Design Document - Social Media Project Comp 2B - Group 3

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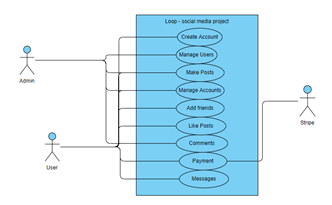
1.Project Goals

With our project we plan to achieve a social media website, where users can post messages, images and videos; other users can like your posts; messages between users; add friends and having merchandise to sell on the website. The key users for the social media website are the users themselves. The users make an account and are then able to make posts for their friends to view, they can like other friends posts and message their friends. The main functionality of the social media project is socialization between users. This is being displayed with the ability to comment on friends posts and like their posts and being able to message friends privately.

2. Feasibility of Project

We feel like our project is very feasible but will be challenging. We have chosen a very ambitious project that isn’t tied much to what we have learned. To meet the requirements of the project we are adding merchandising. This means we will be under a lot of pressure trying to get all our plans done in the timeframe given. Some risks we might run into are that we might not be able to implement some of the features we want as we don’t have the knowledge or know how to do it, and this might lead to features not getting implemented. Also, even if we do learn how to add these features, we could spend so much time researching that we could be left with not enough time for implementation. Another risk is that we might not have the means to test our project correctly, because we rely on multiple users to create a working social media, we are concerned that if we cannot test this that it might mean some of our functionality goes untested. Our contingency plan is to add merchandising to our project so that we can meet the project requirements.

3. Analyse Requirements



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| **Use Case:** | Payment |
| **Actor (s):** | User, Stripe |
| **Goal:** | For a user to buy something and send payment through stripe |
| **Overview:** | The user fills out their delivery details and uses the Stripe payment terminal. Once they fill out their details and click pay now. Stripe  Verifies and redirects the user to the confirmation page. A receipt and confirmation is sent to the user. |
| **Pre-Condition:** | The user must have an item in their cart and be ready to buy |
| **Post Condition:** | The item has been paid for and a receipt has been sent to the User |
| **Successful Scenario:** | 1. User clicks Checkout  2. The user is redirected to the checkout  3. The user fills out their delivery details  4. The user clicks the stripe button  5. Stripe payment terminal opens  6. The user fills out their card details and clicks pay now  7. Stripe verifies their card details  8. Stripe accepts details and User is redirected to a confirmation page  9. An email with a receipt and confirmation is sent to the user. |
| **Alternative Scenario (s)** | 7.1. Stripe cannot verify the card details  7.2. Stipe has you enter valid card details |

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| **Use Case:** | Messages |
| **Actor (s):** | User |
| **Goal:** | For a User to send a message to another user/Users |
| **Overview:** | The User chooses another User/ users to send a message to. They then type it up and send it. The other User/users then receives the message and can reply. |
| **Pre-Condition:** | The first User must have permission to send messages to the other user/ users |
| **Post Condition:** | The message is received by the recipient user/ users which was sent by the first User |
| **Successful Scenario:** | 1. The first user selects another user / users to send a message to  2. The first user types up a message  3. The first user hits the send button  4. The message is the sent to the recipient user/ users  5. The message is received by the recipient  6. The message can then be read by the recipient  7. The recipient then replies if necessary  8. Repeat the process until one user decides to stop |
| **Alternative Scenario (s)** | 5.1) the recipient does not receive the message; an error message is prompted to the sender to resend the message.    7.1) The recipient cannot reply because they have been blocked by the sender    8.1) The process cannot be repeated as one user has blocked another user they were communicating with |

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| **Use Case:** | Manage Users |
| **Actor (s):** | Admin |
| **Goal:** | To manage users accounts by deleting account, updating staff status, deactivating account, checking any reports made against the user. |
| **Overview:** | An admin goes into the admin menu and chooses which function they would like to preform on and the Users account. There are multiple changes which can be made and there are counters for any reports on the users account |
| **Pre-Condition:** | The admin must be logged in and a user must exist |
| **Post Condition:** | To have managed the users account and making sure everything is up to date |
| **Successful Scenario:** | 1. The admin is on the users tab on the admin page  2. The admin selects the correct user  3. The admin checks out any reports against the user  4. The admin updates staff status if necessary  5. The admin activates the account  6. The admin sends an email notifying the user of any changes to the account |
| **Alternative Scenario (s)** | 3.1 If there are 3 or more valid reports the users account is deactivated  3.2 If too many reports have been made against a user an admin can permanently delete the account of the user.  4.1 if this is not necessary for this user this step is skipped  5.1 If the users account has previously been deactivated the Admin can reactivate it after an amount of time has passed |

