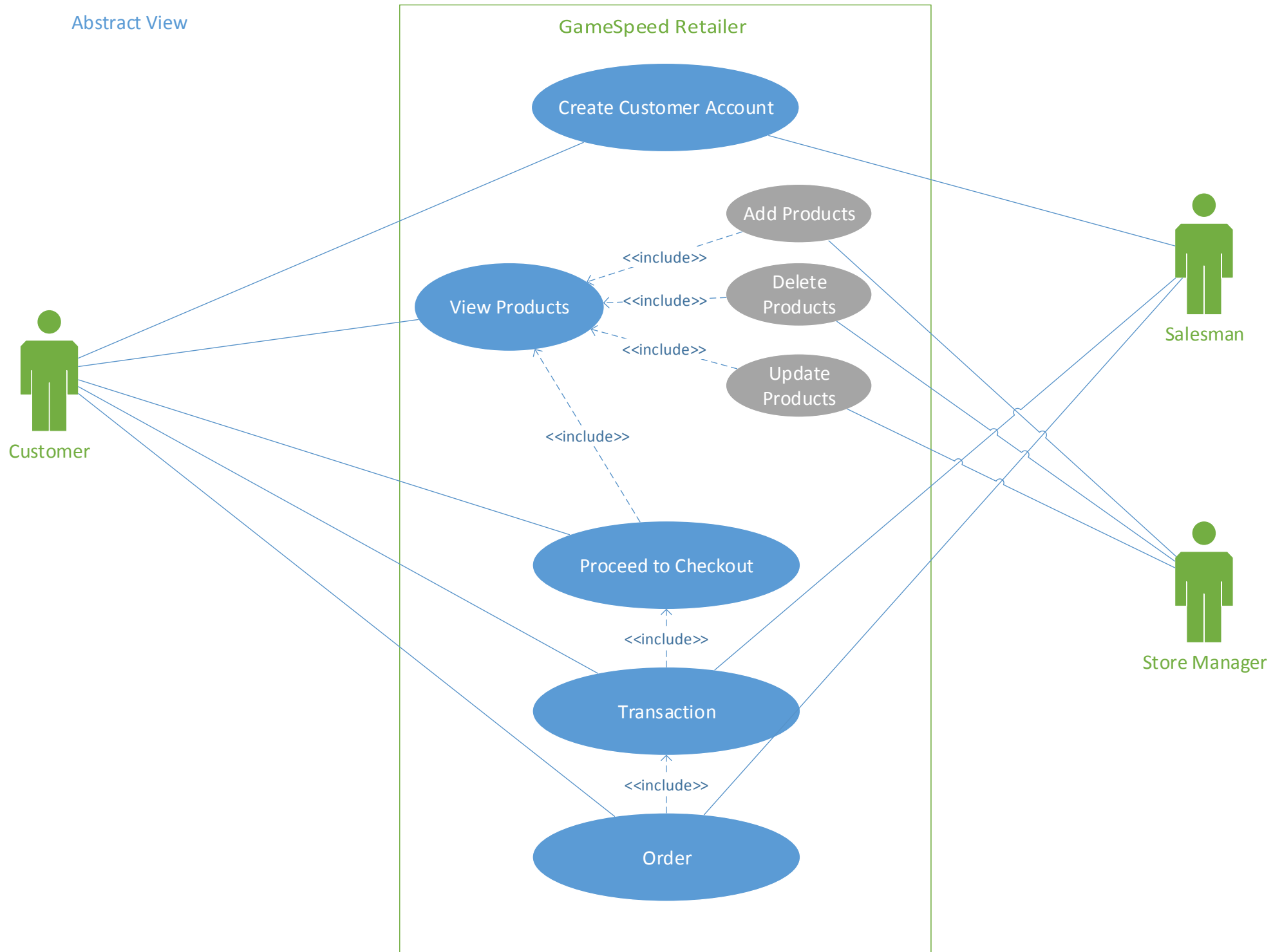
