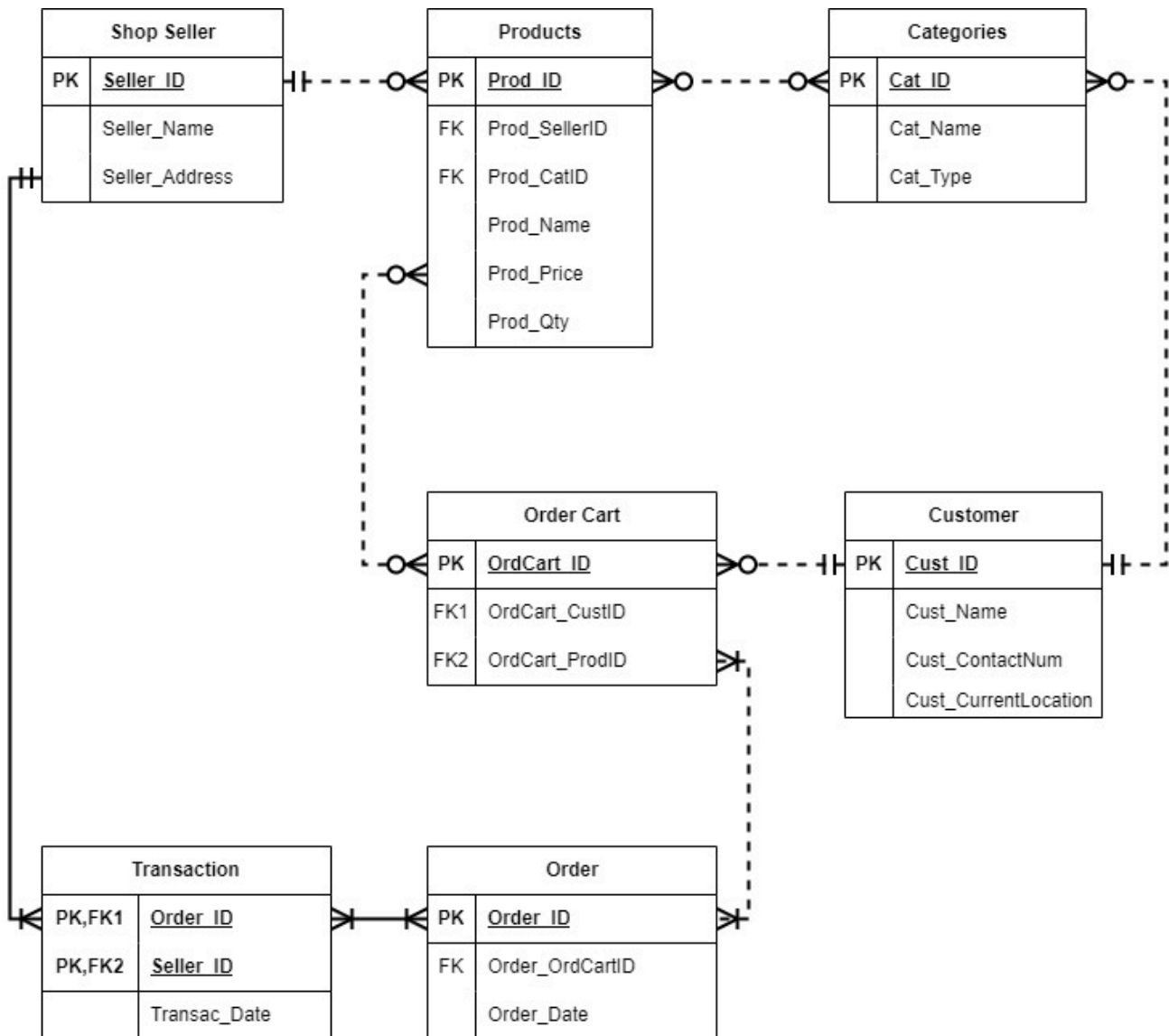
