SW Engineering CSC648/848 Fall 2019 Section 02

Team 11 “Buy and Sell”

Milestone 2 v.1

Oct. 14 2019

1. **Daniel Janes** - Team Lead djanes@mail.sfsu.edu
2. **Gem Lagman** - Github master / Back-End
3. **Monique Martinez** - Front-End Lead
4. **Raya Farshad** - Back-End Lead
5. **Pramish Dhakal** - Front-End

Revision	Date Submitted
Milestone 2 v.1	Oct. 19 2019
Milestone 1 v.2	

1. Functional Requirements - prioritized

1. Priority 1
    a. Unregistered Users
        i. Unregistered Users shall be able to browse the listings.
        ii. Unregistered Users shall be able to search for listings.
        iii. Unregistered Users shall be able to filter through their search.
    b. Registered Users
        i. +Unregistered Users Priority 1.
        ii. Registered Users shall be able to login to their account.
        iii. Registered Users shall be able to logout of their account.
        iv. Registered Users shall be able to post listings for sale.
        v. Registered Users shall be able to message the seller to purchase listing.
        vi. Registered Users shall be able to reply to messages they receive.
        vii. Registered Users shall be able to delete their listing.
        viii. Registered Users shall be able to mark their listing as sold.
    c. Admins
        i. Admins shall be able to approve or deny listings before they are posted.
        ii. Admins shall be able to delete any listing.
2. Priority 2

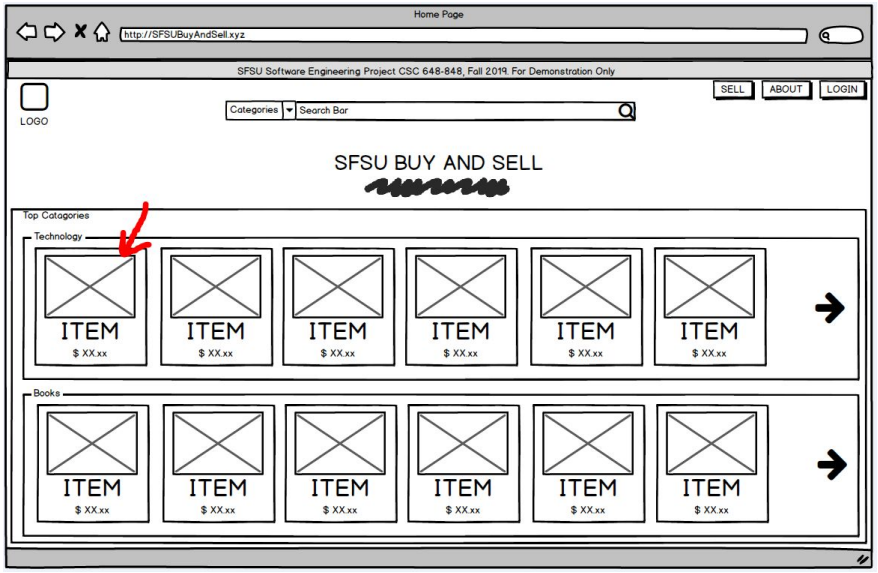
a. Unregistered Users
    i. Unregistered Users shall be able to view a seller's about page.
b. Registered Users
    i. +Unregistered Users Priority 2
    ii. Registered Users shall be able to include multiple images in their listings.
c. Admins
    i. Admins shall be able to ban Registered Users.

3. Priority 3
    a. Unregistered Users
        i. Unregistered Users shall be able to search by image.
    b. Registered Users
        i. +Unregistered Users Priority 3
        ii. Registered Users shall be able to add listings to a shopping cart.
        iii. Registered Users shall be able to leave reviews for sellers.
        iv. Registered Users shall be able to sync their calendars with the buyer of their listing.

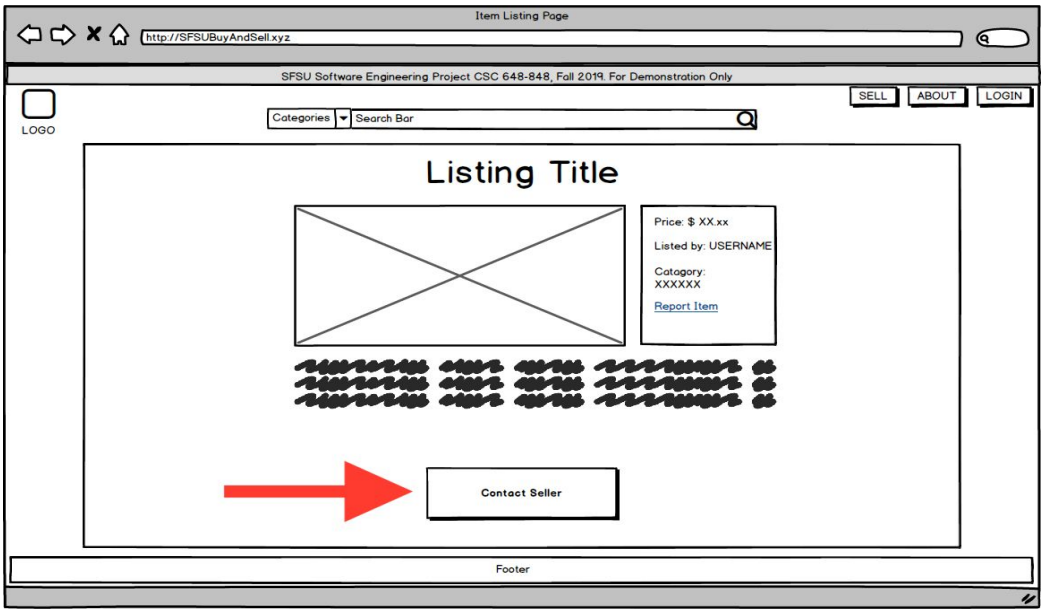
2. UI Mockups and Storyboards (high level only)