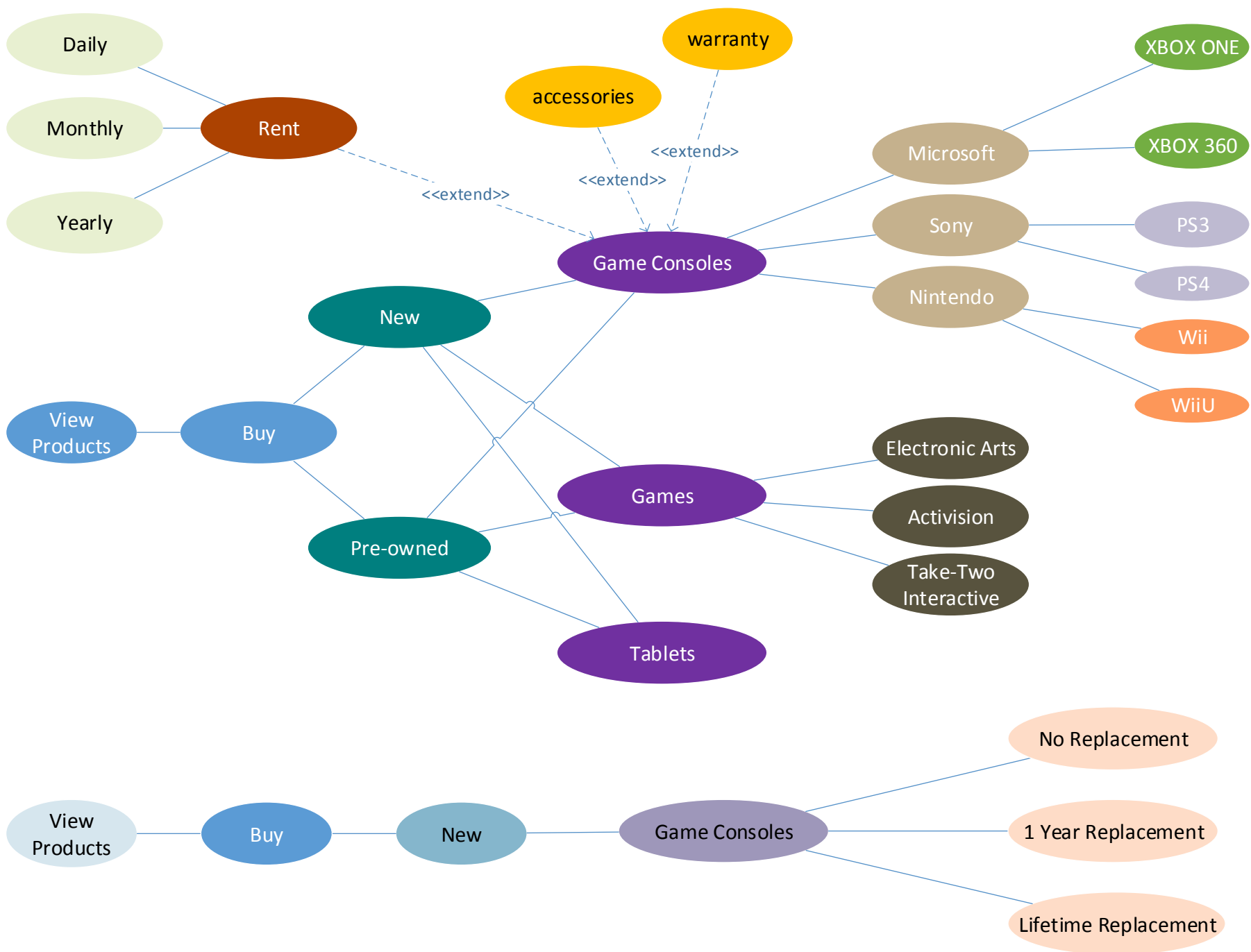
