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Requirements analysis document

Massive Dynamic

Contents

[Executive Summary 3](#_Toc464292064)

[1. Introduction 3](#_Toc464292065)

[1.1 Purpose of the system 3](#_Toc464292066)

[1.2 Scope of the system 3](#_Toc464292067)

[1.3 Objectives and success criteria of the project 4](#_Toc464292068)

[1.4 Measures of Success: 4](#_Toc464292069)

[2. Current system 4](#_Toc464292070)

[3. Proposed system 4](#_Toc464292071)

[3.1 Overview 4](#_Toc464292072)

[3.2 Functional Requirements 5](#_Toc464292073)

[3.3 Nonfunctional requirements 5](#_Toc464292074)

[4. System Diagrams 6](#_Toc464292075)

[4.1 Sequence Diagrams 6](#_Toc464292076)

[Purchase Sequence Diagram: 6](#_Toc464292077)

[Contact Admin sequence diagram: 7](#_Toc464292078)

[Contact User sequence diagram: 8](#_Toc464292079)

[Update user details sequence diagram: 9](#_Toc464292080)

[Discount Evaluation Sequence Diagram: 10](#_Toc464292081)

[Explore Sequence Diagram: 11](#_Toc464292082)

[Loan Sequence Diagram: 12](#_Toc464292083)

[Login sequence diagram: 13](#_Toc464292084)

[Logout sequence diagram: 14](#_Toc464292085)

[Profile Sequence Diagram: 15](#_Toc464292086)

[Rent sequence diagram: 16](#_Toc464292087)

[Report User Sequence Diagram 17](#_Toc464292088)

[Reset Password sequence diagram: 18](#_Toc464292089)

[Reverse Transaction Sequence Diagram 19](#_Toc464292090)

[View uploaded books sequence diagram: 20](#_Toc464292091)

[Sell sequence diagram 21](#_Toc464292092)

[Sign up sequence diagram: 22](#_Toc464292093)

[System defaults sequence diagram 23](#_Toc464292094)

[System information sequence diagram 24](#_Toc464292095)

[4. Glossary 24](#_Toc464292096)

[5. Team 25](#_Toc464292097)

[Appedix A: Statement of Effort 25](#_Toc464292098)

# Executive Summary

Massive Dynamic (MD) proposes a system which will help students trade, borrow and sell second hand books – mainly textbooks. The system’s main objective is to allow users to easily search for, locate and purchase the books through it. It will have gamification aspects like Uber where users can rate other users. Additionally, it will include a reporting function in order to allow reporting of abusive users. There will be an administrative profile/s in the system, to aid for the maintenance of the system. The technology we have chosen to implement this on is a web based technology, namely the MEAN stack. The system will not cover using online payment methods and will only facilitate the locating and transferral of physical goods.

# 1. Introduction

## 1.1 Purpose of the system

MD is focused on building a system that will help facilitate the borrowing and/or selling of textbooks and other books between students. The system will not allow the transfer of copyrighted materials but will rather facilitate the lending and selling of second-hand textbooks. i.e. trading.

If a user has found a textbook which they would like to purchase, the seller is then contacted through contact details provided through the system and the purchaser can then buy the desired book.

The system will have a gamification function which will allow users to rate each other, similar to how the Uber app works. This rating will represent how users behave in their communications, transactions and reliability in the process of trading through the system. Any transactions made will be logged, which will allow the system to provide a history to the user.

Users can rate each other after a transaction is completed and also report users who abuse the system. These ‘bad’ users can then be suspended from the system, which is an administrative feature.

## 1.2 Scope of the system

The system will not include a mobile app. It will also not include any complex login profiles or file transferring. However there will be secure login with password salting and hashing. Besides regular user logins, there will also be admin logins with extra privileges.

It will consist of a web server and an html browser front-end. It will be a cash based trading platform and any transactions done will be in person. There will also be a post-transaction rating system in which other users are rated according to how well the transaction went. There will also be a reporting feature where a user may report another user. The system will also have a bug reporting system where users can report any bugs found on the site.

## 1.3 Objectives and success criteria of the project

* Secure login credentials using password salting
* Ability for admin to manage users
* Ability for users to communicate and trade books
* Ability to rate users
* Ability to report users

## 1.4 Measures of Success:

**Efficiency:**

The system must have efficient work flows for users and admins.

**Responsiveness:**

The system must be responsive and perform well whilst delivering content to multiple users.

**Quality:**

Users and stakeholders must be happy with what is delivered every sprint and the final deliverable.

# 2. Current system

The current system of obtaining any books or textbooks for students is by going to either a library or to a book store, for both first and second-hand books. This means that there are advantages to the sellers of books as there are many more buyers in comparison, due to the fact that there are limited centralised locations at which a specific book may be found. However it is not always easy to find the exact book a customer is looking for. While this current system has worked in the past, there are very few receipts and logs of transactions made, which makes tracing any purchases very difficult. Finding books that a specific student is looking for is also very difficult and time consuming and this is what MD serves to solve through this system.

# 3. Proposed system

## 3.1 Overview

The system will consist of a server which will serve webpages to users and also process user requests. EJS will be used as the templating engine which will dynamically render webpages to the user. MongoDb will be used for the database backend. User information, including salted passwords, transaction logs and any other functional system information will be stored here.\

## 3.2 Functional Requirements

3.2.1 As a user, I can create an account on the system.

3.2.2 As a user, I can login to the system.

3.2.3 As a user, I can change my password.

3.2.4 As a user, I can explore books other users have posted to the system.

3.2.5 As a user, I can post books Im willing to trade or loan on the system.

3.2.6 As a user, I can post books Im willing to sell on the system.

3.2.7 As a user, I can rate my experience during a specific transaction.

3.2.8 As a user, I can report a user who has abused the system.

3.2.9 As an Admin, I can reset user passwords.

3.2.10 As an Admin, I can see and review which users have been reported for bad behaviour.

3.2.11 As an Admin, I can reverse transactions when something unexpected happens in the system.

3.2.12 As a user, I can contact admin on the system.

3.2.13 As an Admin, I can see messages sent by users and respond to them.

## 3.3 Nonfunctional requirements

3.3.1 Usability

The system must have a pleasing interface which is simplistic in design and intuitive to use.

3.3.2 Reliability

The system must support multiple users simultaneously and not be prone to hanging or crashing during operation.

3.3.3 Supportability

The web based approach allows the system to be opened by any HTML5 supporting web browser. This enables the system to run on many different devices and device eco-systems.

3.3.4 Implementation

The server backend of the system will be built using the MEAN stack, which includes MongoDb for the database, nodejs for the server backend, and ExpressJS for the frontend. We want to also use PassportJS to help us with user logins. Our tests will be done with Mocha and Chai libraries. WinstonJS will be used to generate server logs to help us maintain server operation.

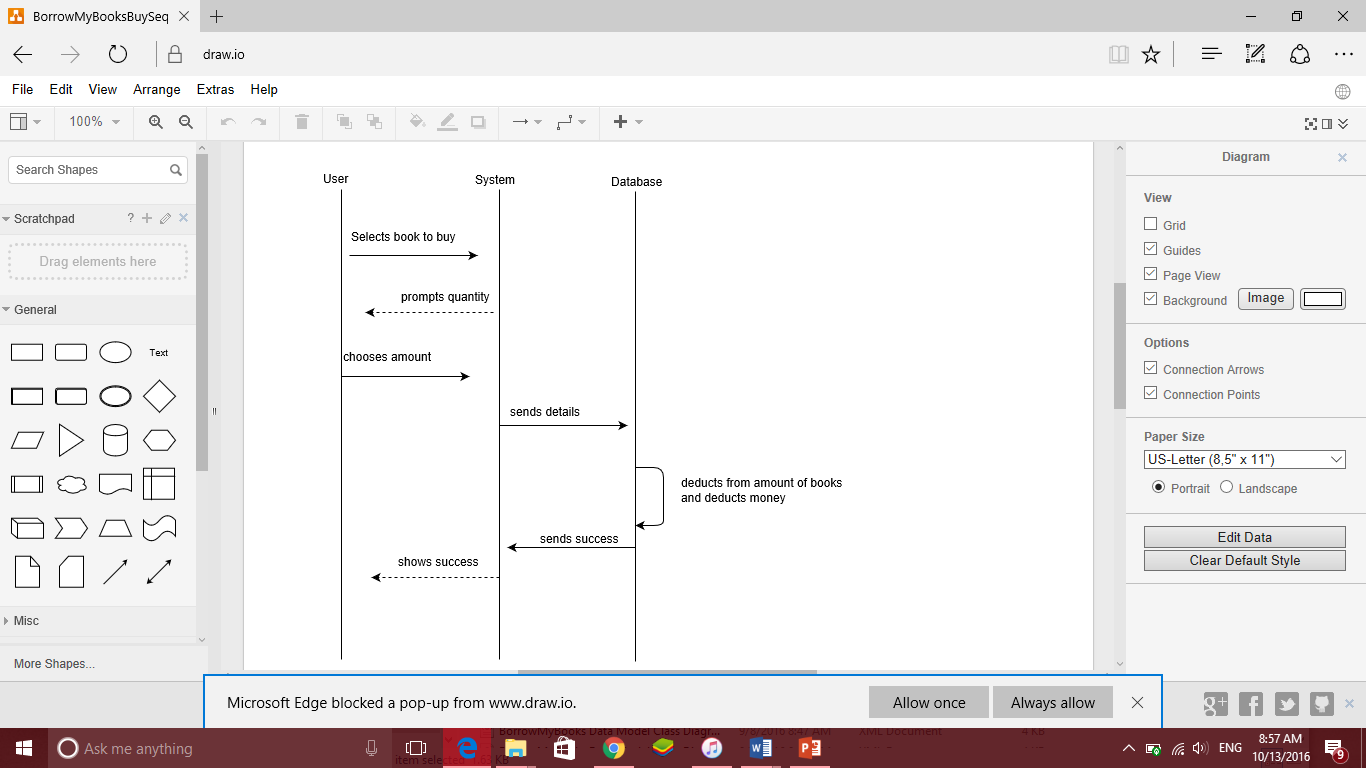
# 4. System Diagrams

## 4.1 Sequence Diagrams

In this section, the Sequence diagrams of the various system functions are documented.

