Workshop-1

Juan Esteban Carrillo Garcia - 20212020147 Alejandro Sebastián González Torres - 20191020143 Miguel Angel Babativa Niño - 20191020069

Abstract

This document presents the conceptual and structural design of SportGear Online, an e-commerce platform specialized in sports equipment and apparel. The study integrates business and technical perspectives through the use of four key design tools: the Business Model Canvas, which defines the strategic foundations of the platform; User Stories, which translate business objectives into user-centered functionalities; User Story Mapping, which organizes these stories into a cohesive user journey; and CRC Cards (Class–Responsibility–Collaboration), which model the system's internal architecture from an object-oriented perspective. Together, these components provide a comprehensive framework that connects strategic vision with software implementation, ensuring an efficient, scalable, and user-driven digital solution.

1 Business Model Canvas

This Business Model Canvas outlines the strategic logic of "SportGear Online," a digital marketplace specializing in sports equipment and apparel.

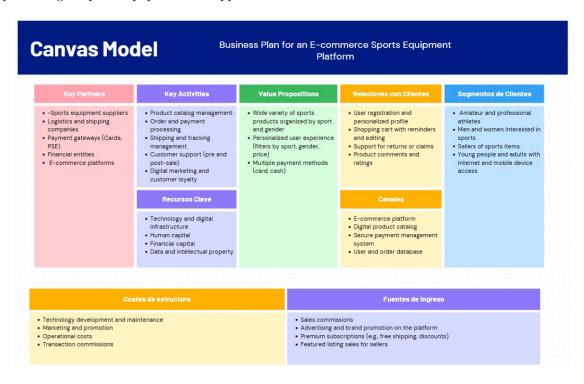


Figure 1: Business Model Canvas image.

2 User Stories

User stories are a fundamental tool in agile development that translate high-level business model components into specific, actionable software features. For an e-commerce platform, they ensure that every developed functionality directly contributes to strategic goals.

Each user story follows a simple template: "As a [type of user], I want to [perform an action], so that I can [achieve a business/value goal]." This format creates a direct line from the customer's need (from the Customer Segments and Value Propositions blocks of the Business Model Canvas) to a technical task.

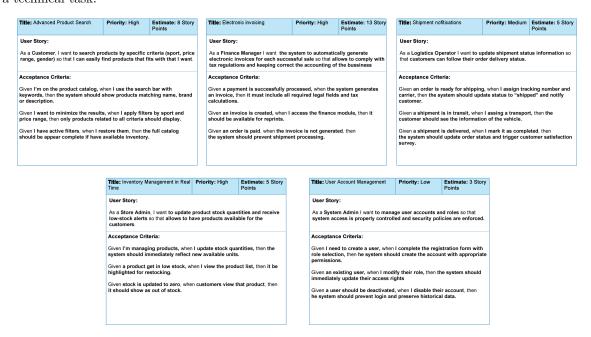


Figure 2: User Stories image.

3 User Story Mapping

While user stories define individual features, a User Story Map organizes them into a coherent narrative that visualizes the entire customer journey. It connects tactical development tasks to the strategic overview of the business model, ensuring that the team builds a holistic and valuable product, not just a collection of features.

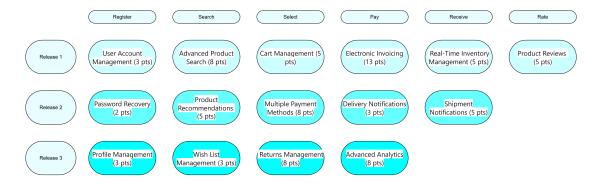


Figure 3: User Story Mapping image.

4 CRC Cards

CRC Cards (Class, Responsibilities, Collaborators) are a lightweight, object-oriented design tool used to model the system's architecture. They shift the focus from user-facing functionality to the internal "machinery" that makes the business model operate. For an e-commerce platform, they define how the key software components—the Key Resources—work together to execute Key Activities.



OrderManager		Ven	Vendor		CustomerSupport	
Responsability	Collaboration	Responsability	Collaboration		Responsability	Collaboration
Process purchase orders and manage order status Manage returns, claims and order history Coordinate with logistics partners	User PaymentProcessor ShippingService ProductCatalog	Register and manage product listings Monitor sales and transaction history Update product availability and prices	ProductCatalog OrderManager User		Manage complaints and return requests Provide technical assistance on the plataform Handte pre- and post-sale inquiries	User OrderManager Vendor

Figure 4: CRC Cards image.

References

- [1] W. C. Cunningham and K. Beck, "Using CRC Cards," in OOPSLA '89 Conference Proceedings, New Orleans, LA, USA: ACM, 1989, pp. 27–29.
- [2] C. Larman, Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development, 3rd ed. Upper Saddle River, NJ, USA: Prentice Hall, 2004.
- [3] "A Guide to User Story Mapping: Templates and Examples (How to Map User Stories)," Planio. https://plan.io/blog/user-story-mapping/
- [4]@onlineFacchin
2020, author = Facchin, José, title = El Modelo Canvas explicado, journal = Emprende
pyme, year = 2020, url = https://www.emprendepyme.net/modelo-canvas.html, url
date = 2024-05-01