Use case : Unregistered User

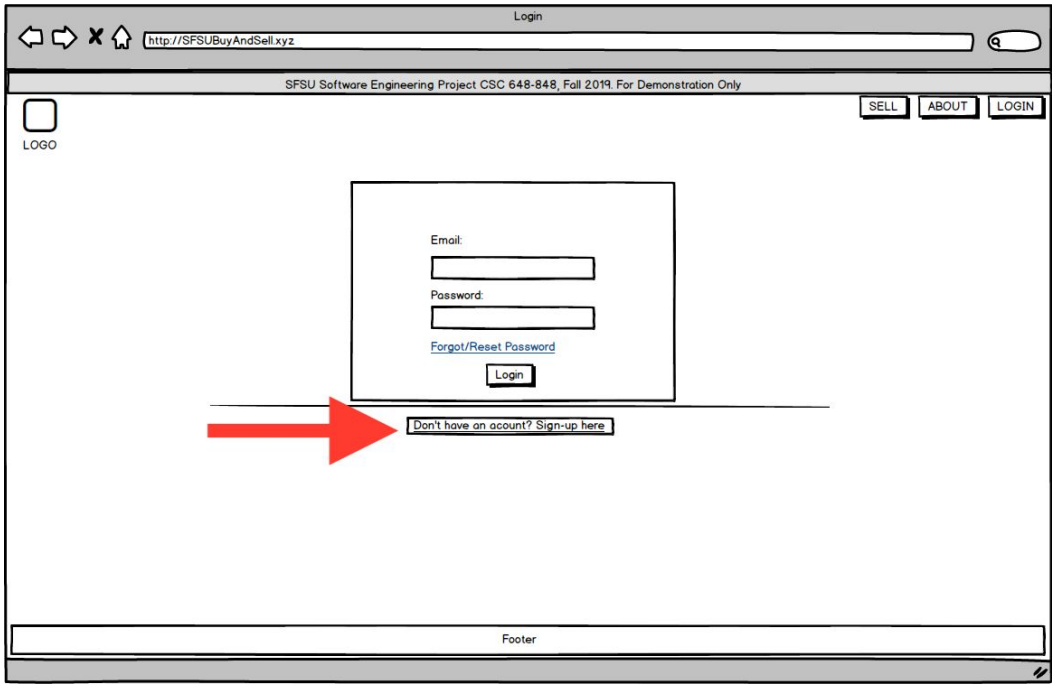
Joe wants to buy a desk from furniture category. He finds the desk on the home page and selects it.

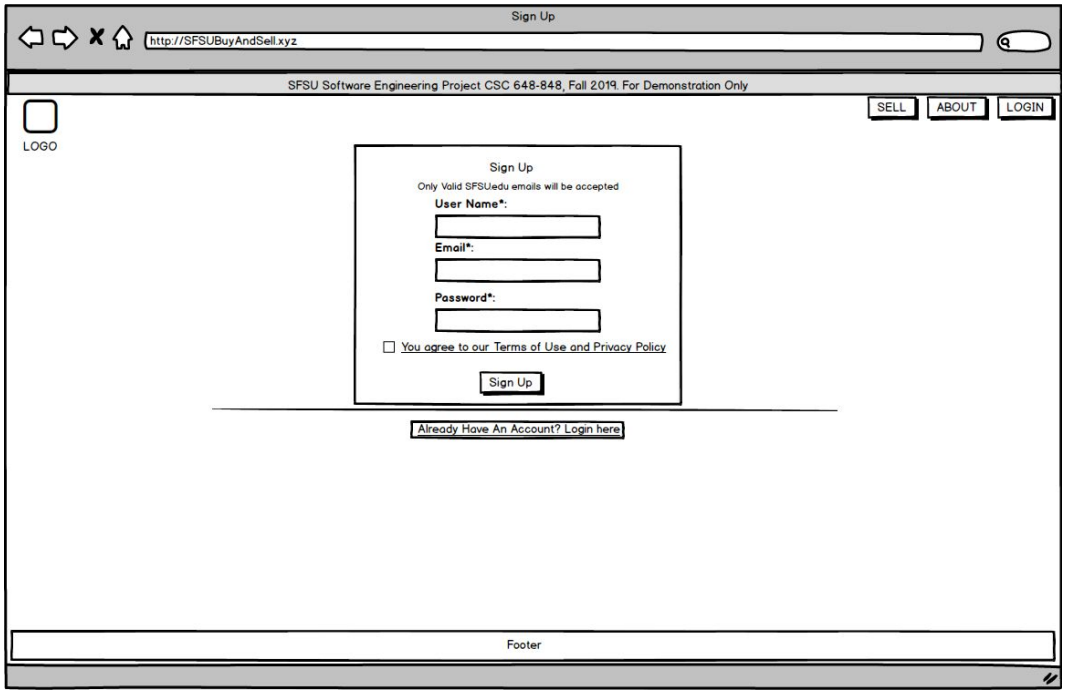


He clicks on Contact Seller button to contact.

