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END OF STUDY PROJECT REPORT

Prophub

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Contents

List of Figures

List of Tables

General introduction

Prophub is an innovative and dynamic online platform that is passionately dedicated to providing a cutting-edge and user-friendly space for both game designers and gamers alike. Our mission is to cultivate a vibrant community where creative minds can collaborate, showcase their talents, and access valuable resources to elevate the art and science of gaming to new heights. At Prophub, we strive to be the go-to destination for those who are passionate about gaming and are committed to pushing the boundaries of what is possible in this exciting industry.

Chapter 1

PROJECT CONTEXT

1.1 Introduction

In our first chapter, we will start with the presentation of the host organization in which our end-of-study project takes place. Thereafter, we will approach the study of the existing by presenting the current solution and its criticisms to extract our objectives and finally it is dedicated to the presentation of the workin method as well as the tools used for the realization of our project.

1.2 Presentation of the host organization

1.2.1 The host organization :

Presentation of the host organization.

Figure 1.1: Prophub logo
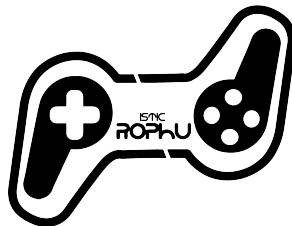
1.3 Project presentation

1.3.1 Project framework

PropHub is a game designing and distribution platform that helps game designers find their desired games and game assets.

1.3.2   Problimatics

We lack the number of working hands that can provide a reasonable amount of assets.

1.3.3   Solutions

Allow users to provide their own assets with the capability of monitizing them.

Chapter 2

REQUIREMENT SPECIFICATION

2.1 Introduction

In this chapter, we are interested in the needs of users treated in our project through the functional specifications and not functional then the external entities that will interact with the system. Finally the overall use case diagram and the product backlog are presented in order to achieve a quality application that meets the needs client.

2.2 Identification of needs

2.2.1 Identification of functional needs

Our system allows you to:
- Register
- Authenticate
- Manage account
- Manage categories
- Manage privilege
- Place an order
- Manage products

2.2.2 Identification of non-functional needs

- The website should be fast
- Users' data should be private
- PropHub should handle growing numbers
- Different devices compatibility
- The website should be a simple

