**Design Document for Project 3**

Grant Robertson – 14 December, 2019

**User Story 1:** “As a USER, I want to change my password and/or full name.”

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| **Actor** | **System** |
| 1. User enters their username and password, then selects the edit profile button.  Login UI: | 2. Edit Profile Screen appears for user.  Edit Profile Screen: |
| 3. User may edit their password and full name, then hit Save Changes.  Edit Profile Screen: | 4. The Edit Profile UI sends the edited user to the server to be saved. On the server side, the new server is updated within the database. The server succeeds, and sends back a confirmation message.  Confirmation Message: |
| 5. User clicks okay button, and then may continue to edit their information (return to step 3), or click the ‘x’ button to exit the window and be returned to the login page. | 6. User is finished editing their profile, and returns to the Login UI.  Login UI: |

**User Story 2:** “As a CUSTOMER, I want to add a new purchase into the system.”

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| **Actor** | **System** |
| 1. After a customer has logged in, they are taken to the Customer Store View. They will then press the “Make a Purchase” Button.  Customer Store View: | 2. The system will pull up the Add Purchase Screen. (Note the user will not be able to edit the purchase)  Add Purchase Screen: |
| 3. The customer then enters the information for the purchase. As they do the system will associate the customer and product IDs with their names and price.  Add Purchase Screen with Info: | 4. The Add Purchase UI will send the server the new Purchase Model. Then, the server will save the new purchase to the database, and produce a confirmation message.  Confirmation Message: |
| 5. Customer clicks okay button, and then may continue to add another purchase (return to step 3), or click the ‘x’ button to exit the window and be returned to the Customer Store Page. | 6. Customer is finished adding purchases, and is returned to the Customer Store Page.  Customer Store View: |

**User Story 3:** “As a CUSTOMER, I want to view my purchase history into the system.”

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| **Actor** | **System** |
| 1. After a customer has logged in, they are taken to the Customer Store View. They will then press the “View Purchase History” Button.  Customer Store View: | 2. The system will contact the server, and the server will query the database for the user’s purchases. Then, the system will pull up the Purchase History Screen to show that Customer’s purchases.  Purchase History Screen: |
| 3. Customer may review their purchase history, then will click the ‘x’ button to return to the main customer view. | 4. Customer is finished reviewing their purchase history, and is returned to the Customer Store Page.  Customer Store View: |

**User Story 4:** “As a CUSTOMER, I want to search for product information (based on name, price) in the system.”

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| **Actor** | **System** |
| 1. After a customer has logged in, they are taken to the Customer Store View. They will then press the “Search Product” Button.  Customer Store View: | 2. The system will pull up the search product screen.  Search Product Screen: |
| 3. The customer then enters in either a price, or a name of a product, and then clicks search.  Search Product Screen: | 4. The System will attempt to parse a double. If able to, it will search the product list and return all products equal to that price or lower. If it cannot parse a double, it will search by name and return products whose name matches the string given.  Search by Price Screen:  Search by Name Screen: |
| 5. Customer may search for other products (return to step 3), or click ‘x’ to return to the Customer Store View. | 6. Customer is finished adding purchases, and is returned to the Customer Store Page.  Customer Store View: |

**User Story 5:** “As a CASHIER, I want to add a new customer or update a current customer in the system.”

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| **Actor** | **System** |
| 1. Once a Cashier has logged in, they will press the “Manage Customers” Button.  Cashier Store View: | 2. Manage Customer Screen appears for cashier to enter information about the new customer, or load an existing customer.  Manage Customer Screen: |
| 3. User inputs Information to create a new customer, or enters a Customer ID, presses load, and may edit a current customer.  Manage Customer Screen with Information: | 4. The Manage Customer UI sends the new or edited customer to the server to be saved. On the server side, the new customer is added to the database. The server succeeds, and sends back a confirmation message.  Confirmation Page: |
| 5. Cashier clicks okay button, and then may add another customer (return to step 3), load an existing customer, or close the manage customer window by hitting the ‘x’. | 6. Cashier is finished managing customers, and returns to the Main Screen. |

