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**SHWN**

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**eWeive  
Software Requirements Specification  
For eWeive Online Marketplace**

**Version <1.0>**

eWeive Online Marketplace	Version: 1.0
Software Requirements Specification	Date: 01/11/22
Team SHWN: Siema Alam, Noel Mathew, Hong Wei Chen	

## Revision History

Date	Version	Description	Author(s)
01/11/22	1.0	Updated proposal to include basic technical details and use-case diagram	Siema Alam, Noel Mathew, Hong Wei Chen

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# Table of Contents

1. Introduction	4
1.1 Purpose	4
1.2 Scope	4
1.3 Definitions	4
1.4 References	4
1.5 Overview	4
2. Overall Description	5
2.1 Use-Case Model Survey	5
2.2 Assumptions and Dependencies	6
3. Specific Requirements	6
3.1 Use-Case Reports	6
3.2 Supplementary Requirements	7

eWeive Online Marketplace	Version: 1.0
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# Software Requirements Specification

## 1. Introduction

### 1.1 Purpose

This document describes the function, behavior, and constraints of the web-based marketplace application. The next sections provide the necessary information for a complete description and comprehension of the application.

### 1.2 Scope

The application is an online marketplace. Users can safely and responsibly buy or sell items on the site. Users can put items up for sale by submitting them alongside their information to the site. Users can purchase items by making bids on the site. Users can find items to purchase by browsing items on the site. The associated use-case model is shown in Section 2.1.

### 1.3 Definitions, Acronyms, and Abbreviations

S.U. : Super User, a special user account used for system administration

O.U. : Ordinary User, an experienced/typical user utilizing the platform

G.U. : Guest User, a user who has not created an account within the platform, or has not acquired the necessary prerequisites to become an ordinary user.

eBay: Electronic commerce website used for putting items on sale which then auctioneers/users can bid on.

### 1.4 References

Wei, J. "An electronic trading system." September 2022,  
[https://www.dropbox.com/s/84nylmvli5lk157/proj\\_spec.docx?dl=0](https://www.dropbox.com/s/84nylmvli5lk157/proj_spec.docx?dl=0).

