



# Ønskegrisen

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<https://github.com/Pokkenslageren/Onskeskyen/tree/main>

## User Stories

### Epic 1: User Account Management

**Total Estimate: 8 points**

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### **User Story 1.1**

**Estimate: 3 points**

*As a new user, I want to be able to create an account on Ønskegrisen with a chosen username and password so that I can personalize my login credentials.*

- **Acceptance Criteria:**
    - A user can enter a unique username during registration.
    - A user can enter a password that meets requirements.
    - Upon successful registration, the user is directed to a landing page.
    - Error messages are displayed if the username is already taken or the password does not meet requirements.
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### **User Story 1.2**

**Estimate: 2 points**

*As a user, I want to log in with my username and password so that I can access my Ønskegrisen profile.*

- **Acceptance Criteria:**
    - A user can enter a valid username and password to log in.
    - Upon successful login, the user is directed to their profile/dashboard.
    - If incorrect credentials are entered, the login attempt fails, and the user is not directed to their profile/dashboard.
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### **User Story 1.3**

**Estimate: 1 point**

*As a user, I want to see an error message if I enter incorrect login credentials so that I know my login attempt has failed.*

- **Acceptance Criteria:**
    - An error message is displayed if the username or password is incorrect.
    - The error message clearly states that the login attempt has failed (e.g., "Incorrect username or password. Please try again").
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## **Epic 2: Wishlist Creation and Management**

**Total Estimate: 8 points**

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**User Story 2.1**

**Estimate: 3 points**

*As a user, I want to easily create wishlists and name them so that I and others know what they are for.*

- **Acceptance Criteria:**
    - A user can click “Create Wishlist” and enter a name for the wishlist.
    - The wishlist is saved with the entered name and appears in the user’s profile.
    - The user can see the newly created wishlist in their list of wishlists.
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**User Story 2.2**

**Estimate: 3 points**

*As a user, I want to easily share my wishlist with other users so that they can see what I want.*

- **Acceptance Criteria:**
    - A shareable link is generated when a wishlist is created.
    - The link directs other users to the shared wishlist.
    - The user can access the shareable link from their wishlist page.
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**User Story 2.3**

**Estimate: 2 points**

*As a user, I want to be able to delete wishlists entirely so that my profile doesn’t get cluttered with old wishlists.*

- **Acceptance Criteria:**
    - The user can click “Delete” on a wishlist.
    - A confirmation prompt appears before deletion.
    - Upon confirmation, the wishlist is permanently removed from the user’s profile.
    - The deleted wishlist is no longer accessible or visible in the profile.
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**Epic 3: Wishlist Item Management**

**Total Estimate: 6 points**

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### User Story 3.1

**Estimate: 3 points**

*As a user, I want to add items to my wishlists so that others can see what I'd like as gifts.*

- **Acceptance Criteria:**

- The user can click "Add Item" on a wishlist.
  - A form appears allowing the user to input item details (name, description, link, and price.).
  - The item is saved to the wishlist and appears in the item list.
  - The added item is visible to others when they view the shared wishlist.
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### User Story 3.2

**Estimate: 3 points**

*As a user, I want to remove items from my wishlists so that I can keep them up to date.*

- **Acceptance Criteria:**

- The user can click "Remove" on an item in a wishlist.
  - A confirmation prompt appears before the item is removed.
  - Upon confirmation, the item is deleted from the wishlist.
  - Other items in the wishlist remain intact.
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## Epic 4: Social Features (scrapped)

**Total Estimate: 12 point**

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### User Story 4.1

**Estimate: 6 points**

*As a user, I want to be able to share my wishlist with others so they can view my list and know what I would like to receive.*

- **Acceptance Criteria:**

- A user can click a "Share Wishlist" button.
- A shareable link is generated upon clicking.
- The link directs others to a public view of the wishlist.
- The wishlist remains accessible to the user for editing even after sharing.

