

Technical report

Author

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Abstract

This is a report about the solution to a problem regarding the sale of arcade machines, using what was learned in class.

Realted Work

Creating the UML diagrams first allowed for the correct use of time, as this allowed for saving a lot of time and better understanding how the project worked. Furthermore, the division of the code also made it easier to write the code. The instructions requested and the user stories provided through user surveys were successfully met. Making the UML diagrams first allowed us to make the best use of time, since this way we can save a lot and better understand how what we want to do works. On the other hand, the division of the code also made it easier to write the code. We were able to satisfactorily comply with the instructions requested and with the user stories provided through user surveys. Next, the user stories:

- As an admin, I want to see all the purchases in a file, so I can deliver them.
- As a customer, I want to see the list of available games, so I can add my favorites.
- As a client, I want to search for a videogame in the catalog, so I can see the full list of videogames.
- As a manager, I want to add games to the machine, so I can sell more games.
- As a client, I want to add my information, so I can receive the products.
- As a customer, I want to choose the type of materials for the machine, so I can customize it to my liking.