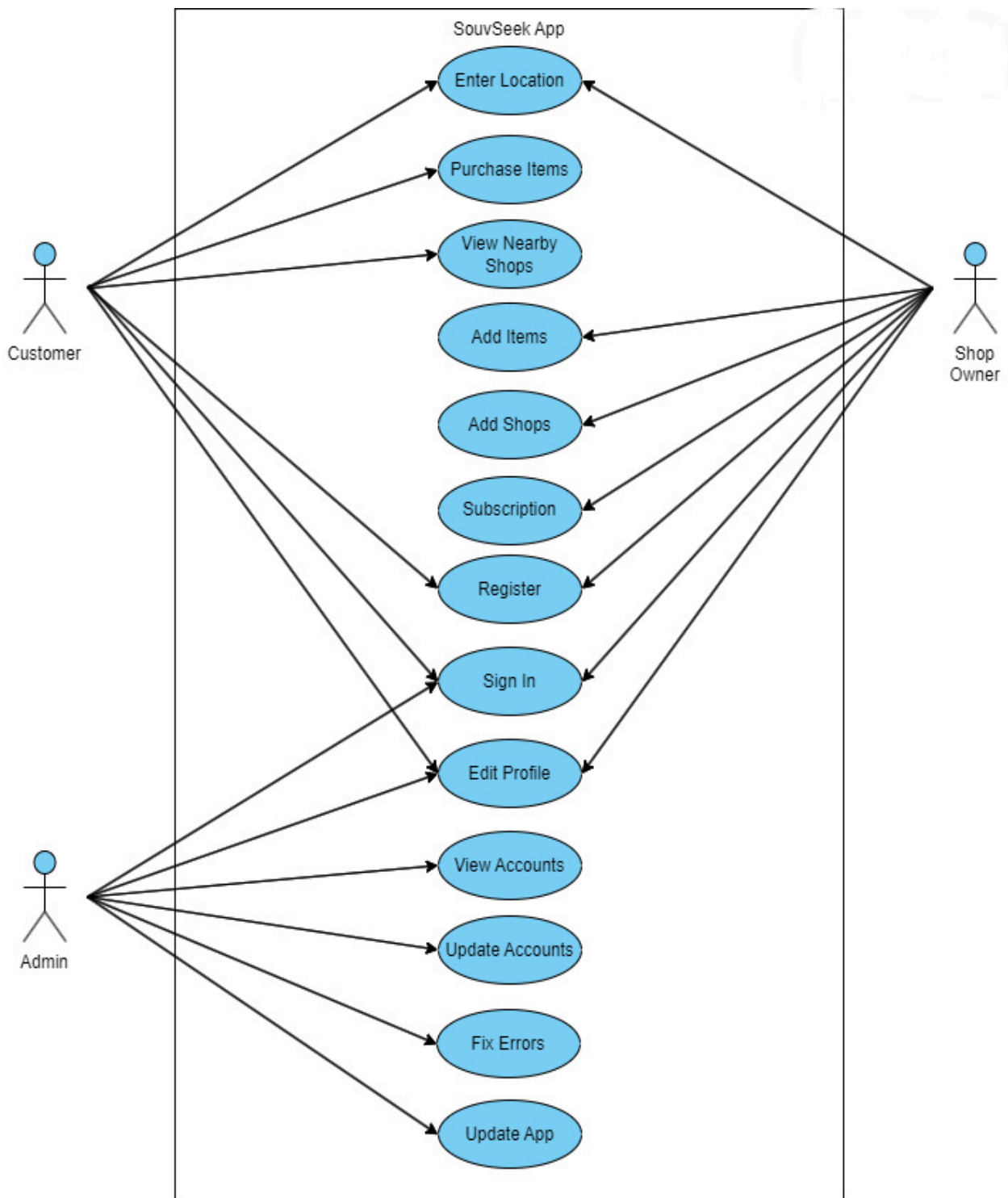