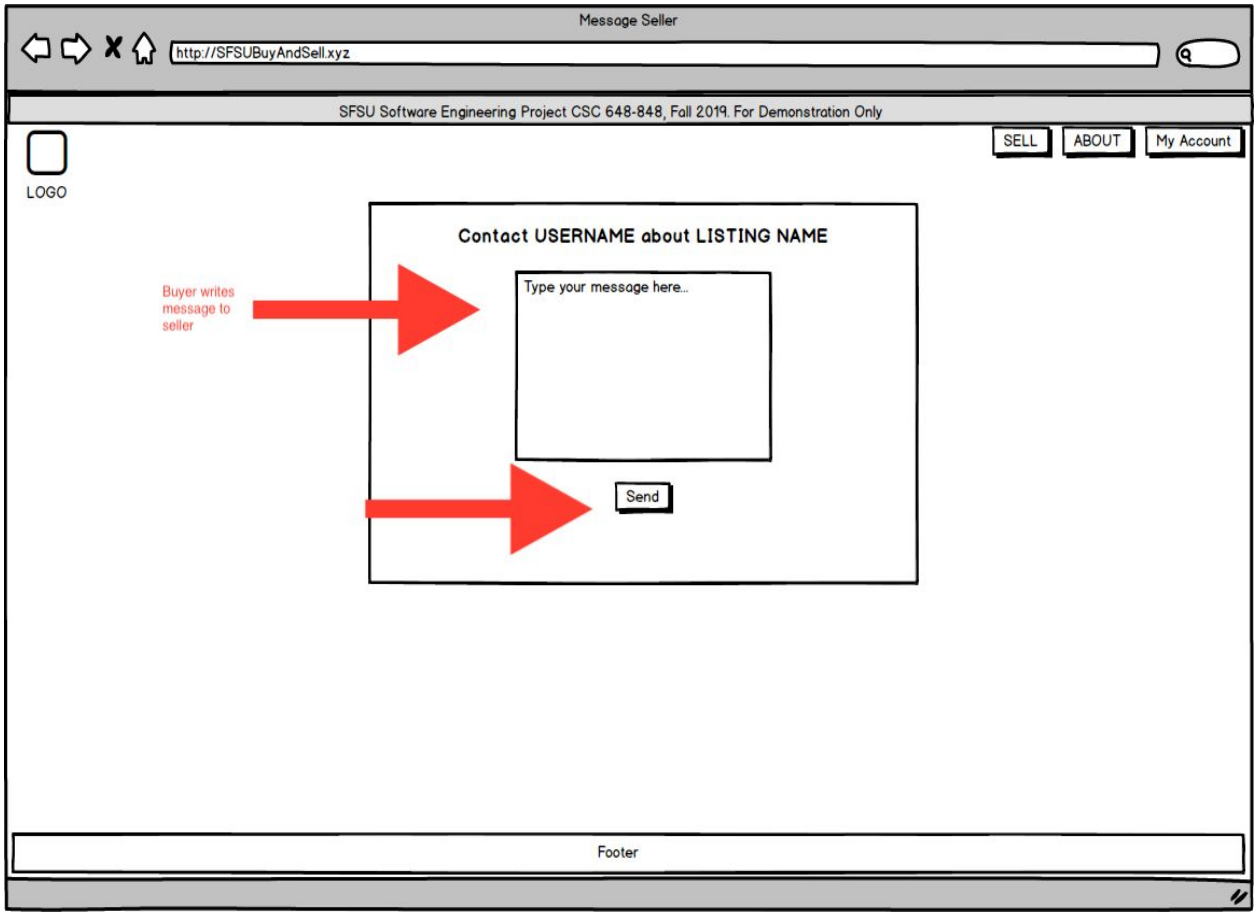


Joe registers with SFSU Buy and Sell.