### Purchase Sequence Diagram:

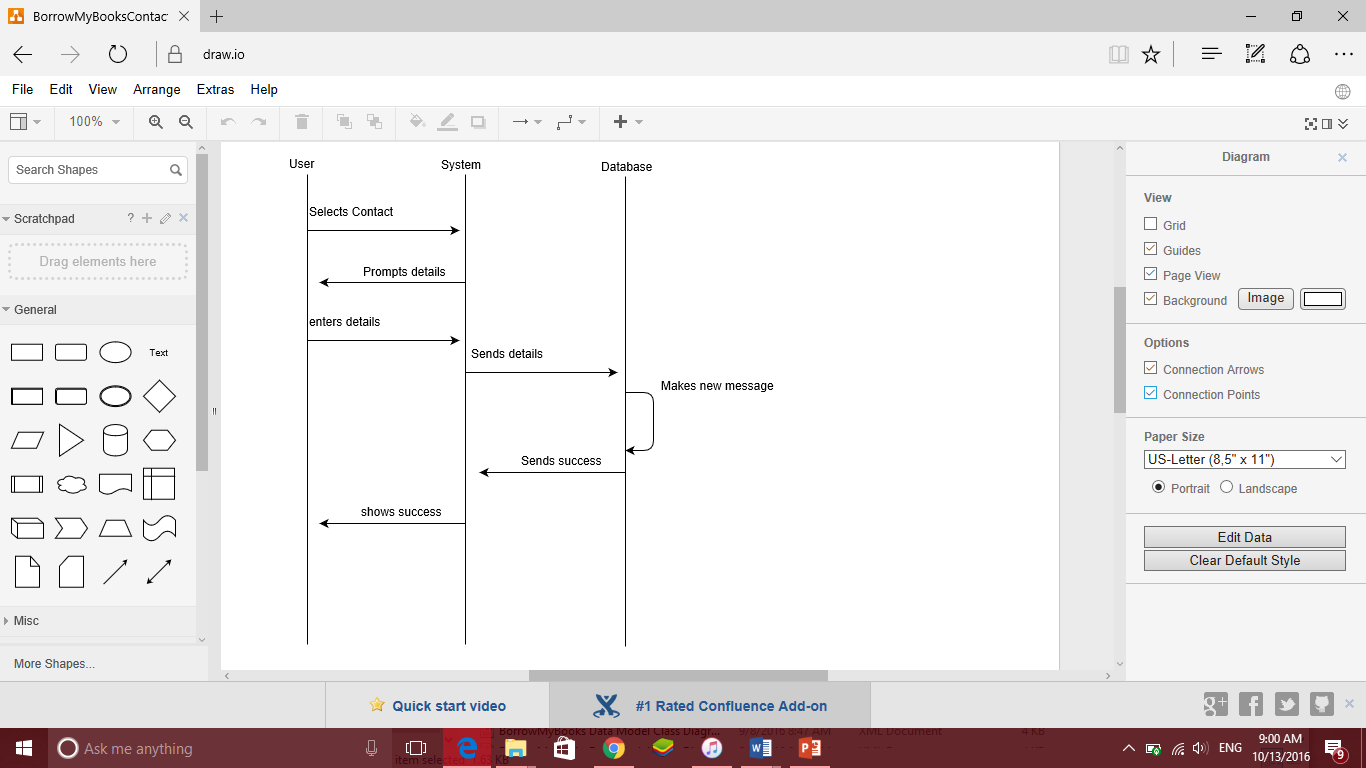
The sequence diagram below describes the process which the system follows when a user is requesting to make a purchase of a specific book.



The purchaser selects a book which they would like to buy. The user is then prompted to enter the quantity of the specific book which they would like to purchase. Once the quantity is entered, the database inventory and balance is updated. The user is then informed of the successful transaction made.

### Contact Admin sequence diagram:

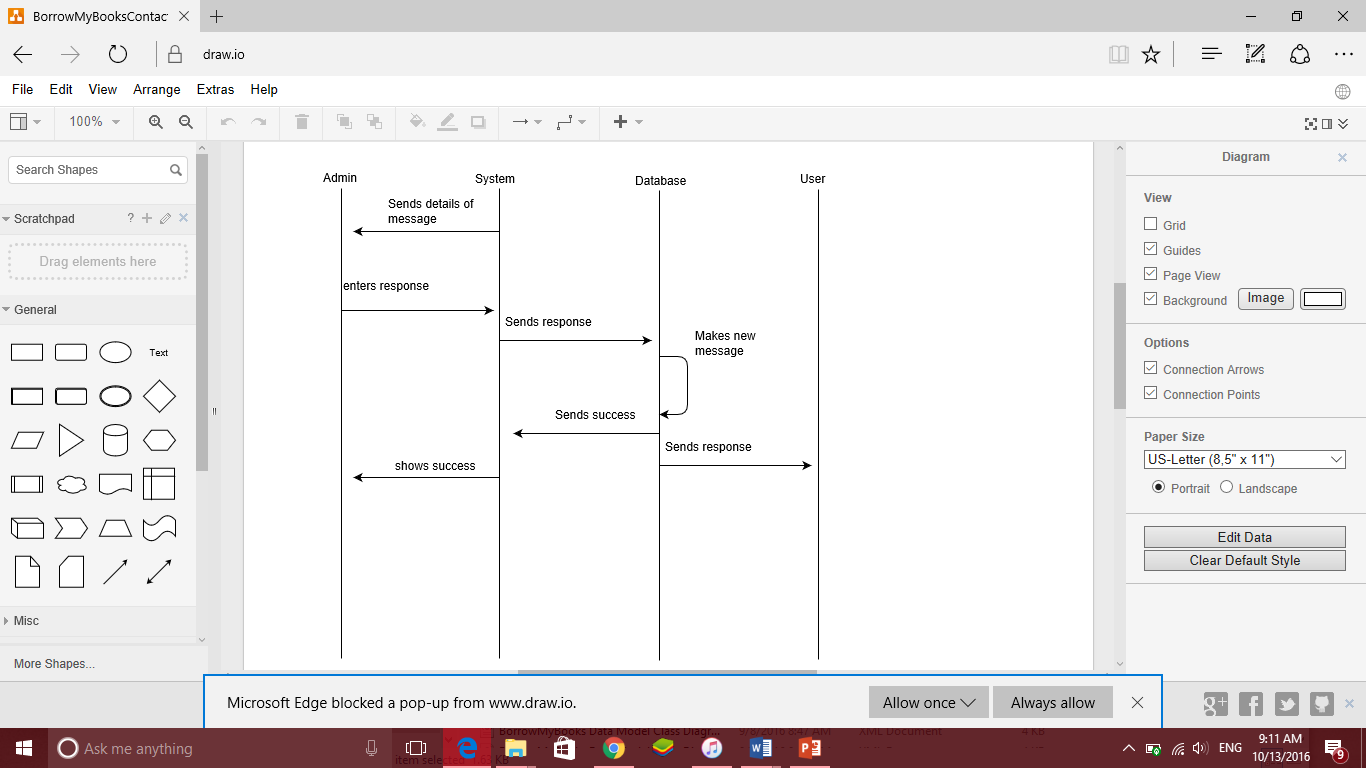
The following sequence diagram describes the process followed by the system when a user requests to come into contact with an administrator.



The user selects the option to contact an administrator. The system then asks the user for their personal details, and these details are sent to the database which creates a message. The user is then informed that their request was submitted successfully.

### Contact User sequence diagram:

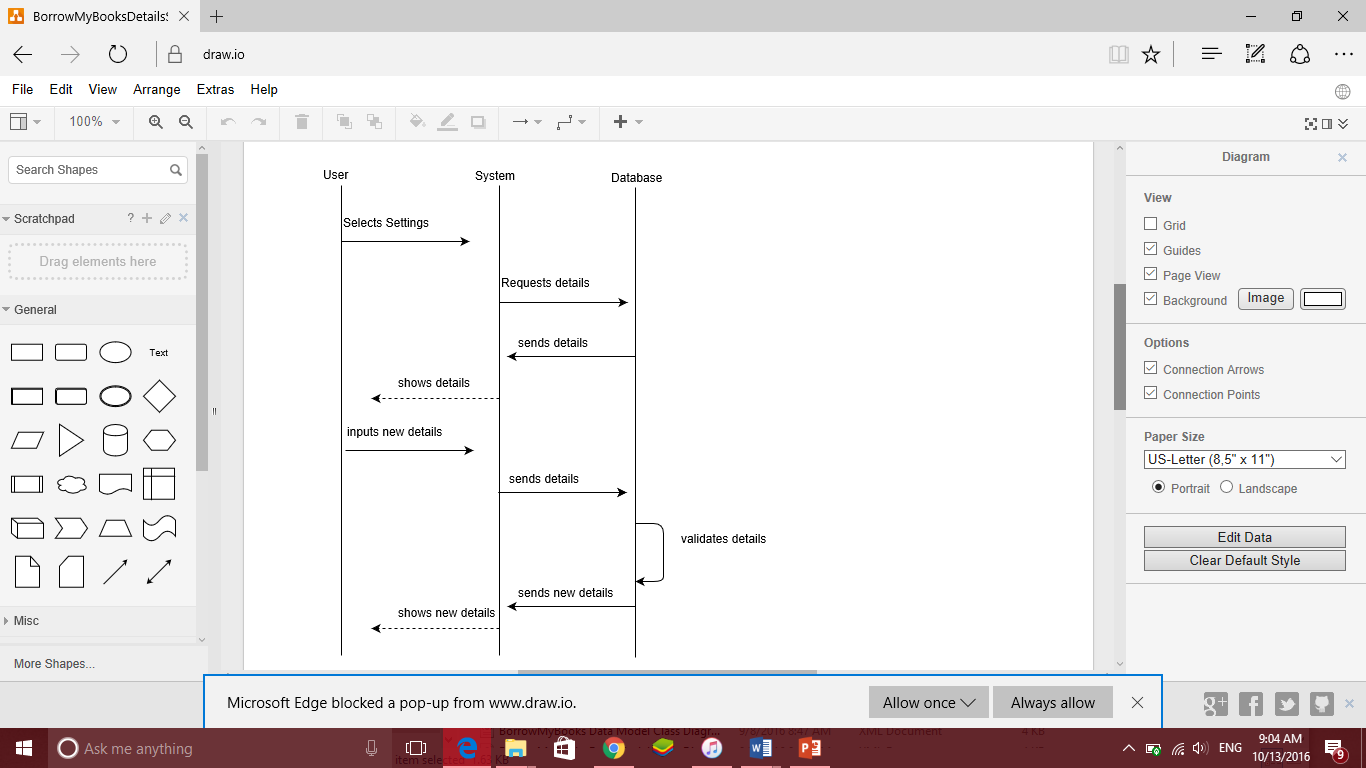
The following sequence diagram shows the process of the system contacting a user with the administrator’s response to the system request.