Shane Khalid Lim - Project Manager
 Liam Nicholas Tudtud - Designer
 Joseph Anthony Yuson - Developer
 Niko Herbias - Developer
 Xerxes Maroliña - QA

Entity Relationship Diagram



USE CASE



DATABASE DESIGN

SHOP SELLER

Column Name	Data Type	Field Size	Null	Description
Seller_ID	INT	10	NOT NULL	Primary Key, unique identifier for the seller.
Seller_Name	VARCHAR	255	NOT NULL	Name of the seller.
Seller_Address	VARCHAR	255	NOT NULL	Address of the seller.

The Shop Seller entity represents individual sellers who offer products on the platform. It stores key information about the sellers, such as their unique seller ID, name, and address. This entity is essential for identifying the seller of each product, and it forms a one-to-many relationship with the Products entity, as each seller can have multiple products listed under their name.

PRODUCTS

Column Name	Data Type	Field Size	Null	Description
Prod_ID	INT	10	NOT NULL	Primary Key, unique identifier for the product.
Prod_SellerID	INT	10	NOT NULL	Foreign Key, references Shop Seller (Seller_ID).
Prod_CatID	INT	10	NOT NULL	Foreign Key, references Categories (Cat_ID).
Prod_Name	VARCHAR	255	NOT NULL	Name of the product.
Prod_Price	DECIMAL	10.2	NOT NULL	Price of the product.
Prod_Qty	INT	10	NOT NULL	Quantity of the product available.

The Products entity stores detailed information about each product offered by sellers. Each product is uniquely identified by a product ID and is linked to both a seller and a category. This entity holds details such as the product's name, price, and available

quantity. The relationship between Products and Shop Seller is a many-to-one relationship, as a single seller can offer multiple products. Additionally, the Products entity is linked to the Categories entity through a many-to-one relationship, meaning each product belongs to a specific category, which helps in organizing and grouping products based on their types.

CATEGORIES

Column Name	Data Type	Field Size	Null	Description
OrdCart_ID	INT	10	NOT NULL	Primary Key, unique identifier for the order cart.
OrdCart_CustID	INT	10	NOT NULL	Foreign Key, references Customer (Cust_ID).
OrdCart_ProdID	INT	10	NOT NULL	Foreign Key, references Products (Prod_ID).

The Categories entity classifies products into different groups, like electronics or clothing. Each category is identified by a unique ID and includes attributes like the category name and type. This categorization helps customers navigate through the products based on their preferences. The Categories entity has a one-to-many relationship with the Products entity, meaning a single category can contain many products.

ORDER CART

Column Name	Data Type	Field Size	Null	Description
OrdCart_ID	INT	10	NOT NULL	Primary Key, unique identifier for the order cart.
OrdCart_CustID	INT	10	NOT NULL	Foreign Key, references Customer (Cust_ID).
OrdCart_ProdID	INT	10	NOT NULL	Foreign Key, references Products (Prod_ID).

The Order Cart entity plays a pivotal role in tracking the products that customers add to their shopping carts. Each entry in the cart is associated with a customer and a specific

product. The Order Cart entity is linked to the Customer entity, representing a many-to-one relationship, as a customer can add multiple products to their cart. Similarly, each cart entry is connected to the Products entity, ensuring that the correct product information is available for each cart item.

CUSTOMER

Column Name	Data Type	Field Size	Null	Description
Cust_ID	INT	10	NOT NULL	Primary Key, unique identifier for the customer.
Cust_Name	VARCHAR	255	NOT NULL	Name of the customer.
Cust_ContactNum	INT	10	NOT NULL	Contact number of the customer.
Cust_CurrentLocation	VARCHAR	255	NULL	Current location of the customer.

The Customer entity holds all the necessary information about buyers on the platform. Each customer is uniquely identified by a customer ID and has attributes such as their name, contact number, and current location. The Customer entity is linked to the Order Cart entity through a one-to-many relationship, as customers can have multiple items in their carts. This relationship ensures that the system can track which customer is associated with specific products in their cart.

ORDER

Column Name	Data Type	Field Size	Null	Description
Order_ID	INT	10	NOT NULL	Primary Key, unique identifier for the order.
Order_OrdCartID	INT	10	NOT NULL	Foreign Key, references Order Cart (OrdCart_ID).
Order_Date	DATE		NOT NULL	Date the order was placed.

The Order entity captures information about finalized orders made by customers. Each order is linked to an entry in the Order Cart, allowing the system to track which items

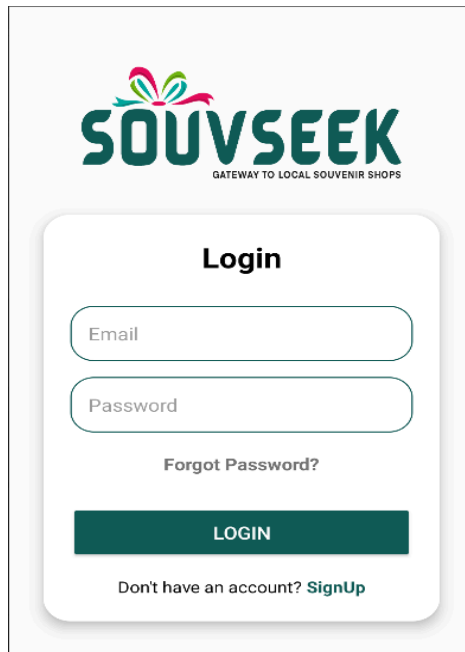
were purchased and the date the order was placed. The Order entity has a many-to-one relationship with the Order Cart entity, as each order corresponds to a specific set of products in the cart.

