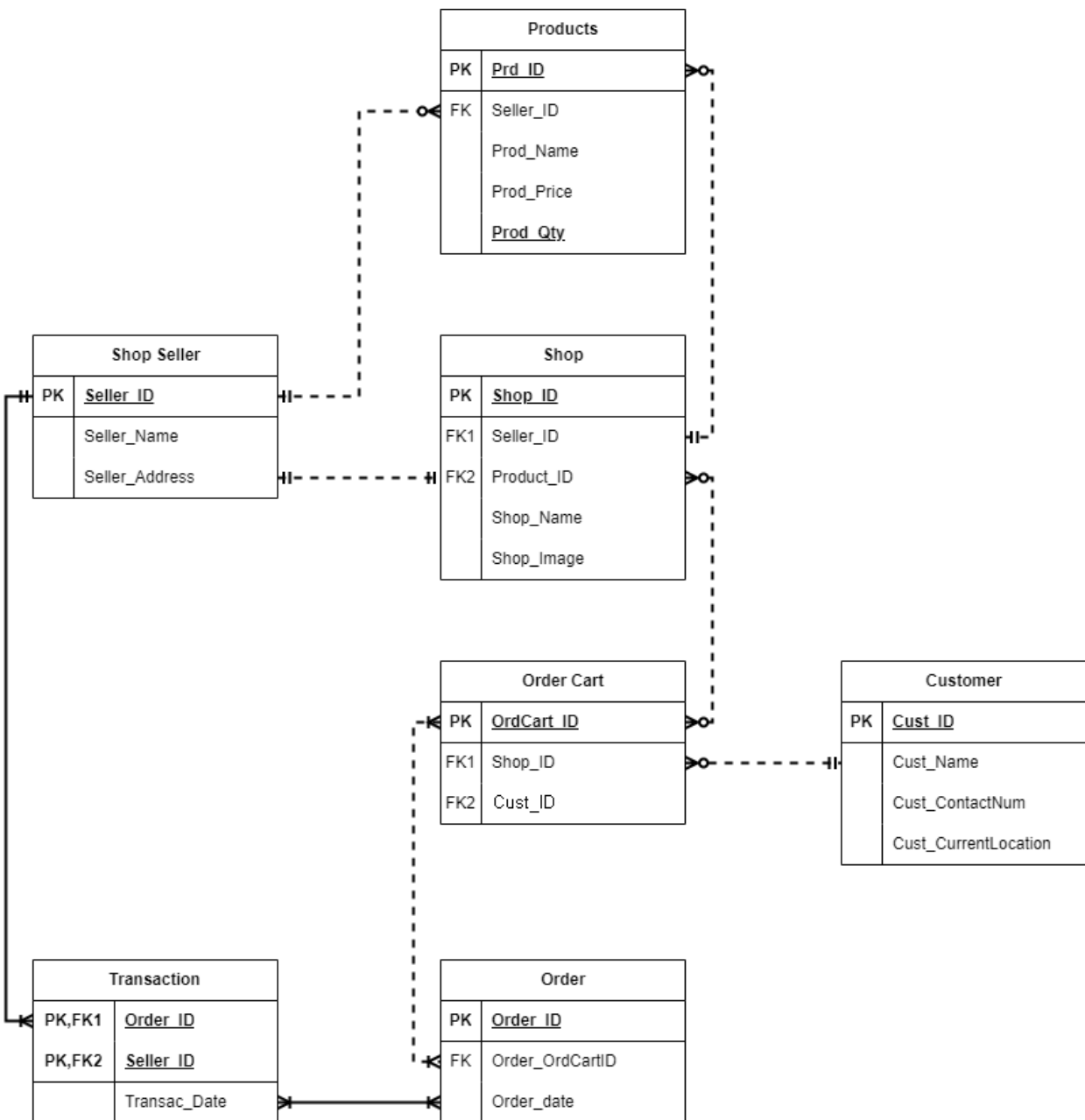


SOUVSEEK

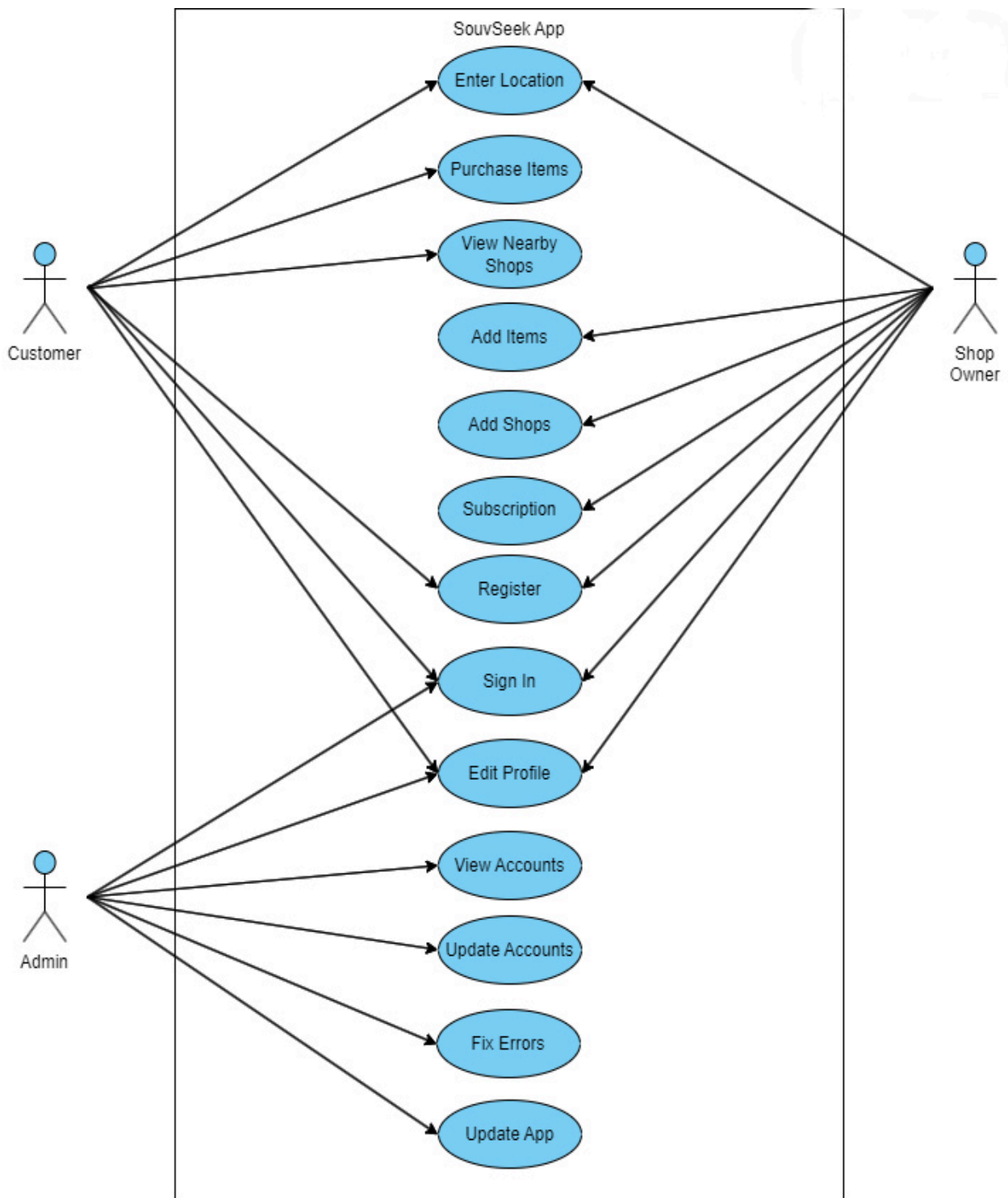
ELDROID TTH AND FRI

Shane Khalid Lim
Joseph Anthony Yuson
Liam Nicholas Tudtud
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Xerxes Maroña

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.
Seller_ID	INT	10	NOT NULL	Foreign Key, references Shop Seller (Seller_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 the seller entity. 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.

SHOP

Column Name	Data Type	Field Size	Null	Description
Shop_ID	INT	10	NOT NULL	Primary Key, unique identifier for the Shop.
Seller_ID	INT	10	NOT NULL	Foreign Key, references Shop Seller(Cust_ID).
Product_ID	INT	10	NOT NULL	Foreign Key, references Products (Prod_ID).
Shop_Name	VARCHAR	30	NOT NULL	Name for the shop
Shop_Image	VARCHAR	50	NOT NULL	Image for the Shop

The Shop Entity represents a database table that stores details about shops, with Shop_ID as the primary key to uniquely identify each shop. It includes a foreign key Seller_ID, linking the shop to its seller in the Shop Seller table, and Product_ID, referencing products associated with the shop from the Products table. The Shop_Name provides a meaningful identifier for the shop, while Shop_Image stores a visual representation (URL or file path) to enhance user engagement. These fields ensure relational integrity, making the table integral to managing sellers, shops, and their products in an e-commerce or marketplace application.

