Project Analyse groep 1-20

Ashley Timmermans & Nina de Weerd
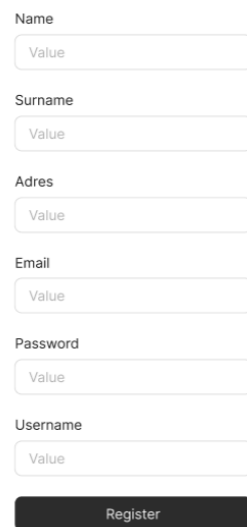
1 Project description

BowlBuddies

BowlBuddies is een applicatie waar je pokebowls zelf kunt samenstellen en bestellen. De users kunnen hun eigen pokebowls samenstellen door ingrediënten te kiezen of kant-en-klare bowls bestellen. Het systeem bevat een gebruikersregistratie, order overzicht, pokebowl samenstellen systeem, een admin-omgeving om gebruikers te beheren en een manager overzicht om alle orders te kunnen zien en de ingrediënten te beheren.

2   User stories

Story - User create account
As a user, I'm able to create an account, so that I can order pokebowls.

Wireframe

Name
Value

Surname
Value

Adres
Value

Email
Value

Password
Value

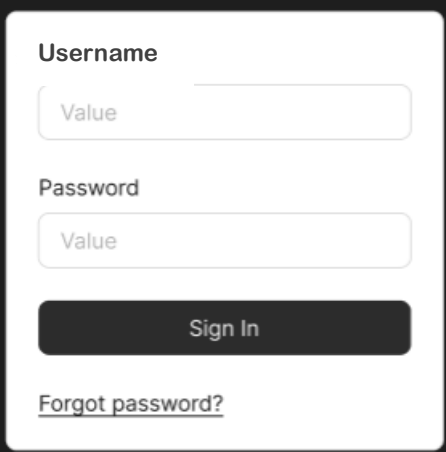**Username**
Value

Register

Acceptance Criteria

- If you click on "register", it should show a form where the user can enter their details.
- If username is already in user, show a validation error above the username input-field.
- The email input-field should have an email validation.
- Password should be at least 8 characters
- If the user is successfully created, then it should display a message with "User successfully created."

Story – User login account

As a user,
I'm able to login into my account,
so that I can access my account.

Wireframe

Username

Value

Password

Value

Sign In

Forgot password?

Acceptance Criteria

- If you click on login without password and username, an error message should display.
- If the login credentials don't match, an error message should display: "Wrong username or password."
- If the user is successfully logged in, the user should be redirected to the menu page.

Story – Admin user data

As an Admin,
I want to be able to manage user data,
So that I can delete and edit users.