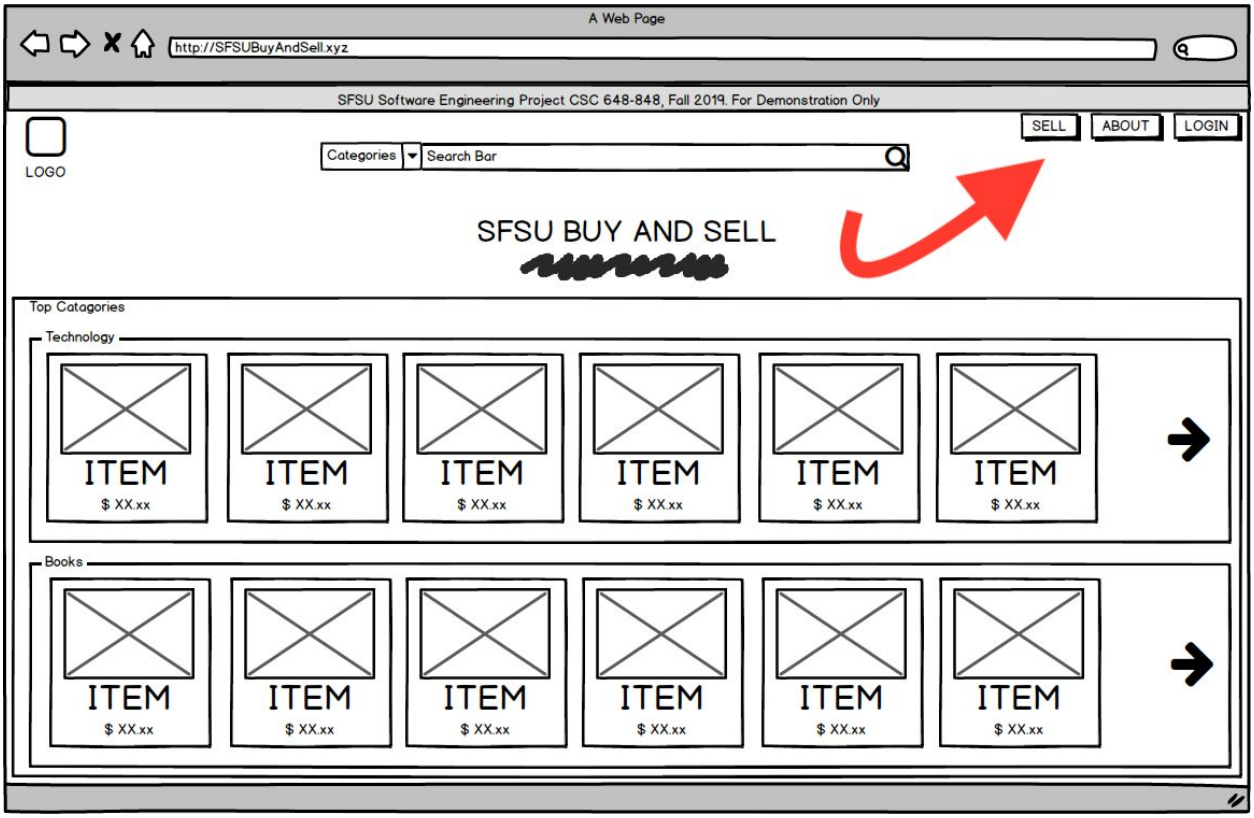


Joe now contacts the seller after registering for an account.