ORDER CART

Column Name	Data Type	Field Size	Null	Description
OrdCart_ID	INT	10	NOT NULL	Primary Key, unique identifier for the order cart.

Shop_ID	INT	10	NOT NULL	Foreign Key, references Shop (Shop_ID).
Cust_ID	INT	10	NOT NULL	Foreign Key, references Customer (Cust_ID).

The Order Cart entity plays a pivotal role in tracking the shopping activity of customers by recording details of items added to their carts. Each entry in the cart is uniquely identified by OrdCart_ID and is associated with a specific customer (Cust_ID) and shop (Shop_ID). The entity establishes relationships with the Shop entity via Shop_ID, representing the shop from which the products are being added, and with the Customer entity via Cust_ID, capturing the customer making the order. This ensures that the cart maintains accurate information about the customer and the shop, enabling a seamless shopping experience.

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.
OrdCart_ID	INT	10	NOT NULL	Foreign Key, references Order Cart (OrdCart_ID).
Order_Date	DATE		NOT NULL	Date the order was placed.

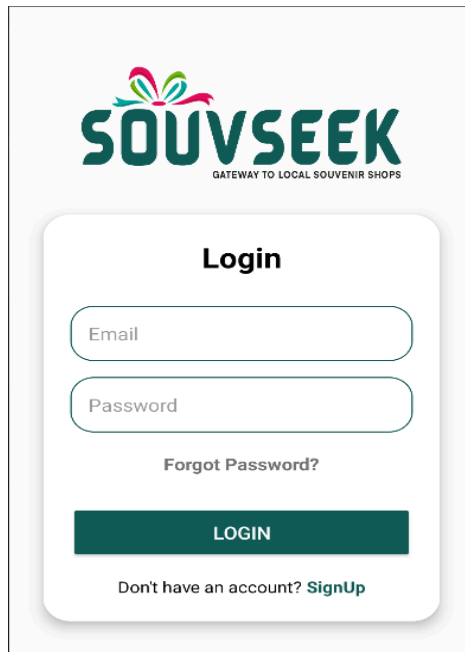
The Order entity captures information about finalized orders made by customers. Each order is linked to an entry in the Order Cart, allowing the system to track which items were purchased and the date the order was placed. The Order entity has a many-to-one relationship with the Order Cart entity, as 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 login form for the SouvSeek application. 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. The login form itself is a white rounded rectangle with a dark green border. It has a title "Login" in bold dark green text. Below the title are two input fields: "Email" and "Password", both with rounded corners and a light green border. Below the password field is a link "Forgot Password?" in a small, dark green font. At the bottom of the form is a dark green button with the text "LOGIN" in white, bold, uppercase letters. Below the button is a text link "Don't have an account? [SignUp](#)" in a small, dark green font.