The system needs to send a notification to a user. Therefore, it sends a message to the administrator with the nature of the message to be sent. The administrator responds to this request. The system then sends the response to the database. A new message is then generated and sent to the user and a success notification is sent to the system and forwarded to the administrator.

### Update user details sequence diagram:

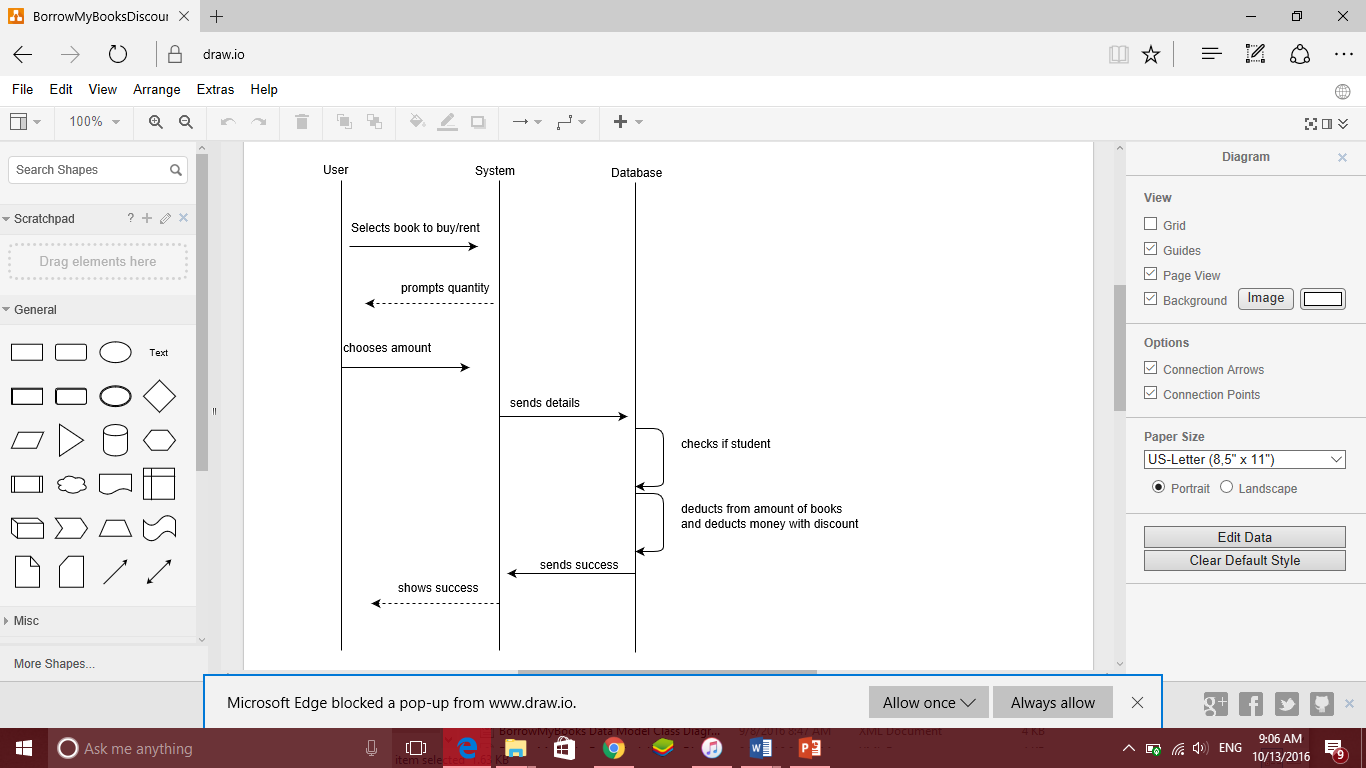
The following sequence diagram depicts the process followed by the system and user upon the user’s request to update their details in the systems database.



The user needs to update their details on the system. They select the ‘settings‘ option on the page which then query’s the user’s existing details from the database. These details are displayed to the user on the page. The user can then enter their new details and send them through. The system processes the details and forwards them to the database where these new details are stored. Data validation is performed and the new details are stored, if valid, in the database. The user is then notified by the system of the successful update.

### Discount Evaluation Sequence Diagram:

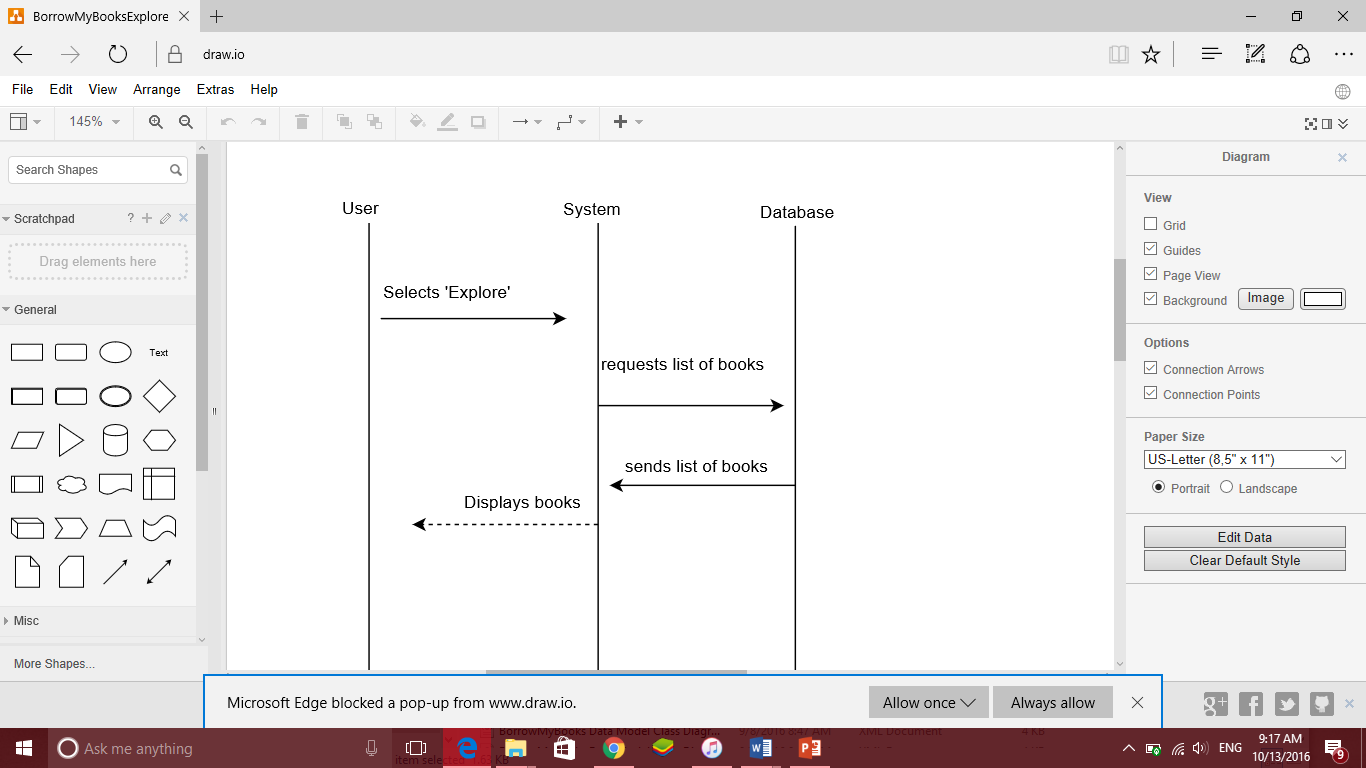
The following sequence diagram shows the process which the system follows in order to determine a discount for a purchaser.



The user selects a book to buy or rent on the page. The system then prompts the user to enter the quantity of the books required by the user. These details are then sent to the database. The database checks to see if the user is a student. If so, the number of remaining available books in the database is updated and the value of the transaction made by the user is deducted from the user’s account, less the discount calculated by the database. The user is then notified of the successful transaction by the system.