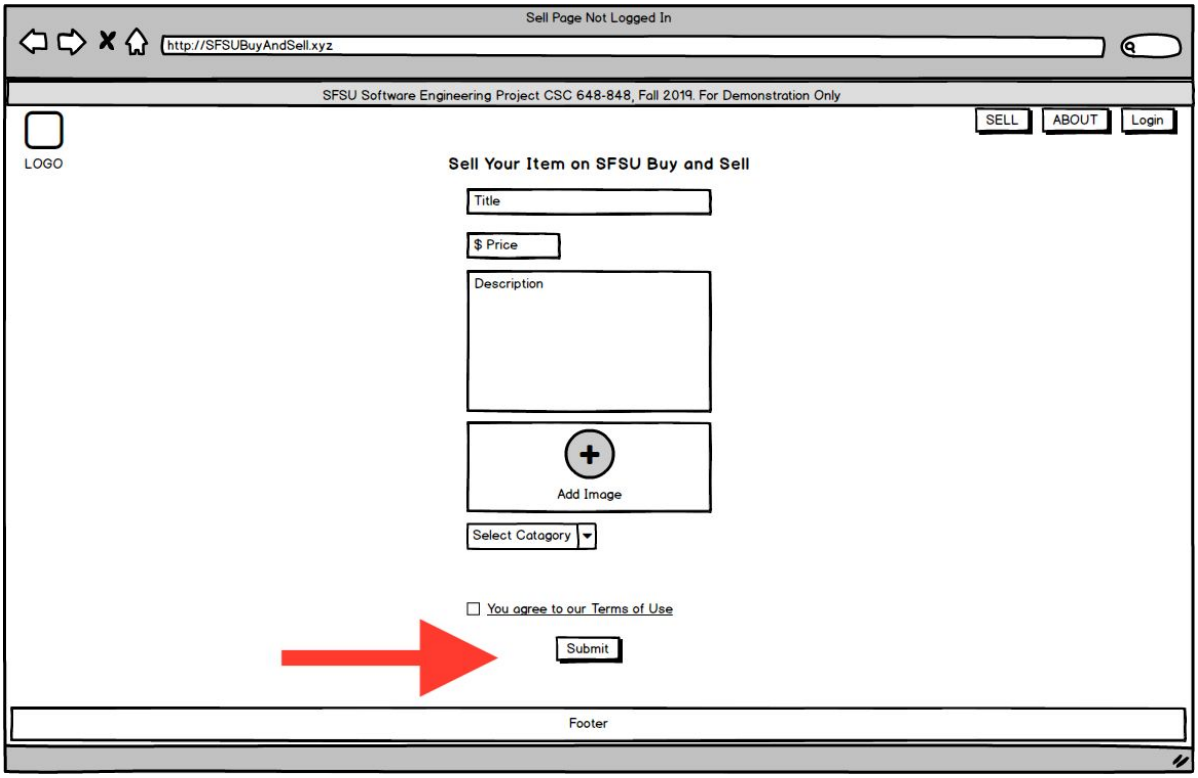


Use Case: Registered Seller

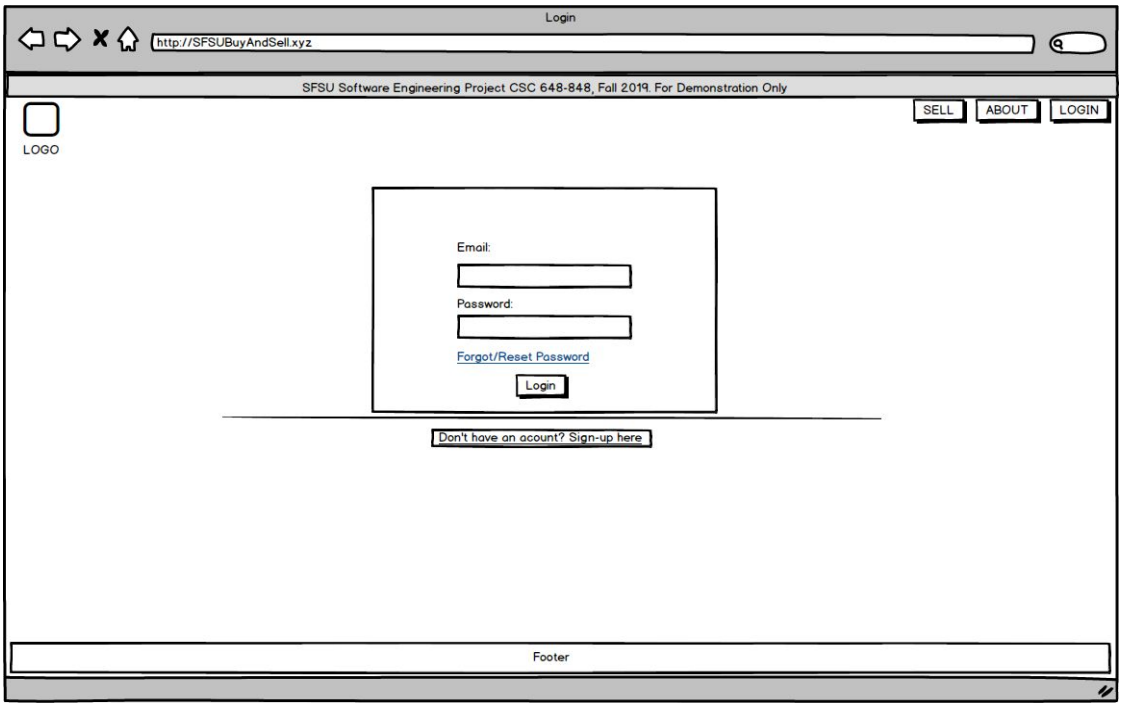
Alice is a registered user on the site and wants to sell her books online. She clicks the Sell button on the home page.



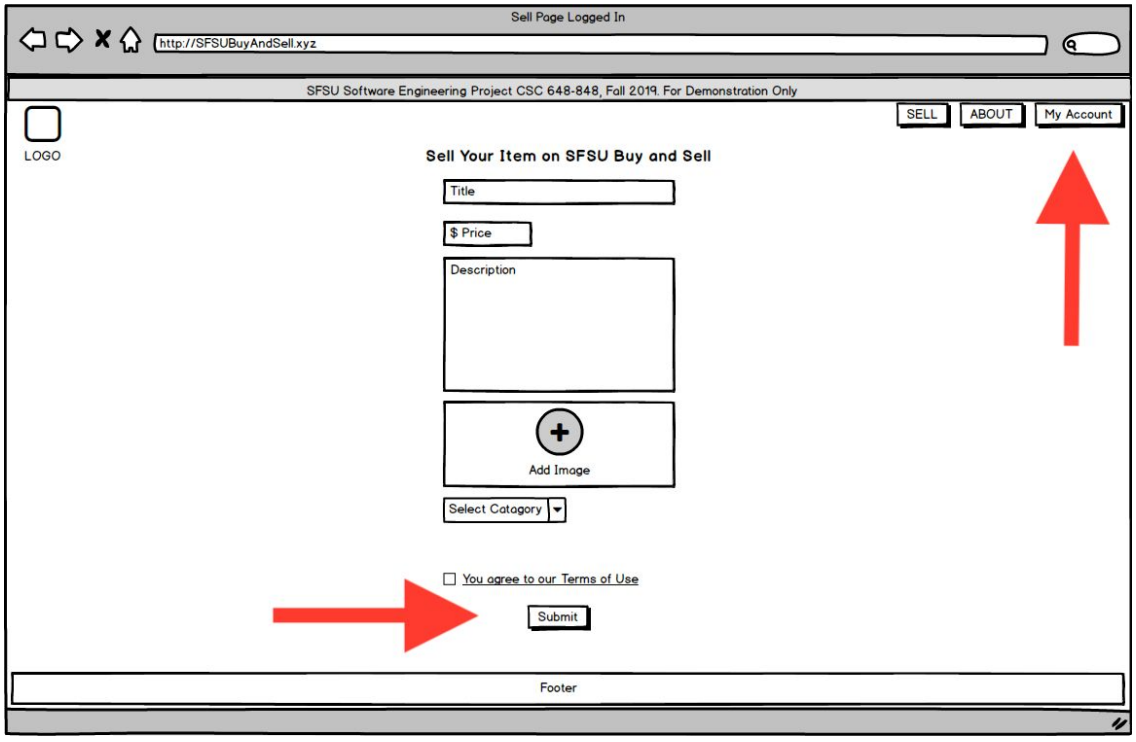
She fills the form and clicks on Submit button.



