Grocery manager x

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Product description:

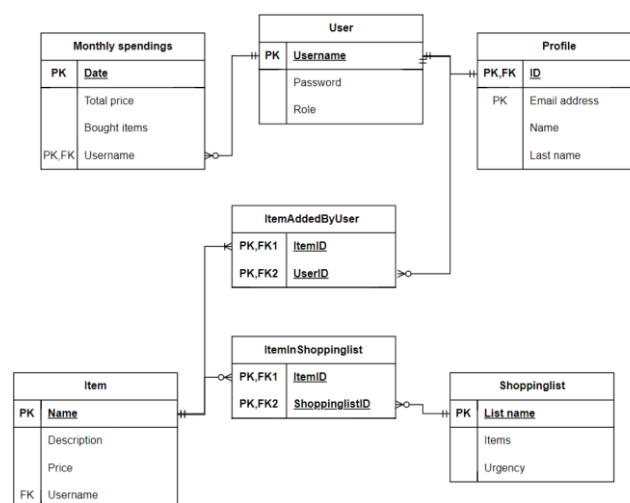keep track of which items you need to purchase and how urgently you need to have

their home. Know who added wants these items, where they must be brought from and what

they are. In the web App you can have a family-group that can be managed by the family-admin

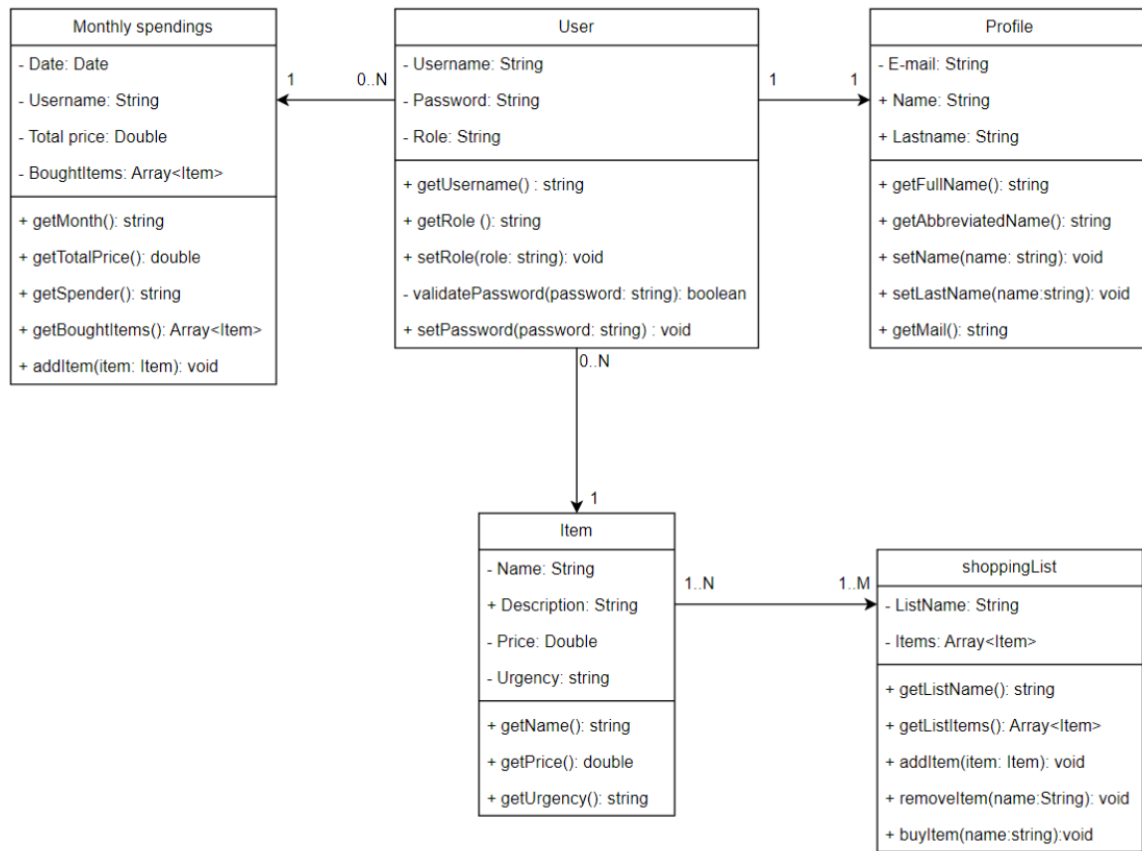who can add family-members and viewers to this family-group.

