

GAMING ECOMMERCE WEBSITE

MEMBERS

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TABLE OF CONTENTS

1.	INTRODUCTION	. 1
2.	USECASE DIAGRAM	. 2
3.	CLASS DIAGRAM	. 3
4.	SEQUENCE DIAGRAM	. 4
4.1	. REGISTER AN ACCOUNT	. 4
	. ADD TO CART	
4.3	. CHECK OUT	. 6
5.	ERD DIAGRAM & SCHEMA	. 7

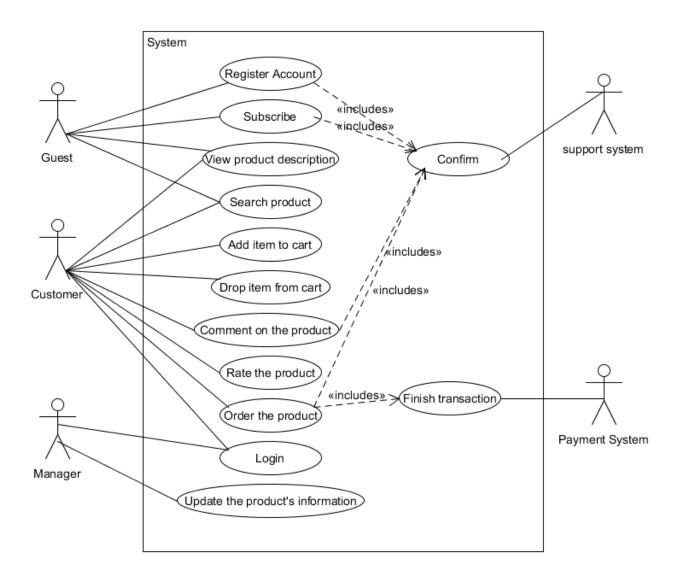
1. INTRODUCTION

With the evolution of technologies in the last few decades, gaming industry has gone a long way. Humans have jumped from a few first games ever in the late 80s to a massive gaming library like nowadays. Large amount of games means it costs more to produce physical discs to sell. That is also the reason why many publishers have moved from discs to online codes. It is more efficiency and costs less. Understanding the trend and the needs of people, we have created a website that acts as an intermediate gateway to all the publishers. This webpages will allow people, especially gamers, to buy online key code across multiple publishers at the lowest price.

MAIN FUNCTIONS

- Register an account
- Login/logout
- View games
- Buy games
- Search games
- Comment for the games
- See news of the company
- Contact to the company
- Edit user's information

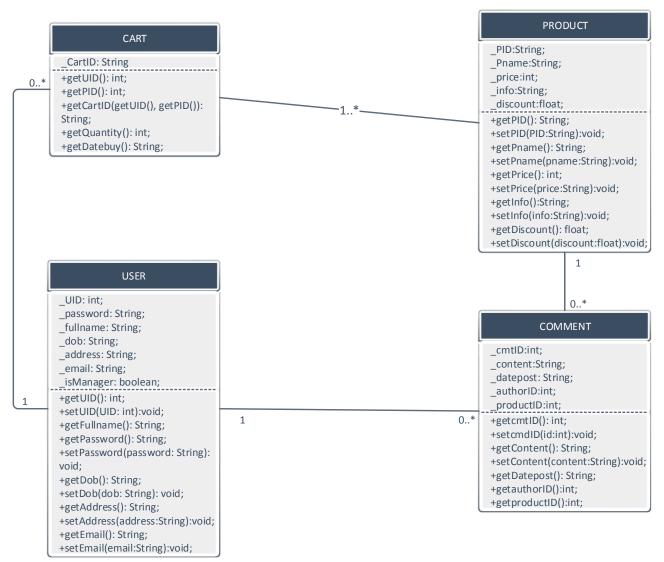
2. USECASE DIAGRAM



Description

- A guest can register an account, subscribe to receive news, view and search product.
- A customer can view, search product, add/drop item to cart and comment on the product.
- A manager can update the products' information.
- Payment system will finish the transaction.
- Support system will confirm other actions.