	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

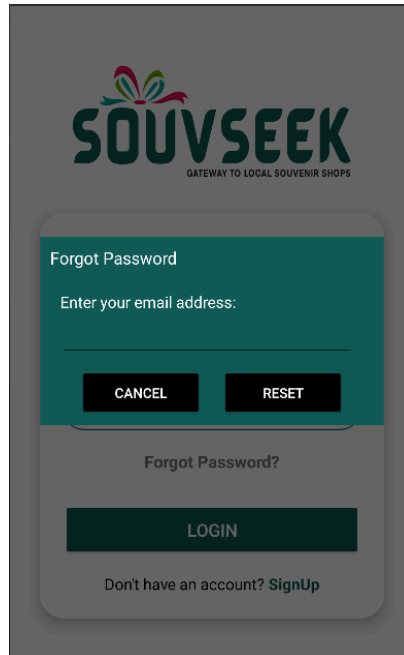


Sign Up

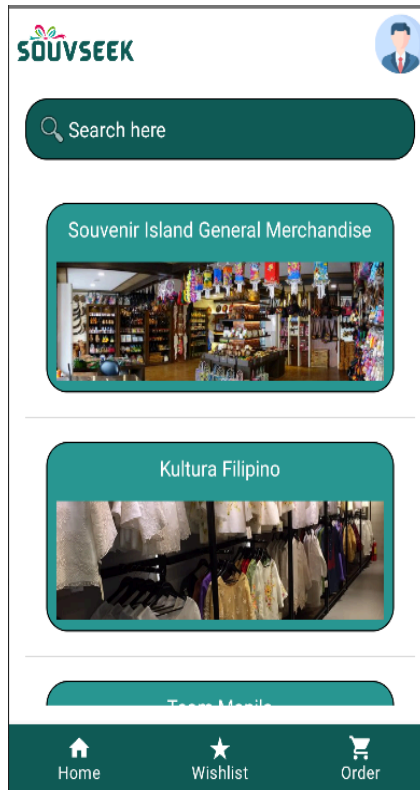
SIGN UP

Already have an account? [Login](#)

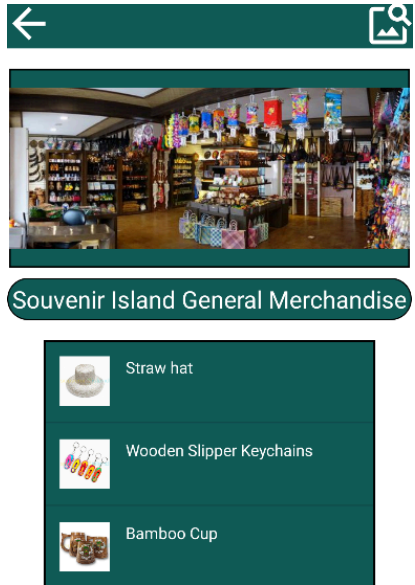
	Description	Params
1. Logo (SouvSeek)	This is the logo for our app	Src: image path
2. Email	This is where the user inputs the email	Input type: email
3. password	This is where the user inputs the password	Input type: password
4. Forget password	This is where the user clicks if they forget their password	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



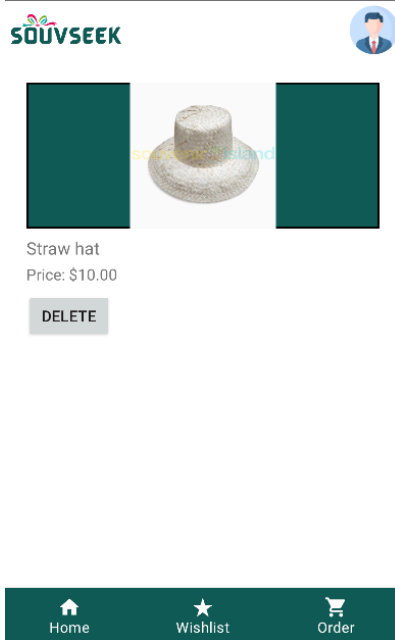
	Description	Params
1. Enter edit text	This is where the user enters email to change their password	Input type: Email
2. Cancel button	The user can cancel the forget password	Button Type: Cancel
3. Reset Button	This is where the user clicks after entering the email address	Button Type: Reset



	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



	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 section allows the user to select a preferred time for the appointment.	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

