

SYMPHONY OF DESTRUCTION 2018:

SETUP DOCUMENT

Date: 10-03-2018

**TEAM** for ProP Project:

Ivan Vasilev – 3452271

Kaloyan Krastev – 3342751

Valentin Spasov – 3331660

Lyudmil Naydenov – 3219359

Table of Contents

[Use Case Name: Register Online 3](#_Toc508733240)

[Use Case Name: Ticket Purchase/Camping reservation/Parking reservation 3](#_Toc508733248)

[Use Case Name: Adding funds online 5](#_Toc508733256)

[Use Case Name: Receiving a bracelet 5](#_Toc508733264)

[Use Case Name: Entrance to the event 6](#_Toc508733272)

[Use Case Name: Adding funds at the event 7](#_Toc508733280)

[Use Case Name: Purchasing items 7](#_Toc508733288)

[Use Case Name: Entering camping area 8](#_Toc508733296)

[Use Case Name: Entering hut 9](#_Toc508733304)

[Internet site Wireframes 10](#_Toc508733312)

[GUI Design 23](#_Toc508733313)

# **Processes**

## Use Case Name: Register Online

## Actors:

* User
* Registration System - Web
* Database

## Triggers:

* The user clicks on the register button.

## Preconditions:

* The user hasn’t already made an account.

## Post-conditions:

* The user will be added to the database.
* The user will be able to login to the website and use all features.

## Normal flow:

1. The user will click on the register button.
2. The user will be redirected to the register page.
3. The user will input his credentials.
4. The system will check for an existing account and will check all fields.
5. If the user is above 18 years of age the registration will proceed.
6. An account will be open for the user and his credentials will be added to the database.

## Alternative flow:

1: The user is below the minimum age for the event

* + The user will be informed that he cannot purchase tickets for this event since he is below the age restriction.

2: There is already a registered user with this username

* + The user will be informed that the username is taken.
  + If the user has already registered he will proceed to the login page.
  + If the username is taken by a different user, then he must pick a different username.

## Summary:

This use case shows the information regarding the registration of a user.

## Use Case Name: Ticket Purchase/Camping reservation/Parking reservation

## Actors:

* Website
* Database

## Triggers:

* The user indicates that he would like to purchase a ticket by pressing the purchase button.

## Preconditions:

* The user has a registration.

## Post-conditions:

* The user will have purchased a ticket and this information will be transferred to the database.
* The user may have purchased multiple tickets. The other customers’ information will also be added to the database along with their individual ticket numbers.
* The user may have reserved a parking spot. Upon the reservation of a parking spot, the data will be added to the database.
* The user may have reserved a camping spot or hut. If so then the information will be stored in the database regarding who can enter the hut.

## Normal flow:

* The user logs into his account.
* The user indicates that he would like to purchase a ticket.
* The user enters his information, if he is buying multiple tickets he enters the information needed for the other users.
* If the user reserves a parking spot, it will be added to his account and the information will be added to the database upon checking out.
* If the user reserves a hut, it will be added to his account and the information will be added to the database upon checking out.
* If he has purchased multiple tickets and he has reserved a hut – the other users will be automatically added to the database, so that they could access the camping spot/hut that has been reserved by the user.
* The user will proceed to the checkout where he will write his payment information and the billing process will begin.

## Alternative flow:

1: Missing information fields or wrong information fields

* + The user will be prompted a message to fix their inputted information.

2: Invalid credit card information

* + The user will be prompted a message that there was a problem during checkout and to check their provided information for mistakes and to check their credit card balance.

## Summary:

This use case demonstrates the process of purchasing tickets and reserving parking and camping spots.

## Use Case Name: Adding funds online

## Actors:

* User
* Website
* Fund adding system

## Triggers:

* The user indicates that he would like to add funds to his online account for the event.

Preconditions:

* The user must be registered.
* The user must own a ticket.

## Post-conditions:

* Funds are transferred from his bank account to his online account for at event use.

## Normal flow:

* The user logs into his account.
* The user indicates that he would like to add funds to this account.
* The user picks the desired amount.
* The user is redirected to checkout.
* The funds are deducted from the user’s bank account.
* The funds are added to the user’s online account.
* The database is updated.

## Alternative flow:

1: The user has insufficient funds in his bank account

* + The user is prompted a message that the transaction is not successful because he has insufficient funds in his account.

## Summary:

This use case demonstrates how funds are added to the user’s account trough the website.

## Use Case Name: Receiving a bracelet

## Actors:

* Employee
* Bracelet system
* User

## Triggers:

* User goes to the bracelet booth at the entrance and asks for a bracelet.

## Preconditions:

* The user has a ticket.

## Post-conditions:

* The user gains a bracelet with his uniqueID on it.

## Normal flow:

* The user scans his QR code on the machine.
* The employee checks if all the information is correct by checking the customer’s identity card.
* The employee writes the braceletID in the database using the provided system.
* The customer receives their bracelet.

## Alternative flow:

1: The user doesn’t own a ticket

* + He must purchase a ticket on spot and then he can receive his bracelet.

2: The user has provided invalid information regarding his age

* + He will be asked to leave the event.

## Summary:

This use case demonstrates the process of receiving a bracelet.