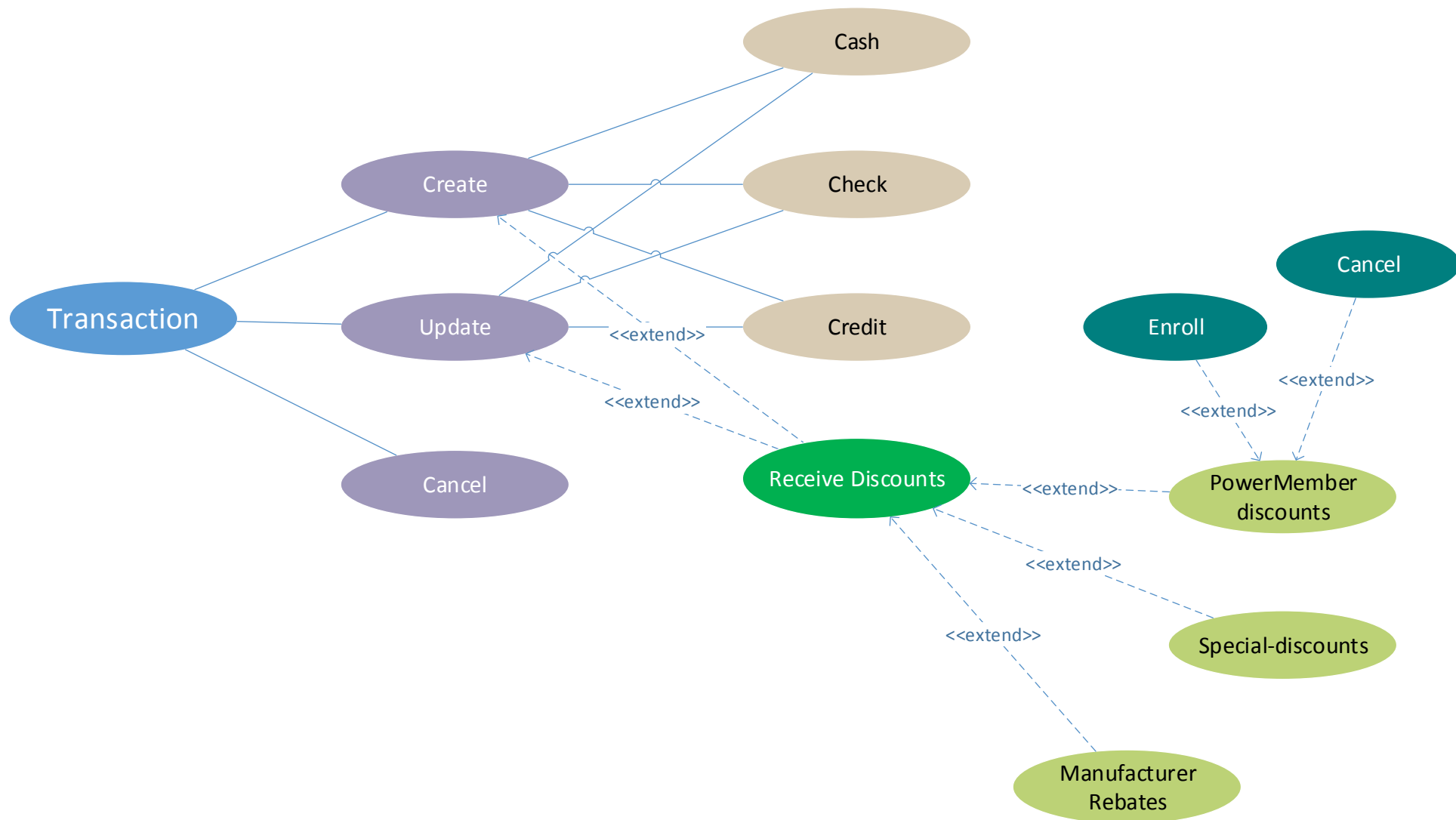