**User Story 6:** “As a CASHIER, I want to add a new purchase or update a current purchase in the system.”

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| **Actor** | **System** |
| 1. Once a Cashier has logged in, they will press the “Manage Purchases” Button.  Cashier Store View: | 2. Manage Purchases Screen appears for cashier to enter information about the new purchase, or load an existing purchase.  Manage Purchase Screen: |
| 3. User inputs Information to create a new customer, or enters a Purchase ID, presses load, and may edit a current purchase.  Manage Purchase Screen with Information: | 4. The Manage Purchase UI sends the new or edited purchase to the server to be saved. On the server side, the new purchase is added to the database. The server succeeds, and sends back a confirmation message.  Confirmation Page: |
| 5. Cashier clicks okay button, and then may add another purchase (return to step 3), load an existing purchase, or close the manage purchases window by hitting the ‘x’. | 6. Cashier is finished managing purchases, and returns to the Main Screen. |

**User Story 7:** “As a MANAGER, I want to add a new product or update a current product in the system.”

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| **Actor** | **System** |
| 1. Once a Manager has logged in, they will press the “Manage Products” Button.  Manager Store View: | 2. Manage Products Screen appears for manager to enter information about the new product, or load an existing product.  Manage Product Screen: |
| 3. Manager inputs Information to create a new purchase, or enters a Product ID, presses load, and may edit a current product.  Manage Product Screen with Information: | 4. The Manage Product UI sends the new or edited product to the server to be saved. On the server side, the new product is added to the database. The server succeeds, and sends back a confirmation message.  Confirmation Page: |
| 5. Manager clicks okay button, and then may add another product (return to step 3), load an existing product, or close the manage products window by hitting the ‘x’. | 6. Manager is finished managing products, and returns to the Main Screen. |

**User Story 8:** “As a MANAGER, I want to view a summary report of sales from the system.”

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| **Actor** | **System** |
| 1. After a Manager has logged in, they are taken to the Manager Store View. They will then press the “View Sales Report” Button.  Manager Store View: | 2. The system will contact the server, and the server will query the database for all purchases. Then, the system will pull up the Sales Report Screen to show all purchases.  Sales Report Screen: |
| 3.Manager may review all sales, then will click the ‘x’ button to return to the main manager view. | 4. Manager is finished reviewing the sales report and is returned to the Manager Store Page.  Customer Store View: |

**User Story 9:** “As an admin, I want to add a new user into the system.”

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| **Actor** | **System** |
| 1. Once an Administrator has logged in, they will be presented with the System Administrator Screen. They will then click on the “Manage Users” Button.  System Administrator View: | 2. Manage Users Screen appears for Administrator to create a new user.  Manage Users Screen: |
| 3. Administrator inputs information to create a new user, selecting a type of user with the drop-down menu.  Manage User Screen with Information: | 4. The Manage User UI sends the new user to the server to be saved. On the server side, the new user is added to the database. The server succeeds, and sends back a confirmation message.  Confirmation Page: |
| 5. Administrator clicks okay button, and then may add another user (return to step 3), load an existing user, or close the manage users window by hitting the ‘x’. | 6. Administrator is finished managing users, and returns to the Main Administrator Screen. |

**User Story 10:** “As an admin, I want to update the type/class of a user into the system”

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| **Actor** | **System** |
| 1. Once an Administrator has logged in, they will be presented with the System Administrator Screen. They will then click on the “Manage Users” Button.  System Administrator View: | 2. Manage Users Screen appears for Administrator to create a new user.  Manage Users Screen: |
| 3. Administrator will enter a Username, load the user, and then use the user type drop-down box to select a new type.  Manage User Screen with Information: | 4. The Manage User UI sends the updated user to the server to be saved. On the server side, the updated user is added to the database. The server succeeds, and sends back a confirmation message.  Confirmation Page: |
| 5. Administrator clicks okay button, and then may add another user (return to step 3), load an existing user, or close the manage users window by hitting the ‘x’. | 6. Administrator is finished managing users, and returns to the Main Administrator Screen. |