

Project Charter

The project charter represents the first blueprint of the system. It is a statement of intent by your client of their desire to develop a software solution.

The Client:

Marvin Aday, Vice President Retail Operations at the Conestoga Virtual Game Store.

Contact Info: jwong@conestogac.on.ca

Business Purpose:

The Conestoga Virtual Game Store is going to be a place to buy video games on the web. The store will offer both digital games to download as well as order physical games. It will also offer some special features to Members who join the membership program.

Project Roles/Responsibilities:

Jason Molnar: Developer, Project Planner, Project Record Keeping

Ting Ting Lin: Developer, Project Planner, Project Record Keeping

Brian Paquette: Developer, Team Leader

Brian Treichel: Developer, Team Leader, Project Planner

James Wong: Advisor

Event Table:

Use Case#	Use Case Name	Event	Trigger	Source	Response	Destination
UC01	Add game	Employee wants to add a game to database	Employee clicks add game	Employee	Game is added to database	Employee
UC02	Edit game	Employee wants to edit game information	Employee clicks edit game	Employee	Game information is edited	Employee
UC03	Delete game	Employee wants to delete a game from the database	Employee clicks delete game	Employee	Game is removed from the database	Employee
UC04	Sign up for membership	Visitor signs up for membership to gain access. Visitor is required to enter all necessary information. display name, actual name, email, gender, and birth date.	Member visits the website and is asked to sign up for membership	Visitor	Member information is saved to the database	Member

Use Case#	Use Case Name	Event	Trigger	Source	Response	Destination
UC05	Signs into website	Member/Employee or employee enters their username and password to sign in	Member/Employee visits home page and is required to sign in	Member/Employee	Member/Employee is logged into website	Member/Employee
UC06	Logout of website	Member/Employee or employee logs out of the website	Member/Employee clicks on logout button	Member/Employee	Member/Employee is logged out of website	Member/Employee
UC07	Reset password	Member forgot their password and needs to reset it. Member enters their email address to receive a reset link. Member can click the link received in their email to reset their password following password requirements. Member can select an option to decide whether they receive promotional emails or not during sign up.	Member/Employee clicks forgot password	Member/Employee	Member/Employee resets password after clicking the link received in their email	Member/Employee
UC08	Edit profile	Members can edit various information on their profile such as their actual name, email, gender, and birth date. Also they can edit their . They can also indicate their favorite platform and game genre on their profile	Member clicks edit profile	Member	Member profile information is updated.	Member
UC09	Add credit card to account	Members can add credit card information to their account.	Member clicks the add credit card information button found on the edit profile screen	Member	Members credit card information is added to their account	Member
UC10	Search for and select games.	Member/Employee can type in game names into the search bar and find games.	Member/Employee types a game title into the search bar and click search.	Member/Employee	Search results are presented to the member.	Member/Employee
UC11	Select games and view details	Member/Employee can click the game names to be taken to the game page after searching to view details.	Member/Employee clicks on a game title after searching for games	Member/Employee	Game details are displayed after being selected	Member/Employee
UC12	Add games to wish list	Member adds game(s) to a list their friends and family can see that they wished they owned	Member is on the game's page and clicks "add to wishlist"	Member	The game is now on the wishlist of the user to be viewed by their friends and family	Member
UC13	Add member to friends & family list	Member wants to add another member to their "friends & family" list	Member is on the other member's page and clicks "add as friend"	Member	Other member is on the first member's friends & family list	Member
UC14	View friend or family member's wishlist	Member wants to see what games a friend or family wants to buy	Member is on the other member's profile and clicks "view wishlist"	Member	Member is taken to wishlist page	Member