### Explore Sequence Diagram:

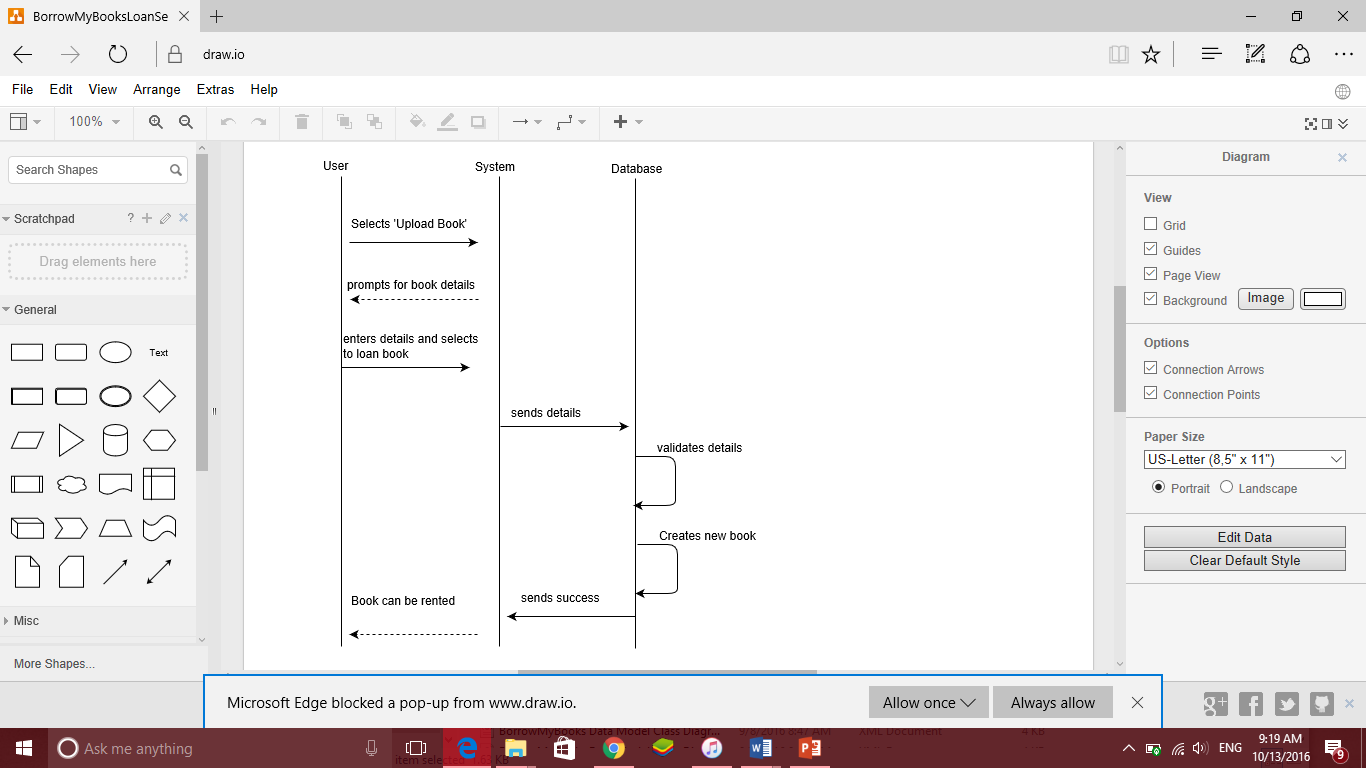
The following sequence diagram shows the process of the Explore page being populated on the site.



The user selects the ‘explore’ button on the site. The system then requests the list of books and their details from the database. The database returns all these details and the system displays the books once loading the explore page on the user’s side of the system.

### Loan Sequence Diagram:

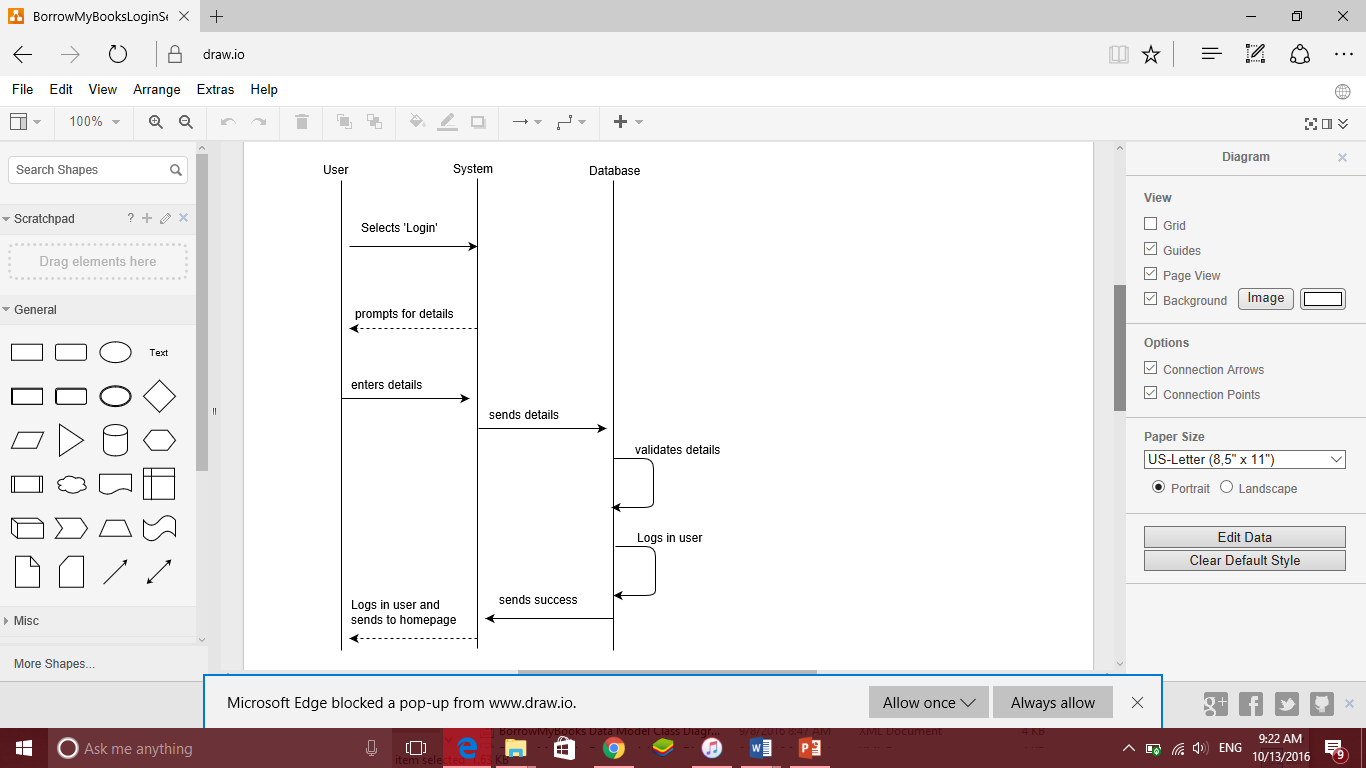
The following Sequence diagram shows the process followed by the stakeholders when a user requests to upload a book for loaning on the system.



The user requests to upload a new book. The system requests all the details of the book from the user. It then sends the details, once entered, to the database. After data validation is performed on the details, the database creates a new book in the datastore and responds with a success message to the system. The book can now be rented out to other users.

### Login sequence diagram:

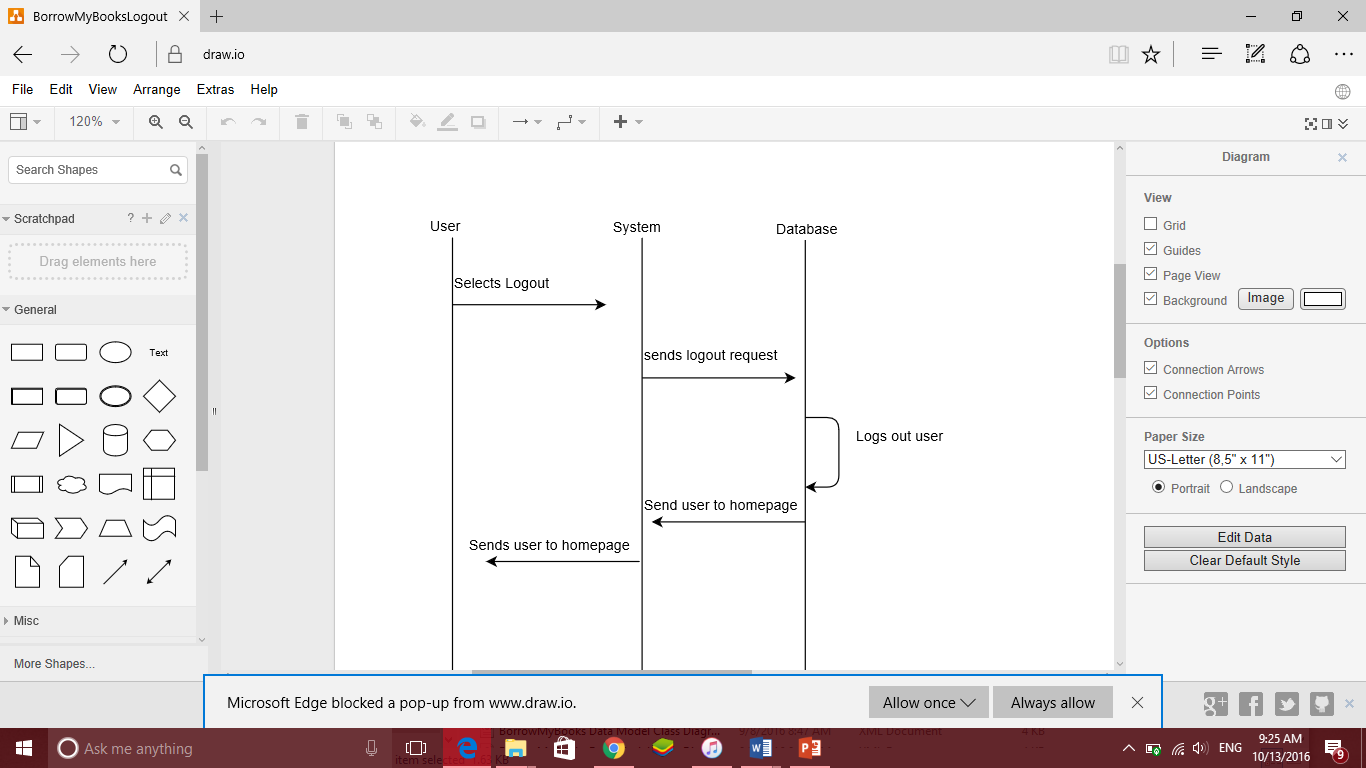
The following Sequence Diagram shows the process followed by the system when a user requests to login.



