

The University of Melbourne
SWEN90007 Software Design and Architecture

Project - Part 1

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Overview

Online Mobile Phone Store Management system is a web-based system that supports store manager to organise mobile phones in the online store and automates the process of the business. The system stores information related to mobile phones, orders and customers. And it makes sure all information are consistent and persistent throughout the system. It allows users to access to the system at the same time and administrators is able to perform CRUD operations on items.

Feature A

The manager is able to manage items, orders, customer's information in the system. The manager is able to do a series of operations to manage products and orders online, such as, adding new items, deleting items or cancelling orders, viewing all items and orders in the system and update items' s information. What's more, the manager has permission to check customer account's information.

Use Cases

UC 1: Create a new item(mobile phone)

Primary Actor: Manager

Precondition: The manager has access to the network and is able to log into the system

Basic flow:

1. The manager log into the system using username and password
2. The manager jumps to Dashboard by clicking on "DashBoard" button, and it shows a list of actions

3. The manager clicks on the 'Add New' button
4. The system directs to the 'Add New' page
5. The manager inputs the item's information, such as title, description, price and etc.
6. The manager clicks on the 'Done' button
7. The system directs to the homepage
8. The newly added item display on the homepage

Alternative flow 1A - Input invalid information

1. The manager hasn't filled out all the required product's information or the manager fill out with invalid information in the 'Add New' page.
2. The manager clicks on the 'Done' button
3. The system shows highlighted boxes, which require correct information

UC 2: View orders

Primary Actor: Manager

Precondition: The manager has access to the network and is able to log into the system

Basic flow:

1. The manager log into the system using username and password
2. The manager jumps to Dashboard by clicking on "DashBoard" button, and it shows a list of actions
3. The manager clicks on 'View orders' button
4. The system directs to the orders page, showing orders from different customers

Alternative flow 2A - Empty order list

Initially, there is no customer submitted orders into the system.

1. The manager clicks on the 'Dashboard' button
2. The system directs to his 'Dashboard' page
3. The manager clicks on 'View orders' button
4. The system directs to the order pages with no orders displayed

UC 3: Update a item's information

Primary Actor: Manager

Precondition: The manager has access to the network and is able to log into the system

Basic flow:

1. The manager clicks on the 'Edit button' of the items on the homepage
2. The system directs to that page with the item's information displayed
3. The manager changes the information
4. The manager clicks on the 'Update' button
5. The system directs to the homepage
6. The item's information has been updated on the homepage

Alternative flow 3A - Blank text fields

1. The manager leaves text fields to empty in the information page
2. The manager clicks on the 'Update' button
3. The system remains on that page and shows the highlighted fields that require correct information

