VILNIUS UNIVERSITY FACULTY OF MATHEMATICS AND INFORMATICS DEPARTMENT OF PROGRAM SYSTEMS

**2st laboratory work**

**Software engineering technical specification**

**of Parasocial project**

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# Observations

* In the data model, the tables are not joined correctly. Missing connections. Other connections are confusing.
* Why do you need a company table? Nothing is mentioned in the stories.
* The customer table does not have customerId, but the Loyalty table is using it.
* Why do you need so many tables with relationship 1:1? We decided to connect those in one table.
* LoyaltyDiscount. What is this? Why do you need to save the number when you can get number from the loyalty type? Just check the type and then use a discount that belongs to the type.
* “As an employee, I want to identify a customer by his loyalty card so that I could
* apply a discount to him faster.”. In data model this card is membershipCard.
* In user stories, you mentioned that customers can create and log in to their accounts, but in data model there is no username or password.
* Reservation and premise have to be in one table.
* Discount and tax can be used for orders not some product groups.
* ProductGroup and Group should not be used.
* Reservations don't have any user id and company( how users can check reservations? Same with companies)
* It's unclear, how would barcode work, since it's only mentioned once in document and it's unknown, whether we must/should/could/wont implement. We chose not to.
* In user stories, a must feature is adding delivery address to order, but data model's order misses such attribute.
* Orders aren't connected to customers, coupons in data model.
* Products aren't connected to companies too, it's unclear what belongs to who. There's no definition of ID type.
* There is a story about adding product to order, but nothing about managing other things about products in order.
* It's strange, that there is story about viewing order's status but nothing about viewing order's items or other properties/ updating items/ deleting items.
* "As a customer I want to shop online so that I could buy what I need without leaving the house." Is very ambiguous story. Shouldn't customer want the shop to calculate total sum of order, for example?
* Word "inventory" is only mentioned twice and in stories/scenarios its mentioned, there's nothing about adding/removing items to/from inventory.
* "As an employee I want to split orders so that a group of customers could pay for their products individually" it's unclear, how order would be split. By products? Price? Pieces?
* In stories there are refunds mentioned only from customer's perspective. Who changes status of refund? Also, why RefundTicket connects with Order by deliveryMethod?
* Hourly pay rate could be a part of the Position object because most of the time pay rate is the same for all one position employees. If employees can get different pay rates for the same position, in Position object you could mention minimum pay rate and maximum pay rate.
* ClockInTime and ClockOutTime should be described better. What do these attributes represent?
* Tip amount should be mentioned because it is not clear what is the size of the tip.
* Why is giver important in Tip object? Mostly it is not important which client gave a tip.

# Deployment diagram

Diagram

Description automatically generated