Conceptual entity-relationship diagram:
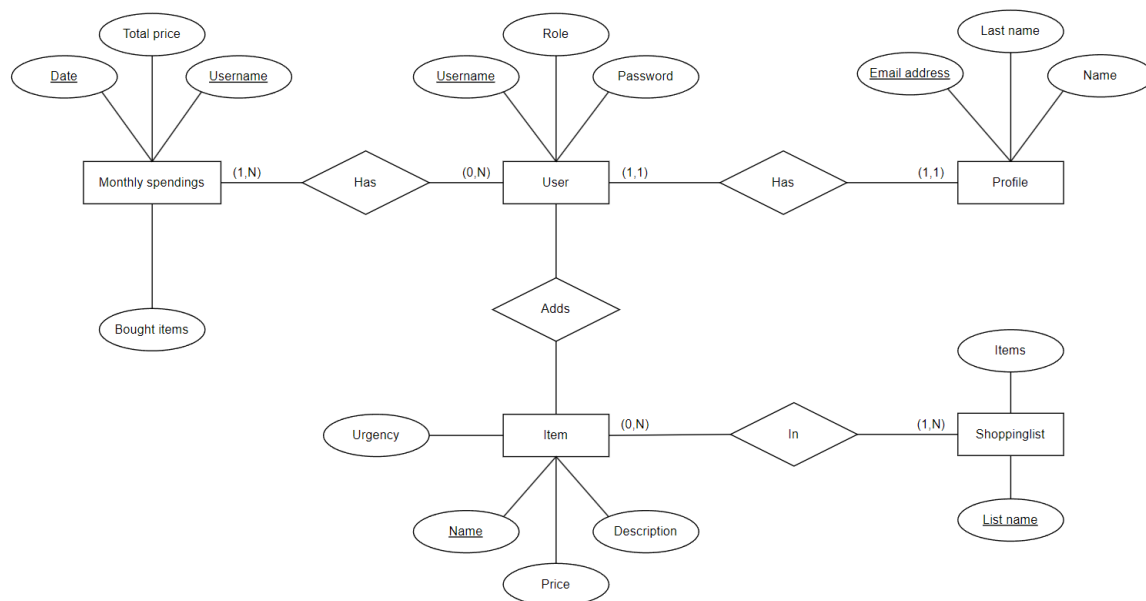
Logical entity-relationship diagram:

UML:

Monthly spendings

- Date: Date
- Username: String
- Total price: Double
- BoughtItems: Array<Item>

+ getMonth(): string
+ getTotalPrice(): double
+ getSpender(): string
+ getBoughtItems(): Array<Item>
+ addItem(item: Item): void

User

- Username: String
- Password: String
- Role: String

+ getUsername() : string
+ getRole (): string
+ setRole(role: string): void
- validatePassword(password: string): boolean
+ setPassword(password: string) : void

Profile

- E-mail: String
+ Name: String
+ Lastname: String

+ getFullName(): string
+ getAbbreviatedName(): string
+ setName(name: string): void
+ setLastName(name:string): void
+ getMail(): string

1   0..N

1   1

0..N

1

Item

- Name: String
+ Description: String
- Price: Double
- Urgency: string

+ getName(): string
+ getPrice(): double
+ getUrgency(): string

1..N   1..M

shoppingList

- ListName: String
- Items: Array<Item>

+ getListName(): string
+ getListItems(): Array<Item>
+ addItem(item: Item): void
+ removeItem(name:String): void
+ buyItem(name:string):void

User story 1: Add items

As a family-member, I need to be able to add items to a shopping list so that I can keep track of the items that have to be purchased.

