

Development Enviroments

1st Year DAM

Final Project

Memory

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1. Introduction

Videogame shop management application.

The application requires a list of all the products with their title, price, stock, platform, release date and a unique ID. Customers can only buy games without benefits, but they can become a partner (paying 5€) to have access to some special services like selling and renting games. Furthermore, with every transaction, the customer gains points which can be used to buy games (every 1000 points is 5€). The partners also have the option to reserve games which are not on sale yet. The important information we need of the customers to become partners is the identification document, name and birthdate.

The application needs to keep track of every transaction made with the date and assigning it a number for each customer.

The products will be separated by new and pre-owned. At least 10% of the stock of each game must be for renting. The pre-owned games will be the ones bought or rented from the partners and the selling price must be below 85% the original price. The workers have the admin status. They can add and delete people from the partner list.

Rented games must be returned after 5 days and there is a limit of 3 games at the same time. Whenever a partner doesn't return a game in time 5 times, the partner status is lost.

Finally, a browser will be added to search both partners and games by every parameter (price, name, etc). Only the admins have access to this tool.

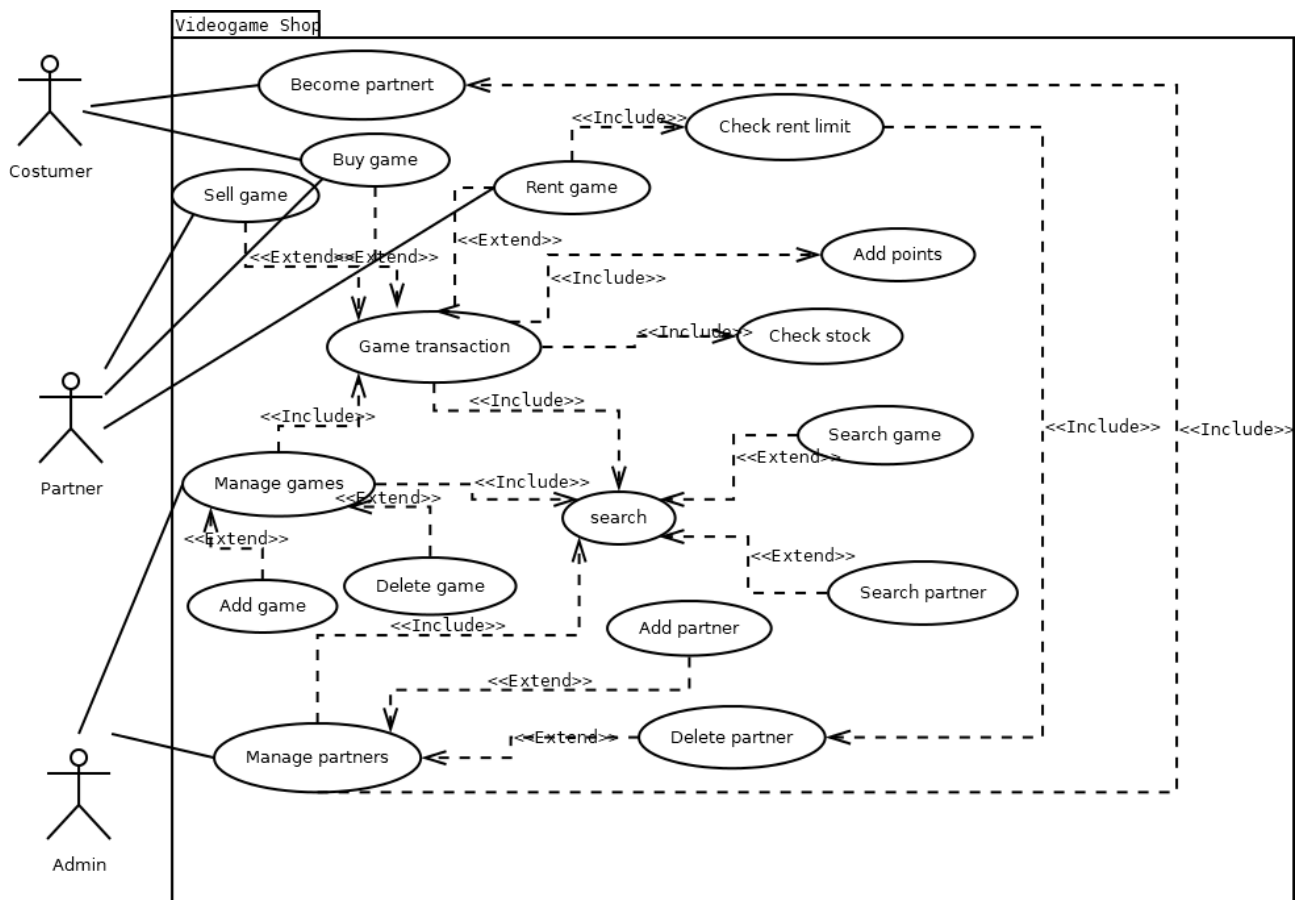
2. Requirement specification

System requirements: a personal computer to save the data locally.