Wireframe
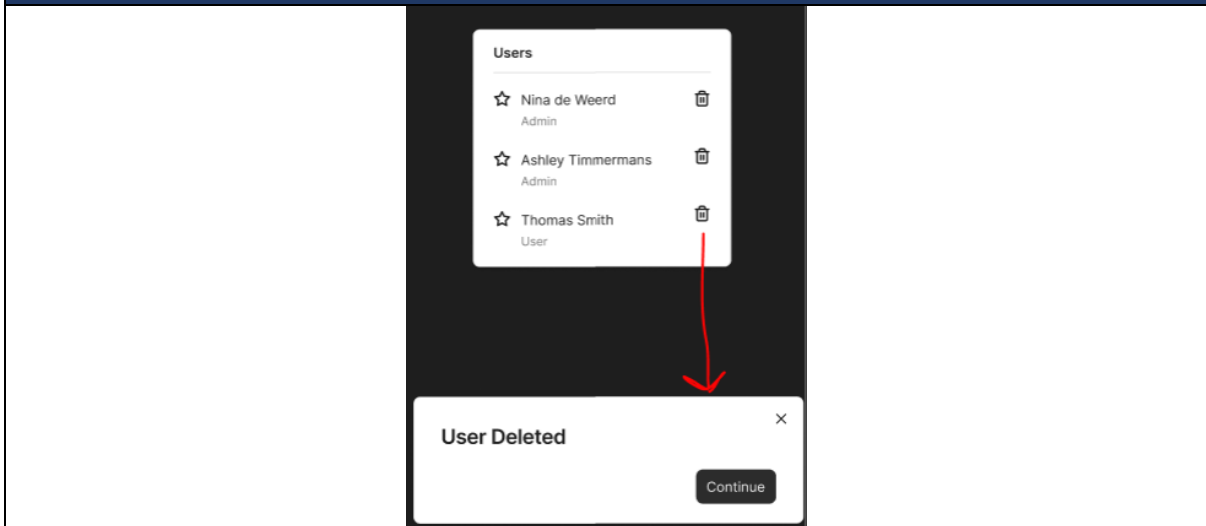
Acceptance Criteria

- If a user is deleted successfully, a message should display: "User was removed."
- User cannot be removed if it has an active order
- If a user's data is successfully updated, a message should display: "<usernames>'s data was updated".

Story – Admin role management

As an Admin,
I'm able to give users a different role,
So that I can give management permission to managers.

Wireframe

Acceptance Criteria

- If the role of a user is updated, a message should display: "<username>'s role has been updated".

Story – User multiple orders

As a user,
I'm able to place multiple orders,
So that I can order multiple times.

Wireframe

My orders

☆ Order 1
09/10 12:42

☆ Add order ✚
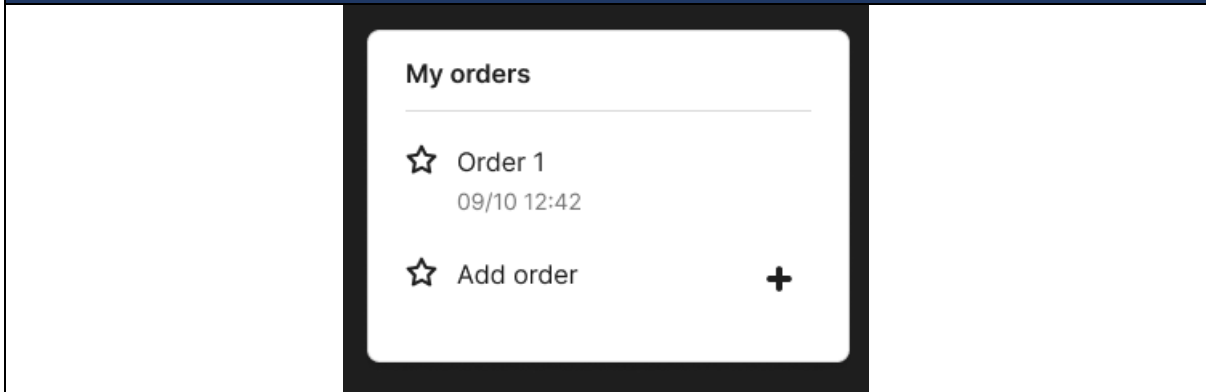
Acceptance Criteria

- If an order was created, it should show it in the user's order history.

Story – View total price of order

As a user,
I want to be able to view the total price of my order,
So that I can see what I have to pay.

Wireframe

Order summary

☆ Salmon Pokebowl   €13,99
White rice, salmon, cucu... ⚙ 🗑

☆ Personalised Poke   €14,99
Brown rice, chicken, cor ... ⚙ 🗑

Total price   €28.98

Acceptance Criteria

- The order should calculate all the prices of the ingredients of the pokebowl.
- The order shows all the used ingredient prices and quantity in a small box on the order.

Story – Manager view all orders

As a manager,
I'm able to view all the user orders,
So that I have an overview of all orders that have been ordered.

