**Business Logic**

Visitor Signs Up for Account

* Visitor must not have an account registered for that E-mail address
* Signs up for account

Member/Visitor Views Events

* Login is not required
* View list of events
* View specific event

Member/Visitor Views Game

* Login is not required
* Search for games
* Display game details
* View reviews/ratings

Member Logs In

* User must have an account created
* User logs in to site

Member Profile

* Must be logged in as Member
* Set up profile information
* Opt in / opt out of promotional E-mails
* Set platform preference
* Set game category preference
* Enter/Edit “ship to” address
* Delete “ship to” address
* Edit address
* Reset password

Member Purchase Games

* Must be logged in as Member
* Member must have game selected
* Add game to cart
* Checkout
* Download games

Member Registers for Event

* Must be logged in as Member
* Member must be viewing event
* Member registers for event

Member Rates/Reviews a Game

* Must be logged in as Member
* Must be on a game’s details page
* Review games
* Rate games

Member Adds Game to Wishlist

* Must be logged in as Member
* Must be on a game’s details page
* Adds game to wish list

Member Adds Another User to Their Friends and Family List

* Must be logged in as Member
* Other user must have an account created
* Add user to Friends and Family List

Member Views Another Member’s Wish List

* Must be logged in as Member
* Other Member must be on Friends and Family List
* View other Member’s wish list

Employee Logs In

* User must have an Employee account
* User logs in to site as Employee

Employee Adds Event

* Must be logged in as Employee
* Event must not already exist
* Employee adds event

Employee Edits Event

* Must be logged in as Employee
* Must be on an event’s page
* Employee edits event

Employee Deletes Event

* Must be logged in as Employee
* Must be on an event’s page
* Employee deletes event

Employee Adds Game

* Must be logged in as Employee
* Game must not already exist
* Employee adds game

Employee Edits Game

* Must be logged in as Employee
* Must be on the game’s editable page
* Employee edits game

Employee Deletes Game

* Must be logged in as Employee
* Must be on the game’s editable page

Employee Views Reports

* Must be logged in as Employee
* Employee selects report to view
* Employee views report

Employee Approves Reviews

* Must be logged in as Employee
* Employee must be on reviews page
* Employee selects review to review
* Employee reviews review
* Employee approves review

Employee Ships Games/Marks Order as Processed

* Must be logged in as Employee
* Employee must be on orders page
* Employee selects an order
* Employee packages the items on the order
* Employee marks order as processed

**Data Validation Report**

|  |  |  |  |
| --- | --- | --- | --- |
| **Column Name** | **Data Type** | **Validation Rule** | **Notes** |
| **User Table** | | | |
| userId | int |  |  |
| passwordHash | string |  |  |
| hashSalt | string |  |  |
| email | string |  |  |
| displayName | string |  |  |
| gender | string |  |  |
| firstName | string |  |  |
| lastName | string |  |  |
| dateOfBirth | dateTime |  |  |
| registrationDate | dateTime |  |  |
| phoneNumber | string |  |  |
| **Employee Table** | | | |
| employeeId | int |  |  |
| **Member Table** | | | |
| memberId | int |  |  |
| stripeEmail | string |  |  |
| stripeId | string |  |  |
| isVerified | boolean |  |  |
| verificationKey | string |  |  |
| prefPlatformId | int |  |  |
| prefCategoryId | int |  |  |
| wishList | Game[] |  |  |
| **Friendship Table** | | | |
| friendeeID | int |  |  |
| frienderID | int |  |  |
| isFamilyMember | boolean |  |  |
| isAccepted | boolean |  |  |
| **Event Table** | | | |
| eventId | int |  |  |
| employeeId | int |  |  |
| location | string |  |  |
| startDate | dateTime |  |  |
| endDate | dateTime |  |  |
| description | string |  |  |
| capacity | int |  |  |
| **Address Table** | | | |
| addressId | int |  |  |
| memberId | int |  |  |
| address | string |  |  |
| city | string |  |  |
| country | string |  |  |
| postalCode | string |  |  |
| **Order Table** | | | |
| orderId | int |  |  |
| memberId | int |  |  |
| processorId | int |  |  |
| billingAddressID | int |  |  |
| shippingAddressID | int |  |  |
| orderPlacementDate | dateTime |  |  |
| shipDate | dateTime |  |  |
| isProcessed | boolean |  |  |
| **OrderItem Table** | | | |
| gameID | int |  |  |
| orderID | int |  |  |
| salePrice | decimal |  |  |
| **Game Table** | | | |
| gameID | int |  |  |
| platformID | int |  |  |
| name | string |  |  |
| releaseDate | dateTime |  |  |
| suggestedRetailPrice | decimal |  |  |
| publisher | string |  |  |
| **Platform Table** | | | |
| platformId | int |  |  |
| name | string |  |  |
| **Category Table** | | | |
| categoryId | int |  |  |
| name | string |  |  |
| **Review Table** | | | |
| reviewId | int |  |  |
| gameId | int |  |  |
| memberId | int |  |  |
| approverId | int |  |  |
| rating | float |  |  |
| subjectText | string |  |  |
| contextText | string |  |  |
| isApproved | boolean |  |  |