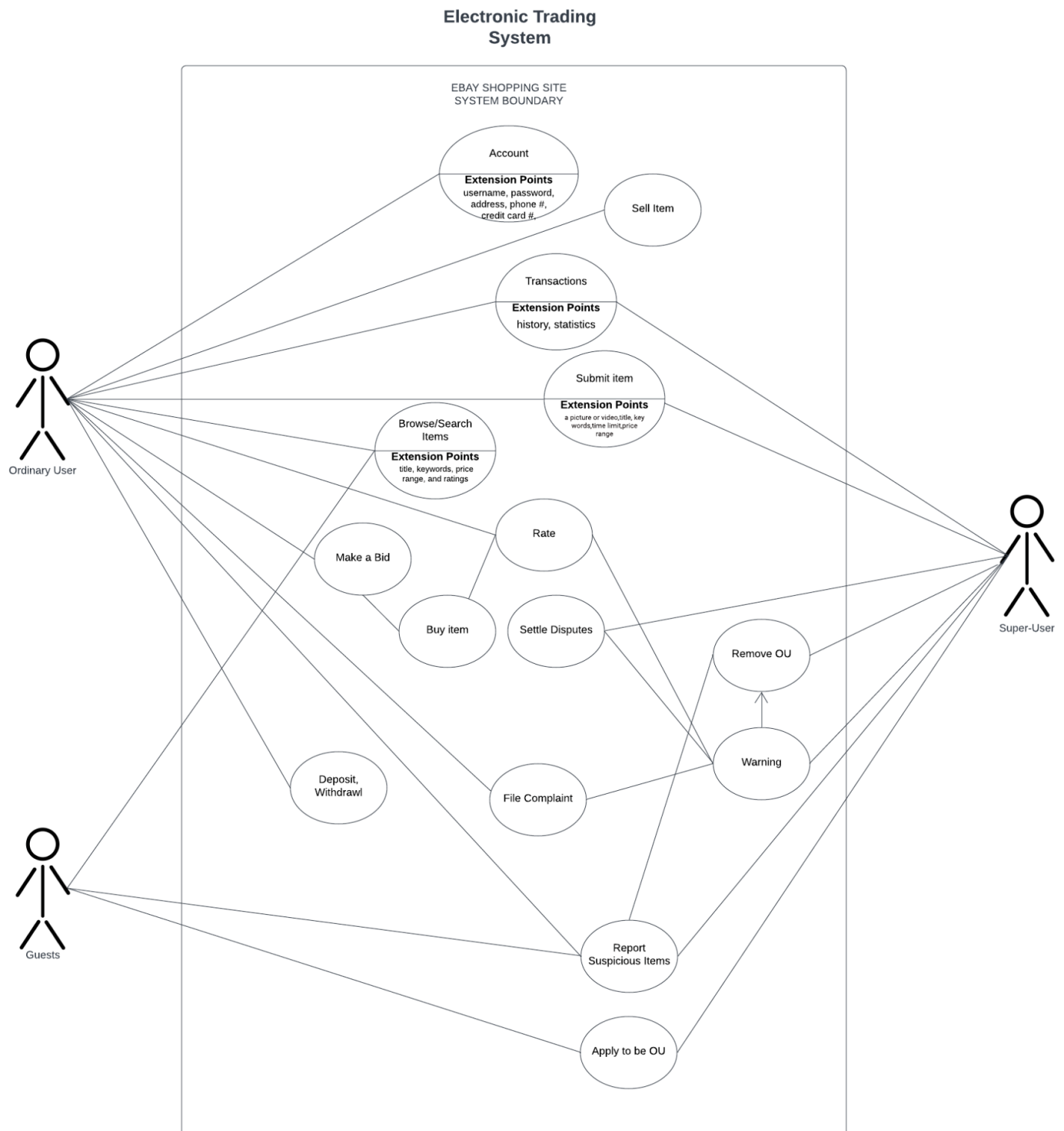
### 1.5 Overview

This document provides a detailed description of the online trading system software specifications, based on the project specification provided by Jie Wei, such as the use-case model, assumptions and dependencies, software design constraints, and user-testing.

eWeive Online Marketplace	Version: 1.0
Software Requirements Specification	Date: 01/11/22
Team SHWN: Siema Alam, Noel Mathew, Hong Wei Chen	

## 2. Overall Description

### 2.1 Use-Case Model Survey



eWeive Online Marketplace	Version: 1.0
Software Requirements Specification	Date: 01/11/22
Team SHWN: Siema Alam, Noel Mathew, Hong Wei Chen	

## 2.2 Assumptions and Dependencies

It is assumed the user has experience with online marketplace trading environments to interact with other users as outlined in the use-case diagram above. It is assumed that the software engineers will create mock-items for mock-users to test the functionality of the application and for demos unless otherwise provided with a database of items and users.

The application is web-based using Python 3 and Flask, therefore it is assumed the user will have an internet connection and be able to use their keyboard and mouse. The design of the software is dependent on the project specifications outlined in the document by Jie Wei (see 1.4).

## 3. Specific Requirements

### 3.1 Use-Case Reports

Use Case: Account

Actor: OU

Flow: OUs can have access to the personal information, including their username, password, phone number, address, credit card. They have the ability to change this information.

Use Case: Transaction History

Actor: OU, SU

Flow: OUs can view their transaction history. SUs can view transaction histories for statistics.

Use Case: Submit Item

Actor: OU, SU

Flow: OUs can submit an item to the site for sale. OUs must provide the information of the item, including name, keywords, pictures, price range.

Use Case: Browse Items

Actor: GU, OU

Flow: Actors can view items on sale on the site.

Use Case: Make a Bid

Actor: OU

Flow: OUs can make a bid for items on sale on the site.

Use Case: Buy Item

Actor: OU

Flow: OUs will be able to buy an item once their bid has been approved by the seller.

Use Case: Deposit, Withdrawal

Actor: OU

Flow: OUs can deposit and withdraw money in order to buy and sell items.

Use Case: Apply to be OU

Actor: SU, OU

Flow: GUs apply to be an OU and SUs process applications and decide who can be an OU

eWeive Online Marketplace	Version: 1.0
Software Requirements Specification	Date: 01/11/22
Team SHWN: Siema Alam, Noel Mathew, Hong Wei Chen	

Use Case: Sell Item

Actor: OU

Flow: Actors can sell items on the site once approved.

Use Case: Remove OU

Actor: SU

Flow: GU and OU report suspicious items posted and SU removes OU who posted the item. OUs with two warnings will be removed automatically. SU can remove OU with justifications on any instance.

Use Case: Rate

Actor: SU, OU

Flow: SU sends warnings on certain rates. OU rates an item from 1 - 5 after purchasing. If OU rates three 1's or five 5's, OU must meet with SU to ensure no issues are occurring.

Use Case: Settle Disputes

Actor: SU

Flow: When OU sellers and buyers file a complaint, SU will resolve the problem.

Use Case: File Complaint

Actor: OU, SU

Flow: OUs can file complaints to SUs when their purchase has an issue.

Use Case: Report Suspicious Items

Actor: OU, GU, SU

Flow: GU and OU can report stolen items to the SU who will take action (use cases removal and report).

### 3.2 Supplementary Requirements

In the Use-Case Model the inner relationships within users and use cases are modeled. The specific sequence of user use cases in order to gain permission to further use aspects of the application are also modeled. For an OU to be able to rate an item she/he would have to have purchased that item already. In order for them to purchase that item they would have had a bid that was accepted. This sequence is what allows an ordinary user to be able to rate an item. In order for an OU to be removed this also requires a sequence of events prior to the removal. This user must have received two complaints or the average rating being a 2 by 3 evaluator. At this point the OU would be removed from the system. Another way an OU can be removed is if a GU reports them, in this case the SU would remove the OU directly.