Wireframe
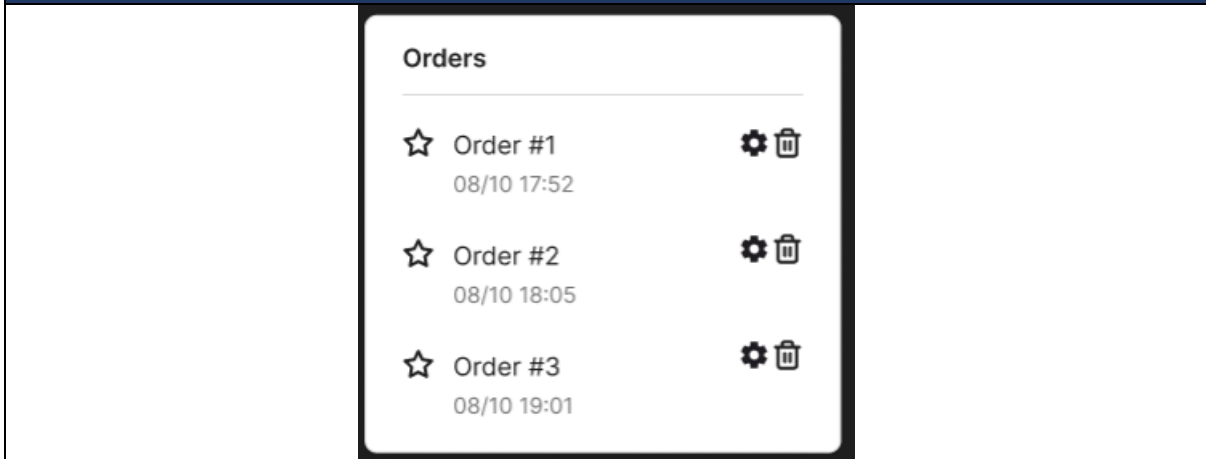
Acceptance Criteria

- The orders must be shown on date order (newest to oldest).

Story – User custom pokebowl order

As a user,
I'm able to make my own pokebowl,
So that I have a custom pokebowl.

Wireframe

Sauce		Toppings		Protein	
Spicy mayo	⊞	Corn	⊞	Salmon	⊞
Sweet chili	⊞	Seaweed	⊞	Tuna	⊞
Soy sauce	⊞	Avocado	⊞	Tofu	⊞
		Carrots	⊞		
		Mango	⊞		
		Onions	⊞		

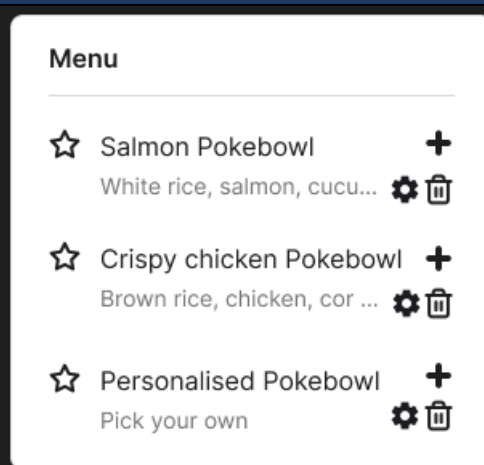### Acceptance Criteria

- If the user reached the maximum ingredients on their pokebowl, an error message is displayed "Cannot add more ingredients".
- If an ingredient is out of stock, the ingredient should be unclickable and grayed out.
- The user cannot add more than 1 sauce.
- The user cannot add more than 2 protein.
- When ingredient is successfully added a message is shown and total gets updated

As a manager,
I'm able to create a pokebowl,
So that it gets added to the pokebowl list and users can order it.

