

Project analyse groep 5-18

Project beschrijving:

(onderlijnd = story)

Car Vault

Het project betreft een site waarop gebruikers kunnen inloggen en een collectie auto's adhv een formulier kunnen digitaliseren, gebruikers kunnen hier ook een foto bij toevoegen en aangeven of het voertuig te koop is. Andere gebruikers kunnen vervolgens deze voertuigen bekijken en op hun verlanglijst zetten, wanneer auto's te koop zijn wordt ook het mail adres van de eigenaar toegevoegd aan de site, zo kunnen andere gebruikers contact op nemen en een prijs bespreken. Gebruikers hebben ook een profiel waarop zij enkele gegevens kunnen invullen, naarmate de gegevens kunnen gebruikers prestaties ontgrendelen (hoeveelheid auto's, eerste auto, oude auto,) ook staan er op de hoofdpagina statistieken (grootste collectie, populairste merk, ...)

User stories:

See next page

Story 1 | register user

As a user

I want register myself

So I can add cars to my own collection

Wireframe

The wireframe is a hand-drawn sketch of a registration form. At the top, the title 'Registratie gebruiker' is written in cursive. Below the title, the form is enclosed in a rectangular border. Inside the border, the following fields are labeled and represented by rectangular boxes: 'voornaam:' (first name), 'familienaam:' (last name), 'adres:' (address), 'geboortedatum:' (date of birth), 'e-mail:', 'gebruikersnaam:' (username), and 'wachtwoord:' (password). At the bottom of the form, there are two buttons: 'bevestigen' (confirm) on the left and 'annuleren' (cancel) on the right, both written in cursive and enclosed in rounded rectangular boxes.

Acceptance criteria

- A user must have a firstname, lastname, address, username, password, e-mail and a date of birth.
- The password must be 7 characters long
- The username must be unique
- The e-mail must be of valid format (something@domainname.tld)
- The age must be an integer and must be between 16 and 110
- If the user confirms the user is registered
- If the user cancels nothing is registered

Story 2 | register a vehicle to collection

As a user

I want to register a car in my collection

So that I can view my beautiful car collection

Wireframe

The wireframe shows a form titled "registeren van een voertuig" (register a vehicle). Inside the form, the title "Voertuig registreren" is written. The form contains the following fields and controls:

- merk:
- model:
- kleur:
- chassisnummer:
- nummplate:
- bouwjaar:
- tellerstand:
- handstof:
- type verselling:
- te koop? ☐
- opties:
- upload pictures button:
- confirm button:
- cancel button:

Acceptance criteria

- To register a car the mandatory fields: brand, model, VIN-number, colour, license plate, build year, fuel type, type of shifter, mileage, options, pictures and a boolean for sale must be filled in a form
- The build year is after 1800 and before the current day
- If one of these parameters aren't present it shows an appropriate error message.
- Fuel type, type of shifter, options are dropdown menus
- For sale is a checkbox
- To upload pictures a button is clicked
- All other fields are input fields
- When the user confirms the vehicle gets added to the collection
- When the user cancels no vehicle is added

Story 3 | edit a registered vehicle

As a user

I want to edit a vehicle in my collection

So that I undo a mistake I made and update the mileage

Wireframe

Wijzig van een gebruiker

Wijzig

Mijn profiel wijzigen

voornaam: Hendrik familienaam: De Coninck

adres: Paleizenplein 1, 1000 Brussel geboortedatum: 15/02/2005

e-mail: Hendrik@de-coninck.eu

gebruikersnaam: DeDuistereRobot

wachtwoord: Tuinbanaan1830

(bevestigen) (annuleren)

Acceptance criteria

- The user gets the same screen as when registering a user, but the title shows updating instead of registering
- When updating a user the current value are shown in the fields
- The new values must adhere to the same constraints as when registering
- If the user confirms the profile is updated
- If cancelled, the profile is not changed.

Story 4 | edit a user profile

As a user

I want to edit my details

So that I can update my changed details

Wireframe

The wireframe shows a form for updating vehicle details. The title is 'Wijzig van een voertuig'. The form contains the following fields and labels:

- Voertuig wijzig** (Vehicle update)
- merk:** SAAB
- model:** 9000
- kleur:** grijs
- chassisnummer:** YS3CC
- nummapiast:** OAGY025
- bouwjaar:** 1992
- tellerstand:** 280000
- brandstof:** B
- type verselling:** MAN
- te koop?** ☐
- opties:** Airco
- bevestigen** (confirm)
- annuleren** (cancel)

Acceptance criteria

- The user gets the same screen as with registering a vehicle, but the title shows updating instead of registering
- When updating a vehicle the current value are shown in the fields
- The new values must adhere to the same constraints as when registering
- If the user confirms the vehicle is updated
- If cancelled, the vehicle is not changed.