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| **Use Case:** | Make Posts |
| **Actor (s):** | Admin, User |
| **Goal:** | To allow users to be able to post messages, images and videos. To allow Admins to delete posts if necessary. |
| **Overview:** | A user will click on the make post button. The user can now write a message, upload an image or upload a video. Once ready you can press the post button to upload it. Admins can delete posts where necessary. |
| **Pre-Condition:** | Users must already have an account made. |
| **Post Condition:** | Post is made and displayed for other users to view. |
| **Successful Scenario:** | 1. A user must login to their account.  2. The user clicks on the make post button.  3. The user types a message they would like to post.  4. The user clicks on the post button.  5. The post is then available to be viewed. |
| **Alternative Scenario (s)** | 3.1 The user uploads an image they would like to post.  3.2 The user uploads a video they would like to post. |

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| **Use Case:** | Manage Account |
| **Actor (s):** | Admin, User |
| **Goal:** | To allow users to change their accounts information when necessary. Admins can also adjust their information if necessary. |
| **Overview:** | Users can go into their accounts and change information about themselves where necessary. You can change your location, where you live, where you went to school, etc. |
| **Pre-Condition:** | Users must already have an account made. |
| **Post Condition:** | The user will have changed the information on their account. |
| **Successful Scenario:** | 1. The user must login to their account.  2. The user clicks on their profile.  3. The user clicks on their settings.  4. The user can now change the information of their account.  5. The user makes a change to their information.  6. The user clicks the save button.  7. The user saves the changes.  8. The information has been changed. |
| **Alternative Scenario (s)** | 5.1 The user doesn’t make any changes to their information.  7.1 The user doesn’t save the changes made to their information. |
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| **Use Case:** | Like Post |
| **Actor (s):** | User |
| **Goal:** | To allow other users to like a post. |
| **Overview:** | The user clicks on a post that was created. At the bottom of the post is a like button. The user will click on this button to like the post and other users can see that the post was liked. |
| **Pre-Condition:** | For a post to be made and you can view it. |
| **Post Condition:** | The post has been liked. |
| **Successful Scenario:** | 1. Users must be logged in.  2. The user clicks on a post made by another user.  3. The user clicks on the like button underneath the post.  4. The post has now been liked by the user. |
| **Alternative Scenario (s)** | 5. The user can click the like button again.  6. The post does not have a like anymore. |

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| **Use Case:** | Create Account |
| **Actor (s):** | User |
| **Goal:** | For a user to create an account on the social media website |
| **Overview:** | User fills out the required fields on the sign-up page, once inputted correctly he is emailed a confirmation email saying that his account has been successfully created. |
| **Pre-Condition:** | A user is redirected to the sign-up page. |
| **Post Condition:** | The user registers his account on the website and is redirected to his home page. |
| **Successful Scenario:** | 1. User enters in personal details in the correct fields  2. User enters a password for his account  3. User confirms he inputted the right password  4. User accepts terms and conditions  5. User clicks confirm at the bottom of the page  6. Server sends a confirmation email to the users inputted email address  7. User clicks the link in the email and is redirected to his home page |
| **Alternative Scenario (s)** | 2.1 User inputted the wrong password and should re-enter it until it is correct.  4.1 User doesn’t accept terms and conditions and is not allowed to register. |

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| **Use Case:** | Add Friends |
| **Actor (s):** | User |
| **Goal:** | For a user to add someone another user as a friend. |
| **Overview:** | User searches for a name of someone he knows through the search bar and sends a friendship request to that person. The person can either accept or decline the request. Once accepted the users become friends and can see each other’s posts. |
| **Pre-Condition:** | User must be registered and know someone that they would like to add to their friends list. |
| **Post Condition:** | User accepts the friend request so both users become friends. |
| **Successful Scenario:** | 1. User searches for someone he knows using the search bar  2. User gets a list of names and identifies the person he wants to add as a friend  3. User sends a friend request to that user  4. Notification is sent out to the other user about the request  5. Other user accepts the friend request  6. Both users can now message each other and see their posts on their main page. |
| **Alternative Scenario (s)** | 2.1 User does not find any user with the name inputted into the search bar and should try re-entering it  5.1 Other users can decline the friend request so a new request can be re-sent. |

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| **Use Case** | Comments |
| **Actor (s):** | User, Admin |
| **Goal:** | For a user to comment on posts they make, or posts made by others and edit them in the future. |
| **Overview:** | When a post is made by a user, the original poster or any other user can comment on the post. After that they can edit it or delete it. An admin can come in and moderate the comment and delete it if necessary. |
| **Pre-Condition:** | A post must exist for people to be able to comment on it. |
| **Post Condition:** | A user sends the comment and it can be seen under the post. |
| **Successful Scenario:** | 1. A user clicks reply underneath a post which opens a window for them.  2. A user writes his message in the dedicated message box  3. User sends a comment and it appears underneath the post.  4. User can now edit his comment or delete it  5. An admin can moderate the comments and delete it if necessary |
| **Alternative Scenario (s)** | 2.1 User decides to not send his comment and exists the window  3.1 If too many comments are present the oldest will be only viewable when you click the see more replies link |

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| Iteration 1 | Iteration 2 | Iteration 3 |
| Profile  Posting  Friends/followers  Like system | Merchandising  Photo Sharing  Muting/ Blocking  Comments | Group chats  Recommendations  Video  Notifications |

4. Class Diagram

