Describing the Login functionality

1. **Describing the Login functionality**

In <http://supertoys.bg/>, a **Login** refers to the credentials required to obtain access to the web site. **Logging in** is the process by which individual access to <http://supertoys.bg/> is controlled by identifying and authenticating the user through the credentials presented by the user.

There are two ways to access the system:

1. By user (with user account)
2. By administrator (with administrator account)

Once a user has logged in, then it can **log out** when access is no longer needed. To *log out* is to close off one's access to a computer system after having previously logged in.

* 1. When the user is logged in, there are some extra tabs and options. Instead of log in tab, an exit tab occurs. A greeting “Hello, (username)” is printed just above the exit tab. In the right there is a tab with last viewed products. Beneath the six-per-page shown products, five additional recently viewed products shall occur, when viewed from the user.

2.2. When admin is logged in, the start page looks a little bit different. The administration panel consists of the basic CRUD operations regarding the backend data, which are products and their respective metadata - categories, models and trades, etc. The administrator (admin) can upload products in APS – Uploading products in APS by name, description, size, pictures and quantity.

1. **Functional Requirements:**

2.1. Login and logout - For one user the login-state can be either logged in or not logged in. The system shall store the login-state in a server session.

2.2. User login

Precondition: The user is not logged in.

* The user accesses the system.
* The user is asked to provide username/email address and password on a log-in page.
* The user provides a correct username/email address and password.
* User forgot his/her password – after click on option “forgotten password”, the password will be send on the user’s email
* The user is logged in and a functionality page is shown

2.3. User logout

Precondition: The user is logged in.

* The user accesses the system.
* The user is presented to a page that includes a logout link.
* The user requests to be logged out.
* The user is logged out and informed about this through on the next page that is displayed.

2.4. Failed user login

Precondition: The user is not logged in.

* The user accesses the system.
* The user is asked to provide a user name and password on a log-in page.
* The user provides a user name and password that is not registered in the database.
* The user is not logged in and an error message is shown. The user is again asked to provide user name/email address and password

2.5. When a user reaches the system and is not logged in he/she should be asked to provide a username and password. No other information should be provided to the user.

2.6.. When a user submits a username and a password they should be compared to the list of users and if the user should be granted access to the system the server-state should be changed to “logged in” and the functionality page shown.

2.7. All pages shown to a logged in user should include a log out functionality, e.g. a button for logging out of the system.

2.8. If a logged in user is inactive for longer than 20 minutes he/she should be logged out and required to log in again before continuing using the system

1. **Use Case – Login functionality**

Cancel Account

Create New

Account

Update Account

Information

User/ Administrator

Maintain Account

Forgotten password

Login

<<Includes>>

<<Includes>>

1. **Use cases**
   1. Shopping products from GUI section – ways for shopping a chosen product and add it into the basket.

| Name | Shopping products from GUI section (e-store) |
| --- | --- |
| Summary | The ways for shopping from e-store. User/Client can choose some product/s and add it/them into the basket. |
| Rationale | Describing the way clients choose, store chosen product/s and buy it/them |
| Users | Clients (Customers) |
| Preconditions | The e-store is loaded and ready for using. |
| Basic Flow | 1. The user log into the system. (e-store) 2. The user search for different categories. 3. The software responds by requesting the search term and return products depending on the category. 4. Customer viewed some products. 5. Client chooses product/s to buy. 6. Customer clicks the button “Add into the basket”. In this way he/she store liked products before buying. 7. Client choose model from a drop-down list. It depends on every article. 8. Client chooses quantity. 9. Customer clicks the button “Add into the basket”. 10. Customer clicks the button “Continue to ordering”. |
| Alternative Paths | 1. In step 1, clients could order like a guest - without registration. 2. In step 10, clients have also 3 options:    1. To remove selected product/s from the basket;    2. To apply ID number to get discount;    3. To continue shopping by the button “Continue the shopping” 3. The user may decide to abort the ordering at step 9 and remove selected items. In this case, the software returns to the precondition state. |
| Post conditions | All items into the basket have been stored and the system has been ready to order. |