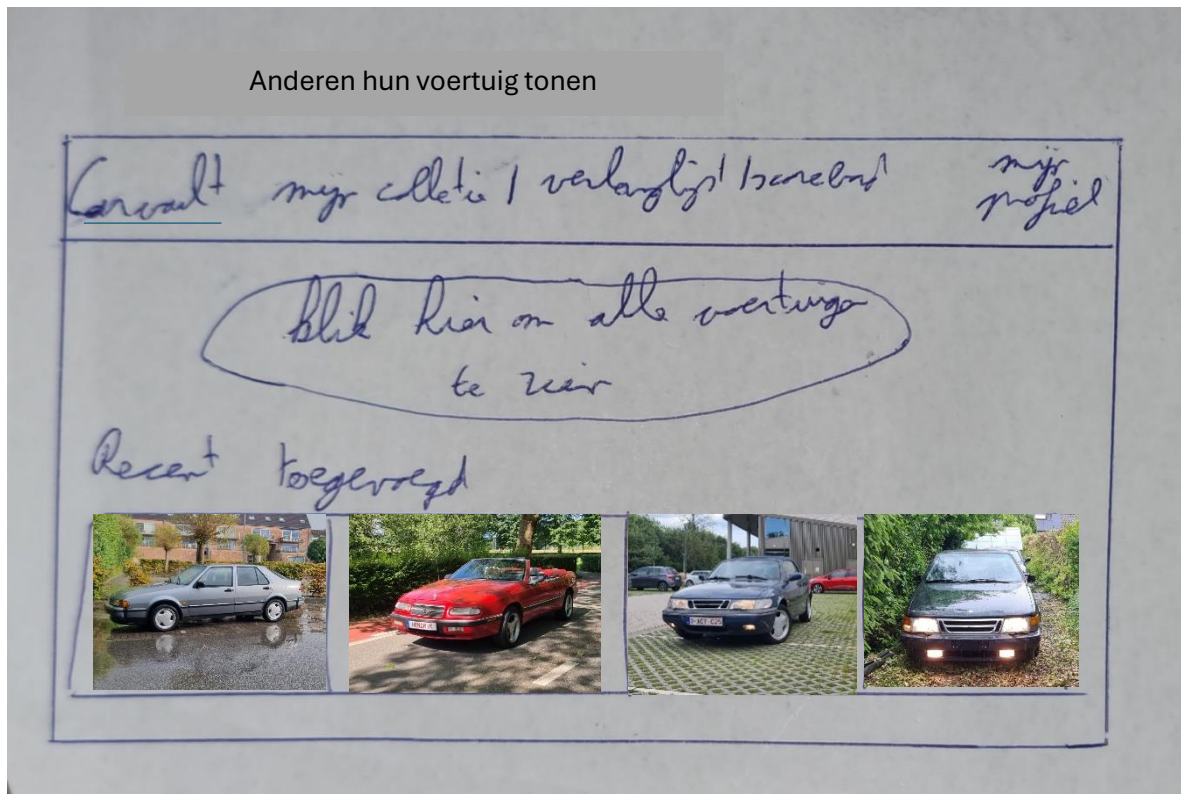
Story 5 | view other vehicles

As a user

I want to see the vehicles of other users

So that I can look at them

Wireframe



Acceptance criteria

- The most recent added cars are shown on a page when in the header Carvault is selected, along with a button to show all registered vehicles
- If the user presses a button to show all registered vehicles, it shows all the registered vehicles on CarVault
- If there are currently no vehicles it shows a blank page with the text that there are currently no registered vehicles

