Game Market

Project plan

Text

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# Version

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| --- | --- | --- | --- | --- |
| Version | Date | Autor | Changes | Status |
| 0.1 | 08/02/2022 | Lars Kluijtmans | First edition | Not finished |
| 1.0 | 12/06/2022 | Lars Kluijtmans | Update the functionalities | Finished |

# Introduction

Game market is an online market place where you can buy other users and sell to other users used games. With a simple website that is easy to navigate and is reliable.

# Functional requirements

## Not logged in

* + Login
  + Make account
  + View list of products
  + Search for products
  + View product details

## User

* + Buy products
  + Add product
  + View all your products
  + Update Product
  + Delete Product
  + View details of all your products
  + Logout

## Admin

* + Remove products
  + Remove users

# User stories

1: Estimated time: 8 hours

User study : (100)

* As a user without an account
* I can make an account
* So that I can login

Acceptance criteria:

* If I’m already logged in I can’t login again
* I have a unique username and password with min 8 char
* I have unique username, phone number and email
* I have an first name, last name.

2: Estimated time: 8 hours

User study : (100)

* As a user with an account
* I can login
* So that I have access to all the options normal users have access too

Acceptance criteria:

* I have a valid username and password

3: Estimated time: 5 hours

User study : (98)

* As a user without an account
* I can go to the game page
* So that I can view a list of games

Acceptance criteria:

* There are games available

4: Estimated time: 3 hours

User study : (96)

* As a user without an account
* I can select a product
* So that I can view more detailed information about it

Acceptance criteria:

* There are products available
* I have selected a product

5: Estimated time: 6 hours

User study : (92)

* As a user with an account
* I can sell a product
* So that I can get money for it

Acceptance criteria:

* I’m logged in
* I specify all the products information

6: Estimated time: 8 hours (How do I know which one is the most popular)

User study : (90)

* As a user without an account
* I can go to the home page
* So that I can see the most popular products

Acceptance criteria:

* There are products available

7: Estimated time: 6 hours

User study : (90)

* As a user with an account
* I can buy a product
* So that I own it

Acceptance criteria:

* I’m logged in
* I have selected a product

8: Estimated time: 10 hours

User study : (70)

* As a user
* I can search for a product
* So that I can find for the product that interest me easier

Acceptance criteria:

* I enter a search term in the search bar or use one of the other search options

9: Estimated time: 2 hours

User study : (85)

* As a admin
* I can remove user
* So that they will no longer be able to use the website

Acceptance criteria:

* I’m logged in as a admin
* I select a user

10: Estimated time: 2 hours

User study : (80)

* As a admin
* I can remove products
* So that they will no longer appear on the website

Acceptance criteria:

* I’m logged in as a admin
* I select a product

11: Estimated time: 2 hours

User study : (75)

* As a admin
* I can remove tags
* So that they will no longer appear on the website

Acceptance criteria:

* I’m logged in as a admin
* I select a tag

12: Estimated time: 10 hours

User study : (70)

* As a user with an account
* I can see a overview of all my sold and not yet sold products
* So that I can better manage my product

Acceptance criteria:

* I’m logged in
* I have at least 1 product sold or not yet sold