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## User Story 4.2

**Estimate: 6 points**

*As a user, I want other users to be able to reserve items on my wishlist so that multiple people do not purchase the same gift for me.*

- **Acceptance Criteria:**

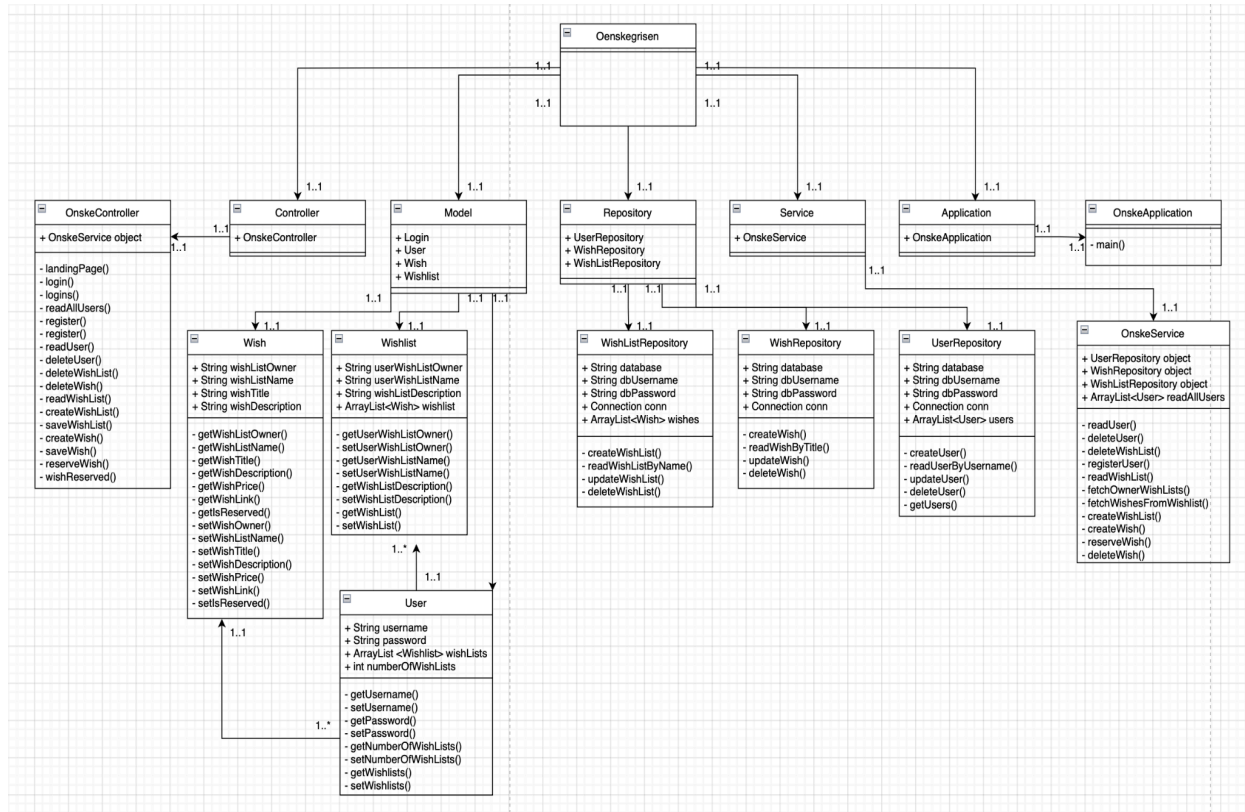
- Other users can click "Reserve" on an item in a shared wishlist.
  - The item's status changes to "Reserved," visible to other users.
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# Risiko- og interessentanalyse