TRANSACTION

Column Name	Data Type	Field Size	Null	Description
Order_ID	INT	10	NOT NULL	Foreign Key, references Order (Order_ID).
Seller_ID	INT	10	NOT NULL	Foreign Key, references Shop Seller (Seller_ID).
Transac_Date	DATE		NOT NULL	Date the transaction occurred.


The Transaction entity records the financial details of each order. It tracks the seller involved in the transaction and the date on which the transaction occurred. The Transaction entity is connected to both the Order and Shop Seller entities. Each transaction is associated with a specific order through a many-to-one relationship, and it is also linked to the seller who fulfilled the order, forming another many-to-one relationship.

UI DESIGN



The image shows a mobile app login screen. At the top is the SouvSeek logo, which consists of a colorful butterfly icon above the word "SOUVSEEK" in a bold, dark green font, with the tagline "GATEWAY TO LOCAL SOUVENIR SHOPS" in a smaller font below it. Below the logo is a white rounded rectangle containing the login form. The form has a title "Login" in bold. It includes two input fields: "Email" and "Password", both with rounded corners and a light blue border. Below the password field is a link "Forgot Password?". At the bottom of the form is a dark green button with the text "LOGIN" in white. Below the button is a text link "Don't have an account? [SignUp](#)".

	Description	Params
1. Logo (SouvSeek)	This is the logo for our app	Src: image path
2. Email	This is where the user inputs the email	Input type: email
3. password	This is where the user inputs the password	Input type: password
4. Forget password	This is where the user clicks if they forget their password	Link action: redirects to "Reset Password" page, condition: email entered, method: email reset link
5. Signup textlink	This text link will direct the user to the sign up page	Link action: redirects to signup page, visibility: only for non-logged-in users, styling: underlined text
6. Login Button	This is where the user click if it wants to login	Button type: Submit

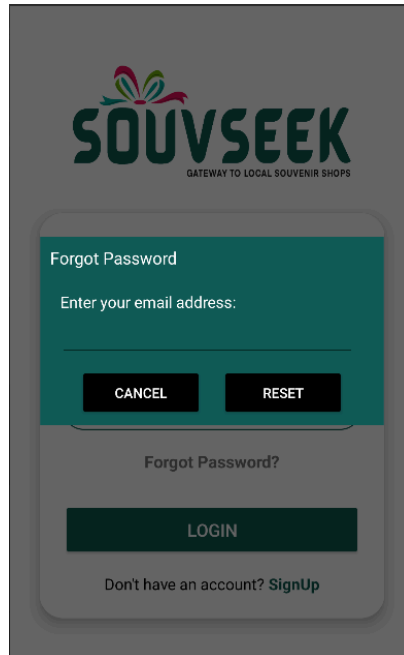


Sign Up

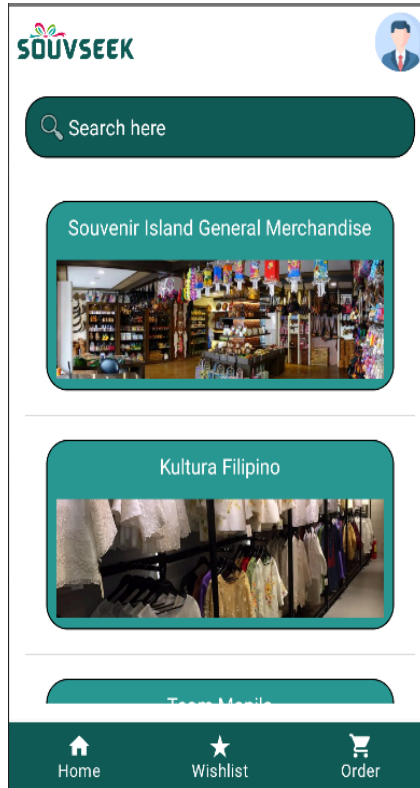
SIGN UP

Already have an account? [Login](#)

