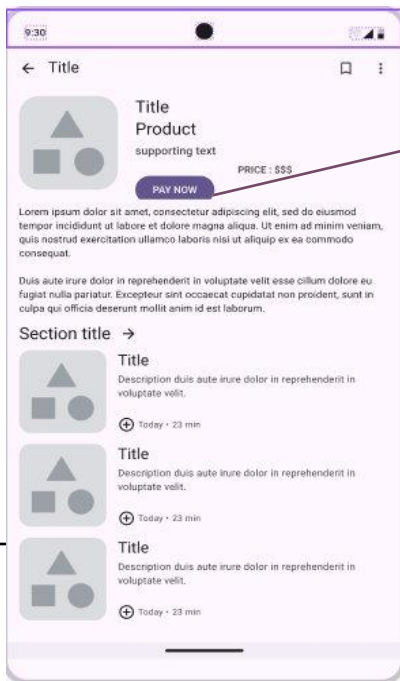
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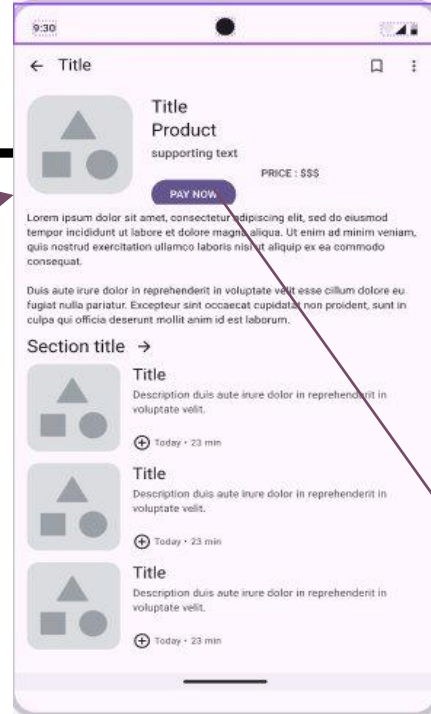
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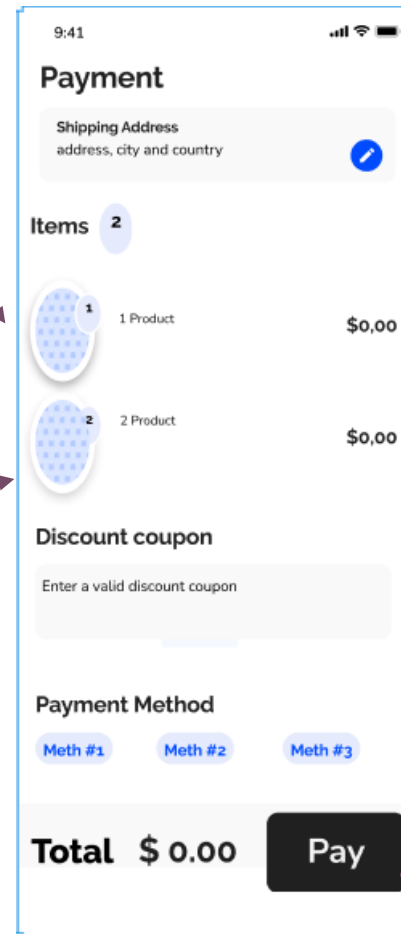
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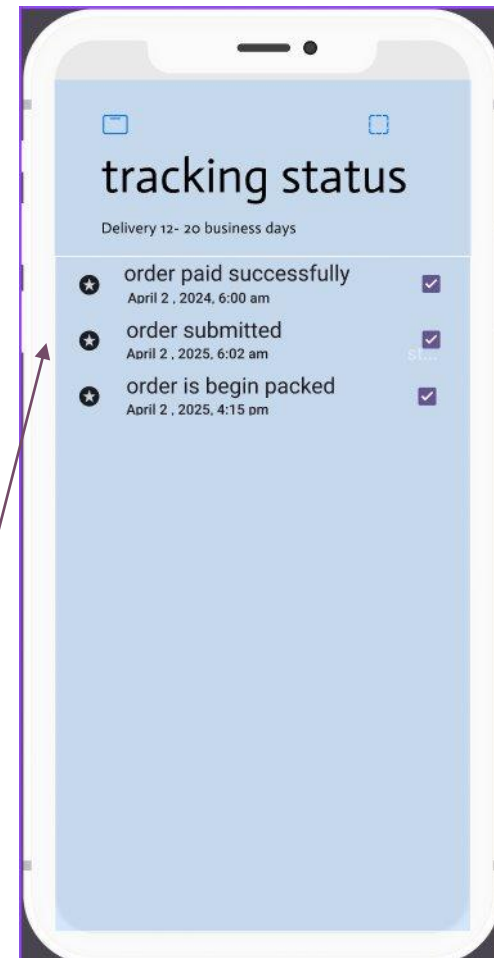
4.



5.



6.



Why the mockups?

Mockup1.

We chose this design because with a product offering to generate customer attraction and interest.

Mockup2.

We chose this design because it displays the products and categories in an orderly manner, giving an organized look to the main interface.

Mockup 3 and 4.

We chose the design for mockups 3 and 4 because the interface shows the product more specifically with its description and the respective payment button.

Mockup5.

We chose the design of mockup 5 because it is very complete when it comes to presenting the payment options, the discount coupon section, and the selected product, and the price along with the pay button.

Mockup6.

We chose the design of model 6 because it shows the shipping interface and the stages through which the package passes to reach the customer.

CRC CARDS

Class: Seller

Responsibilities

- The seller has to publish his products on the application.
- Ensure a correct purchase and sale process with the user.
- Resolve doubts before and after the sale.
- Coordinate the shipment or delivery of the product as established in the app.
- Follow the rules and terms of use of the app.

Collaborators

Customers

- These allow the seller to have someone to promote their products and thereby generate sales and profits. The customer can also provide criticism or feedback regarding the seller's dealings and their handling of the sales process.

Product

- The seller publishes many products where they interact to achieve your purpose, allowing you to establish contact with the customer

CRC CARDS

Class: Customer

Responsibilities

- Request returns or claims, if the product does not meet what was promised.
- Order the product and finish paying for it.
- Have knowledge of the products that are for sale in the app.
- Have the ability to choose the desired product(s) across categories

Collaborators

Seller

Provides products that the user might be interested in

Products

You can view and buy many products, each from different sellers.

CRC CARDS

Class: Product

Responsibilities

- Have a photo, description, and price to provide information to the buyer
- Know what type of item it is and, therefore, what category it should be associated with.
- Receive customer ratings after receiving the product
- Going on offer eventually.

Collaborators

Seller

- This person controls the product's features so they can interact with the customer. They can implement offers, modify prices, and images.

Customer

- The customer can view, rate, and purchase the product.