Wireframe:

Acceptance criteria:

I need to be able to add the items name, description, store where it should be bought from and the importance/urgency.

Items without a name can't be inputted.

An item can be added even if the shop or/and description is empty.

User story 2: Buy items

As a family-member I need to be able to delete the items that have been bought on the go so that I can keep track of which items I still need to buy.

Wireframe:

Acceptance criteria:

When an item is bought it should disappear from the list.

When all the items of a list have been bought the list should disappear.

User story 3: Register user

As a family-admin I'm able to add family-members or viewers to the family-group so that I can give access to the right people to the right features.

Wireframe:

Acceptance criteria:

Empty fields are not allowed.

A Password should be strong (8 characters long, contains capital letters and symbols)

When the add user button is pressed a user is added to the database.

User story 4: Add price

As a family-member I want to be able to optionally input the price of an item when buying it so that I can keep track of my monthly spendings and which items I bought throughout the month.

Wireframe:

Acceptance criteria:

When the bought button is pressed the Author field is replaced by price and the option to remove the item without adding a price appears as well.

When pressing the enter key while inputting the price the price is inputted, and the item is removed from the list.

No negative prices can be inputted.

The ".", "," marks are the same as a regular decimal separator.

Only numbers can be inputted in the price field.

User story 5: Profile

As a family-member I want to be able to see my profile and modify my personal information so that I can make sure the info about me is right.

Wireframe:

Acceptance criteria:

Pressing the profile button redirects the user to the profile page.

Changing personal information requires confirmation by entering the current password.

The new password must also be a strong password (8 characters long, contains capital letters and symbols).

User story 6: Monthly spending

As a family-member I want to see my monthly spending and some nice statistics. So that I can know how much I've spent on stuff this month and be able to budget.
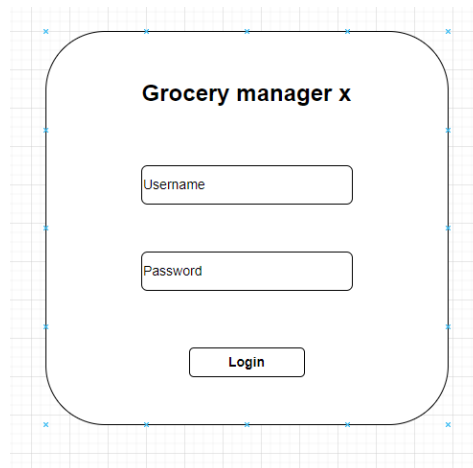
Wireframe:
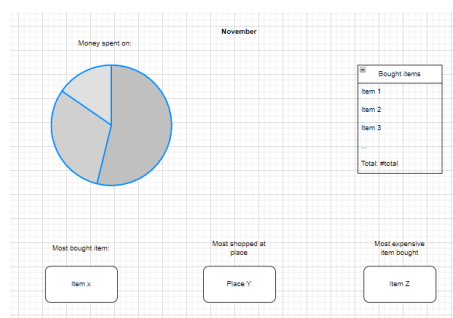
Acceptance criteria:

In the monthly spendings page many useful statistics are displayed like how much money was spent on which item, most bought item, most expensive item, etc

User story 7: Login

As a family-member I want to have a login menu so that I can login to the website and only I can login with my password.

Wireframe:

Acceptance criteria:

Once the user is logged in, they stay logged in for the rest of the session.

If the user enters the wrong username or password a clear error message is displayed.

If the user enters the password or username wrong multiple times a quick link to contact the admin appears.

User story 8: Dark mode

As a family-member I want to view the website in dark mode or light mode so that my eyes can rest when I want to.

Wireframe:

Acceptance criteria:

When the dark mode toggle is pressed the page change's theme dynamically without redirecting the user to another page.

All the items have high enough contrast so that they're still visible in both modes.