	Description	Params
1. Logo (SouvSeek)	This is the logo for our app	Src: image path
2. Email	This is where the user inputs the email	Input type: email
3. password	This is where the user inputs the password	Input type: password
4. Forget password	This is where the user clicks if they forget their password	Link action: redirects to "Reset Password" page, condition: email entered, method: email reset link
5. Login textlink	This text link will direct the user to the Login page	Link action: redirects to login page, styling: underlined text
6. Sign up button	This is where the user clicks to register the account	Button type: Submit



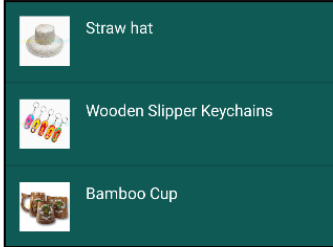
	Description	Params
1. Enter edit text	This is where the user enters email to change their password	Input type: Email
2. Cancel button	The user can cancel the forget password	Button Type: Cancel
3. Reset Button	This is where the user clicks after entering the email address	Button Type: Reset



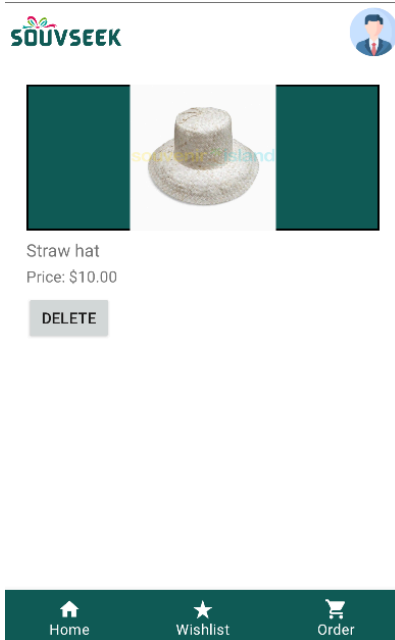
	Description	Params
1. Search bar	This is where the user searches for the shop	query
2. Shop stores button	This is where the user clicks when it wants to see the items of each shop	shopId
3. Profile button	This is where the user clicks if it wants to go to the profile	custId
4. Navigation bar	This is where the user clicks if it wants to go to home, wishlist or order.	destination



Souvenir Island General Merchandise



	Description	Params
1. Image of the store	This is where the store image is displayed	Image url
2. Title for the store	This is where the title of the store is displayed	shopTitle
3. Item buttons	This is where the user clicks if they want to buy an item	productId
4. Locate Button	This is where the user clicks if it wants to locate the store.	location



	Description	Params
1. Delete button	The user can delete items from the wishlist	productId



	Description	Params
1. Add to Cart button	This is where the user clicks when it adds item to the cart	Prod_Id, prod_qty
2. Wishlist button	This is where the user click when it adds items to his wishlist	prod_Id



Straw hat

Price: \$10.00

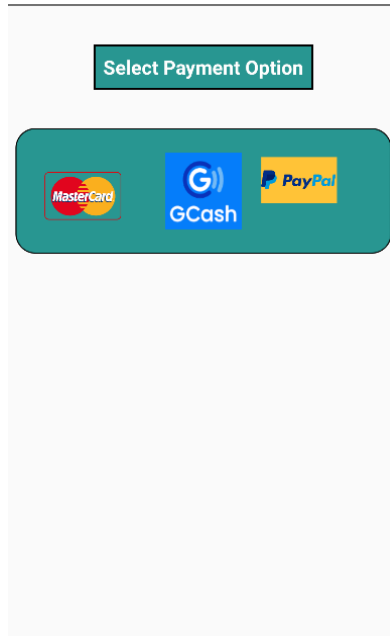
Quantity: 12

Total Price:

Price: \$120.00

CHECKOUT

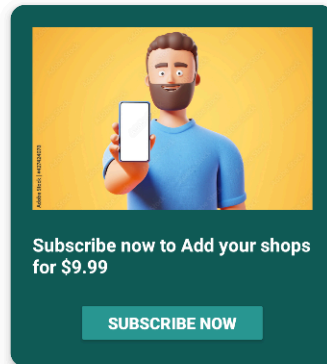
	Description	Params
1. Quantity edit text	This is where the user can input quantities of an item.	prod_qty
2. Checkout button	This is where the user can click if it wants it to check out the item	ordCart_Id