Wireframe
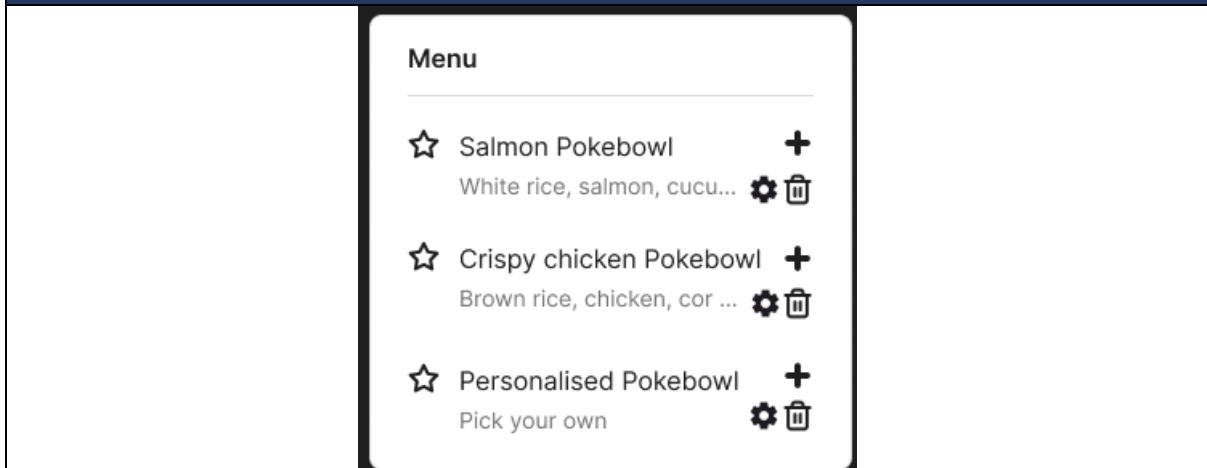

Acceptance Criteria

- The "naam", "type", "beschrijving", "maxAantalIngredienten" cannot be empty. Or else an error message displays with "<naam/type/beschrijving/max aantal ingredienten> cannot be empty".

- "Prijs" is optional. If the price is empty, the standard value is 5 and it will be summed up with the ingredient prices. If the "prijs" is not empty, the pokebowl prijs is the given prijs.

- "Prijs" and "maxAantalIngredienten" must be a positive number, or else an error should be thrown.

- If ingredient doesn't exist, an error message should display.

- The "aantal" of the ingredient should decrease when added. If the "aantal" is already 0, it should throw an error "<ingredient> is out of stock" and the number should still be 0.

- If there are more ingredients than "maxAantalIngredienten", an error should display with "Cannot add more ingredienten".

- If the ingredient limit is reached of a ingredient, an error should display with "Cannot add more <ingredient>".

- All the created pokebowls should be displayed with the "naam" and "prijs" in a pokebowl list in the frontend.

- In the front-end, when clicking on a pokebowl all the pokebowl details should display of that pokebowl.

Story – User menu pokebowl order

As a user,
I'm able to order an existing pokebowl,
So that I don't have to make a custom pokebowl.

Wireframe

Acceptance Criteria

- The user cannot add more than 999 pokebowls.

Story – Manager set ingredient limit on pokebowl

As a manager,
I'm able to set a limit for adding ingredients to a pokebowl,
So that a user cannot add unlimited ingredients.

Wireframe

Manager Settings

⚙ Add ingredients

⚙ Set ingredient limits

⚙ Check Stock
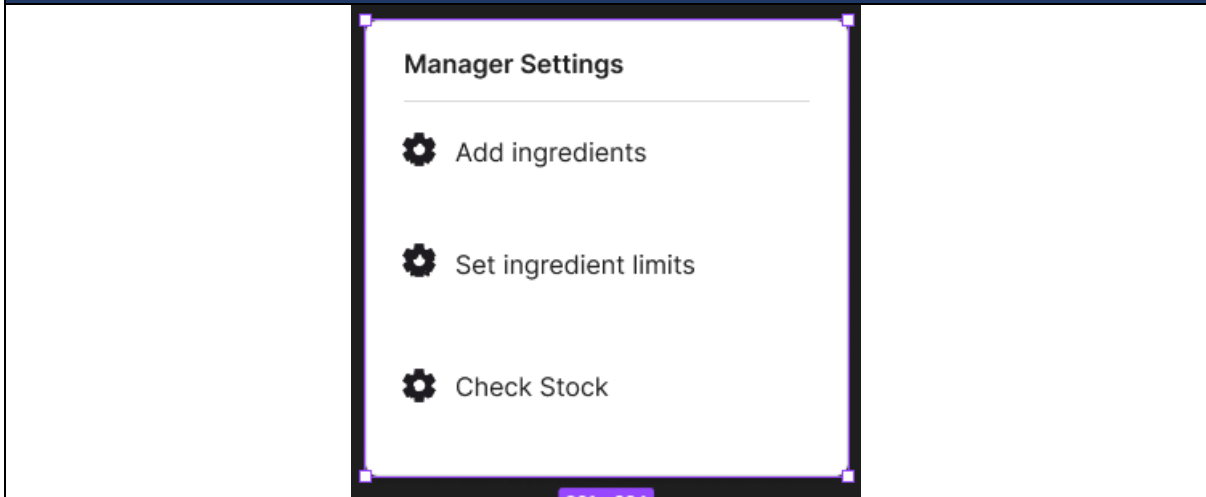
Acceptance Criteria

- The manager can set a limit between minimum 5 and maximum 15, or else an error message is displayed: "Choose a number between 5 and 15".