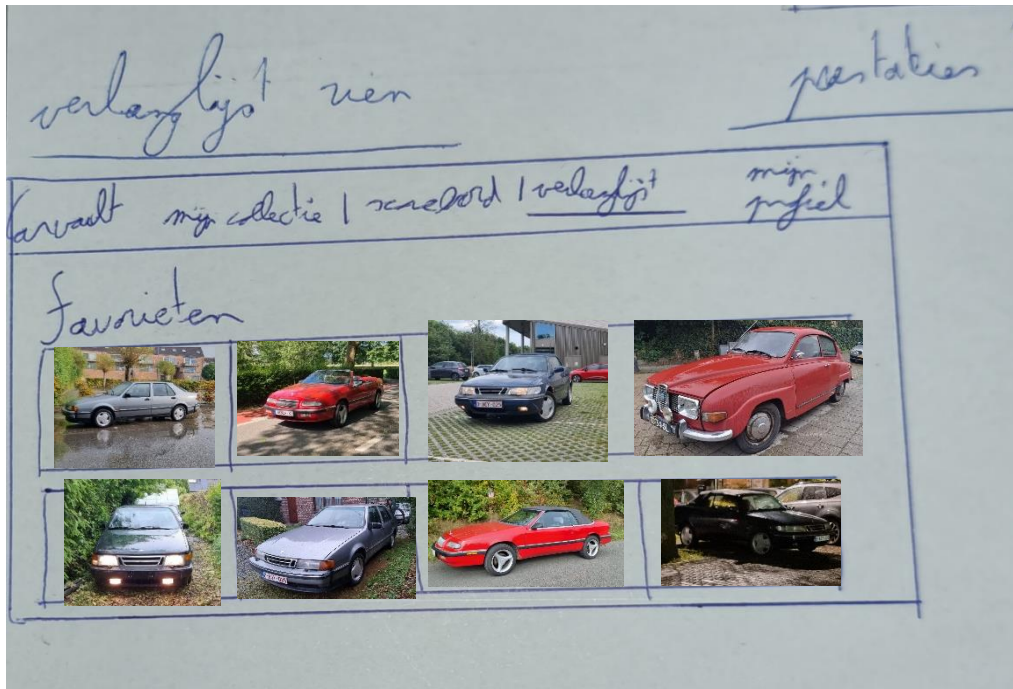
Story 6 | add vehicles to favourites

As a user

I want my favourite vehicles to be saved

So that I can easily find them

Wireframe



Acceptance criteria

- When the favourites are clicked in the header, a page shows you the cars you marked as favourites
- On the main page where you can view the other vehicles, a button is added per vehicle showed, and when it clicked the vehicle is added to favourites
- If you don't have any favourite vehicles (yet), text stating that you don't have any favourites yet is displayed
- You cannot have more than 50 favourites
- If you have 50 favourites and click the button to add another vehicle to favourites, you get an error message on screen

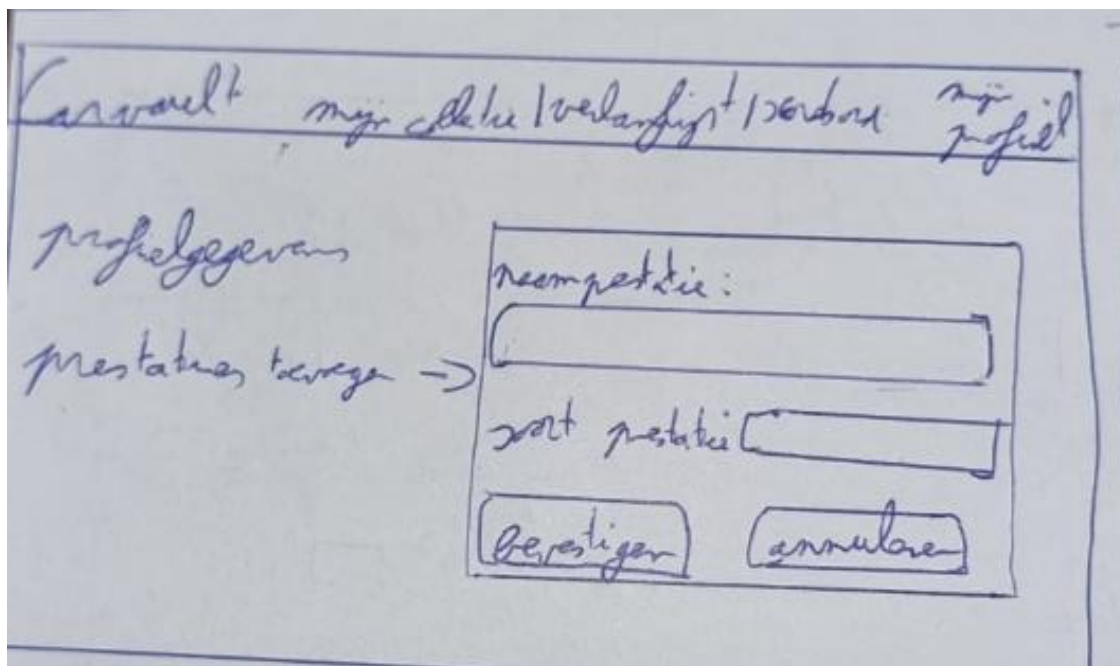
Story 7 | add achievements

As a user

I want to register my own achievements

So that I can keep track of my achievements

Wireframe



Acceptance criteria

- Via the user profile you can add a prestation via the add prestation button
- The field name of prestation is an input box
- The name of the prestation must be a string
- The sort of prestation is a dropdown menu
- The current list in the dropdown menu is: traffic violation, rally win and race win
- The user can confirm to add the prestation by pressing a confirm button
- The user can cancel adding the prestation by pressing a cancel button