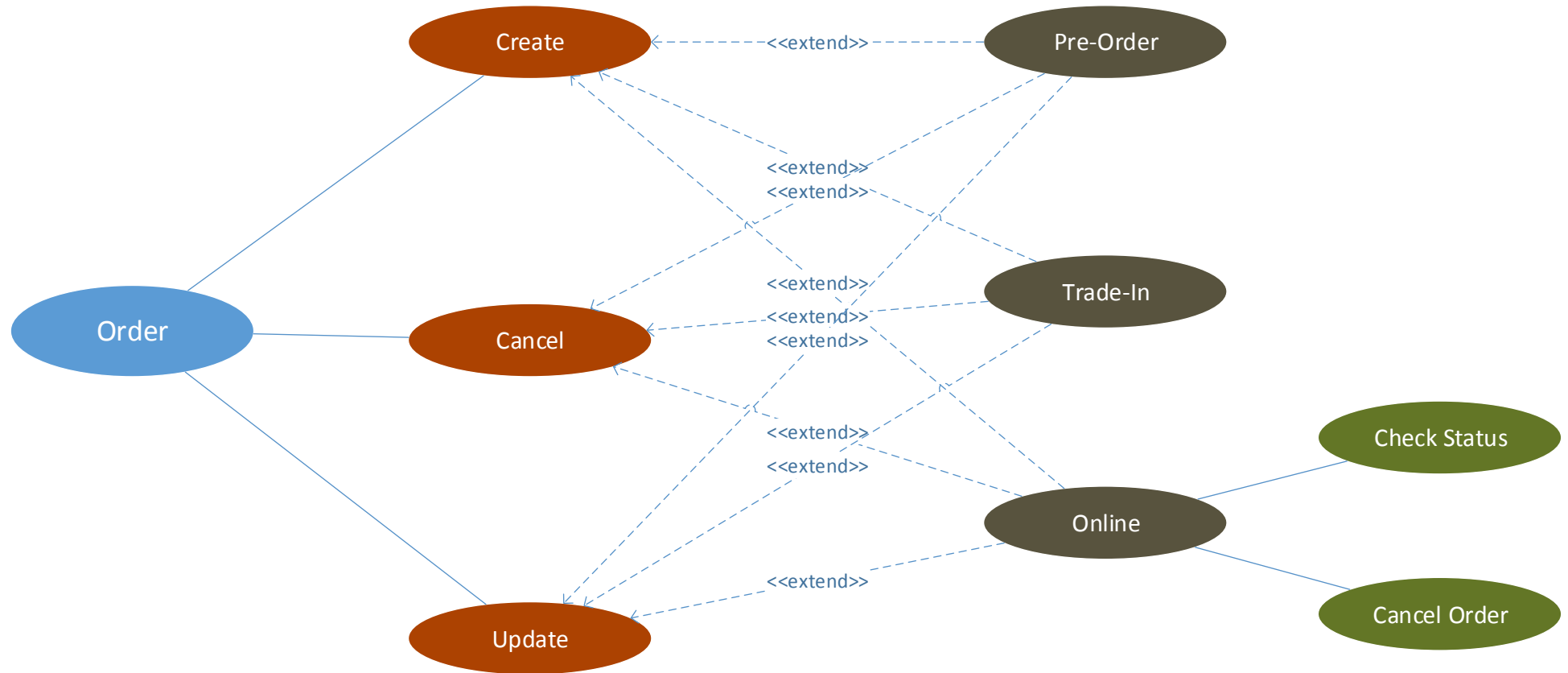