* 1. Delivery in GUI section - the way of delivery by writing information from website page – name, town, email, phone, and choosing where and when exactly to deliver a product.

| Name | Delivery from GUI section (e-store) |
| --- | --- |
| Summary | The way of delivery from e-store. Users/Clients have to fill ordering form: Full name, Country, Town, Email, Phone, Post Code and Delivery address. Then they may continue ordering. |
| Rationale | Describing the way of delivery to pointed by the client address. |
| Users | Clients (Customers) |
| Preconditions | The e-store is loaded and ready for using. Client has to add product/s into his/her basket and clicks the button “Continue to ordering”. |
| Basic Flow | 1. The user adds product/s into his/her basket. 2. The user clicks the button “Continue to ordering”. 3. The user chooses checkout method and clicks “Next”. 4. The client has to fill the order form:  * Mandatory: Full name, Email, Address, Town, Post Code, Country, Phone number * Optionally: Company, Municipality and Fax  1. The client has to click “Next” to continue. 2. The client could choose between two ways of delivery:  * Delivery to address * Delivery to post office  1. The client could choose between two ways of payment:  * Cash on Delivery (COD); * Cash before Delivery (CBD);  1. The client has to clicks “Next”. 2. The client may “View Order” and edit something; 3. To finish the order client has to click the button “Order” 4. The client may “Logout” or to continue viewing the site <http://supertoys.bg/>. |
| Alternative Paths | 1. In step 3, the client has 2 options to order:  * Like a guest – it’s not obligatory to has an account; * Like a user – it’s obligatory to has an account;  1. In step 6 the client may choose delivery to address. Then he/she has to fill her/his full address: Town, Neighborhood, Post Code, etc. Also may choose delivery to post office and choose most convenient location. 2. The user may decide “Go back” at any time during all above mentioned steps. In this case, the software returns to the precondition state. |
| Post conditions | The message will display to “Your order is successful”. |

* 1. Ways of payment:

There are two ways of payment - when the order shipped to certain address and before the order shipped to the certain address.

| Name | Ways of payment from GUI section (e-store) |
| --- | --- |
| Summary | There are two ways for payment.   * Cash on Delivery (COD) – when the order shipped to certain address * Cash before Delivery (CBD) –before the order shipped to certain address |
| Rationale | Describing two possible ways of payment. |
| Users | Clients (Customers) |
| Preconditions | The e-store is loaded and ready for using. A clients waiting for order. |
| Basic Flow | 1. The customer adds product/s into his/her basket. 2. The client chooses way of delivery:  * Delivery to address   or   * Delivery to post office  1. The client has to clicks “Next”. 2. The client could choose between two ways of payment:  * Cash on Delivery (COD); * Cash before Delivery (CBD);  1. The client has to clicks “Next”. 2. The client has to clicks on “Review of order”. 3. Final step is clicking on button “Order” 4. If everything is alright client will receives message “Your order has been received”. |
| Alternative Paths | 1. In step 1-8 clients may go previous step of ordering: 2. The user may decide to abort the ordering or edit item in his/her basket at step 6. In this case, the software returns to the precondition state. |
| Post conditions | The system store client’s order successfully and send email confirmation. |

* 1. Adding and removing products from wish list section.

| Name | Adding and removing products from wish list (e-store) |
| --- | --- |
| Summary | The way of adding and removing products from e-store. |
| Rationale | Describing possibility to add and remove product to wishlist. |
| Users | Clients (Customers) |
| Preconditions | The e-store is loaded and ready for using.  Client has to have a valid user account to add and remove product in wish list. |
| Basic Flow | 1. The user has to create a new account. 2. The user log into the system. (e-store) 3. The user search for different categories. 4. The software responds by requesting the search term and return products depending on the category. 5. Customer viewed some products. 6. Client chooses product. 7. Client clicks on link “Add product to my wish list” |
| Alternative Paths | 1. In step 6 clients may add selected product into the shopping basket. 2. In step 6 clients may share his/her wish list. 3. In step 6 clients may update his/her wishlist. 4. In step 7 clients may edit his/her wishlist and remove product/s. |
| Post conditions | The system show a message: “XXX has been added to your wishlist. (When XXX is the name of product). |