Story – Manager create new ingredient

As a manager,
I'm able to create new ingredients,
So that users have more variety to choose from.

Wireframe

Manager Settings

⚙ Add ingredients

⚙ Set ingredient limits

⚙ Check Stock
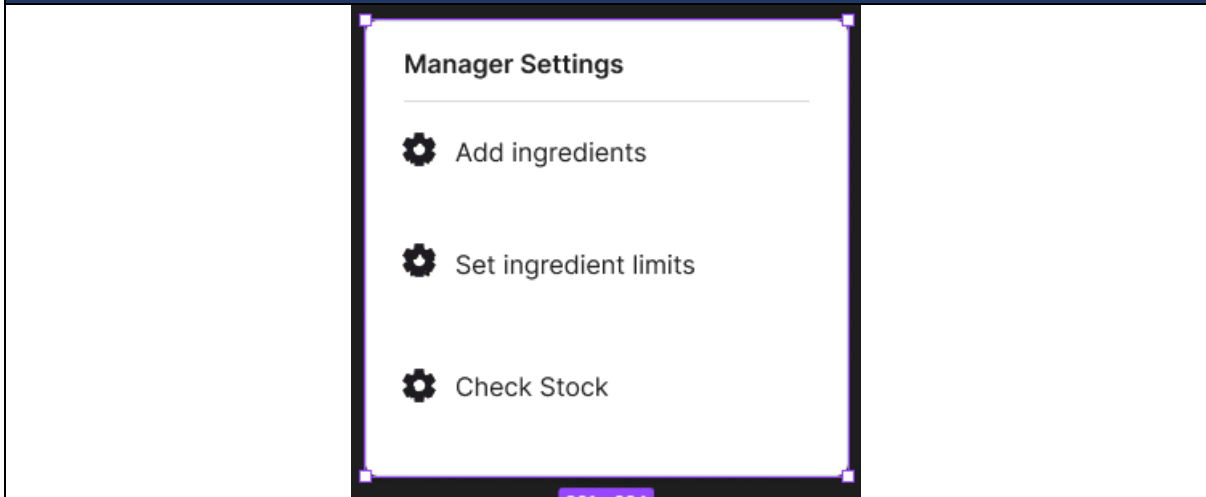
Acceptance Criteria

- If the ingredient already exists, an error message should display: "<ingredient-name> already exist".
- When successfully added a new ingredient show message: "<ingredient-name> was added".

Story – Admin view all users

As an admin,
I want to be able to see all users,
So that I have an overview of all users on the platform.

Wireframe

Orders

☆ Nina de Weerd   ⚙ 🗑
Admin

☆ Ashley Timmermans   ⚙ 🗑
Admin

☆ Thomas Smith   ⚙ 🗑
User
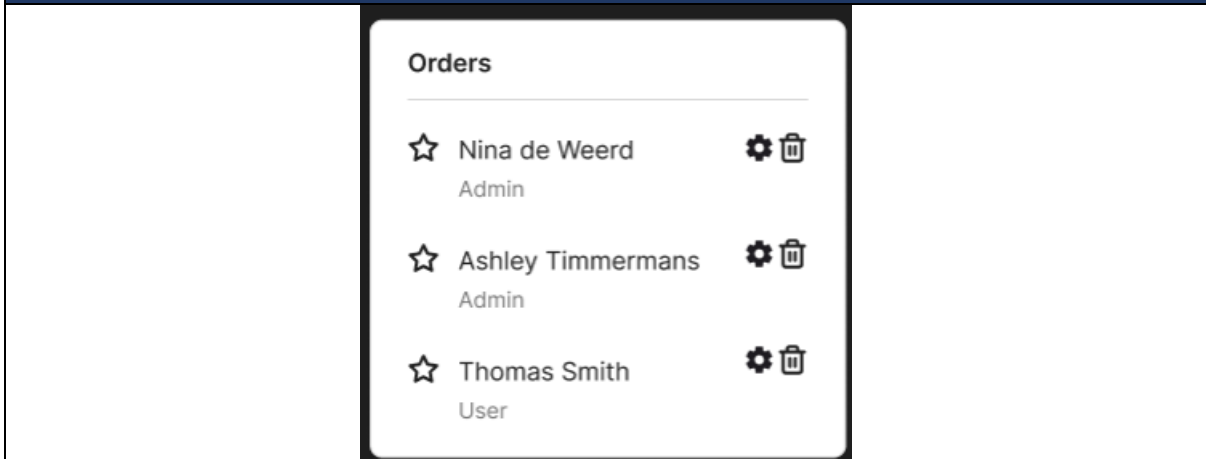
Acceptance Criteria

- The admin sees a list of users with search and filter options
- Admin can see user details like orders

Story – Manager view ingredient stock

As a manager,
I want to see stock of each ingredient,
So that I know if there is enough for future ingredients.

