# Problem Analysis & Software Design

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## Introduction

An auctioning company called "The AuctionHouse<sup>TM</sup>" auctions provided goods to buyers. Currently, they auction and display the goods in a warehouse just outside of city limits. Owner John wants to automate the administration of auctions and other activities using an IT solution.

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## **Expectations Summary and Conclusion**

John wants the sellers to be able to register their goods in the to-develop-system. These goods then need to be assessed and possibly removed if they lack the requirements. A couple of days before an auction, potential buyers must be able to view the goods. The goods are then auctioned at location (so not through the system).

Currently, regular customers get mail informing them of the goods on sale, rather than having to go and see the available goods in person.

Payments are done through cash or card, and not through credit cards. Bigger customers get offered a special billing procedure. The police is handed a list of goods on auctions, so they can identify any stolen goods. Once the system is completed, a system administrator should make sure every person has the right permissions for the system, and verify that it is operating properly.

## Potential users and user wishes

#### Actors and Users

What follows is a list of user (groups) that need to interact with the system directly. The selection is derived from the above provided summary.

- $\bullet$  Owner of The AuctionHouse TM (John)
- Private Individuals and Merchants (Owners of the goods)
- Purchasing agent
- Viewers
- System Administrator

#### Other Stakeholders

Below is the list of people who have interests in the development of the system, or are otherwise involved with it, while not having to interface with it directly.

- Regular Customer
- Big Customer
- Police

## User Wishes and Stories

Users and stakeholders need the system to be able to handle their requests. Below is a list of those wishes.

- Administrators: do everything below under test environments
- Owner: add/remove/modify/view staff members

• Purchasing Agent: register/modify items for sale

• Auctioneer: mark item as sold

• Secretary: Add registers buyers and sellers to the system

• Secretary: Generate printouts of items for sale/sold/etc.

 $\bullet$  Seller: view items they have for sale

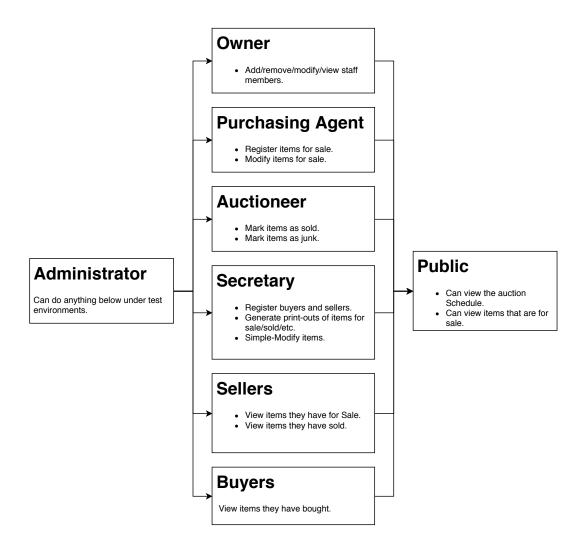
• Seller: view items they have sold

• Buyer: view items they have bought

• Public: view items that are for sale

• Public: view auction schedule

To visualize this, we made a diagram. This diagram is a "power tree" that shows how permissions are divided and who can do the same as another user group.



A power tree showing the relations between user groups and permissions. Arrows indicate what permissions are inherited

# Use Cases

Creating - Robbin de Groot

Analysis

Design

Updating - Oliver Strik

Analysis

Design

Deleting - Nicu Ghidirimischi

Analysis

Design

Overall

# References

About Possible Implementation (optional)