Ole Højgaard Pedersen   Kristoffer Borg Pauly

Kasper Overgaard Dahl   Nicholas Birk Broch

Flow 1 Bank Project

Use case diagram

Ole Højgaard Pedersen   Kristoffer Borg Pauly
Kasper Overgaard Dahl   Nicholas Birk Broch
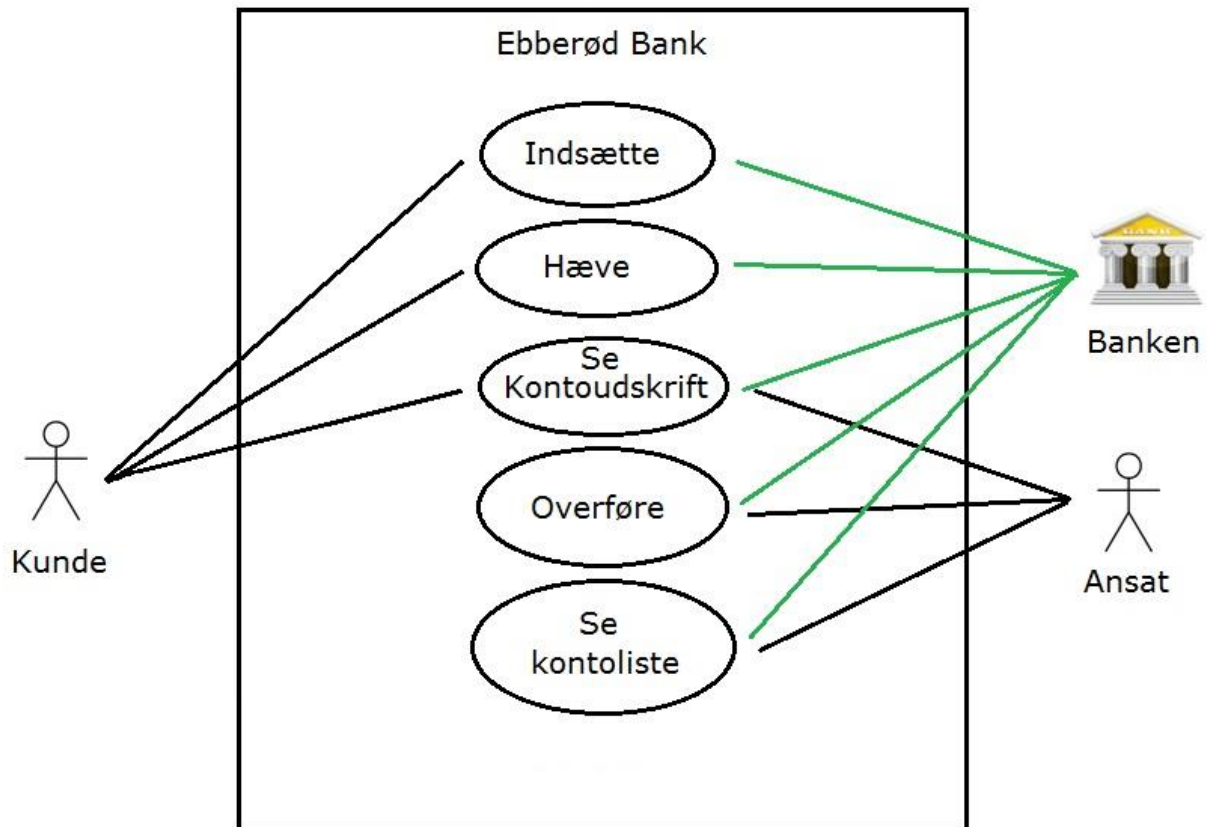
User stories

As a ____ I want to ____ so that ____

#1

As a 'customer' I want to 'be able to withdraw money' so that I 'can turn my virtual currency into physical currency'

#2

As a 'customer' I want to 'be able to deposit money' so that I 'can turn my physical money into virtual currency'

#3

As a 'customer' I want to 'be able to view my transactions' so that I 'know what money I've withdrawn and deposited'

#4

As an admin,

I want to access a list of accounts,

so that I can transfer money between them.

#5

As a 'bank teller / employee' I want to 'be able to transfer money between customers' accounts' so that I 'can facilitate a transaction on their behalf'

#6

As a 'customer' I want to 'be able to transfer money to other accounts' so that I 'can pay people without needing to withdraw physical money'

Ole Højgaard Pedersen   Kristoffer Borg Pauly
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Acceptance criteria

Given ... [precondition] (setup)

When ... [actor + action] (trigger)

Then ... [observable result] (verification)

#1

Given money in the account,

when customer withdraws an amount lower than their current balance,

then that amount is subtracted from their account balance.

Given money in the account,

when customer withdraws an amount greater than their current balance,

then an error is produced.