The user requests to login to the system. The system processes the submitted login details and sends them to the database. If the validation of the credentials is successful, the database logs the user in. The system is notified by the database of the successful login attempt, and the user is redirected to the home page.

### Logout sequence diagram:

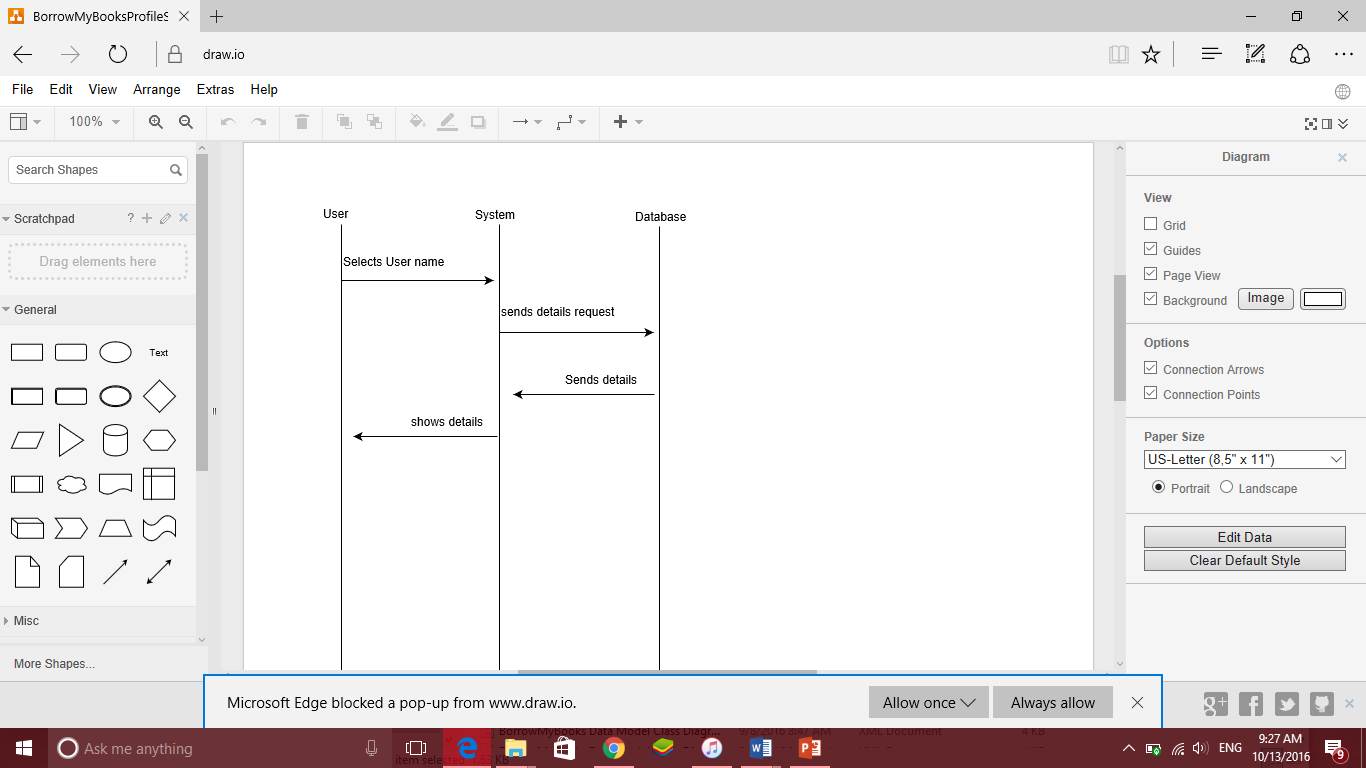
The following sequence diagram depicts the process of a user logging out of the system.



The user selects the logout button. The system then sends a logout request to the database, which logs the user out and sends a notification to the system that the user must be sent to the homepage. The system then redirects the user to the homepage.

### Profile Sequence Diagram:

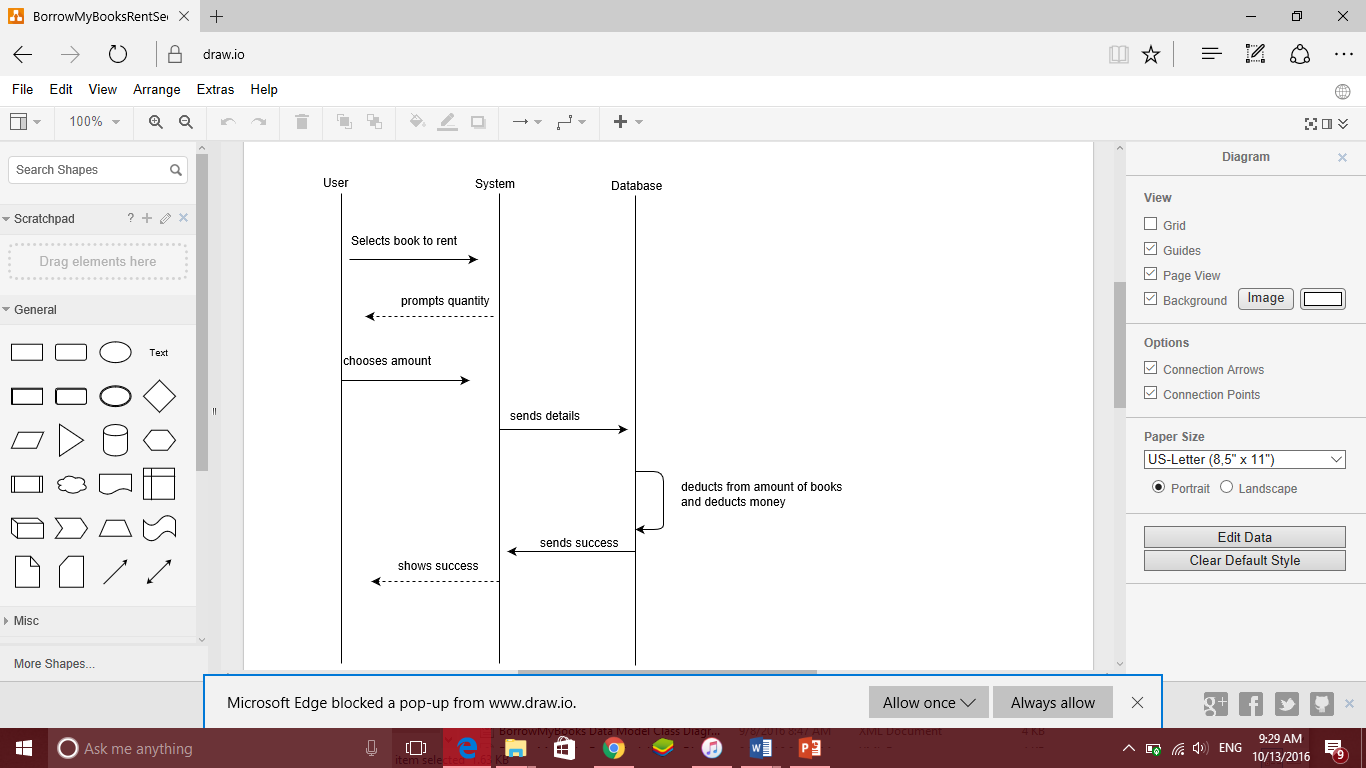
The following sequence diagram shows the process of the system displaying a users details upon request.



The user selects their name on the system page. The system then requests their details from the database, which responds with all the user’s details. The system then displays these details to the user.

### Rent sequence diagram:

The following sequence diagram shows the process of a user renting a book out from the system.