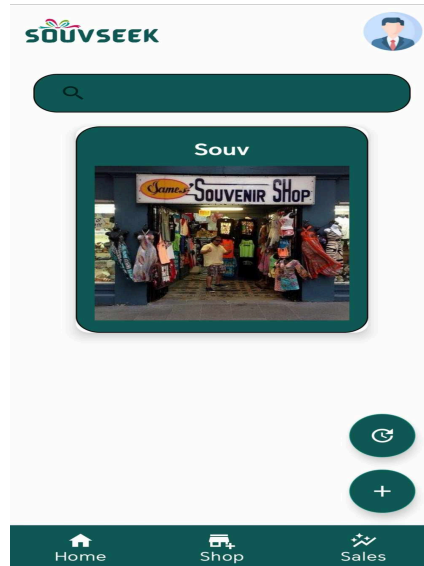
	Description	Params
1. Payments buttons	This is where the user can select the payment method.	Order_Id, Seller_Id



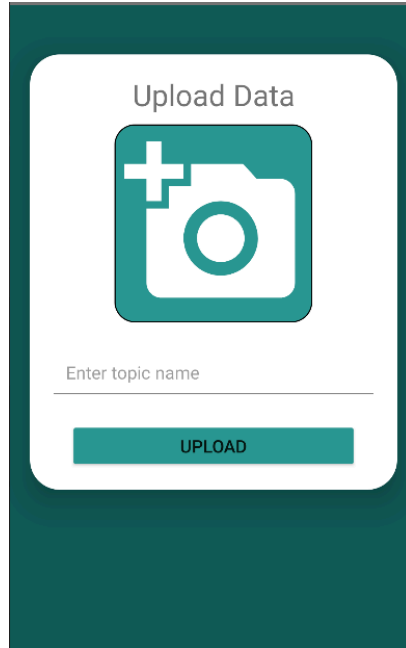
	Description	Params
1. Subscription button	This is where the user clicks if he/she wants to subscribe to become a shop owner and seller	subscriptionPlan
2. Logout button	This is where the user clicks when it wants to logout of the account.	Button: logout



	Description	Params
1. Subscribe Button	This is where the user clicks to subscribe	subscriptionPlan



	Description	Params
1. Search Bar	This is where the user searches for shops.	query
2. Shops	The user will press one of the shops to view their displayed items for sale.	shopId
3. Refresh button	It will refresh the shops so that it will display the newly added ones.	
4. Add button	The user will press that button if he/she needs to add a shop.	shopDetails




	Description	Params
1. Image button	This is where the user clicks when choosing an image	Src: image path
2. Name edit text	This is where the user inputs the souvenir shop name	Input type: text
3. Upload button	This is where the user click when registering a souvenir shop into the database	Button type: Submit

Souv



	Description	Params
1. Edit button	The user can press the edit button if he/she needs to edit the shop.	Button type: Edit
2. Delete button	The user can press that button if he/she needs to delete the shop.	Button type: Delete