#2

Given an amount greater than 0,

when customer deposits that amount,

then that amount is added to their account balance.

Given an amount smaller than 0,

when customer deposits that amount,

then an error is produced.

#3

Given a customer with an account,

when customer wants to see list of transaction,

a list of transactions is shown.

#4

Given a request to transfer funds,

when admin views a list of accounts,

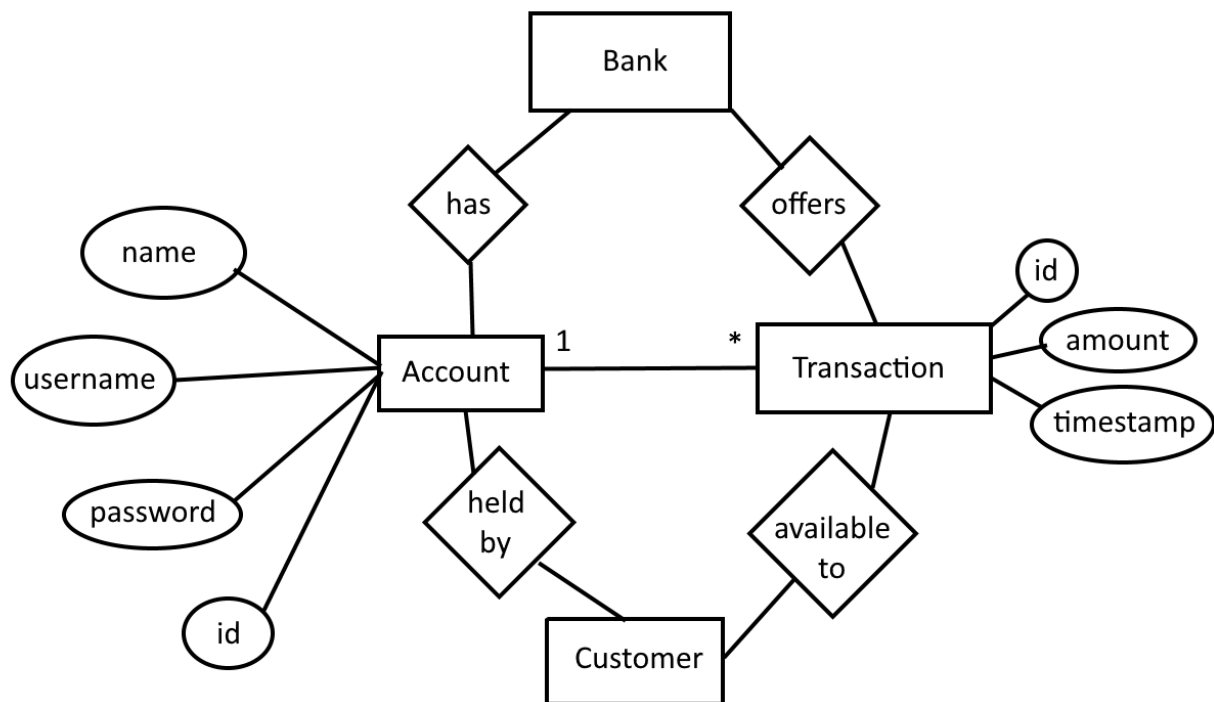a list of accounts is shown.

#5

Given a request to transfer funds from one account to another,

when admin transfers money between those account,

money is subtracted from the giver's account balance and added to the recipient's account balance.

Ole Højgaard Pedersen   Kristoffer Borg Pauly
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Status

#1-#5 blev implementeret. Vi kan indsætte, hæve, overføre penge, se saldo, konti, og tidligere transaktioner.

#6 blev ikke implementeret. Planen var at en kunde kunne bede om en overførsel, men vi endte med, at det kun var personale, der kunne overføre mellem konti.

Ole Højgaard Pedersen
Kasper Overgaard Dahl

Kristoffer Borg Pauly
Nicholas Birk Broch

EER diagram af database

Ole Højgaard Pedersen
Kasper Overgaard Dahl

Kristoffer Borg Pauly
Nicholas Birk Broch

Refleksion over gruppearbejde

Gruppearbejdet har fungeret godt. Vi har brugt git til at dele og ajourføre vores arbejde i intelliJ. Der har været gruppemøde hver dag, hvor planen for dagen er blevet diskuteret, og efterfølgende har programmeringen foregået i plenum ved brug af CodeWithMe. Github issues har ikke været brugt, da det har været svært at finde nødvendigheden i det, når vi har haft daglig kontakt, og opgavens størrelse ikke har været uoverskuelig.

Vi kunne have brugt noget UML fra starten til at danne os et overblik, så vi hver især vidste, hvad vi skulle gå i gang med. Issues kunne også være brugt til dette formål.

Vi fik ikke trænet at bruge Git særlig meget, idet vi brugte CodeWithMe på én maskine, som pushede til Github.