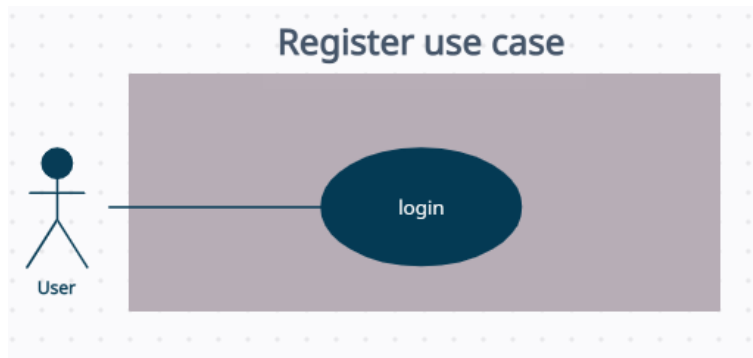## 2.3 Architecture

2.3.1 Use case diagrams

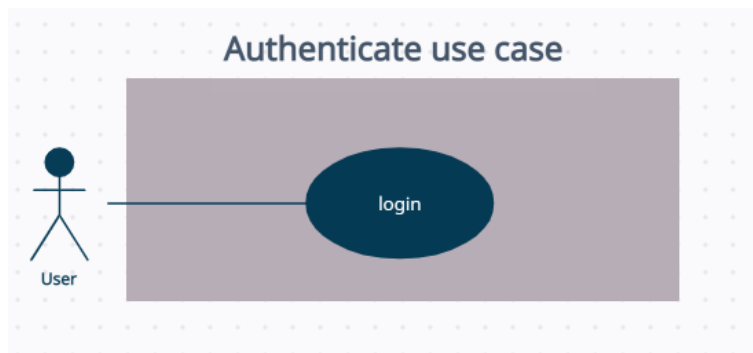Figure 2.2: "Register" use case diagram

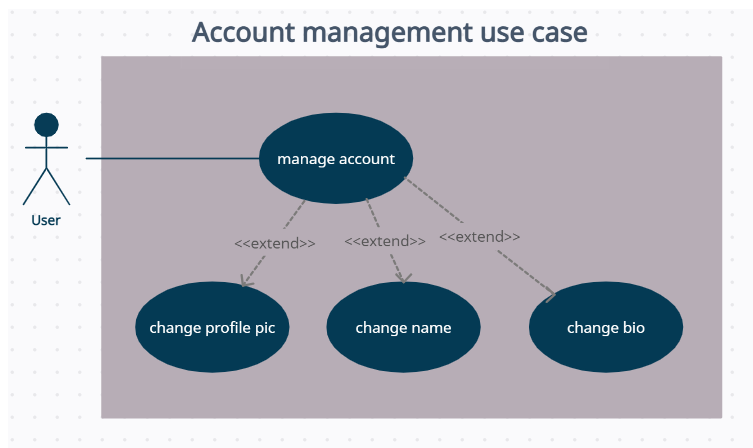
Figure 2.3: "Authenticate" use case diagram

Figure 2.4: "Account management" use case diagram
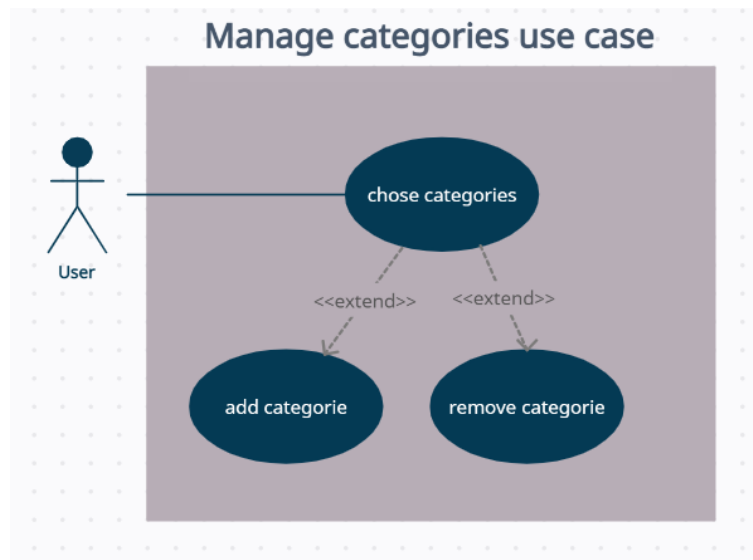
Figure 2.5: "Categorie management" use case diagram
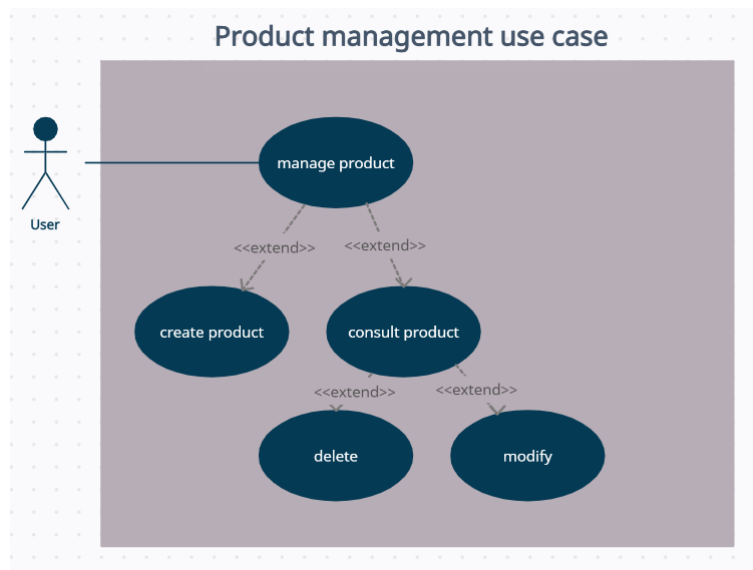
Figure 2.6: "Product management" use case diagram

2.3.2   Use case tables

Use case	Inscription
Actor	Client
Pre-Condition	User registration is done by filling out a form with the informations
Nominal scenario	the user completes the form
Post-Condition	The user is added to the database successfully
Exception scenario	The system displays an error message if Registration fails