She now enters her email and password in order login.



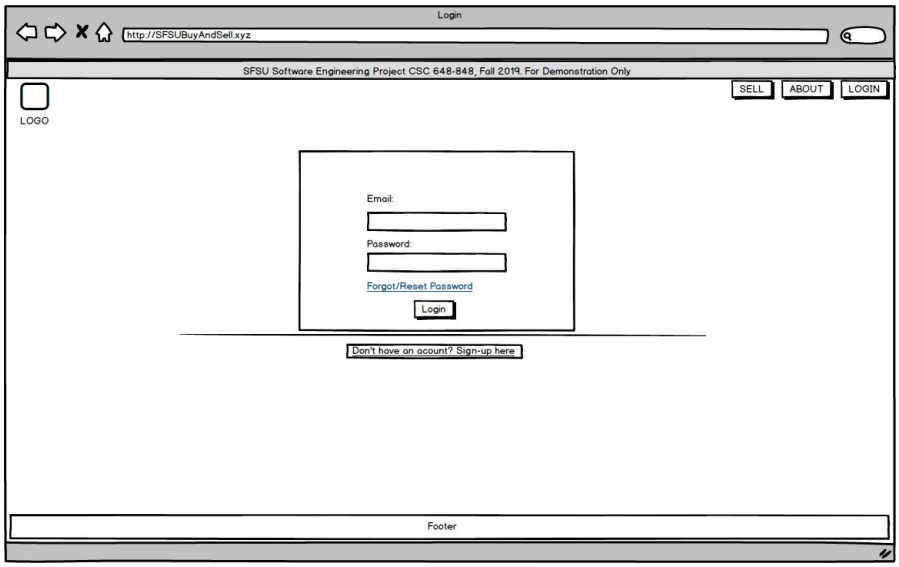
Now she is logged in. She then clicks on Submit again to finalize it.



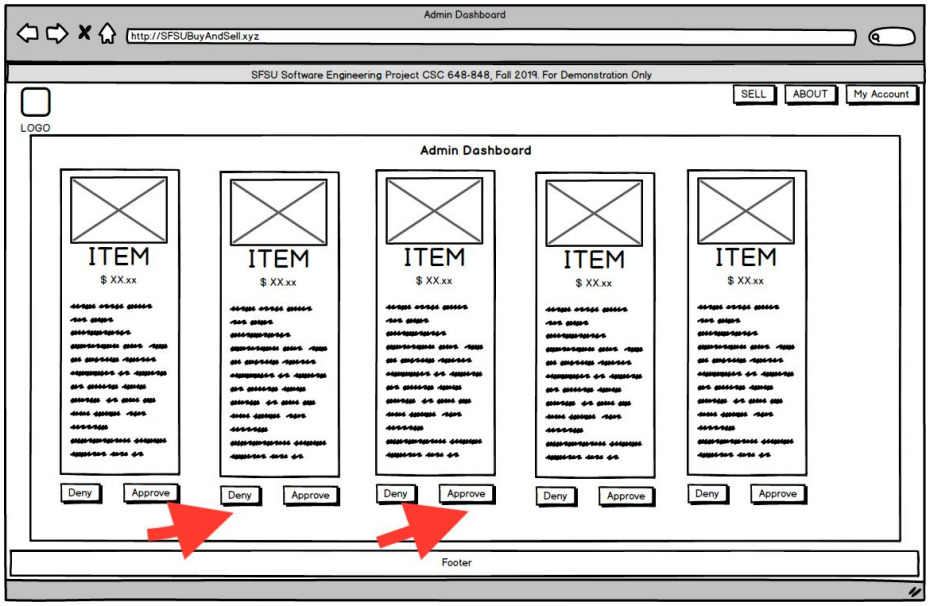
She gets a confirmation message after she submits her listing.

Use case: Admin

Mary logins as an admin.



She now can approve and deny any pending posts on her admin dashboard.


Admin Dashboard
http://SFSUBuyAndSell.xyz
SFSU Software Engineering Project CSC 648-848, Fall 2019. For Demonstration Only
SELL
ABOUT
My Account
LOGO
Admin Dashboard
ITEM
$ XX.xx
Deny
Approve
ITEM
$ XX.xx
Deny
Approve
ITEM
$ XX.xx
Deny
Approve
ITEM
$ XX.xx
Deny
Approve
ITEM
$ XX.xx
Deny
Approve
Footer

3. High level Architecture, Database Organization

a. Database Organization

i. Tables

1. User: This table will contain the name and personal information provided by all Registered Users. Personal information includes name, email, password, and if they are banned from the site or not.
2. Listings: This table will contain all the listings and their details that Registered Users have put up for sale. Listing details include title, description, price,image, category type, ID of the owner, and if the listing is sold or not.
3. Categories: This table will contain all the possible category types that Listings can have.
4. Messages: This table will contain all the messages sent by Registered Users. Messages will contain the message itself, the ID of the sender and recipient, and the time it was sent.

b. Media Storage

i. Media will be stored in a file system.