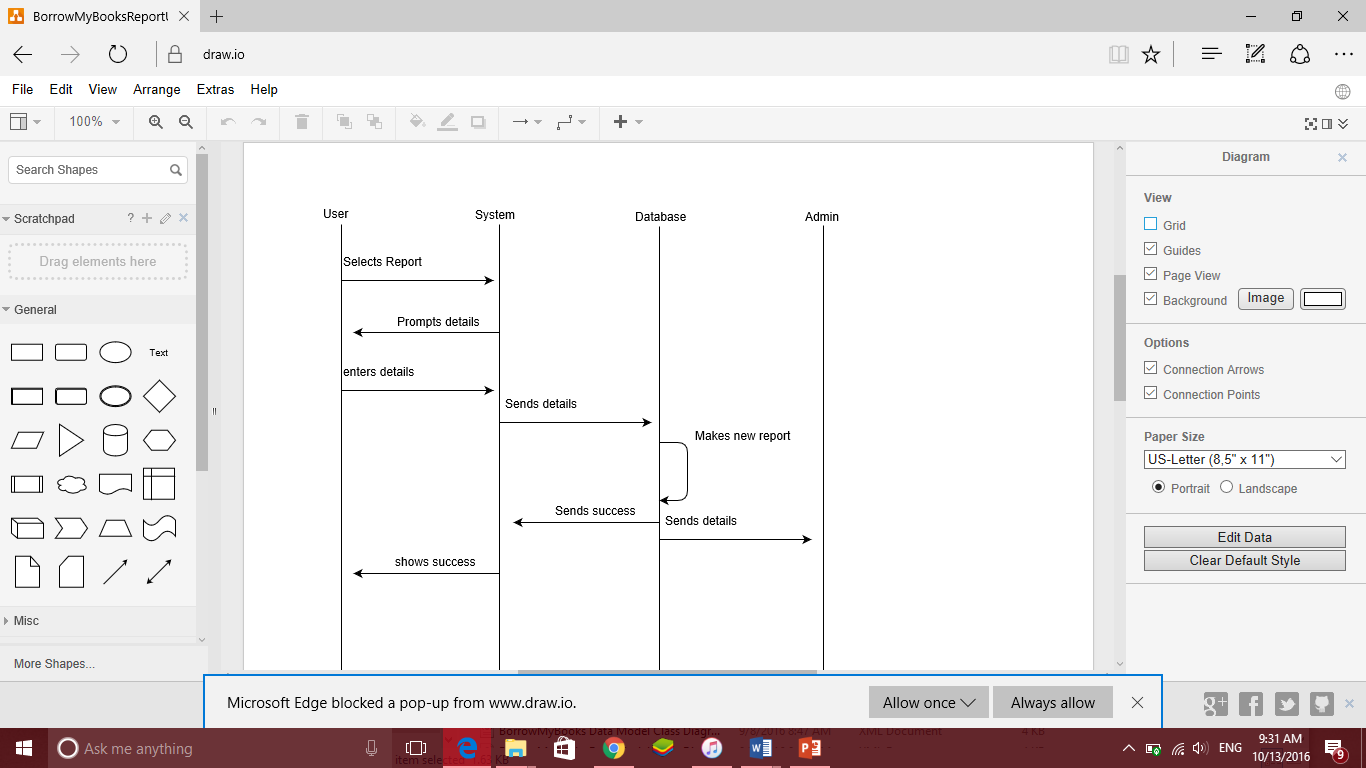


The user selects the book which they would like to rent out. They are then prompted for the quantity by the system. Once the quantity is entered, the system sends the details to the database. The database then reduces the availability of the book and monetary value from the datastores accordingly.

The system is then sent a success notification, which is forwarded to the user.

### Report User Sequence Diagram

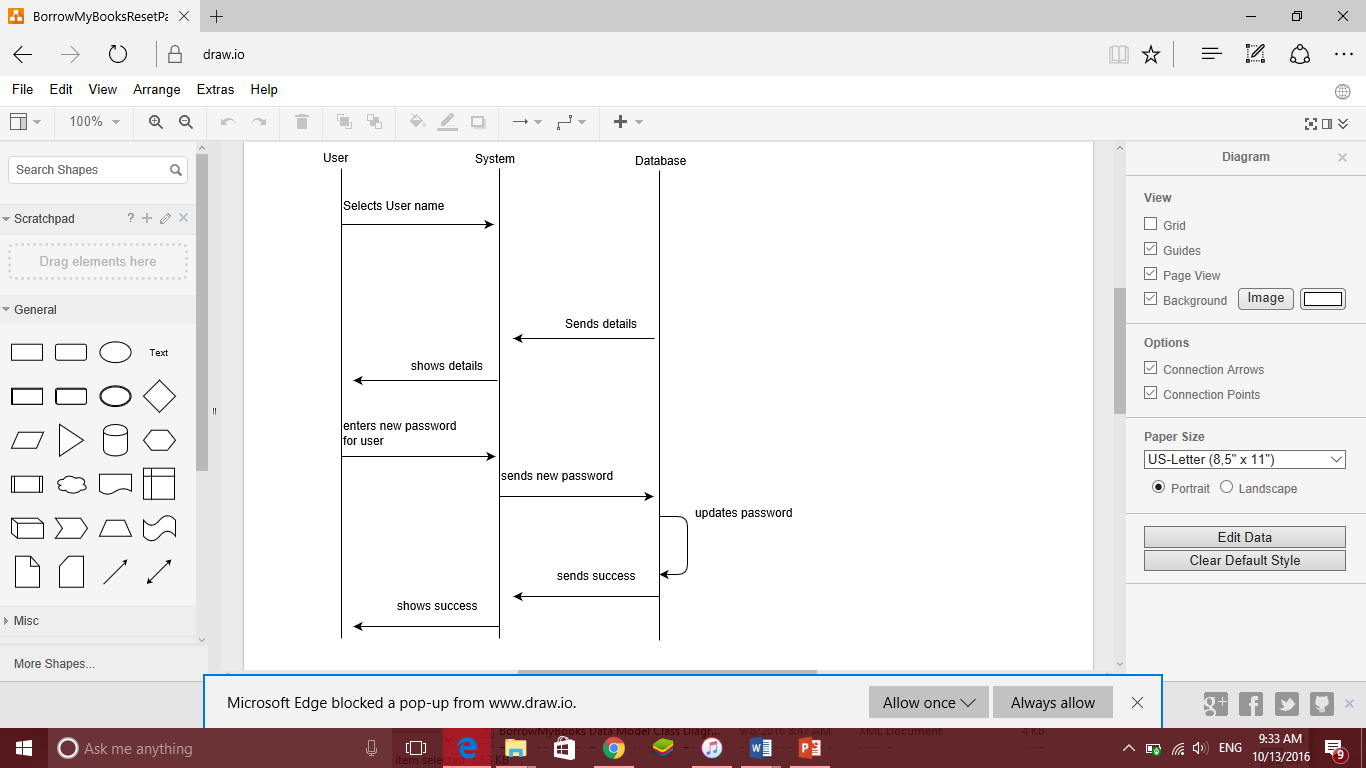
The following sequence diagram shows the process followed by a user to report another user through the system.



The user requests to report another user on the system. The system requests the details of the other user. These details are then forwarded to the database, which generates the report and sends it to the administrator. The user is notified of the report creation.

### Reset Password sequence diagram:

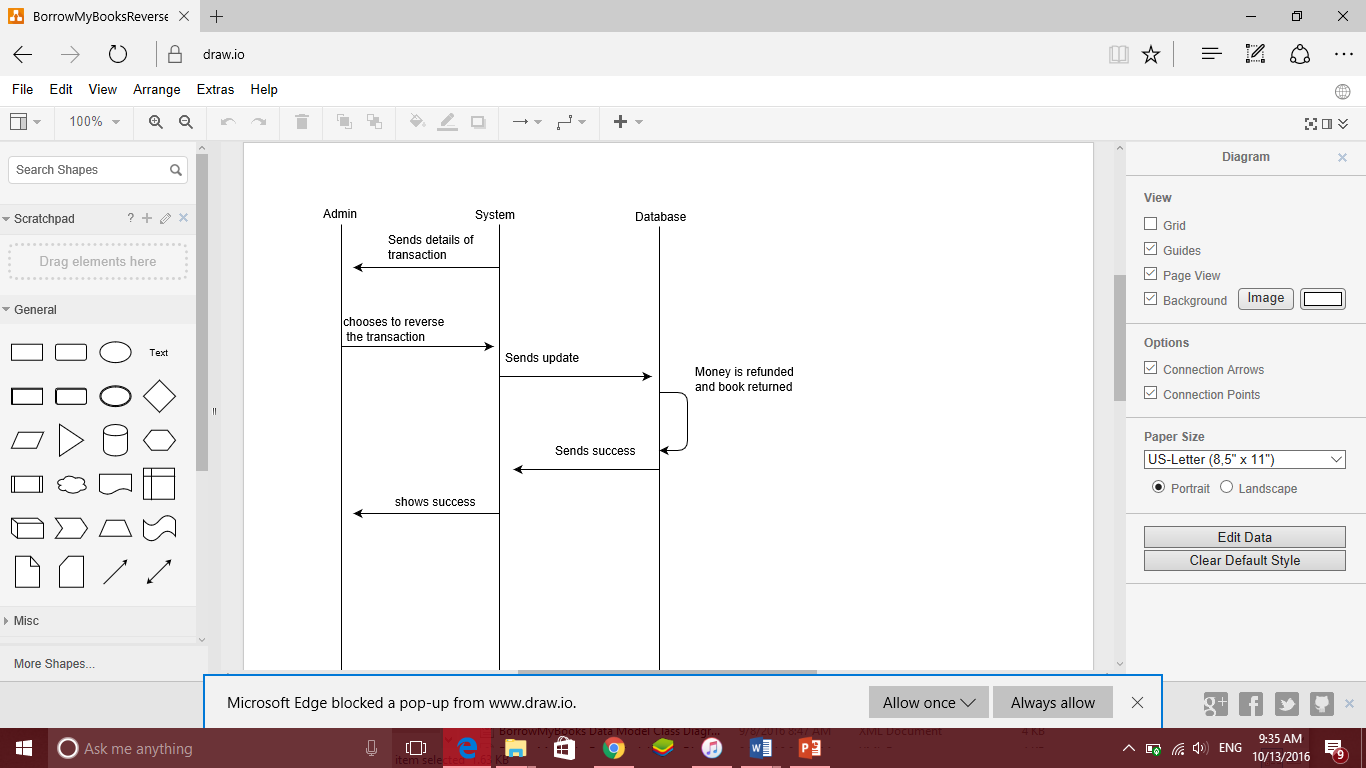
The following sequence diagram describes the process followed by a user that wishes to reset their password.



The user selects their user name on a system page. The database then returns the users details, and the system displays the details on the user’s screen. The user then enters their new password, which the system sends to the database. The database updates the existing password and the user is notified of the successful update.