Table 2.1: Description of the "Inscription" use case for the customer

Figure 2.7: "Order placement" use case diagram

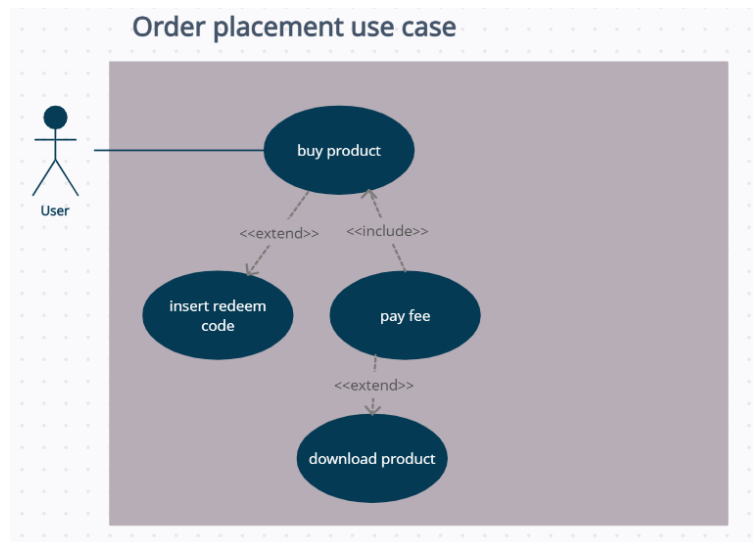| Use case	Authentification
Actor	Client
Pre-Condition	User authentification is done by filling out a form with the informations
Nominal scenario	the user completes the form
Post-Condition	The user is logged in to the database successfully
Exception scenario	The system displays an error message if Login fails

Table 2.2: Description of the "Authentification" use case for the customer

Use case	Categorie management
Actor	Client
Pre-Condition	Categorie management is done by adding and removing tags
Nominal scenario	the user picks tags
Post-Condition	The user is presented with products related to his/hers desired critiria
Exception scenario	The system displays products disrigarding the categories

Table 2.3: Description of the "Categorie management" use case for the customer

2.3.3   Sequence diagrams

TODO:Make sure the layout is correct before adding the rest of the diagrams

TODO:Look for the bug that's causing the tables and diagrams to mix up order

Use case	Product management
Actor	Client
Pre-Condition	Product management is done by creating, modifiying and deleting products
Nominal scenario	the user choses his/her product
Post-Condition	The user is presented with the product information along with the tools to mod
Exception scenario	The system displays an error of incomplete information

Table 2.4: Description of the "Product management" use case for the customer

Use case	Ordder placement
Actor	Client
Pre-Condition	Order placement is done by chosing a product and adding it to the cart
Nominal scenario	the user choses his/her product
Post-Condition	Product is added to the user cart
Exception scenario	Cart remains the same

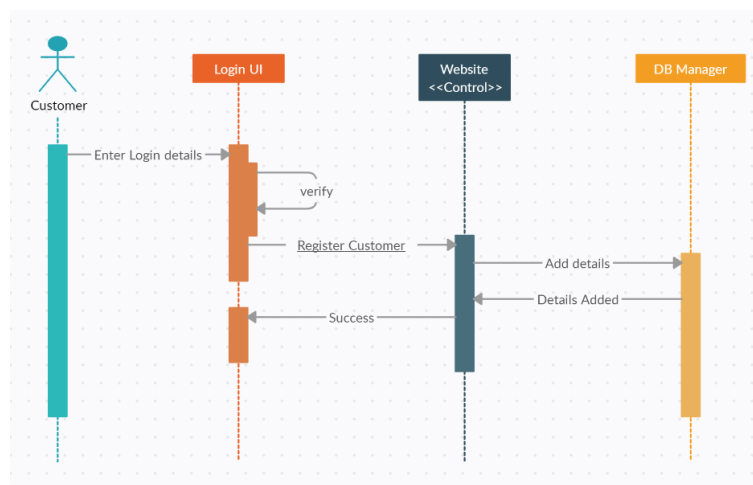Table 2.5: Description of the "Order placement" use case for the customer

Figure 2.8: "Authentification" sequence diagram

TODO:Make sure to finish the front-end desing before adding in the balsamic and ux design to the document (The actual website design might not close enough to the initial UI/UX design)

Chapter 3

DATA MANAGEMENT

3.1 Introduction

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3.2 Identification of backlog of release 1

Feature	Priority	Estimate
User registration	1	Medium
Product search	1	Medium
Shopping cart	1	Medium
Checkout process	1	Medium
Product reviews	2	Medium
Product recommendations	2	Medium
Social media integration	3	Medium
Mobile responsiveness	3	Medium

Table 3.6: Prophub Backlog