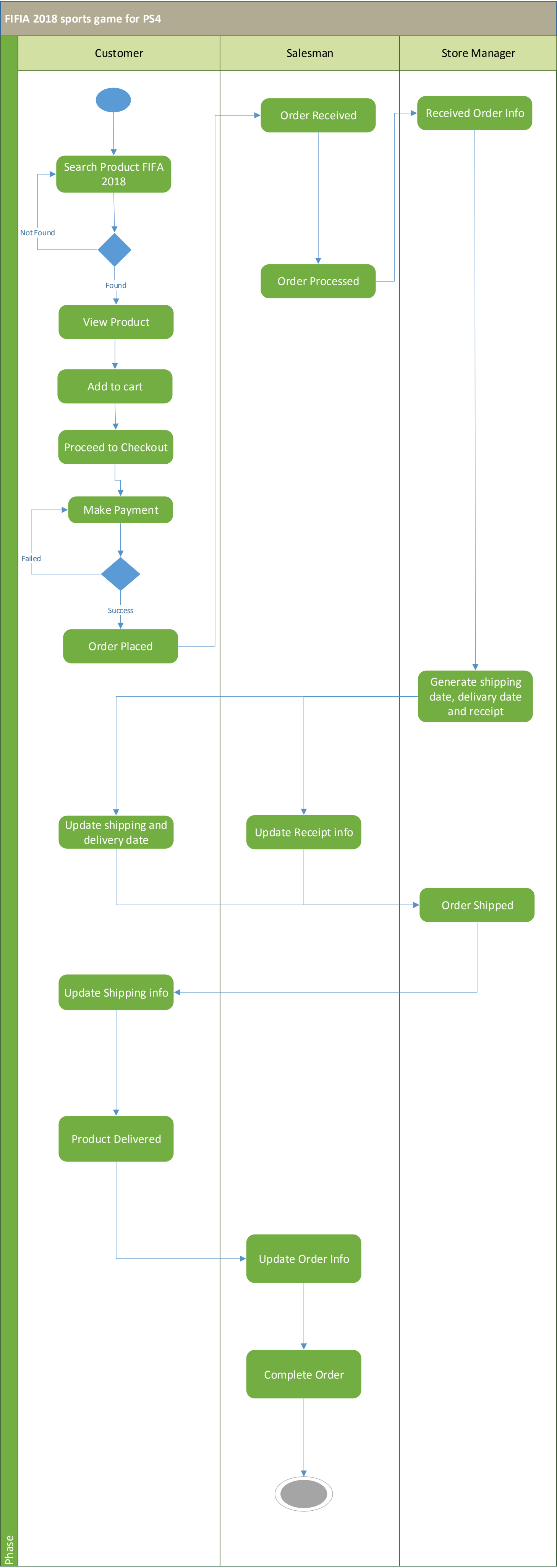
Abstract View











1. Lists of Actors:

- a. Customer
 - 1. Existing Customer
 - 2. New Customer
- b. Salesman
- c. Store Manager

2. Lists of Use-Cases:

Sl. No.	List of Use cases	Description
1.	Create Customer account	-Customer can create or Update his/her account based on existing or new user. -Salesman will be responsible to verify the customer authentication.
2.	View Products <ul style="list-style-type: none">a. Add Productsb. Delete Productsc. Update Products	- Store manager will be responsible to add/delete/update products to the website/warehouse based on customer requirements. -Store manager can update products and services which are already offered to customers. (either by offering discounts or by increasing the price)
3.	Proceed with checkout	Customer will proceed to checkout once he/she found the required products in the warehouse.
4.	Transaction <ul style="list-style-type: none">a. action: Create/Cancel/Updateb. types: Cash, Check, Creditc. Discounts for create/update<ul style="list-style-type: none">1. PowerMember(Enrol/Cancel)2. Special-discounts3. Manufacturer Rebates	-Salesman is responsible to Create/Cancel/Update customers transaction. -Cash, Check and credits are types available to make the transaction for customers. - Under Create/Update transaction, three types of discounts are provided by Salesman to Customer.
5.	View New Products <ul style="list-style-type: none">a. Game Consoles<ul style="list-style-type: none">1. Buy<ul style="list-style-type: none">a. No Replacementb. 1 Year Replacementc. Lifetime Replacement2. Rent<ul style="list-style-type: none">a. Dailyb. Monthlyc. Yearly	-Customer can view the new products which is Game Consoles, Games and Tablets. -Customer can either buy or rent the new Game consoles. -Customer can buy the accessories or warranty if he/she wants. -Buying the new product will give the option to get the types of replacement by the salesman.

	<ul style="list-style-type: none"> 3. Accessories 4. Warranty 5. Types: <ul style="list-style-type: none"> a. Microsoft <ul style="list-style-type: none"> XBOX One XBOX 360 b. Sony <ul style="list-style-type: none"> PS3 PS4 c. Nintendo <ul style="list-style-type: none"> Wii WiiU b. Games <ul style="list-style-type: none"> 1. Electronic Arts 2. Activision 3. Take-Two Interactive c. Tablets 	
6.	<p>View Pre-Owned Products</p> <ul style="list-style-type: none"> a. Game Consoles <ul style="list-style-type: none"> 1. Buy 2. Rent <ul style="list-style-type: none"> a. Daily b. Monthly c. Yearly 3. Accessories 4. Warranty 5. Types: <ul style="list-style-type: none"> a. Microsoft <ul style="list-style-type: none"> XBOX One XBOX 360 b. Sony <ul style="list-style-type: none"> PS3 PS4 c. Nintendo <ul style="list-style-type: none"> Wii WiiU b. Games <ul style="list-style-type: none"> 4. Electronic Arts 5. Activision 6. Take-Two Interactive c. Tablets 	<p>-Customer can view the pre-owned products which is Game Consoles, Games and Tablets.</p> <p>-Customer can either buy or rent the pre-owned Game consoles.</p> <p>-Customer can buy the accessories or warranty if he/she wants.</p>