## Use Case Name: Entrance to the event

## Actors:

* Employee
* Entrance system
* User

## Triggers:

* User scans his bracelet at the entrance of the event.

## Preconditions:

* The user has a bracelet with his uniqueID on it.
* The user has bought a ticket for that day.
* The user is registered in the database.

## Post-conditions:

* The user gains entry to the event.

## Normal flow:

* The user scans his bracelet at the entrance.
* The system checks if he can enter on that day.
* A green light comes on.
* The user proceeds to the event.

## Alternative flow:

1: The user has not bought a ticket for that day of the event

* + A red light comes on and the employee asks the user to purchase a ticket or leave the event area.

## Summary:

This use case demonstrates the process of entering the event.

## Use Case Name: Adding funds at the event

## Actors:

* User
* ATM provided by the bank

## Triggers:

* The user scans his bracelet at the ATM.

Preconditions:

* The user has a bracelet.

## Post-conditions:

* Funds are deducted from the user’s bank account.
* Funds are added to the user’s online account.

## Normal flow:

* The user scans his bracelet.
* The user inserts his bank card.
* The user choses the amount he would like to transfer.
* The ATM processes the user’s transaction.
* Funds are added to his online account.
* The database is updated.

## Alternative flow:

1: The user has insufficient funds in his bank account

* + The user is prompted a message that the transaction is not successful because he has insufficient funds in his account.

## Summary:

This use case demonstrates the use of the provided ATMs.

## Use Case Name: Purchasing items

## Actors:

* Employee
* User
* Item/Food purchase system

## Triggers:

* The user goes to a booth and asks to purchase an item.

## Preconditions:

* The user has a bracelet.
* The user has enough money on his account to complete the purchase.

## Post-conditions:

* The amount of the items is deducted from the user’s account.
* The user receives the items he has paid for.

## Normal flow:

* The user tells the employee which items he wants.
* The employee enters the details in the system.
* The system processes the order and adds all the information regarding the transaction in the database.
* The user is deducted the amount from his account.
* The user receives the items.

## Alternative flow:

1: The user doesn’t have enough money in his account.

* + The items are kept, and the user is informed that the purchase cannot proceed.
  + The user is informed that he has insufficient funds in his account and that he can recharge his account with money using the provided ATMs at the event.

## Summary:

This use case demonstrates the process of purchasing items at the event from the provided booths.

## Use Case Name: Entering camping area

## Actors:

* User
* Employee
* Camping entrance system

## Triggers:

* The user scans his bracelet at the camping area’s entrance.

## Preconditions:

* The user must have a reserved hut or camping spot.

## Post-conditions:

* The user gains entry to the camping area.

## Normal flow:

* The user scans his bracelet at the camping area’s entrance
* The system checks if the uniqueID of the bracelet is allowed entrance.
* A green light goes on.
* The user is granted entrance to the camping area.
* The user proceeds to his designated camping spot or hut.

## Alternative flow:

1: The user has not reserved a camping spot or hut.

* + The user is denied entrance to the area.

## Summary:

This use case demonstrates how the check is performed at the entrance to the camping area.

## Use Case Name: Entering hut

## Actors:

* User
* Hut entrance system

## Triggers:

* The user scans his bracelet at the hut’s entrance.

## Preconditions:

* The user has a bracelet.
* The user has gained entry to the camping area.
* The user has reserved a hut.

## Post-conditions:

* The user gains entry to the hut.

## Normal flow:

* The user enters the camping area.
* The user navigates to the reserved hut.
* The user scans his bracelet at the hut’s entrance.
* The system performs a check if this is the correct hut for the user.
* The door unlocks, and the user is granted entry.

## Alternative flow:

1: The user has not booked a hut.

* + The user is denied access to the hut.

2: The user is at the wrong hut.

* + The user is denied access to the hut.

## Summary:

This use case demonstrates how the system for the hut’s entrance works.

# **Internet site Wireframes**A screenshot of a social media post Description generated with very high confidenceA screenshot of a social media post Description generated with very high confidenceA screenshot of a social media post Description generated with very high confidenceA screenshot of a cell phone Description generated with very high confidenceA screenshot of a social media post Description generated with very high confidenceA screenshot of a cell phone Description generated with high confidenceA screenshot of a social media post Description generated with very high confidenceA screenshot of a cell phone Description generated with very high confidenceA screenshot of a cell phone Description generated with high confidenceA screenshot of a cell phone Description generated with very high confidenceA screenshot of a cell phone Description generated with very high confidenceA screenshot of a cell phone Description generated with very high confidenceA screenshot of a cell phone Description generated with high confidence

# 

# **GUI Design**

## A screenshot of a cell phone Description generated with very high confidenceEntrance GUI:

A screenshot of a cell phone

Description generated with high confidence

## A screenshot of a cell phone Description generated with very high confidenceEntrance Acceptance GUI:

A screenshot of a cell phone

Description generated with high confidence

A screenshot of a computer

Description generated with very high confidence

## Food, Drinks GUI:

## A screenshot of a cell phone Description generated with very high confidence

## A screenshot of a cell phone Description generated with very high confidenceGadgets GUI (Loaning Items):