Update Data

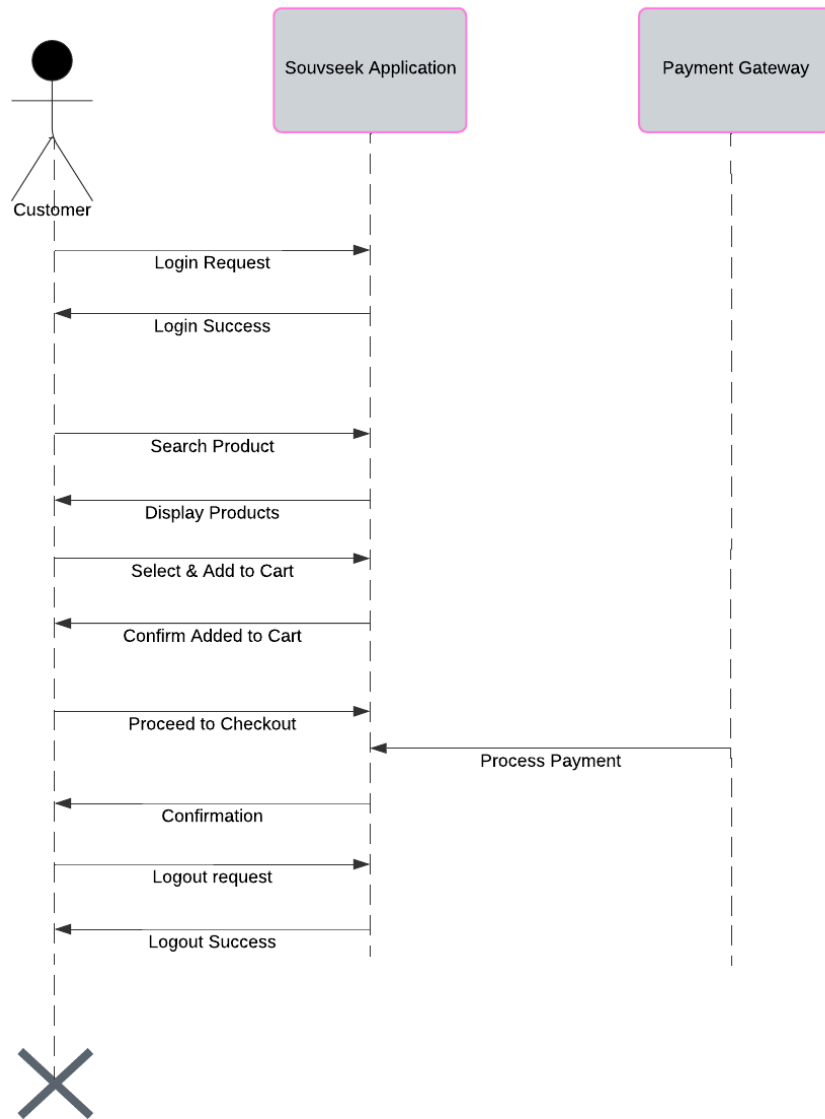


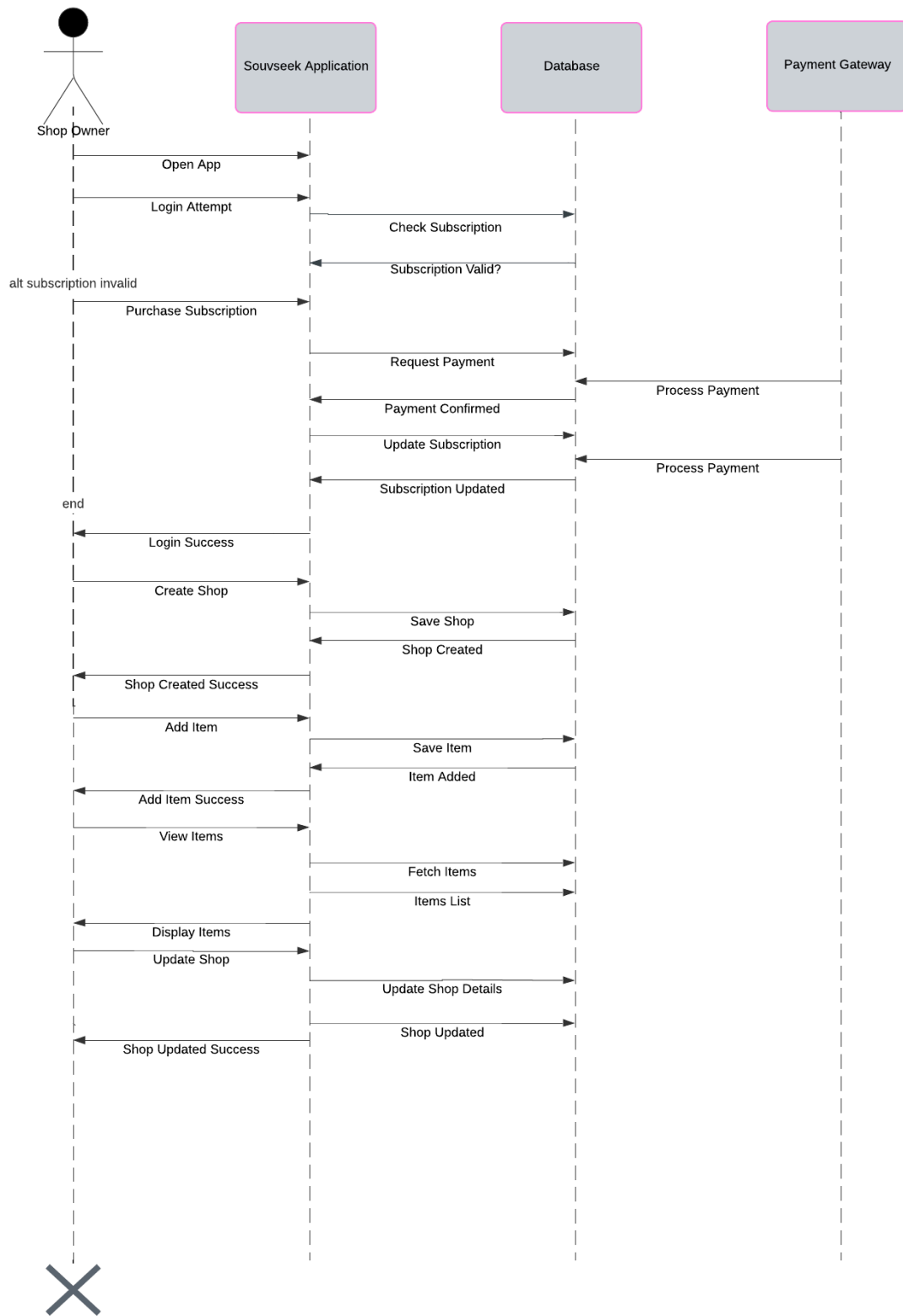
Souv

UPDATE

	Description	Params
1. Shop Image	The user can press the image of the shop if they want to add a new image for their shop.	Src = image path
2. Update Edit Text	The user can edit the name of its shop.	Input type: Text
3. Update button	It will save the current changes made by the user.	Button type: Submit

SEQUENCE DIAGRAM





TEST PLAN

PROCESS	NO.	TEST CASE	STEP	DESCRIPTION	STATUS	EXPECTED RESULT	ACTUAL RESULT
Running Enrollment Program	1	HOME					
			1	Run the system	Passed	The system will run	
			2	Check if Home will open	Passed	Home will open	
			3	Click on the navigation bar	Passed	Navigation bar will open	
Registration	2	Registration					
			1	Click on the register text link	Passed	Register text link will direct to the registration page	
			2	Input email	Passed	Email will be save to the sqllite database	
			3	Input password	Passed	Password will be save to the sqllite database	
Login Program	3	Login					
			1	Click on the login text link	Passed	Login text link will direct to the login page	
			2	Input email	Passed	The email will be checked if it is in the sqllite database in order to login	
			3	Input password	Passed	The password will be checked if it is in the sqllite database in order to login	
			4	Forget Password	Failed	It will direct to the dialog box for forget password in order to change the password	
			5	Send verification to email	Failed	It will send a code in order to change the password	
Dashboard Program	4	Dashboard					