7.	<p>Order</p> <ol style="list-style-type: none"> 1. Create <ol style="list-style-type: none"> a. Pre-Order b. Trade-In c. Online 2. Cancel <ol style="list-style-type: none"> a. Pre-Order b. Trade-In c. Online 3. Update <ol style="list-style-type: none"> a. Pre-Order b. Trade-In c. Online <ol style="list-style-type: none"> 1. Check Status 2. Cancel Order 	<p>-Salesman is responsible to Create/Cancel/Update customers order.</p> <p>- There are three types(Pre-Order, Trade-In, Online) of order facilitates by the salesman under Create/Cancel/Update to customer.</p>
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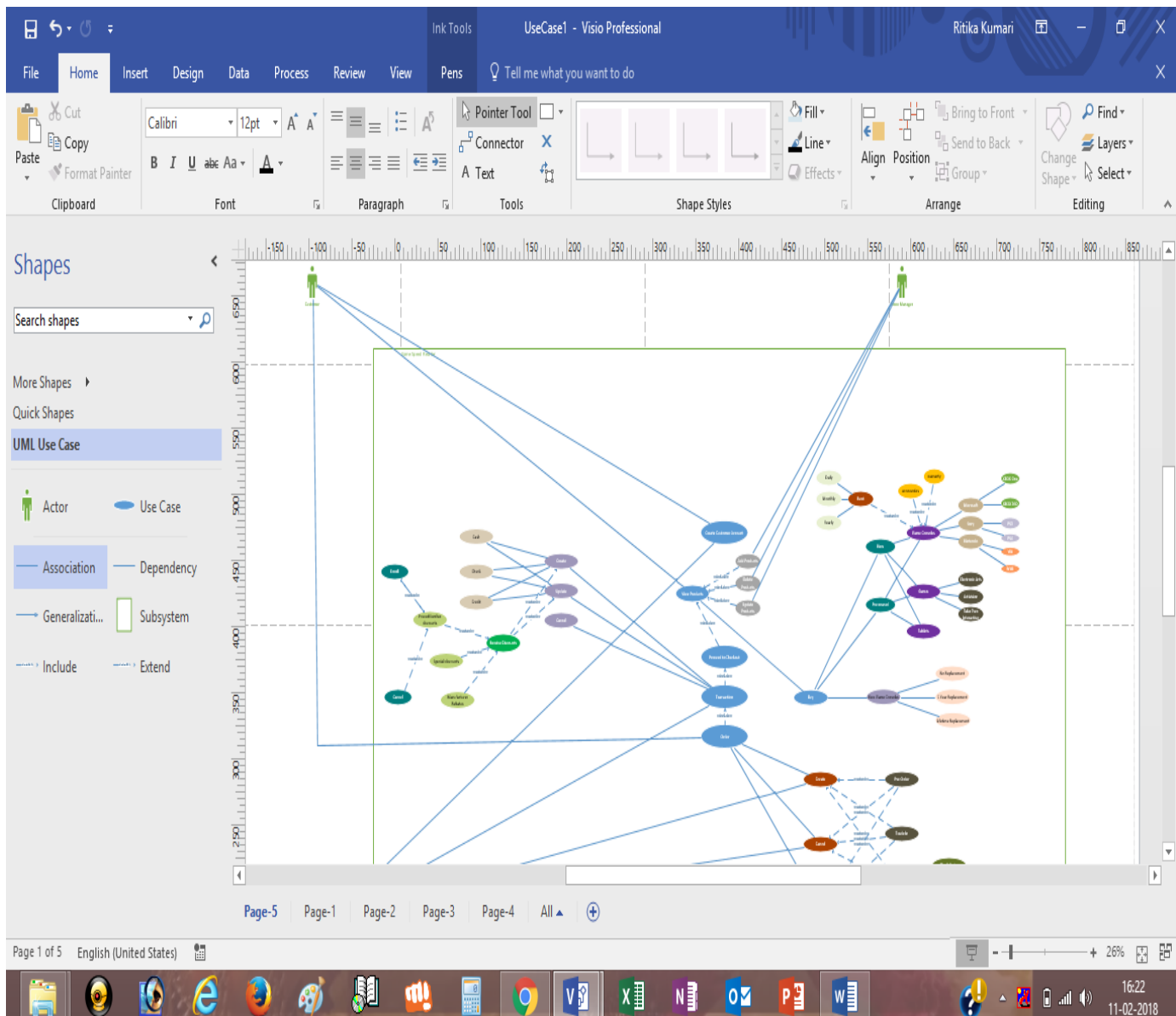
Fully-Dressed Use cases:

1. Use Case Section	Comment
Name	View Products
Scope	Game speed Retailer
Level	User goal
Primary Actor	Customer
Stakeholders and Interests	Customer: Wants purchase and fast service with minimum effort. Wants easy search for entered products and prices. Wants to see the varieties of items for games consoles, games and tablets. Salesman: Wants to create Customer accounts successfully. Wants to create/Cancel/Update customers order. Wants to create/Cancel/Update customer transactions without any issue. Storage Manager: Wants to Add or Delete or Update products successfully.
Preconditions	Product should be available in the warehouse. Product price should be listed properly.
Postconditions	Able to add the product in the cart. Able to make payment successfully. Product is delivered successfully.
Main Success Scenario	-Customer visits the website. -Customer searches for the products he/she wants to buy and then view the product for more details. -Customer adds the product to the cart and enter the shipping address. -Customer makes the payment with all available options. - Order is placed successfully.
Special Requirement	-Pre-Ordering of products is available. -Notifications and recommendations for the product is available. -1-click checkout option is available.
Variations in Technology and Data	-Cash payment for Customer is available. -Able to fetch the entered credit card information. -Searching product through voice is available.
Frequency of Occurrence	Could be nearly continuous.
Miscellaneous	-What are the tax low variations? -What should be done if the product found defective?

2. Use Case Section	Comment
Name	Transaction
Scope	Game speed Retailer
Level	User goal
Primary Actor	Salesman
Stakeholders and Interests	<p>Customer: Wants easy mode of transaction. Wants different mode of transaction available.</p> <p>Salesman: Wants to create/Cancel/Update customer transactions without any issue.</p>
Preconditions	<p>Debit/credit Card should be working properly.</p> <p>System should be working fine.</p>
Postconditions	Able to make payment successfully. Able to get the receipt of the payment.
Main Success Scenario	<ul style="list-style-type: none"> -Customer visits the website. -Customer searches for the products he/she wants to buy and then view the product for more details. -Customer adds the product to the cart and enter the shipping address. -Customer makes the payment with all available options. - Order is placed successfully.
Special Requirement	-Cash on delivery of products is available.
Frequency of Occurrence	Could be nearly continuous.

3. Use Case Section	Comment
Name	Checkout
Scope	Game speed Retailer
Level	User goal
Primary Actor	Customer
Stakeholders and Interests	Customer: Wants easy checkout with minimum effort. Wants to add or delete products easily for checkout.
Preconditions	Items should be added in the cart properly. System should be working fine.
Postconditions	Able to make payment successfully. Product is delivered successfully.
Main Success Scenario	<ul style="list-style-type: none"> -Customer visits the website. -Customer searches for the products he/she wants to buy and then view the product for more details. -Customer adds the product to the cart and enter the shipping address. -Customer makes the payment with all available options. - Order is placed successfully.
Special Requirement	<ul style="list-style-type: none"> -Pre-Ordering of products is available. -1-click checkout option is available.
Frequency of Occurrence	Could be nearly continuous.

Screenshots for UseCase and Activity Diagram



File Home Insert Design Data Process Review View Pens Tell me what you want to do

Clipboard Font Paragraph Tools Shape Styles Arrange Editing

Shapes

Search shapes

More Shapes

Quick Shapes

UML Use Case

Actor Use Case

Association Dependency

Generalization Subsystem

Include Extend

Page-5 Page-1 Page-2 Page-3 Page-4 All

Page 1 of 5 English (United States)

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