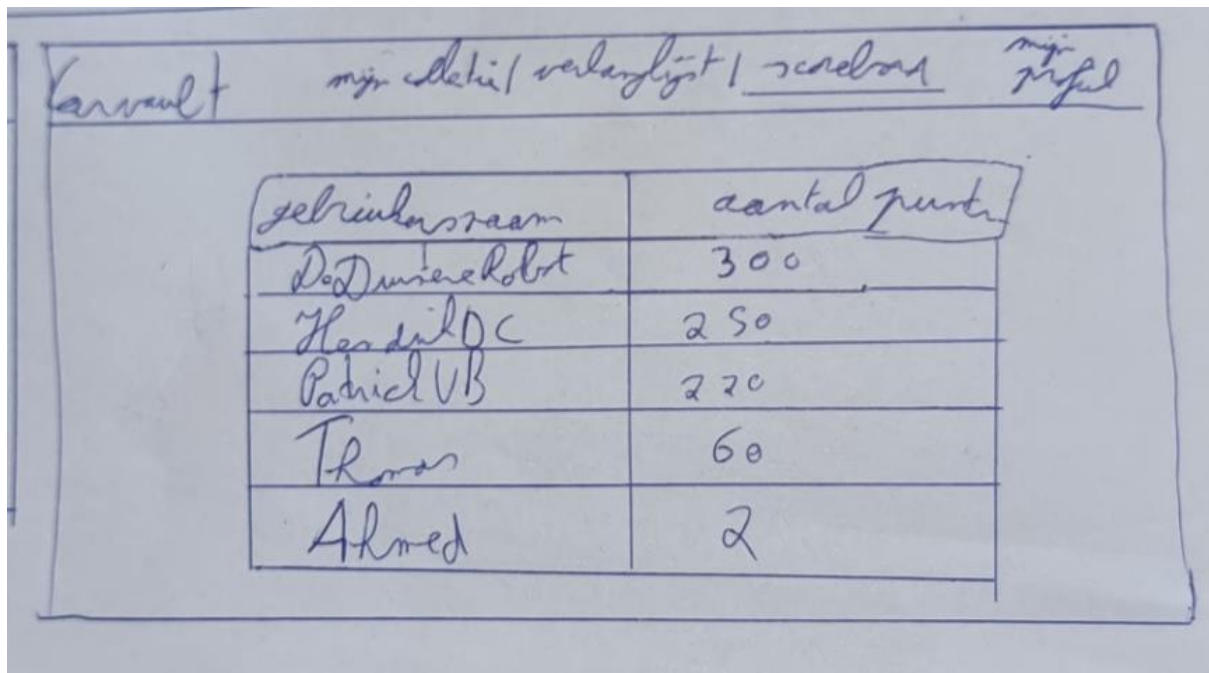
Story 8 | view the scoreboard

As a user

I want to view a scoreboard

So that I can see who has scored the most points

Wireframe

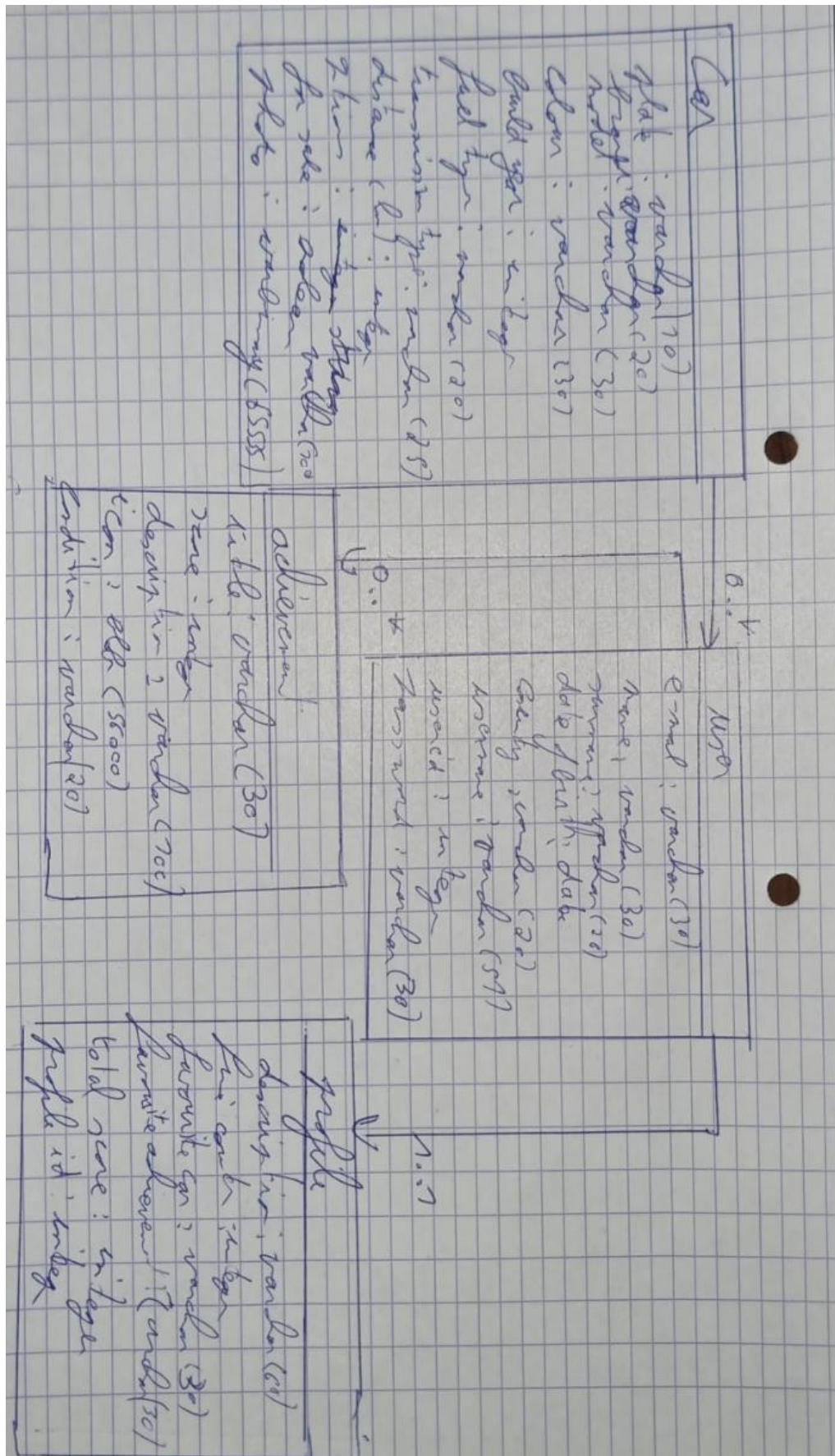


gebruikersnaam	aantal punten
Do Dunsen robot	300
Hester DC	250
Patrick VB	220
Thomas	60
Ahmed	2

Acceptance criteria

- When the scoreboard is selected in the header, the scoreboard is shown
- The scoreboard consists of the username and the amount of points in a table
- There is a table "header" that says which column contains what data
- If there are no scores yet a message stating that there aren't any scores available at the moment is displayed

Domain model:



The ER diagram illustrates the relationships between various entities in a car rental system. The entities and their attributes are as follows:

- Gebruiker** (User): naam, voornaam, geboortedatum, mail adres, telefoon nr, nationaliteit, gebruikersnaam.
- auto** (Car): merk, model, kleur, nummerplaat, bouwjaar, brandstof, type versnelling, kilometers, opties, Te koop?, foto.
- profiel** (Profile): Beschrijving, Boete-teller, Uitgelichte wagen?.
- prestaties** (Performance): icoon, beschrijving, voorwaarde, Titel, score.
- Opties** (Options): optie.

The relationships between these entities are defined by the following cardinalities:

- Gebruiker** has **auto** (1,1 to 0,N).
- Gebruiker** has **profiel** (1,1 to 1,1).
- Gebruiker** has **prestaties** (0,N to 0,M).
- Gebruiker** has **auto** (0,N to 0,M).
- auto** has **Opties** (0,N to N,M).

