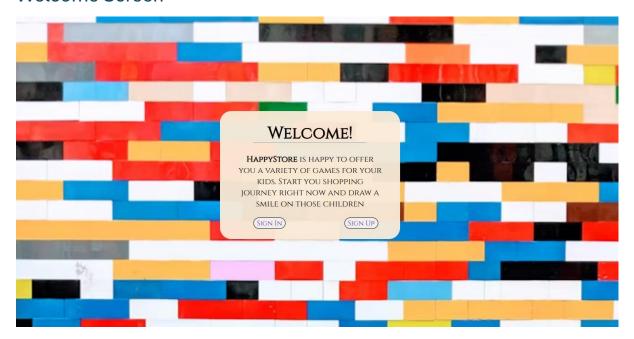
## Normal User

#### Welcome Screen



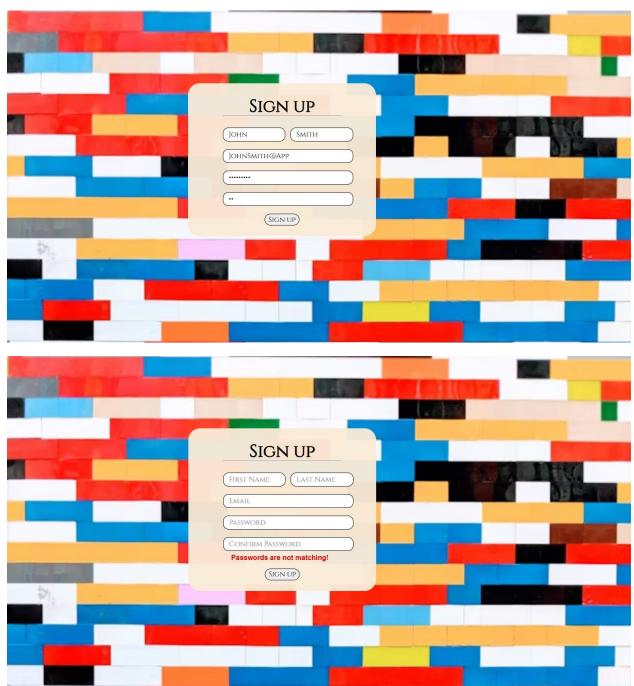
## Sign up

#### **New User**



If all is right, should be redirected to user's page

#### Not Matching Passwords



#### Mistaken new user



Login here link redirects to login page

#### Log In

#### A New User or Wrong Data



## **Existing User**



Redirects to User's page

## User's page

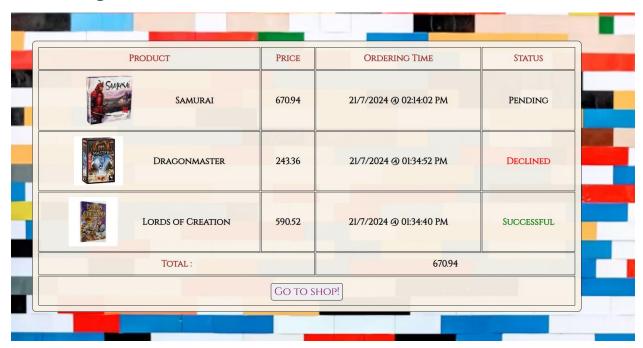


## **Shopping Page**



Upon clicking on BUY! Button, an order of the game is placed and you'" be redirected to your orders page.

#### **Orders Page**



There are 3 orders states:

Pending  $\rightarrow$  Waiting for the admin to approve such purchase and its availability to be delivered, ... etc.,

Declined  $\rightarrow$  Something happened in the admin's side that made this order to be declined, should have a contact number for this

Successful → Order is accepted and delivered

\*\* Future Work: Adding `Ready for Delivery` state as an intermediate state between pending and successful.

The Total is equivalent to all the price of games that are pending.

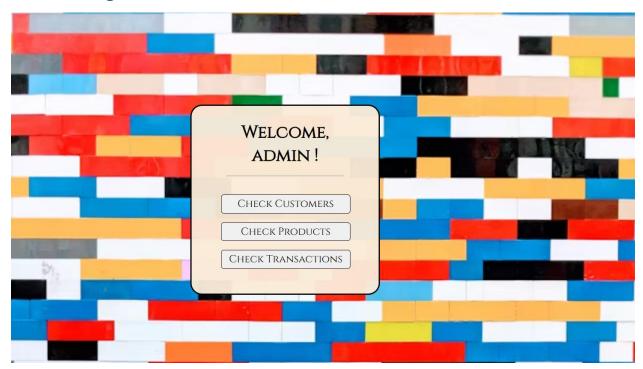
# Admin

# Log in



For this demo, the admin email = <a href="mailto:admin.com">admin.com</a> and password = 0000

# Admin's Page



## **Customers Page**



#### **Products Page**



Add-on the normal user's shop, we have the actual quantities of every game.

These quantities decrement by each order placed, and added back by each declined order Example  $\rightarrow$  Here the samurai has 17 pieces left. If I declined this order, it should go back to 18.

<sup>\*\*</sup> Future Work: A button to manually, increment or decrement

#### **Transactions Page**



Here we have each transaction done by each user and its status, if we press decline on this order, it will change the status to Declined immediately



Going back to Products page:



Samurai has now 18 pieces.