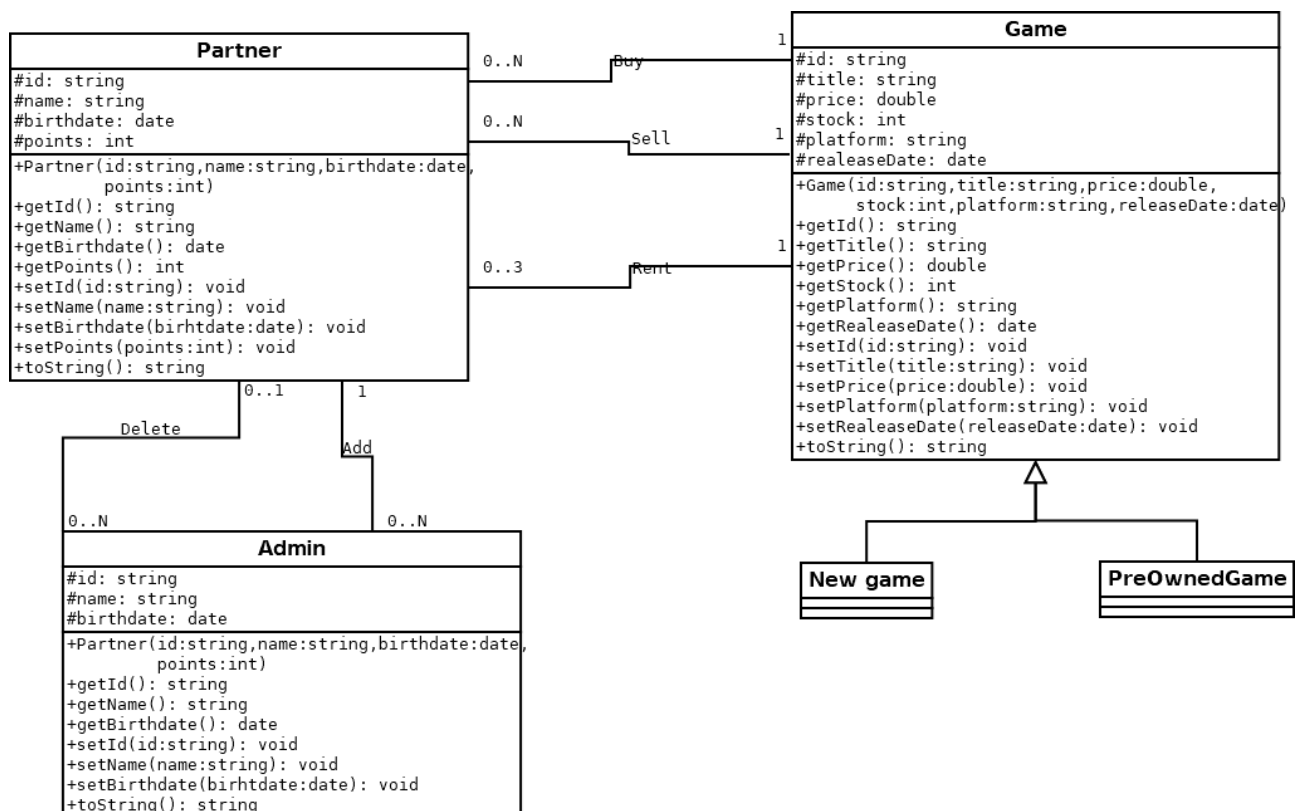
Functional requirements: register partners, add and delete games, save transaction data, three rents at the same time with a five day deadline, expel partners when they don't return a game in time five times, give points to partners and give them the possibility to use them when buying and renting.

Non-functional requirements: do back-ups every week.

3. Use case diagram



4. Class diagram



5. Activity diagram

Rent game case activity diagram:

