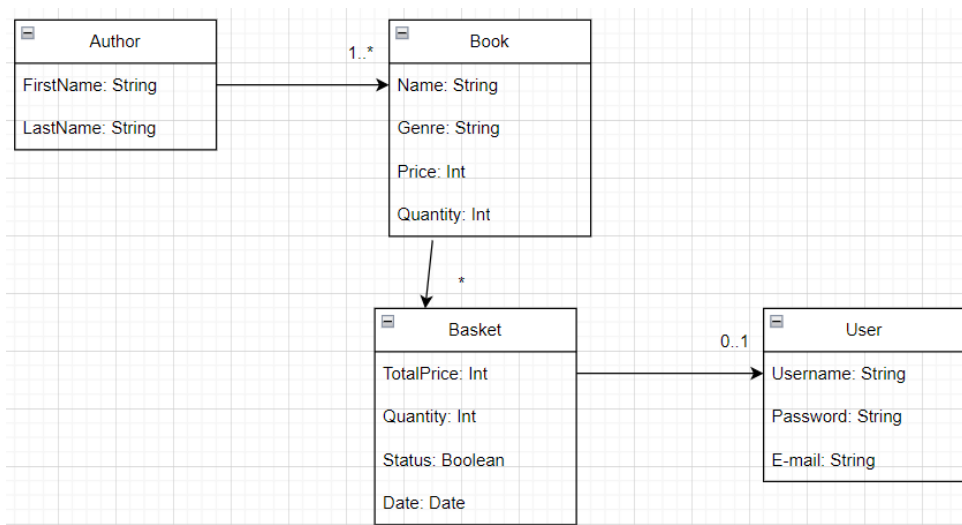


Full-Stack project:

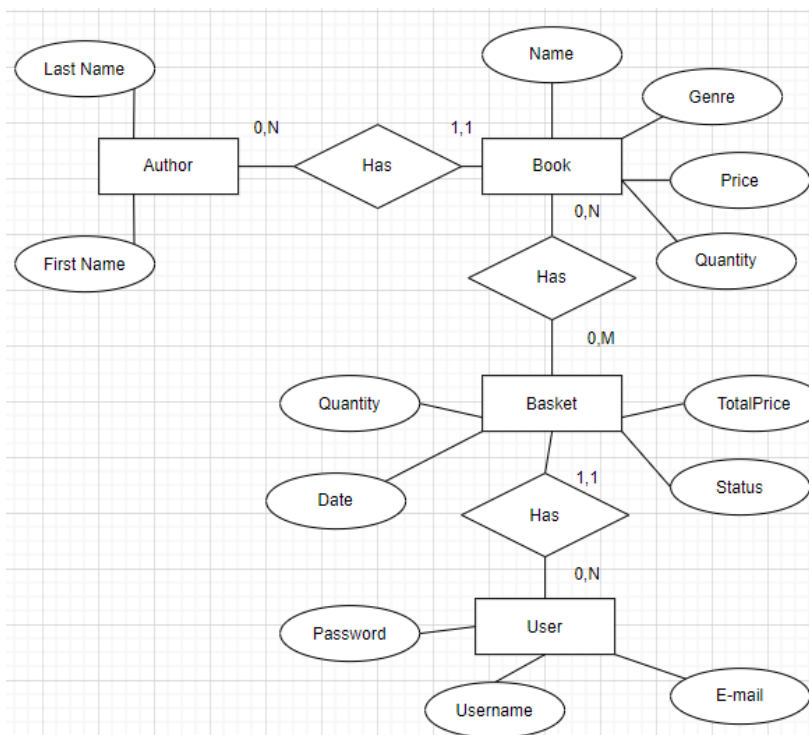
Titel: Boekmarkt

Beschrijving: Met de Boekmarkt-app kunnen administrators boeken in de library-pagina toevoegen, koppelen aan auteurs, en categoriseren. Klanten kunnen zich registreren/inloggen, boeken bekijken en bestellingen plaatsen (bestelling kan meerdere boeken bevatten). Administrators kunnen een maandelijks overzicht krijgen van hoeveel boeken besteld zijn geweest en welke genres het meest gebruikt zijn.

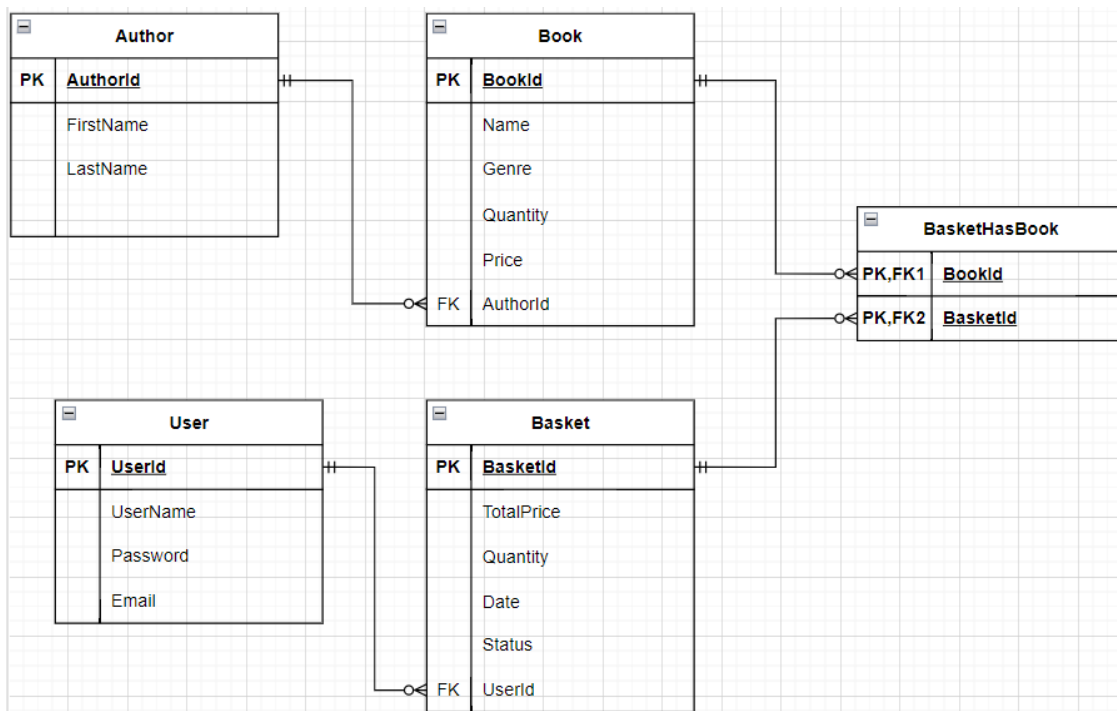
UML class diagram



Conceptual diagram



Logical diagram



User story 1 - add account

As a customer,

I am able to create an account on the app,

so that I can search for books, place an order.

Wire frame

Register account

Username:

E-mail:

Password:

Repeat password:

Acceptance criteria

- Customer must have valid email
- Password must be longer than 8 characters long
- 'Repeat password' must be the same as 'password' field
- Username must be unique

User story 2 - login account

As a customer/administrator,

I am able to log in to my account,

so that I can search for books, place an order (+ admin: add books with more info).

Wire frame

A wireframe for a login form titled "Log in to account". It features two input fields: "Username:" and "Password:". Below the password field is a purple button labeled "Login".

Acceptance criteria

- Username/ password pair is correct
- Password must be longer than 8 characters long
- 'Repeat password' must be the same as 'password' field

User story 3 - Add/delete books

As an administrator,

I am able to add/delete books at the library-page,

so that I can let customers search the books and add it to shopping-basket.

Wire frame

A wireframe for a library management page titled "BookMarkt". It has a navigation bar with "Library", "Basket", and "Login". Below the navigation bar is a section for "Add book" with a purple "+" button. Below this is a table with three rows, each representing a book. Each row contains the text "book 1 | auteurur | available: 2 |" followed by a red "delete" button.

Acceptance criteria:

- 'Delete' button to delete all books in library
- 'Add books' button where admin can add book by giving the title, description and author

User story 4 - Add books to basket

As a customer,
I am able to add a book to my basket,
so that I can place an order for those books.

Wire frame

BookMarkt			
Library	Basket	Login	Frame 2
book 1		auteur	available: 2 <input type="button" value="add"/>
book 1		auteur	available: 2 <input type="button" value="add"/>
book 1		auteur	available: 2 <input type="button" value="add"/>

Acceptance criteria

- 'add' button that adds book to the basket
- basket will show all the books that were added
- In basket you can still remove books

User story 5 - Filter books by genre or author

As a customer/admin
I am able to filter the books by genre or author,
so that i can search books more effectively

Wire frame

BookMarkt			
Library	Basket	Login	Frame 2
Filter books: <input type="text" value="Author:"/> <input type="text" value="Genre:"/>			
book 1		auteur	available: 2 <input type="button" value="add"/>
book 1		auteur	available: 2 <input type="button" value="add"/>
book 1		auteur	available: 2 <input type="button" value="add"/>

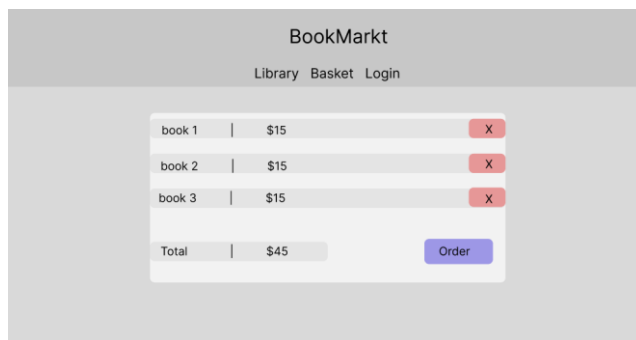
Acceptance criteria

- a filtering system that filters by author and/ or genre
- If the field(author and/or genre) are empty, the library does not filter it

User story 6 - Ordering basket

As a customer,
I am able to order the books in my basket,
So that i can be able to read them at home.

Wire frame



Acceptance criteria

- I am able to view my ordered books
- I can delete books from my order
- I can view the total price