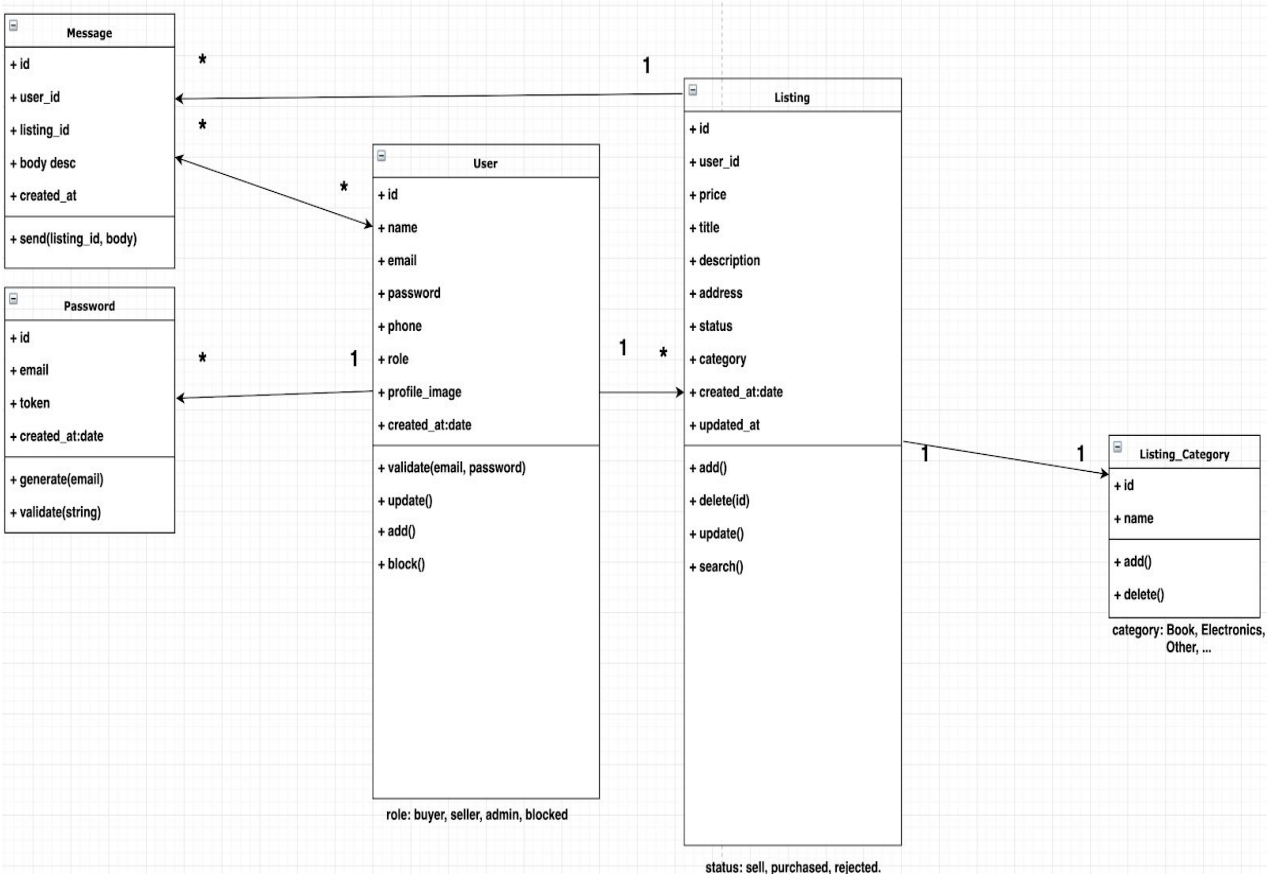
ii. No other media besides images will be posted on the website, so there are no special data format requirements.