			1	Search for the shop	Passed	It will search for the shop that the user is searching for	
			2	Click on the shop	Passed	It will direct to the shop and display the items within	
			3	Click on the item of the shop	Passed	It will direct to item and choose between add to cart and wishlist	
			4	Click on the add to wish list	Passed	It will go to your wishlist page if you press wishlist on a certain item.	
			5	Click on the map above the store image to locate the shop	Passed	It will direct to google map and locate the shop.	
			6	Click add to cart on an item	Passed	It will put the items in the add to cart	
			7	Click on the checkout	Passed	It will checkout an item	
			8	Click on the payment	Passed	It will direct to paypal for the payment of the item	
			9	Click profile	Passed	It will direct to profile	
Profile Program	5	Profile					
			1	Click on the subscribe button on profile	Passed	It will direct to the subscribe page	
			2	Click on the subscribe button in the subscribe page	Passed	It will direct to the paypal for the payment of the subscription	
			3	Click on the logout button	Passed	It will direct to the login page	
Shop Owner Dashboard program	6	Shop Owner Dashboard program					
			1	Search for the shop	Passed	It will search for the shop that the user is searching for	
			2	Click Add shop	Passed	It will add shop to the dashboard and save to the database	
			3	Click Refresh	Passed	It will refresh the page	
			4	Click edit shop	Passed	It will edit the contents of the shop	
			5	Click delete	Passed	It will delete the shop from the database	
			6	Click profile	Passed	It will direct to profile	