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SE 325
Assignment 1
4/18/18

Actors: Salesman, customers, store manager

Salesman

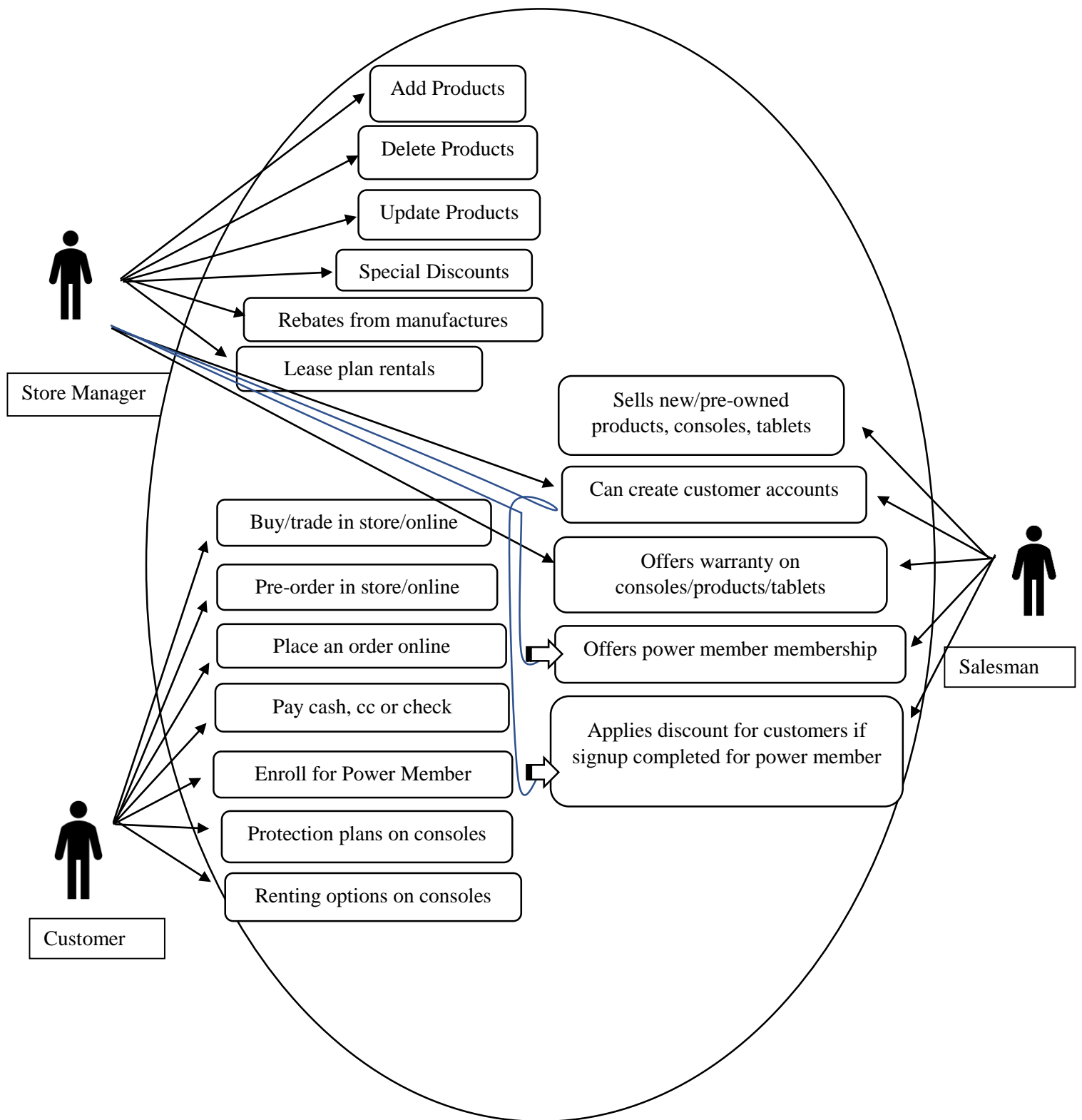
- sells different new and pre-owned game consoles, games, and tablets
- salesman can create customer accounts
- offers warranty that can be purchased by the customer for every console
- give customer the opportunity to become a power member
- becoming a power member, salesman gives customer 5% discount for every item purchased for an annual fee of \$100

Customers

- buy/trade-in products from the retailer either online or in-store
- can pre-order products
- can trade-in products
- can place an order online, check the status of the order, or cancel the order
- can pay in cash, check, or credit card
- has the choice to enroll (or cancel) and become a Power member
- having options when buying a new console
 - o buy the new console with no replacement
 - o buy the new console with 1-year replacement for 50% fee of the console retail price
 - ☐ Exception: under this plan the customer can replace the console with a new one any time during the year (the console can be replaced only once for the customer)
 - o buy the new console with lifetime replacement for 65% fee of the console retail price
 - ☐ Exception: under this plan the customer can replace the console for another new one any time (the console can be replaced only once for the customer)
- can rent a console but there are different lease plans to offer the customer
 - o daily rental option
 - o monthly rental
 - o yearly rental

Store Manager

- can add/delete/update products
- can make store special-discounts with some of the products in the store
- can have manufacturers of certain brands give them access to rebates with the purchase of a game/console or even accessories
- can make leasing options for renting out a console



Use Case Name:	Buy or trade-in retailer products in store or online	
Scenario:	Trade in product	
Triggering Event:	New trade-in	
Brief Description:	A customer comes into the store and wants to talk to a sales representative to trade-in some PS3 games so he can use the trade-in value that he gets from those to purchase new games for the PS4.	
Actors:	Customers and salesman	
Stakeholders:	General manager	
Preconditions:	Product or console being traded in will have to be in the system and give you a value for the product/console.	
Post conditions:	Product is in the system as well as the console so you just give the value that is given to you to give the customer a gift card to buy other things they would want.	
Flow of Events	<p>Actor</p> <ol style="list-style-type: none"> 1. Bringing in product/console to trade in 2. Make sure you describe specifically what product it is or what console it is 3. Once the customer knows give them the option to put into a gift card or store credit for that specific store 	<p>System</p> <ol style="list-style-type: none"> 1. Find the product/console's serial number or even UPC number to verify the product/console is in the system 2. After you find out from customer which brand or detailed description of the product/console is find the value for the customer and tell that to the customer 3. Once the customer decides which option they want, process through the system to generate a gift card or store credit

Exception Conditions:	1. Once the trade-in has been completed make sure the store has the right game or console this customer wants to buy afterwards to gain business from him for helping him trade-in his games.	
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