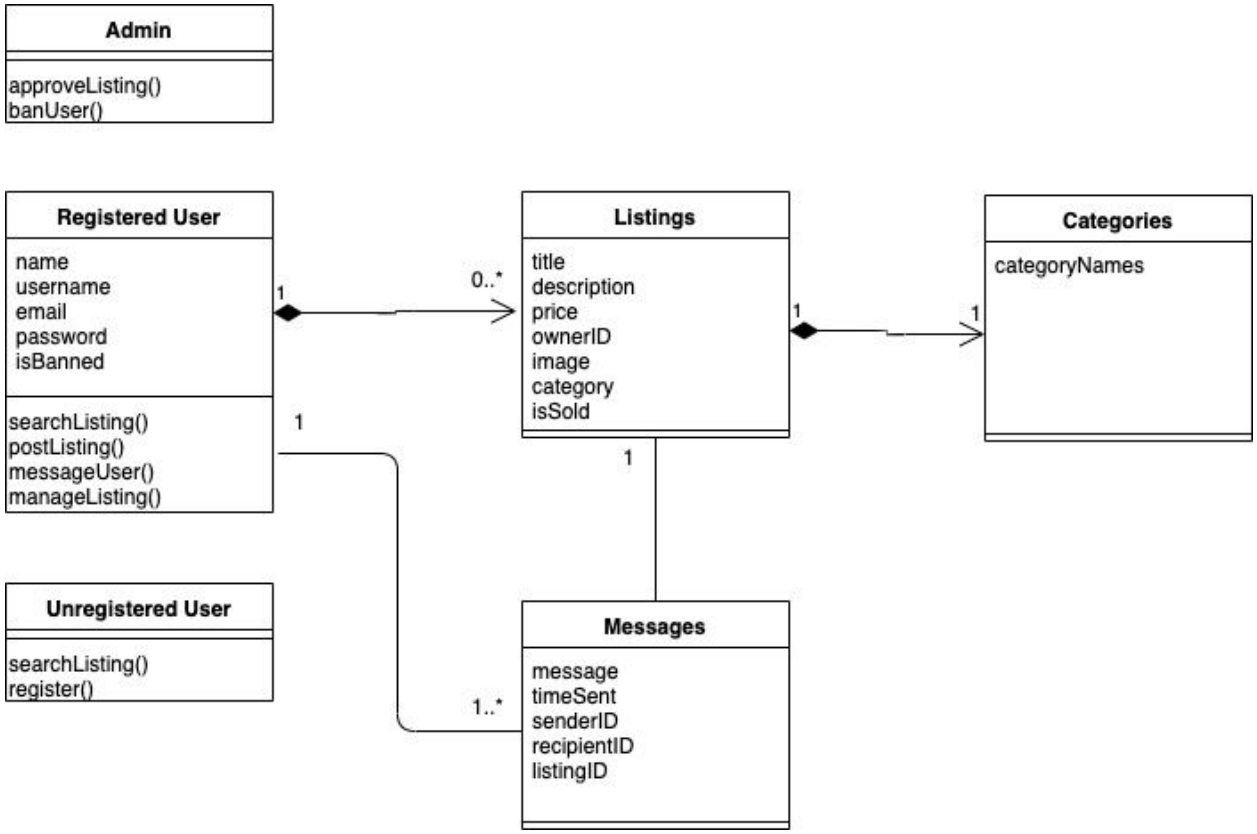
c. Search/Filter Architecture

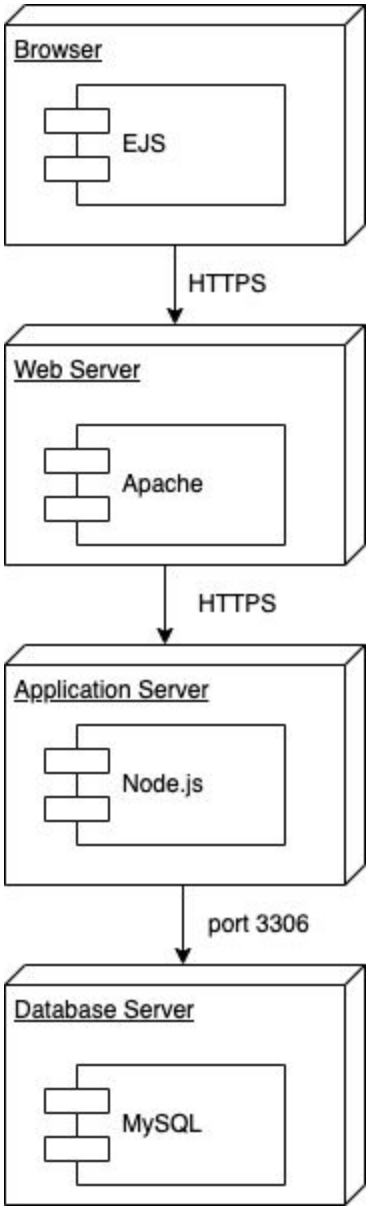
i. The search algorithm will consist of using SQL %LIKE for the title/description of the listing and using exact match for the other parameters and filters like category and price range if they are provided by the user.

d. APIs
    i. n/a
e. Non-trivial Algorithms
    i. n/a
f. New SW Tools and Frameworks Used
    i. EJS for front-end

4. High Level UML Diagrams




Admin
approveListing()
banUser()
Registered User
name
username
email
password
isBanned
searchListing()
postListing()
messageUser()
manageListing()
Unregistered User
searchListing()
register()
Listings
title
description
price
ownerID
image
category
isSold
Categories
categoryNames
Messages
message
timeSent
senderID
recipientID
listingID
1
0..*
1
1
1
1
1
1..*


Browser
EJS
HTTPS
Web Server
Apache
HTTPS
Application Server
Node.js
port 3306
Database Server
MySQL

5 .Identify actual key risks for your project at this time

The current risks to the projects are as follows. We currently have a skill risk for our UI/UX. We are having trouble coming up with a comprehensive, yet easy to use UI. Our UI needs to be easy to use and immediately be intuitive. Our flow to our website is currently not up to the level that it should be. Actions being taken to address this risk is that our team is researching different user interfaces as well as storyboarding the website flow out. We are also having in person meetings to come up with a solution to fix the issue.

6. Project management

For team 11, we are using Trello as our main project management software. Each main task for every milestone is assigned to a specific sub team. Each task also has a due date as well as labels to quickly highlight where the task is in its life cycle. Ex. Not started, Started, Blocked, Finished. In addition to using Trello, we are using Discord as our preferred means of communication. Discord allows us to set up channels as well as have unlimited message history and file uploads. These tools will allow Daniel (Team lead) to efficiently assign tasks well in advance, as well as have an easy means of communication with the team. Regular check-ins ensure that steady progress is being made across the board on all tasks.