Wireframe

Acceptance Criteria

- The manager sees an overview of all ingredients with the current stock

3   Domain model

Bestelling

Datum: DateTime
Totaalprijs: Double

Pokebowls: List<Pokebowl>
addPokebowl(pokebowl: Pokebowl)
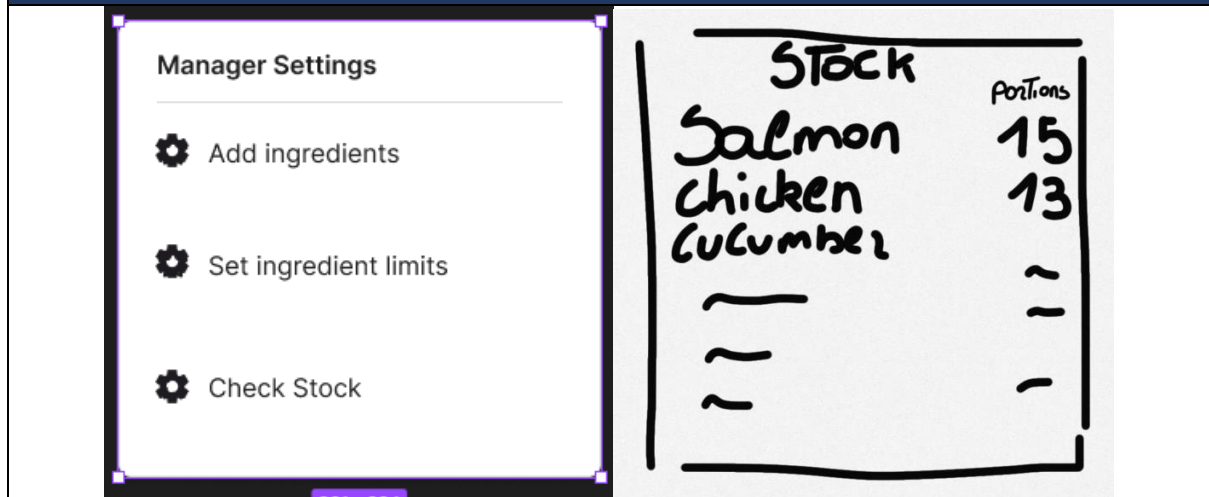removePokebowl(pokebowl: Pokebowl)

Pokebowl

Naam: String
Prijs: Double
Type: String
MaxAantalIngredienten: Int
Beschrijving: String
addIngredient(ingredient: Ingredient)
calculatePrice()

1..N

N..1

N..N

User

Naam: String
Voornaam: String
Email: String
Wachtwoord: String
Adres: String
Gebruikersnaam: String
Rol: String
register()
order(order: Order)
login()
deleteUser(user:User)
updateUser(user: User)

Ingrediënt

Naam: String
Type: String
Prijs: Double
Aantal (stock): Int
setIngrediëntLimit()
addIngrediënt()

4 Conceptual model

5 Logical database model

User

PK	ID
	Naam
	Voornaam
	Email
	Wachtwoord
	Adres
	Gebruikersnaam
	Rol
	BestelGeschiedenis

Bestelling

PK	ID
	Datum
	TotaalPrijs
FK	UserID

Bestelling_Pokebowl

PK,FK1	BestellingID
PK,FK2	PokebowlID

Ingredient

PK	ID
	Naam
	Prijs
	Type
	AantalInStock

Ingredient_Pokebowl

PK,FK1	IngredientID
PK,FK2	PokebowlID

Pokebowl

PK	ID
	Naam
	Prijs
	Type
	Beschrijving
	MaxAantalIngredienten