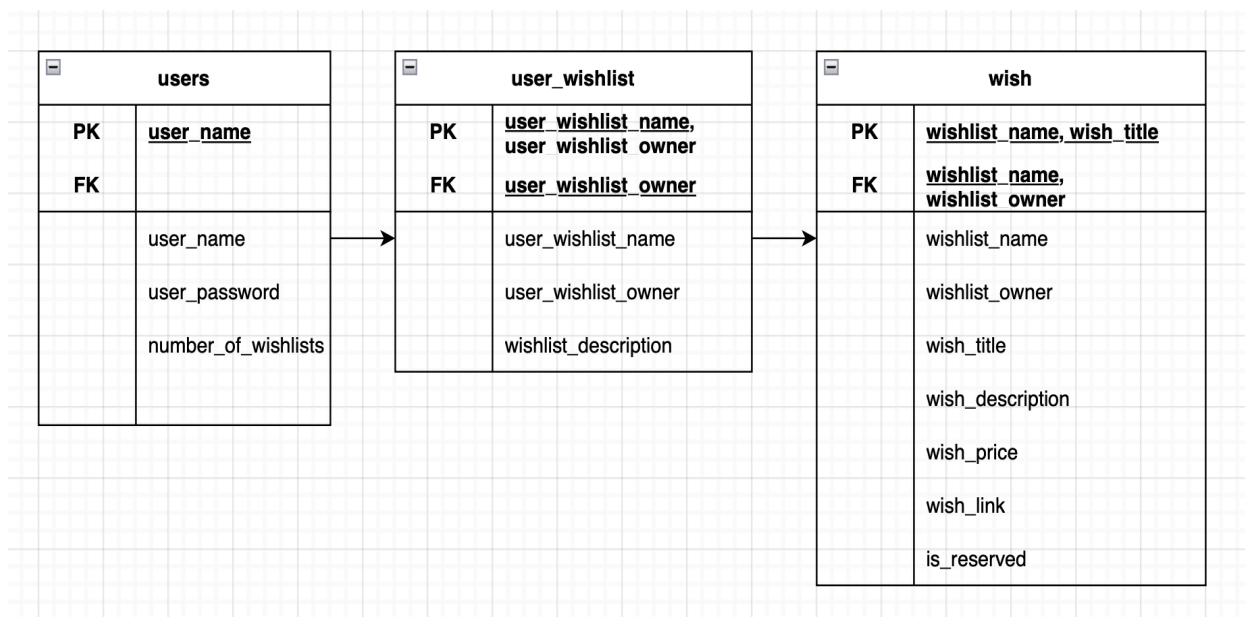
Interessent	Hvad og hvornår	Hvordan
Brugere	Efter implementation	Brugere kan bruge vores hjemmeside til at oprette ønskelister de nemt kan dele med alle.
Sponsorer	Under og efter implementation	De kan sponsorere vores applikation, hvor de får anerkendelse på siden.
Brands	Efter implementation	Vores applikation giver flere kunder til dem
Influencer	Efter implementation	Symbiotisk forhold - de brander og brandes
Bekendte af brugere	Efter implementation	Bekendte af vores brugere kan bruge applikationen til nemt at se ønsker samt reservere dem så de undgår andre køber samme gave

	Tr	Tear	Tr	Risk	Tr	Impact description	#	Probability	#	Impact	#	Priority	Tr	Mitigation
9	30/10	C3		Database integrity		Improper database design could lead to issues with data consistency and cause unreliable functionality within the application		3		4		12		Design database with normalization to prevent redundancy and inconsistencies. Schedule database backups to prevent data loss.
3	30/10	C3		Scope Creep		Additional features like sharable wishlists, wish-reserving etc. will extend development time and could result in missed deadlines		3		4		12		Plan development in shorter sprints. This way we can make sure we finish each feature before starting the next one.
8	30/10	C3		Wrong git usage		Wrong git usage can in worst case lead to extensive data loss which can severely set back development		2		5		10		Establish git best practices: Commit early and often, atomic commits, branching strategy, descriptive commit messages
2	30/10	C3		Bugs in final product		Bugs in final product can impact performance and cause numerous other issues. Worst case it can cause the program to have dangerous vulnerabilities or make it not function as intended at all.		2		5		10		Thourough unit/functional tests, early and often. Each feature must be reviewed and tested before pushing to production.
6	30/10	C3		Communication breakdown		In team projects, miscommunication about requirements, timelines, or responsibilities can lead to delays or misunderstandings.		2		4		8		Thorough review of the project requirements within the group. Any uncertainties about requirements or similar aspects are examined early, ensuring that once we start the project, we know exactly what we need to develop.
7	30/10	C3		Disagreement in team		Disagreements can lead to delays, reduced productivity or lower morale.		4		2		8		Continuous alignment of expectations in the team. Make sure to voice and tackle conflicts and problems as early as possible. Keep communications open and honest.
1	30/10	C3		Insuficient diagrams		Without good diagrams development can become onfusing leading to misunderstandings. This can lead to delays, reduced quality, wasted time and worst case failure to handover a product that meets the stated demands.		3		4		8		Create comprehensive diagrams collaboratively involving the whole team. Review and update diagrams regularly keeping project documentation aligned with current iteration.
5	30/10	C3		Time constraints		If the team struggles to stay on schedule, there's a risk of not completing the project by the deadline, which may lead to last-minute work, reduced quality, and increased stress within the team.		1		5		5		Work Effectively in Shorter Sprints: Breaking tasks into shorter sprints makes them more manageable and easier to plan according to the deadline. All team members share a collective responsibility to "keep each other on track."
4	30/10	C3		Sickness in team		Sickness can result in delays and missed deadlines.		1		4		4		Make sure work can be shifted to other team members by keeping everyone up to date on each task. Build extra time in to schedule to account for unexpected absences. Increase workload on other days to make sure deadlines aren't missed.

# Klassediagram



# ER-model



# Dataetik og bæredygtighed

## Del 1)

*På hvilken måde er jeres projekt bæredygtigt i en IT-sammenhæng?*

I vores projekt om ønskeskyen, som vi har valgt at kalde "Ønskegrisen", havde vi en masse ideer til at gøre vores projekt bæredygtigt. Hvis man ser virkeligt på projektet, må de store, tidskrævende og bæredygtige løsninger som vi havde diskuteret, vente lidt, da vi kun havde et par uger og intet budget. Dog havde vi diskuteret en række forskellige forslag, der kunne gøre projektet bæredygtigt, såsom at for hvert X antal kroner man spenderer på vores hjemmeside, planter vi en række træer. Med dette får vi også implementeret gamification i vores projekt. Herudover ville vi lave samarbejde med en række klimabevidste influencere, der havde til formål at reklamere for vores side og udpege vores bæredygtige tiltag. Vi ville implementere mere bæredygtig leverance eksempelvis, så den blev en anelse dyrere, men mere bæredygtig. Herunder også et mere globalt udvalg af varer, så der ikke skulle leveres på tværs af kloden for hvert køb.

*De 5 P'er - People, Planet, Prosperity, Peace & Partnership*

### People

Vores projekt er som sådan ikke fokuseret på dette punkt, men med vores andre tiltag har vi fokus på andre bæredygtige tiltag, og dermed kan man sige at det også hører delvist under dette. Med vores klimavenlige tiltag forbedrer vi på den måde også menneskers leveforhold globalt på den måde.

### Planet

Af de tiltag vi ville implementere her, havde vi vores plan om at plante et eller flere træer per X kroner brugt på hjemmesiden. Her giver vi både en slags belønning til den enkelte kunde der tilfreds kan vide at vedkommende har sørget for at få plantet træer der er godt for kloden - samt en belønning til resten af kloden, da vi planter flere træer. Derudover med mere grøn leverance får vi lettet vores CO2-aftryk.

### Prosperity

Her er den en anelse tvetydig, men i og med vi har et større globalt varelager sørger vi for bredere mulighed for arbejdskraft på tværs af kloden.

### Peace

I vores projekt, vil vi udelukkende have samarbejdspartnere der kan bevise at de har retfærdige forhold på arbejdspladserne, så vi ikke har samarbejde med diverse sweatshops eller lignende.

### Partnership

Vi har partnerskaber på tværs af kloden med hovedsageligt "almene" virksomheder, da vi er en platform til at købe gaver til andre.



## Del 2)

*Hvordan har I implementeret bæredygtighed og dataetik, eller hvad implementering ville kræve, hvis det lige nu ikke er en del af jeres løsning?*

I vores projekt, tænker vi undervejs over, hvordan vi respekterer den enkelte brugers privatliv - dog med dette projekts udgangspunkt er det ikke det helt store problem. På vores side, skal man have en bruger som kun indeholder navn og adgangskode. Dette vil sige, at man som udgangspunkt ikke behøver at inkludere nogen former for privatoplysninger. Dette gør også at der er god gennemsigtighed og sikkerhed for den enkelte bruger, da de kan være sikre på, at der ikke bliver delt noget om dem på vores hjemmeside, selv hvis et sikkerhedsbrud skulle finde sted.

Vi har også lighed på vores hjemmeside i og med at man ikke kan betale sig for bedre goder. Alle er på lige fod, og kan ganske simpelt købe de samme ting - selvfølgelig hvis man har råd til de forskellige varer.

På den tekniske side af systemet, så er bæredygtighed i fokus i form af måden hvorpå data behandles. I et tidligere projekt, Turistguide, behandlede vi data ved at trække hele databasen ud, for at placere den i diverse datastrukturer, i applikationens Repository lag. Dette satte yderligere krav til computerens processor, da det er ganske tungt at køre ved store mængder data. I denne applikation, går vi uden om dette problem ved kun at trække relevante data ud af databasen. Dette sparer en masse processorkraft, batteri på enheden osv. Applikationen er altså mere lightweight og bedre optimeret, hvilket er helt i spænd med grønne principper.

Så for at sige det kort og godt, så har vi langt mere fokus på at vores side er med en mere grøn og bæredygtig tilgang, med få krav for at bruge siden. Altså, at man ikke behøver at lægge sårbare data ind i vores system, for at kunne bruge det.