

Runtime Terror - Nozama

Project Vision:

This software will benefit the user because it will allow for easy management of an online store's inventory, allowing the store to add/remove items, keep track of the total inventory, keep track of orders. The system will manage the store's inventory allowing the employees to focus on other tasks. The main stakeholders for this project are the customers of the store and the store's employees. The customers will only be able to purchase the items if they are in stock, and the employees will need to know if stock is getting low so that they can order more. The system will have a GUI that allows for the user to look up an item by an ID number and see its stock, a general description, and make a purchase. The software will also need to keep track of the items that the customer has added to their cart, to enable the purchase of multiple items.

Website Link w/ Link to GitHub and Issue Tracking:

<https://runtimeerrorbu.github.io/Nozama/>

Group Members w/ Timecard:

Ashley Bickham:

- 25 hours worked
- 23 total commits

Joshua Hunter (Project Leader):

- 28 hours worked
- 29 total commits

Austin Lehman:

- 29 hours worked
- 34 total commits

Tyler Ross:

- 21 hours worked
- 10 total commits

Total Commits: 124

**All commits at: <https://github.com/RuntimeTerrorBU/Nozama/commits/gh-pages>*

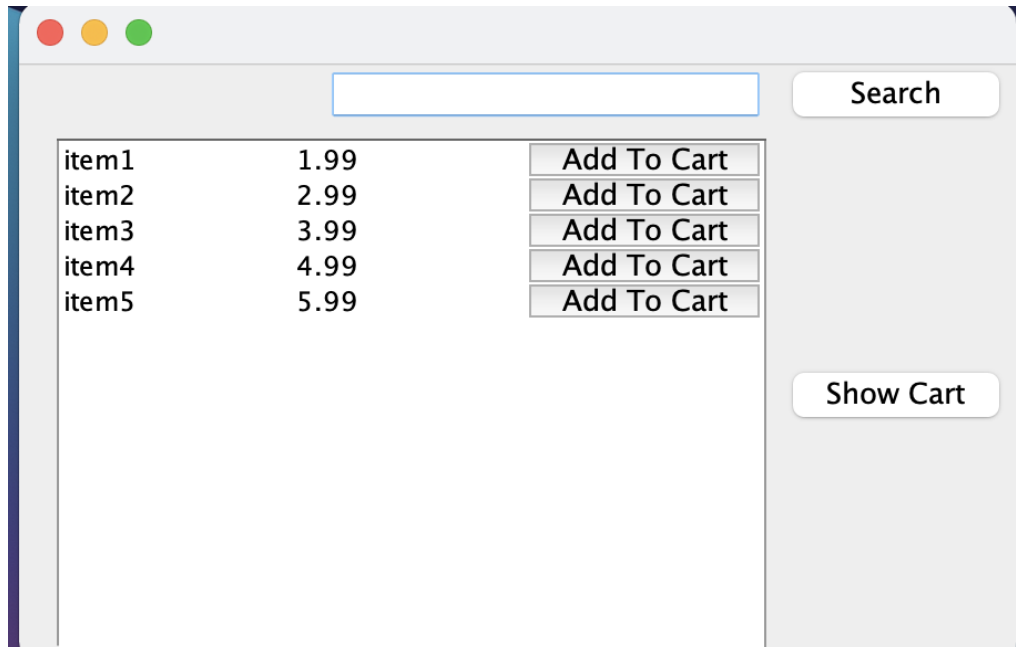
Revised Analysis:

This software that we are creating will be beneficial to those who use it because it allows for easy management of an online store's inventory, permits the store to add or remove items, keep track of the total inventory that the store has, as well as monitor orders placed through the store.

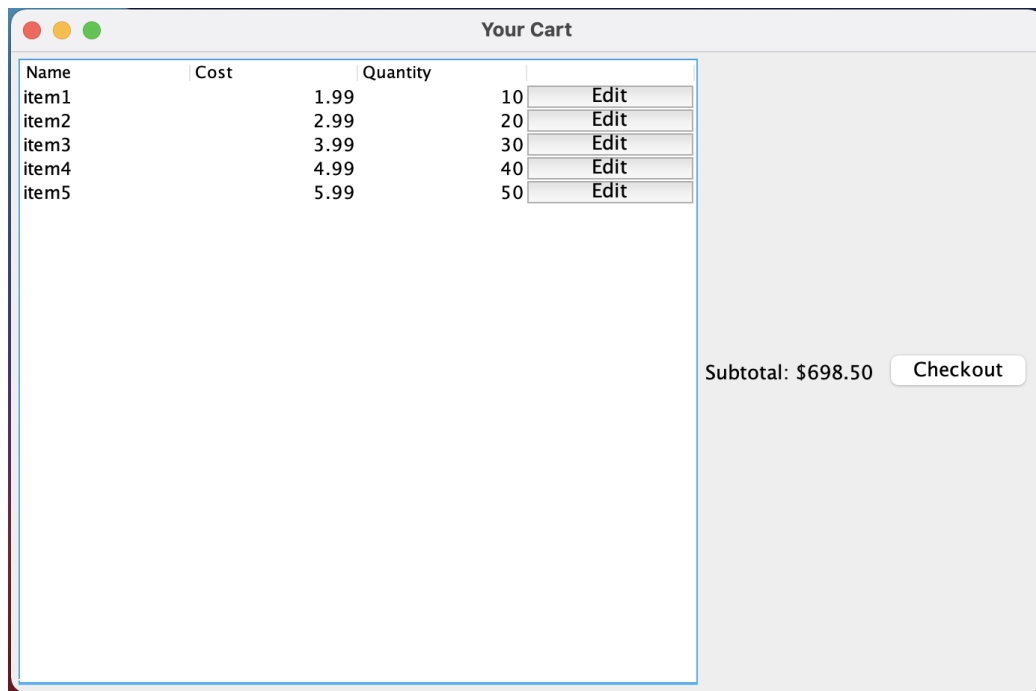
The system we create will supervise the store's inventory, which will make it easier for employees to focus on other tasks in order to make the company as efficient as possible, since one of the main stakeholders of this project is the company, as well as its customers. The software should permit the customers to purchase items that are in stock, keep track of these items, and for the employees to restock items. The GUI included in the system lets a customer look up an item on the store by its ID number and will provide in return the stock of the item, a general description of the item, and the option for the user to purchase the item. This iteration of the project, we focused more on code and program development, as well as monitoring these changes through GitHub and documentation of our work. Through GitHub, we have all been able to work on similar files that are able to be changed collectively each time someone pushes a change to the website.