Use Case#	Use Case Name	Event	Trigger	Source	Response	Destination
UC15	Reviews a game	Member writes a review about a game they have purchased	Member clicks "review this game" button and fills in a text box and submits	Member	Member review goes into moderator queue for approval	Employee
UC16	Approves member review	A moderator (also known as employee) checks a member's review and decides to publish it or not	Moderator clicks either the "approve" or "deny" button	Employee	Review is published or deleted	Employee
UC17	Add game to cart	Member adds a game they want to purchase to their cart so they can purchase multiple games at once	Member clicks the "add to cart" button	Member	The game is added to the member's cart to be purchased or removed	Member
UC18	Saves check out information	After member has filled out the check out info for a purchase they have the option to save that info for future purchases	Member clicks checkbox to remember their info before checkout	Member	Checkout info is saved in the database to be used later by the member	Member
UC19	Ship games	Employee starts the shipping process making the product "processed"	Employee processes the order using the "confirm" button	Employee	Employee and Member can see the order is processed	Employee & Member
UC20	Download games	Member finds purchased /free game in library and downloads it to their local machine	Member clicks "download"	Member	Game download started	Member
UC21	Add an event	Employee adds a new event.	Employee creates an event	Employee	Event is added	Employee
UC22	Edit an event	Employee changes information about an event.	Employee changes the fields of an event	Employee	Event info is changed	Employee
UC23	Delete event(s)	Employees remove an event from list of events	Employee clicks the delete button	Employee	Event is removed from the database	Employee
UC24	Register for events	Let members add themselves to events	Member joins an event via button	Member	Member has been added to event	Member
UC25	Generate Report	Lets employees retrieve large sets of data about the site	Employee selects report type and clicks "Generate" button	Employee	Site returns a report	Employee

Features List:

- Employees add, edit and delete games
- Members can signup and login
- Visitors of the website will be given the option of joining if they are not members, or logging in if they are members.

- All users require a unique display name
- All users require strong passwords
- Limit the number of consecutive login attempts
- Members can change their passwords
- If a recognized member forgets their password, reset it and email the new password
- Open an online account for the member
- Let members enter their display name, actual name, email, gender, and birth date
- Let the member decide whether to receive promotional emails from CVGS
- Let members indicate their:
 - favorite platform (or platforms)
 - favorite game category (or categories)
- Let the member enter modify and delete their mailing address and shipping address
- Let the member register one or more valid credit cards
- Let members search for games
- Let members select games from a list
- Display details of the selected game
- Let members fill a wish list
- Add another member to the Friends and Family List
- View friends and relatives wish list
- Summarize individual results and display the overall rating for each game
- Let members write reviews of games.
- Reviews must be approved by a moderator before they are published on the web site
- Let members add games to cart
- Save all “check out” information (orders) to a database table
- When applicable, employees will ship physical copies of purchased games
 - Afterwards, the employee must be able to change the status of the order to "Processed"
- Let members download free digital games or digital games that they have purchased
- Let employees add, edit and delete information about upcoming events
- Let members register for upcoming events
- Reporting
 - Game list report
 - Game detail report
 - Member list report
 - Member detail report
 - Wish list report

- Sales report
- Other reports as needed

System Objectives:

- The system must have an average request response time of less than 8 seconds across all platforms.
- The system must be able to process requests under a heavy load of at least 50 requests per second.
- The system must be reliable with a 99% guaranteed up-time.
- Backups of user transaction logs must be made every 48 hours.
- The system must have a simple and intuitive user interface to encourage user activity.
- The system must allow individual user profile customization, including public visibility. Certain information articles will be required.
- The system must validate the purchase of a game on a user's account on every attempted game launch.
- The system must be able to lock and/or ban user accounts at the discretion of company employees.
- Company employees must have full CRUD control for entities in the system.

Project Critical Success Factors:

- Member Brian Paquette will occasionally be unavailable to work on this project every two weeks, as he will be out of town.
- Member Ting Ting Ling may occasionally be unavailable to work on this project, as her employer may schedule her unfavourably during any given week.

Preliminary Technical Architecture:

C#, the .NET Framework and a Microsoft SQL database