3. CLASS DIAGRAM

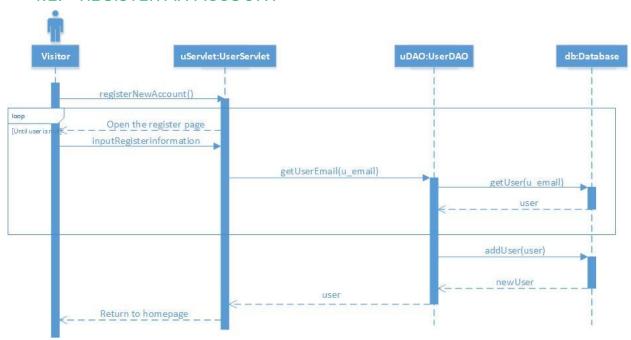


Description

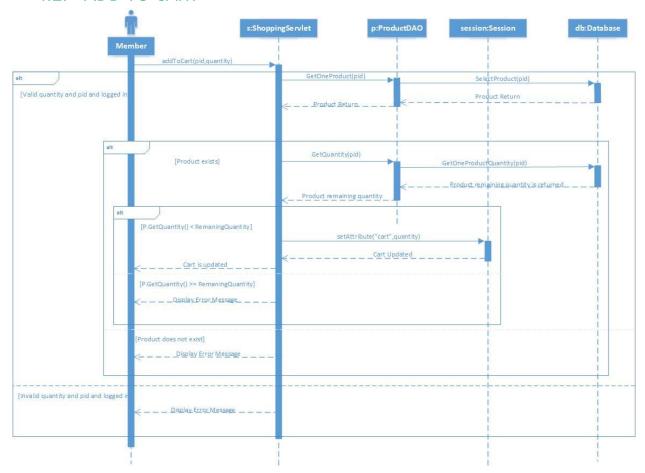
- One user may or may not comment in a product.
- One user may or may not have many carts.
- One product may or may not contain comments.
- One cart may have greater than one product.

4. SEQUENCE DIAGRAM

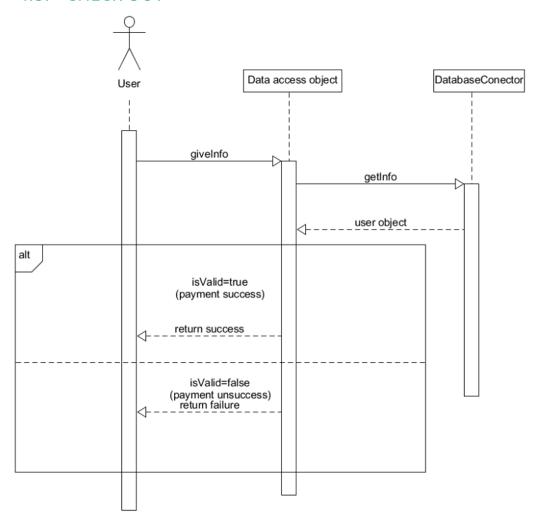
4.1. REGISTER AN ACCOUNT



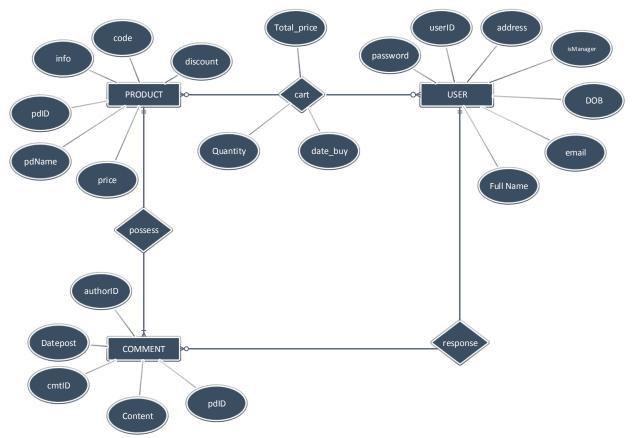
4.2. ADD TO CART



4.3. CHECK OUT



5. ERD DIAGRAM & SCHEMA



SCHEMA

User(<u>UID</u>, password, email, fullname, address, dob)

Product(pdID, pdName, info, price, code, discount)

Comment(cmtID, content, datepost, authorID, pdID)

From authorID to UID

From Product.pdID to Comment.pdID

Cart(pdID, UID, quantity, total_price, date_buy)

From Product.pdID to Cart.pdID

From User.UID to Cart.UID

Possess(pdID, cmtID)

From Product.pdID to Possess.pdID

From Comment.cmtID to Possess.cmtID