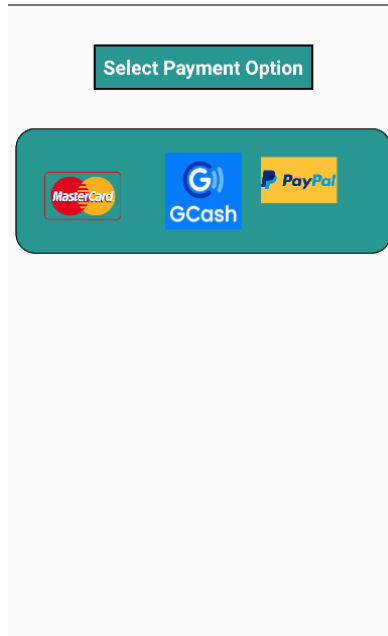


Straw hat
Price: \$10.00
Quantity: 12

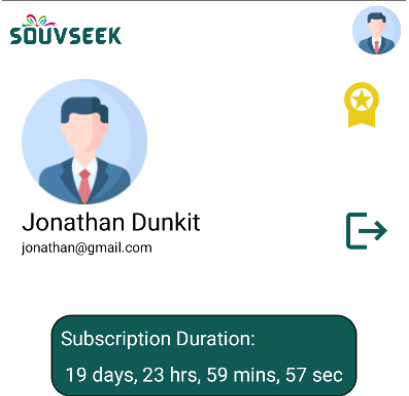
Total Price:
Price: \$120.00

CHECKOUT

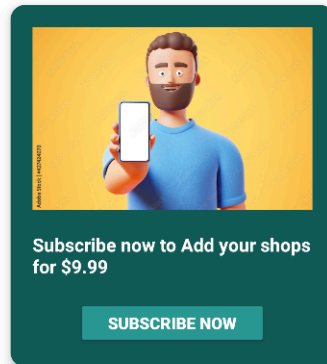
	Description	Params
1. Quantity edit text	This is where the user can input quantities of an item.	prod_qty
2. Checkout button	This is where the user can click if it wants it to check out the item	ordCart_Id



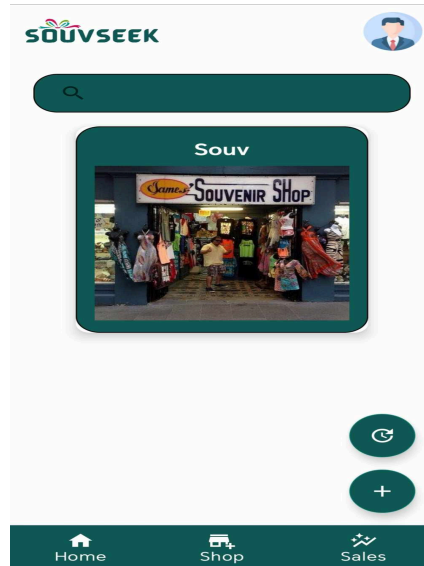
	Description	Params
1. Payments buttons	This is where the user can select the payment method.	Order_Id, Seller_Id



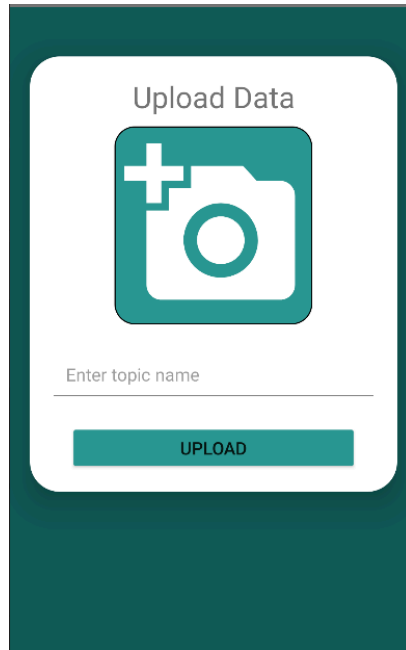
	Description	Params
1. Subscription button	This is where the user clicks if he/she wants to subscribe to become a shop owner and seller	subscriptionPlan
2. Logout button	This is where the user clicks when it wants to logout of the account.	Button: logout



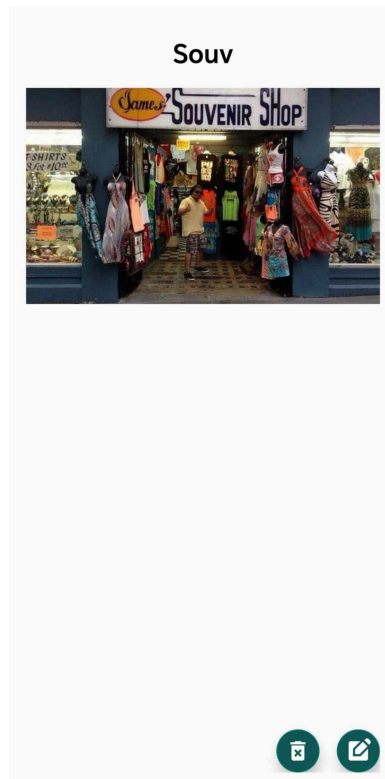
	Description	Params
1. Subscribe Button	This is where the user clicks to subscribe	subscriptionPlan



	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



	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

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 sqlite database	
			3	Input password	Passed	Password will be save to the sqlite 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 sqlite database in order to login	
			3	Input password	Passed	The password will be checked if it is in the sqlite 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	

SEQUENCE DIAGRAM