### Reverse Transaction Sequence Diagram

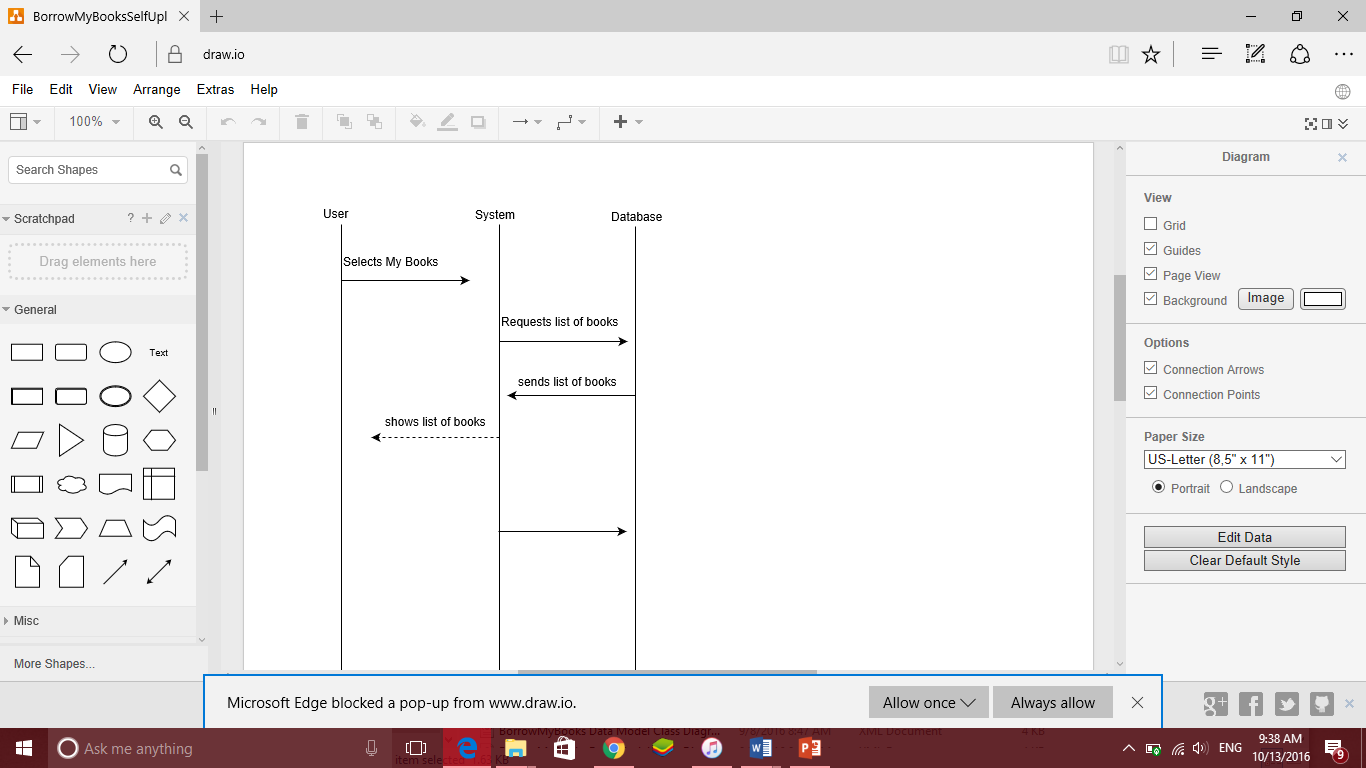
The following sequence diagram shows the process followed for a transaction on the system to be reversed.



The system sends the details of the transaction to the administrator. The administrator selects to reverse the transaction. The update is sent to the database and the money is refunded to the user, and the book is added back into the database. The administrator is then notified of the successful reversal.

### View uploaded books sequence diagram:

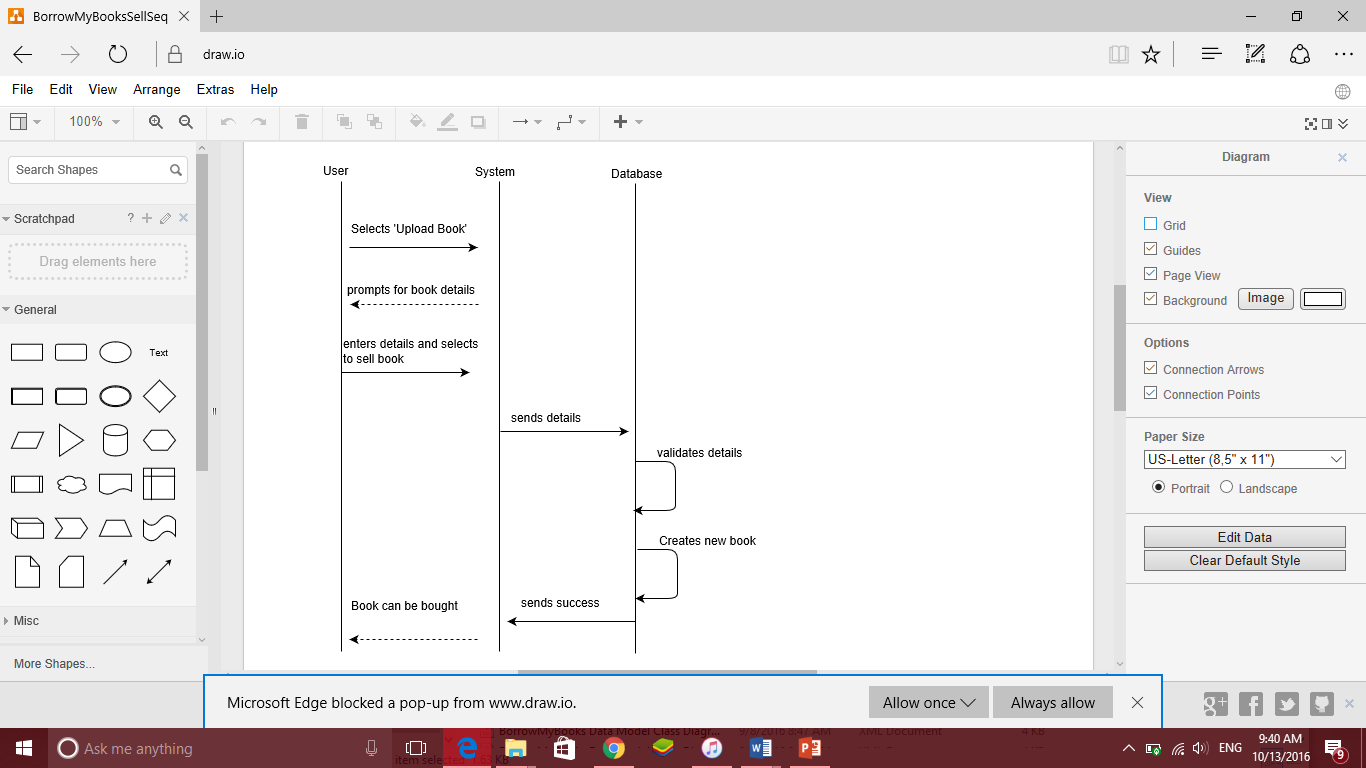
The following sequence diagram shows the process followed to display the books uploaded by a user.



The user requests to view all the books they have uploaded. The database returns all the details of these books and displays them to the user through the system.

### Sell sequence diagram

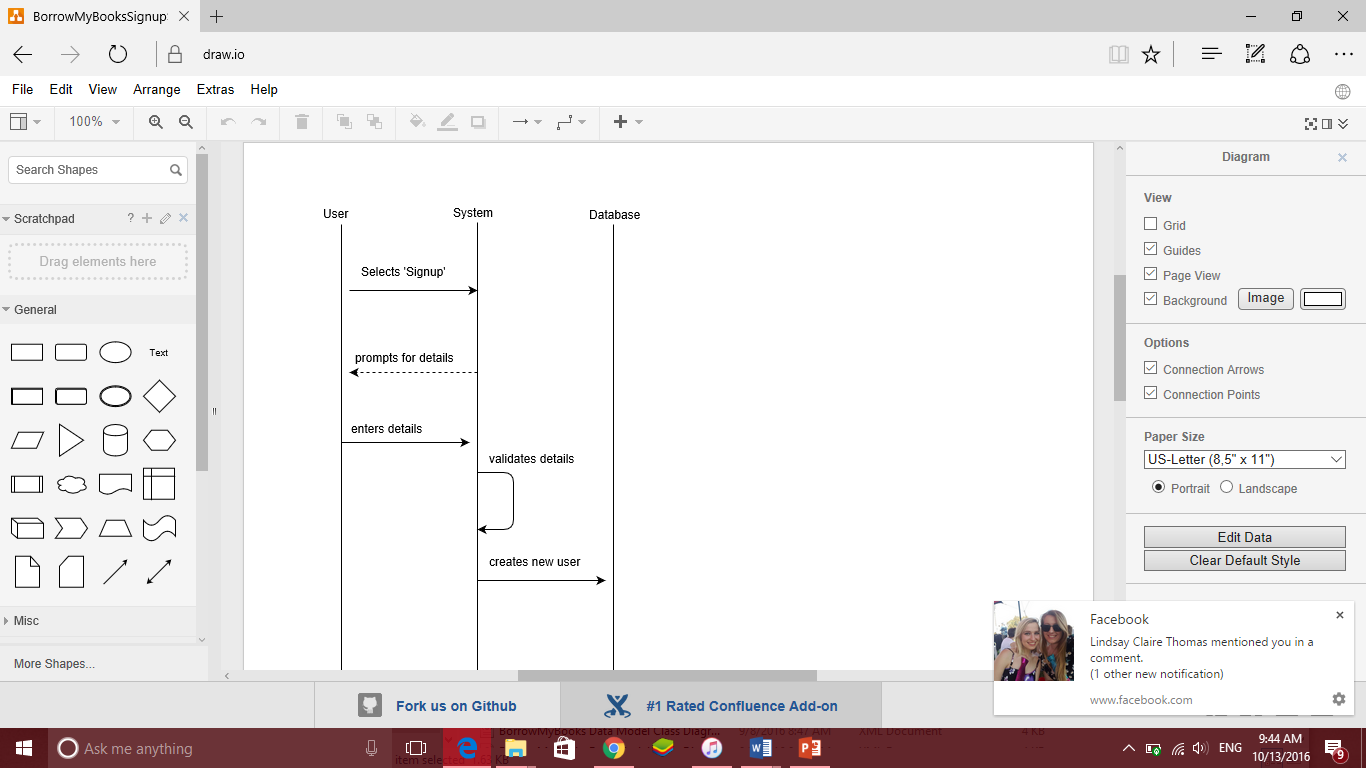
The following sequence diagram shows the process followed in the system when a book is being uploaded to be sold.