Prototypes of Interface using Maven:

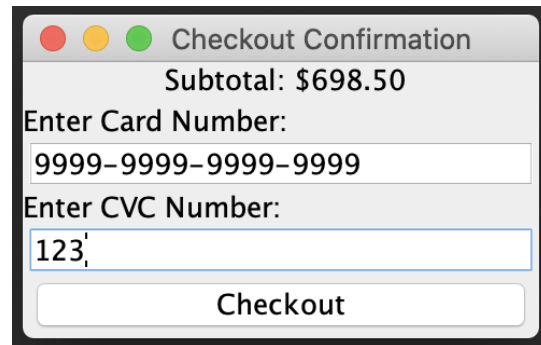
Initial Screen of Interface:



Current Cart Screen:

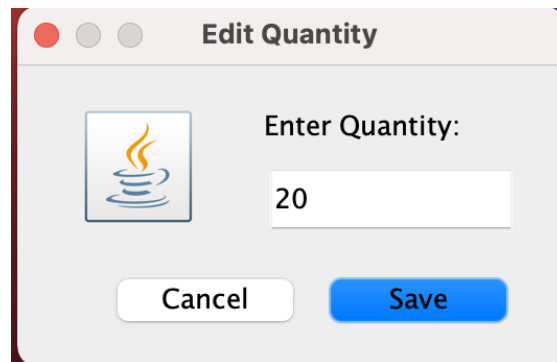


Checkout Confirmation Screen:



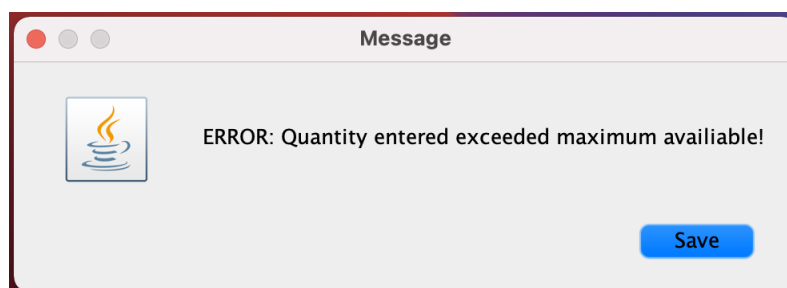
A dialog box titled "Checkout Confirmation" with a standard macOS window header (red, yellow, green buttons). The content includes: "Subtotal: \$698.50", "Enter Card Number:" followed by a text field containing "9999-9999-9999-9999", "Enter CVC Number:" followed by a text field containing "123", and a "Checkout" button at the bottom.

Edit Quantity within Cart Screen:

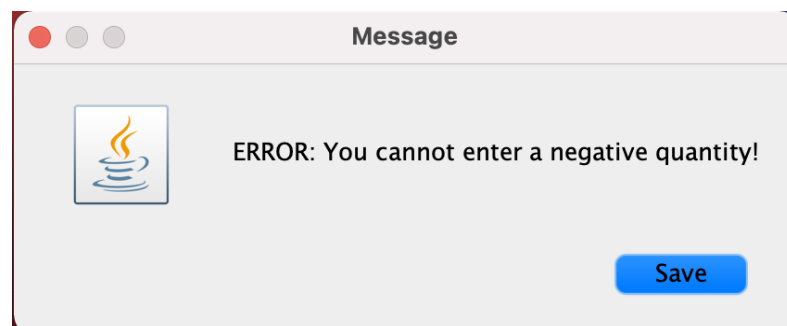


A dialog box titled "Edit Quantity" with a standard macOS window header. It features a coffee cup icon on the left. To the right of the icon is the text "Enter Quantity:" followed by a text field containing the number "20". At the bottom are two buttons: "Cancel" and "Save".

Sample Error Screens:



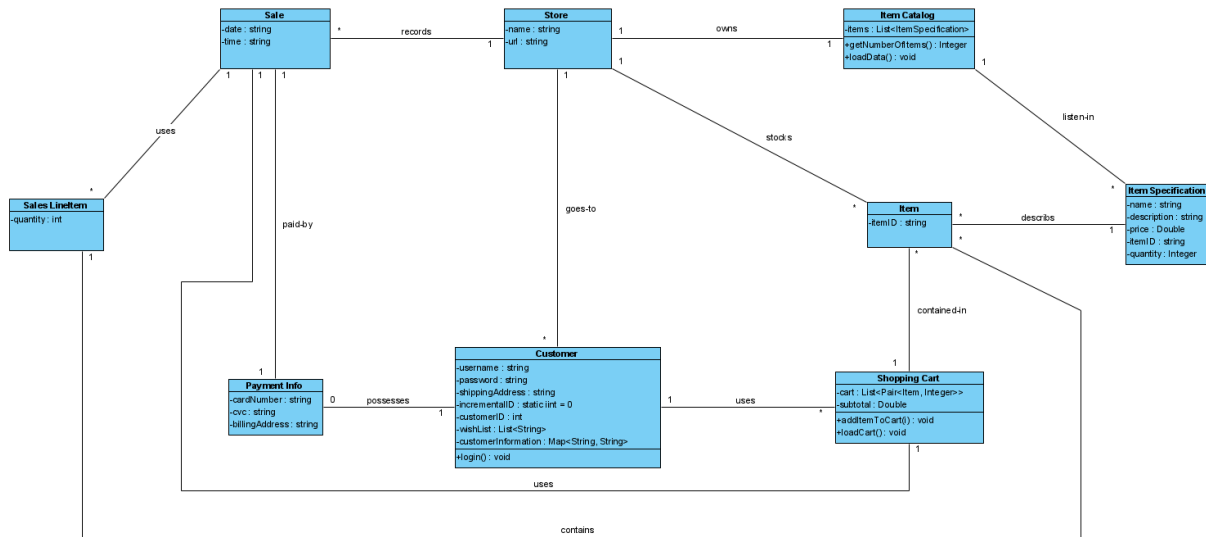
A dialog box titled "Message" with a standard macOS window header. It features a coffee cup icon on the left. To the right of the icon is the text "ERROR: Quantity entered exceeded maximum available!". At the bottom right is a "Save" button.



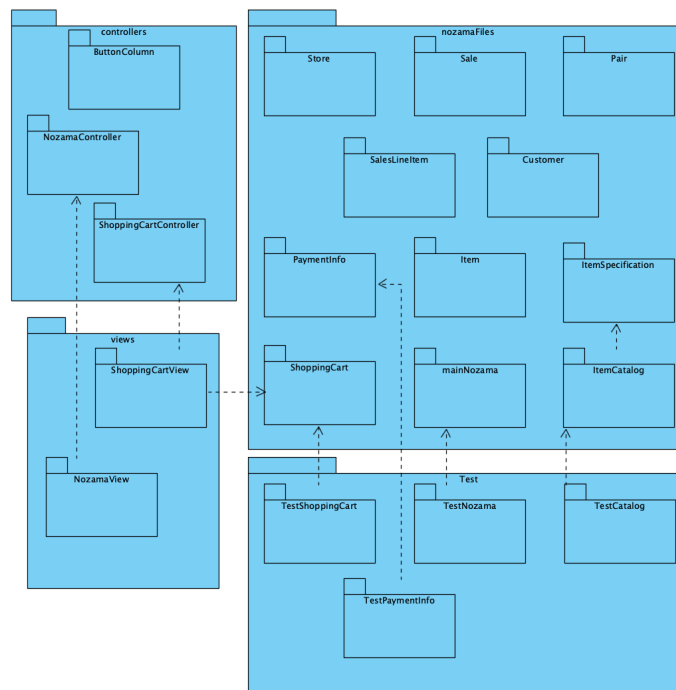
A dialog box titled "Message" with a standard macOS window header. It features a coffee cup icon on the left. To the right of the icon is the text "ERROR: You cannot enter a negative quantity!". At the bottom right is a "Save" button.

Design diagrams

Design Class diagram:

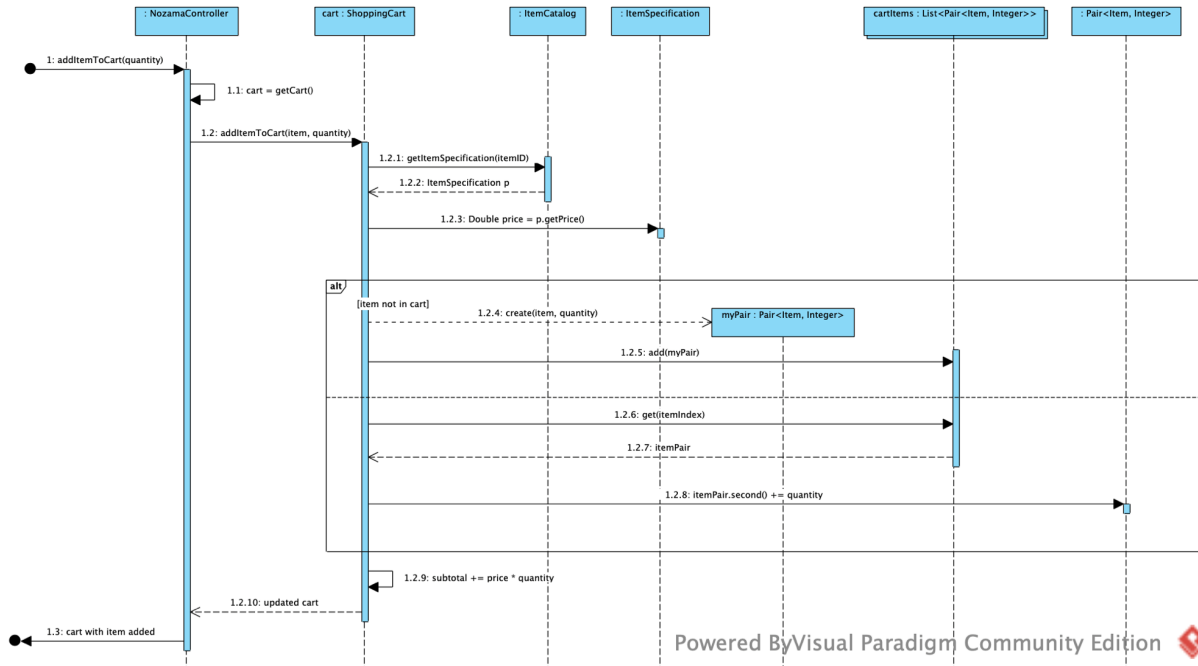


Package Diagram/Architecture:

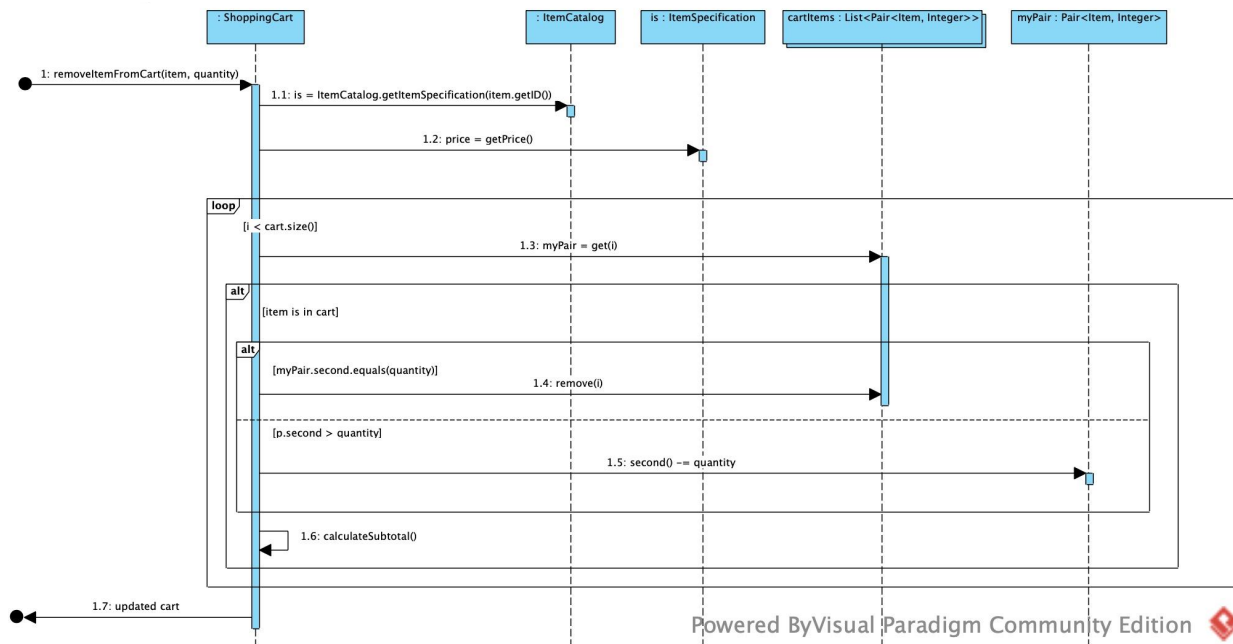


Sequence Diagrams:

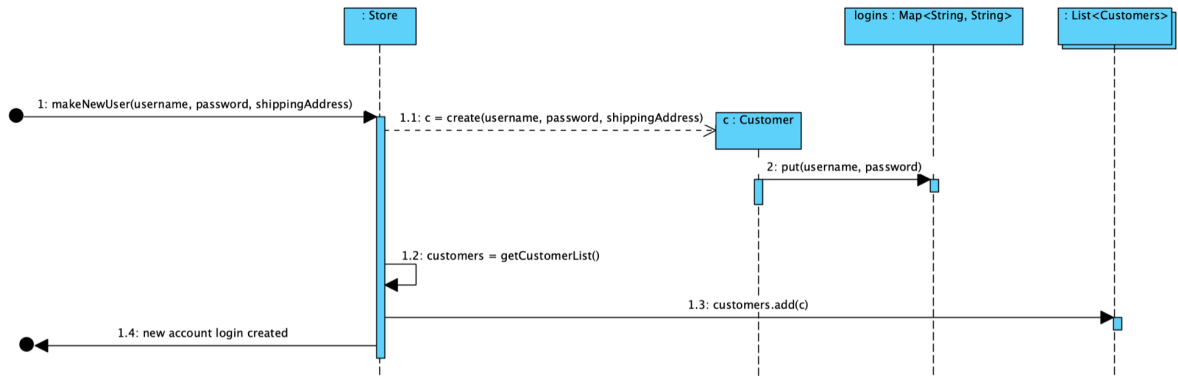
Add Item to Cart:



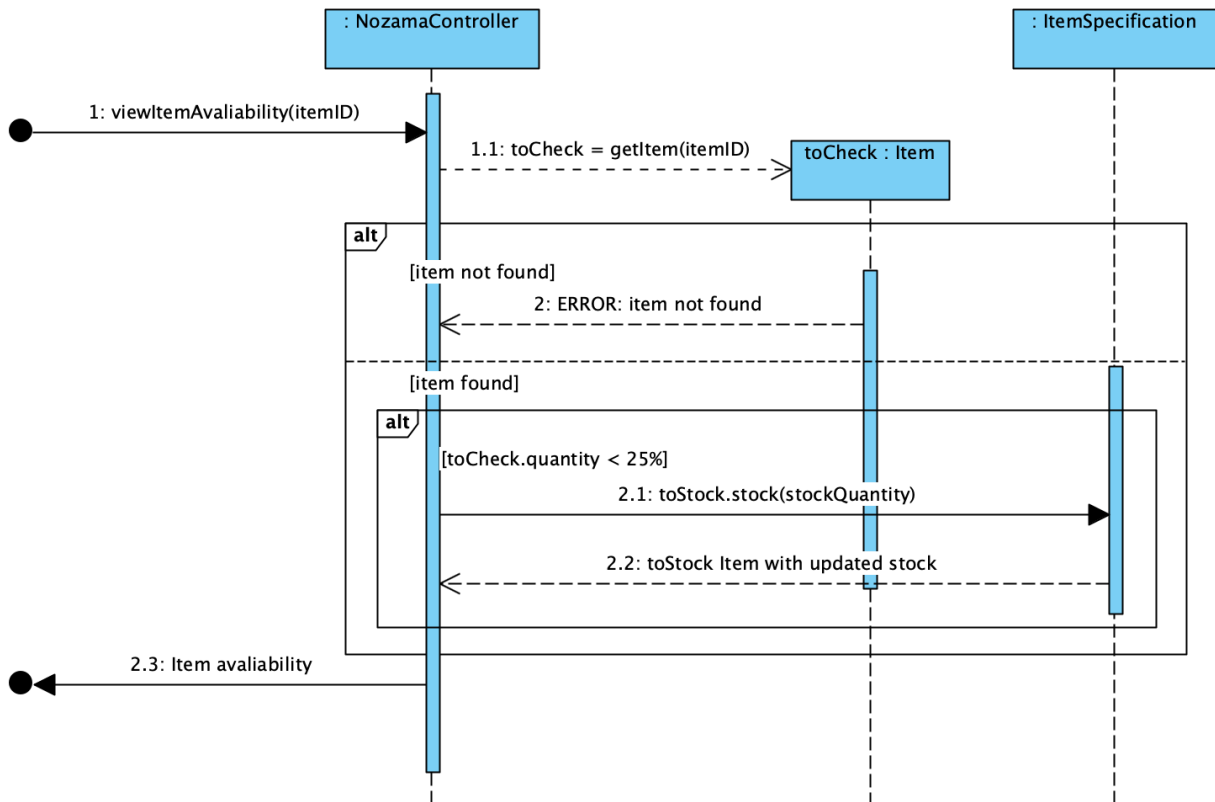
Remove Item from Cart



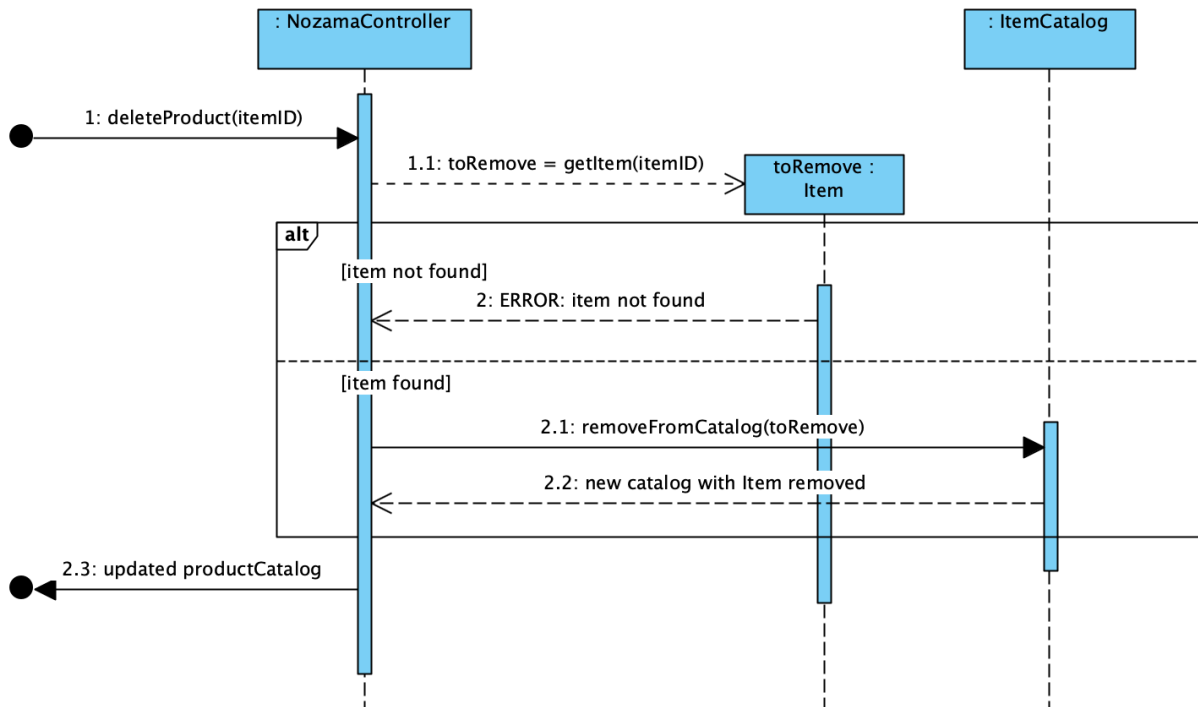
Make Account



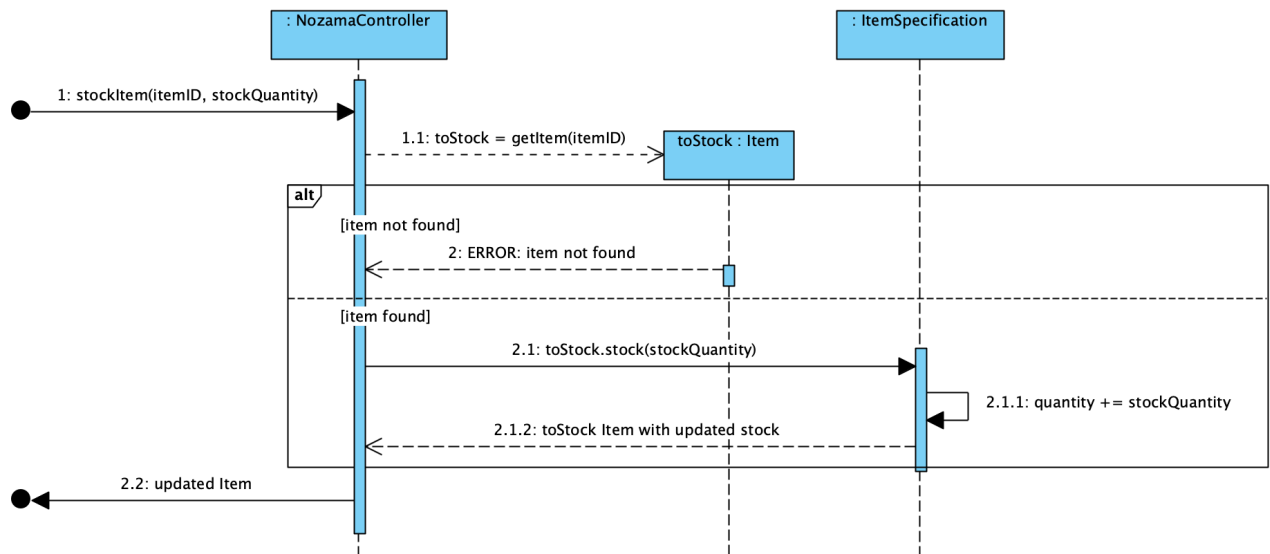
View Product Availability



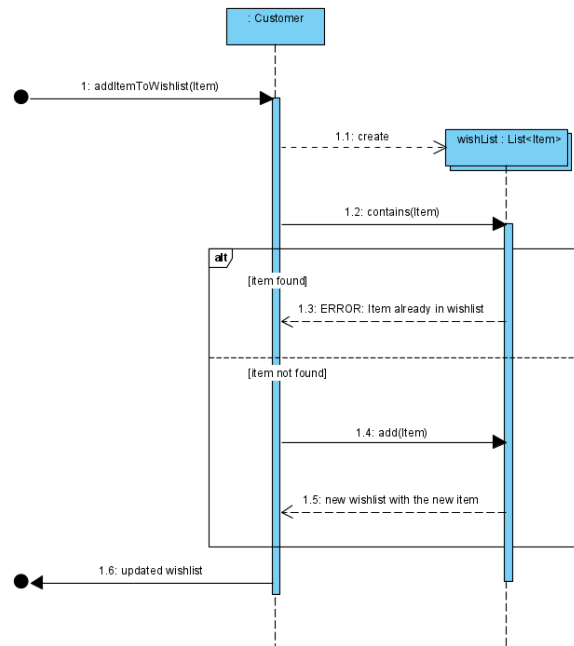
Delete Product



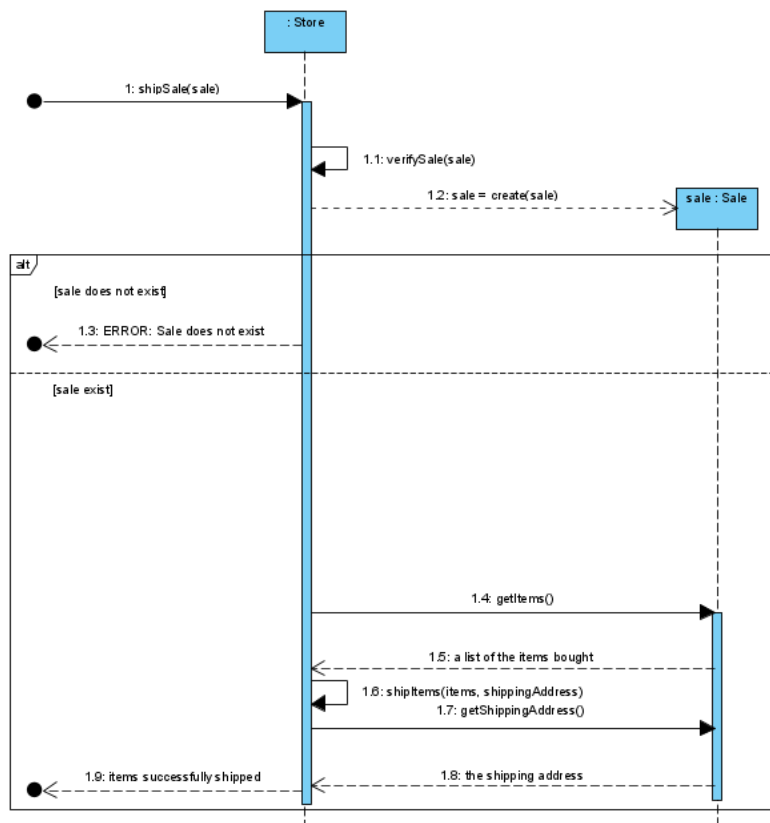
Stock Item



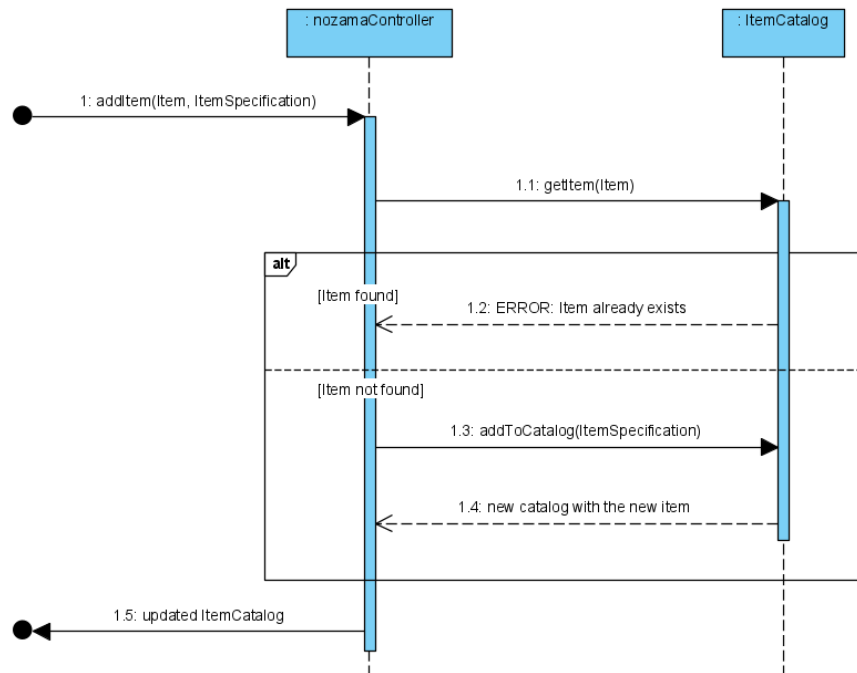
Add Item to Wishlist



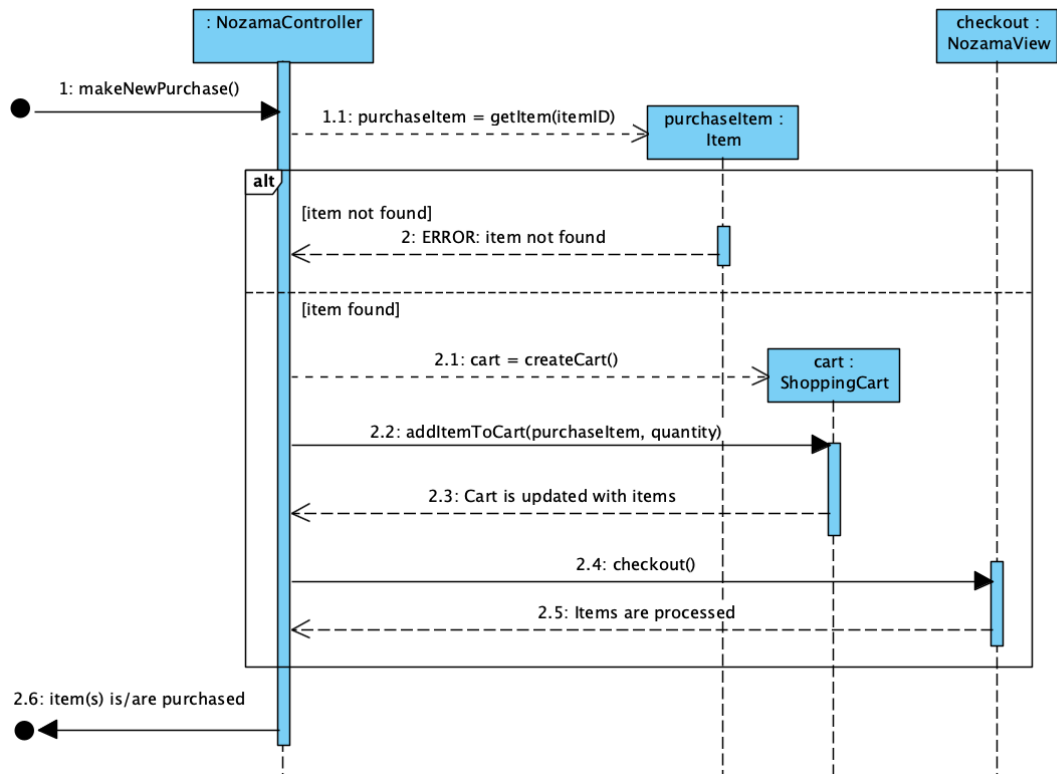
Ship/Send Item



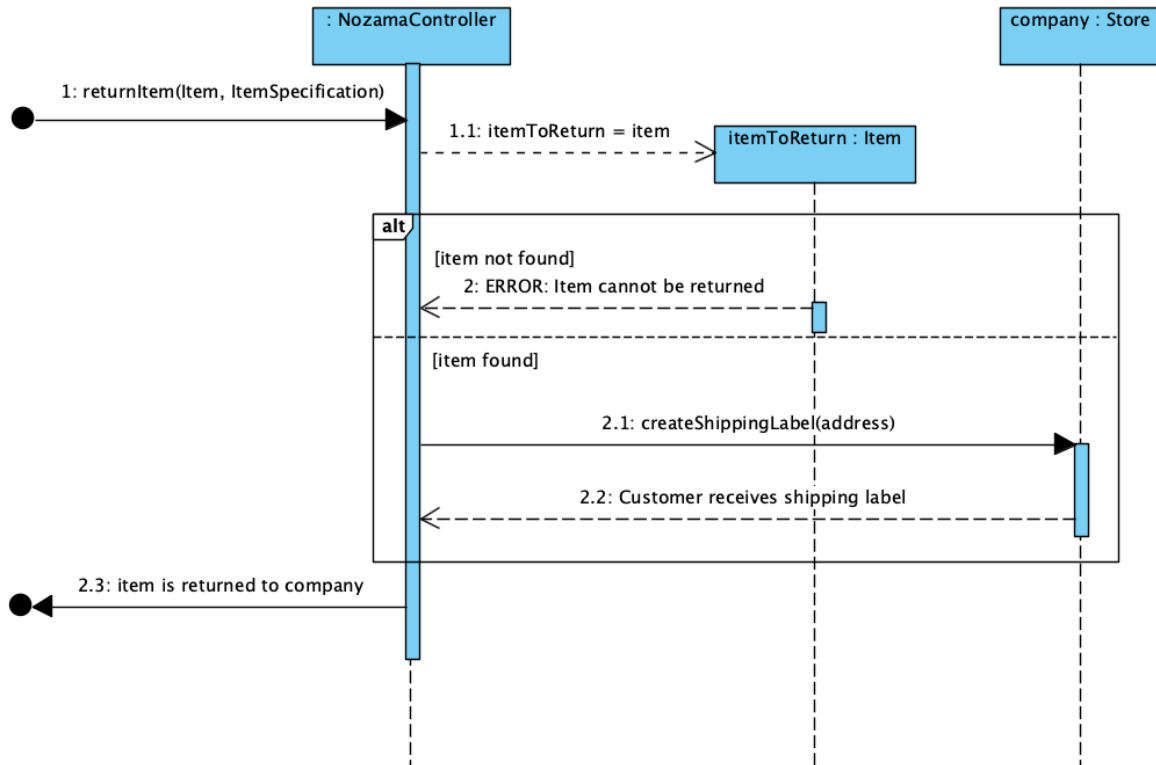
Add New Product



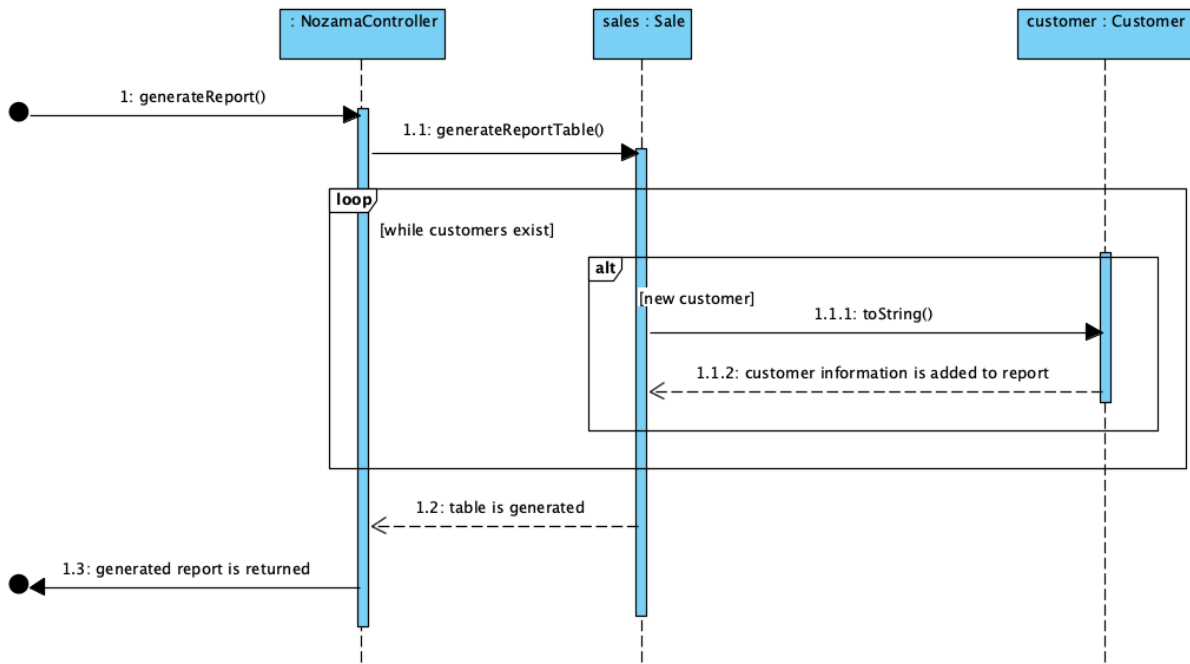
Make Purchase



Return Item



Generate Report



GRASP Patterns:

Creator:

Sale is a Creator for SalesLineItem objects

Controllers:

ButtonColumn

NozamaModel

ShoppingCartModel

Indirection:

Item -> ItemCatalog -> ItemSpecification

Test coverage plan:

FLX

Updated Gantt Chart for Iteration 2

Runtime Terror Gantt Chart

CSI 3471

Ashley Bickham, Joshuas Hunter, Austin Lehman, Tyler Ross

SIMPLE GANTT CHART by Vertex42.com

<https://www.vertex42.com/ExcelTemplates/simple-gantt-chart.html>

Wed, 3/3/2021	
1	

[illegible]

Linked Issue Tracking System/GIT

<https://github.com/RuntimeTerrorBU/Nozama/>

Sample Open and Closed Issues - Mid Project (Figure 1 & Figure 2)

<input type="checkbox"/>	9 Open	9 Closed	Author	Label	Projects	Milestones	Assignee	Sort
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							

Figure 1

<input type="checkbox"/>	10 Open	9 Closed	Author	Label	Projects	Milestones	Assignee	Sort
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							
<input type="checkbox"/>	🕒							

Figure 2

Revised Iteration 1:

Available for download at <https://runtimeerrorbu.github.io/Nozama/>

Original Point Distribution: 3.3 / 4

- From the original Iteration 1, the major mistake that cost us points was forgetting to make a Use Case Diagram, as well as minor details in the System Sequence Diagrams that cost us points. We have fixed everything that was mentioned in the comments on our original submission, therefore we believe the suggested point redistribution should be full credit.

Suggested Point Redistribution: 4 / 4

Changes that were made:

- Added Use Case Diagram
- Changed System Sequence Diagrams “Add a Product” & “Delete a Product” to allow manager to delete items rather than the company
- Added reply messages from the system on the System Sequence Diagrams of “Ship/Send Item” use case