

Pet Shop Needs Management

Objective: To create an application that allows the Pet Shop clerk to manage the orders of their users.

Requirements:

1. Create a Scope Application named, Pet Shop Needs Management.
2. For this application, 3 roles are needed:
 - a. A role for Pet Shop users
 - b. A role for Pet Shop clerks
 - ✂ Clerks are also users.
 - c. A role for Pet Shop managers
 - ✂ Managers are also clerks.
3. There should be 2 groups for this application
 - a. A group for Pet Shop users
 - b. A group for Pet Shop clerks
4. Create test users and assign the roles that were created.
5. Create a table that can record all the items available in the Pet shop
 - a. Make sure that this table is viewable by all Pet shop users
 - b. Make sure that only managers can add and update this table.
 - c. The following fields are added to the table:
 - i. Image (image)
 - ii. Category (choice)
 - iii. Brand (Choice)
 - iv. Short Description (string, max limit: 100)
 - v. Stocks (integer)
 - vi. Expiry (date)
 - vii. Name (string, max limit: 50)
 - d. The form of this table should follow the following format:

Image:	Stocks:
Name:	Expiry:
Category:	

Short Description:	
 - e. Display the fields in the list view in the following order:
Image,Name,Short Description, Availability, Expiry
6. Create a table that can record all the orders of the users.
 - a. Make sure that this table extends the task table.
 - b. Make sure that clerks can add.
 - c. Make sure that only managers can update and cancel orders.
 - d. The following fields are added to the table:
 - i. Order for (references, table: User [sys_user], default value:current logged in user)
 - ✂ This field should only reference users with Pet Shop user roles.

ii. Total amount (currency)

e. The form of this table should follow the following format:

Number:	Approval:
Order for:	Assigned to:
State:	Total amount:

Short Description:

7. Create a menu for the Pet shop clerks that can easily access from the Navigation Panel.
 - a. Create a module of the Pet shop items for the clerks
 - b. Create a module of all the orders for the clerks
8. Create a menu and the following modules dedicated for the logged in clerks under the orders menu:
 - a. My Open Orders - displays a list of open orders assigned to the logged in clerk.
9. Create a menu and the following modules dedicated for the logged in user:
 - a. Place an order - allows users to add an order to the order table.
 - b. My Open Orders - displays a list of orders that are still open orders created by the logged in user.
 - c. My Transactions - displays a list of orders that are completed.
10. Create the a menu and the following module dedicated for the logged in manager:
 - a. My Approvals - list of all the open orders that need the logged in manager's approval.
 - b. Approved - list of all orders that have been approved.
11. Users should be able to order multiple items in one order.
12. Each item has an equivalent price depending on the brand selected by the user.
13. Clerks can check the total amount of each order.
14. Orders need the approval of the manager if it is canceled or updated.
15. Once the order is received by the user, their order record is automatically set to close and inactive.
16. Users can cancel order manager.
17. Users must be notified if their orders are complete.
18. Clerks can take at least 1 order at a time.
19. Items in the Pet shop can only be deleted by the manager.
20. Users that are not clerks or managers can input their orders only in the Service Portal Side.
 - ✖ Make use of the service catalog
21. Managers can view a report that shows the popularity of each item per month.
22. Managers can view and export a report of all the sales recorded per month.
23. Only the appropriate applications and modules should be visible to each user.

Final Output:

1. Exported XML of your application.
2. 20 – 30minutes presentation of the application created.