The user selects the ‘upload book’ option. The user then enters all the details of the book which are then sent to the database. The database validates the data and creates a new book in the book datastore. The system is notified of the successful creation of the book which is then forwarded to the user.

### Sign up sequence diagram:

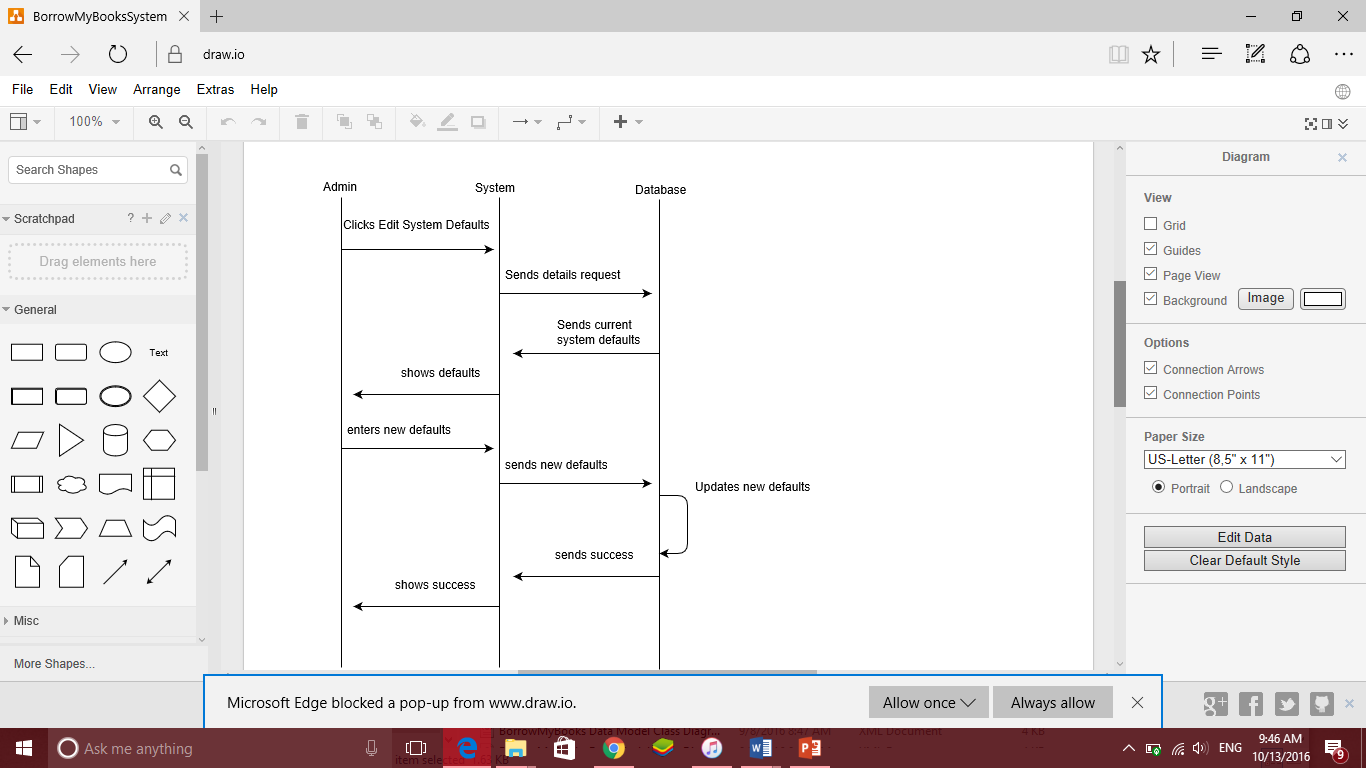
The following sequence diagram shows the process followed to sign a new user up on the system



The user selects the option to sign up. They enter their details onto the system, where the system validates them and sends them to the database. The new user is then created and stored in the datastore.

### System defaults sequence diagram

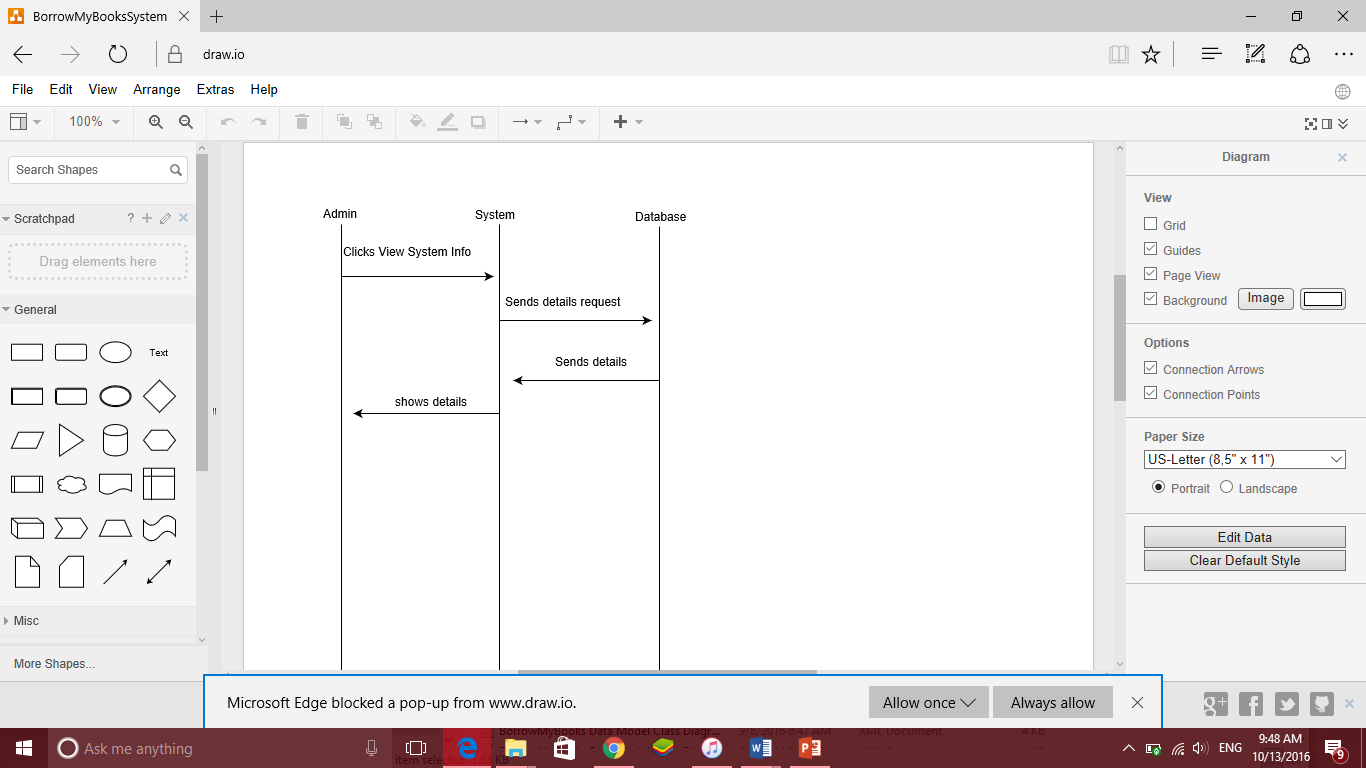
The following diagram shows the process followed to update the system defaults on a user’s browser.



The user selects the system defaults option. The details are returned from the database and displayed to the user by the system. The user enters the new defaults preferences and these are sent to the database by the system. The system and user are then notified of the successful update.

### System information sequence diagram

The following diagrams shows the process of requesting the system information.



The administrator chooses to view the system information. The system requests the system information from the database and these details are sent to the system. They are then displayed to the administrator.

# 4. Glossary

* MEAN stack: A software bundle used in making dynamic web systems and information systems. It includes NodeJS, ExpressJS, AngularJS and MongoDb.
* PassportJS: A library for NodeJS which is used for OAuth and user accounts on a node system.
* ExpressJS: A library for NodeJS which provides dynamically generated frontends and RESTful APIs.
* EJS: A templating library and language used with ExpressJS for web page generation.
* Templating Engine: A tool used to separate program-logic and presentation into two independent parts.
* WinstonJS: A logging library used to make system logs for NodeJS.
* MongoDb: A NoSQL or object oriented database which uses JSON objects and RESTful Api calls.
* NodeJS: A runtime environment which is used to build server side applications in Javascript.
* Mocha and Chai JS: These are unit and business process testing frameworks (libraries) for NodeJS.
* Node system: A system built on NodeJS.

# 5. Team

* Our Team name is: **Massive Dynamic**
* The Scrum Master: Liron
* The Project Owner: Jason
* Software developer/designer: Marko

# Appedix A: Statement of Effort

|  |  |  |  |
| --- | --- | --- | --- |
|  | Jason Chalom 711985 | Marko Vidalis 831987 | Liron Mizrahi 708810 |
| Finishing |  |  |  |
| Introduction |  |  |  |
| Current System |  |  |  |
| Proposed System |  |  |  |
| Glossary |  |  |  |