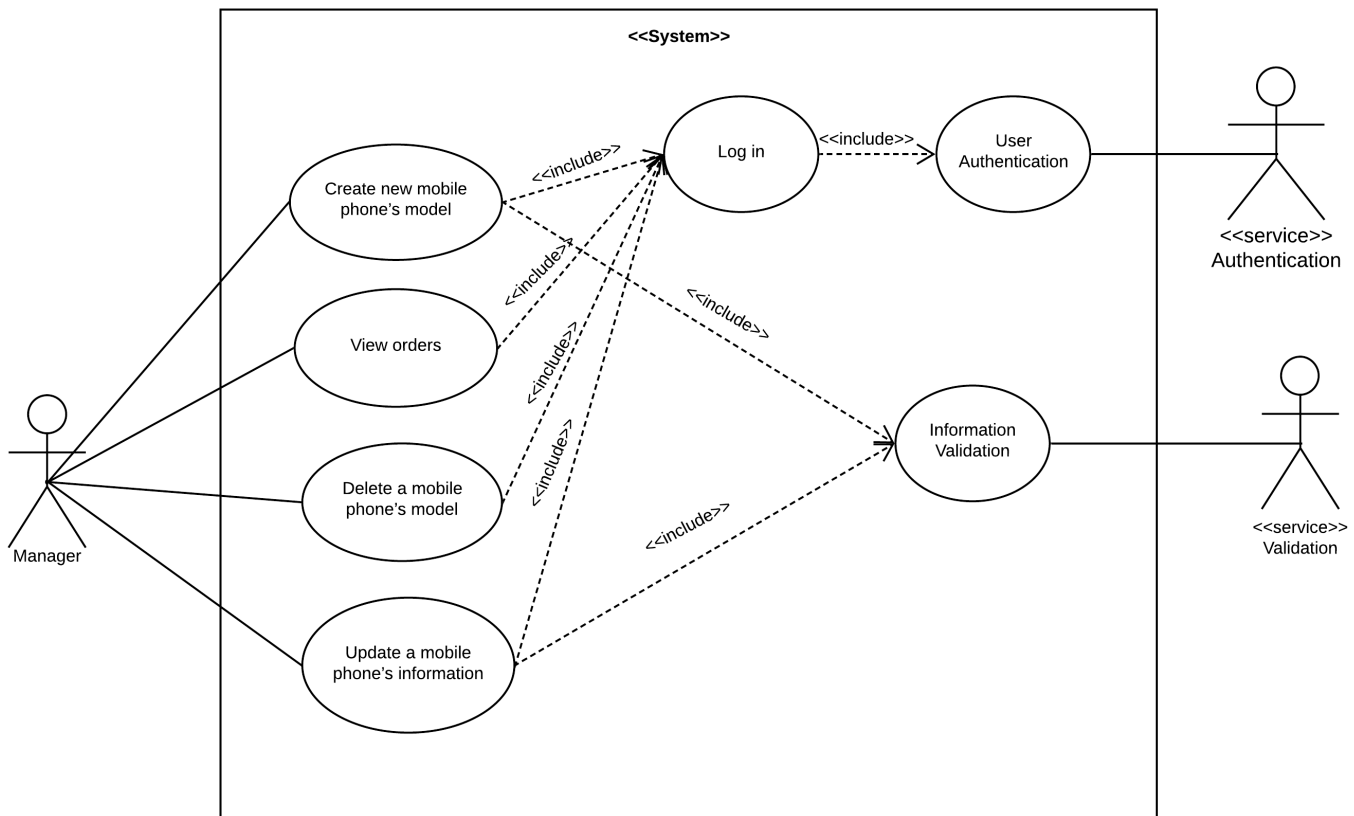
UC 4: Delete a item's model

Primary Actor: Manager

Precondition: The manager has access to the network and is able to log into the system

Basic flow:

1. The manager clicks on a item's model on the homepage
2. The system directs to the page showing that item's details.
3. The manager clicks on the 'Delete' button
4. The system directs to the home page
5. The home page shows no that item



Feature B

Customer is able to view all products in the system and their corresponding information. customers are able to add products into their shopping cart after they register their account and logged in the system. Customer is also able to log out the system. Customer is able to update their personal information and place orders in the system. A customer is able to view order history in their accounts.

Use Cases

UC 1: Register a new account

Primary Actor: Customer

Precondition: The customer has not log into the system

Basic flow:

1. The customer clicks on the 'Log-in' button

2. The customer clicks on the 'Register' button in the login page
3. The system jumps to the account register page
4. The customer fills the required information, such as username, password, address, etc
5. The customer clicks on the 'Register' button
6. The system jumps to the previous page which the customer was browsing

Alternative flow 1A - The customer does not fill all the required information

1. The customer clicks on the 'Register' button
2. The system will post a warning and notice the customer to fill all the information required

1B - The customer enters a username that is occupied by other customers

1. The customer clicks on the 'Register' button
2. The system will post a warning and notice the customer to choose another username

UC 2: Check item's information

Primary Actor: Customer

Precondition: The customer is at home page

Basic flow:

1. The customer clicks on a mobile phone in the list
2. The system directs to detailed information page of the mobile phone

UC 3: Add a item/items to the cart

Primary Actor: Customer

Precondition: The customer has logged into the system and at the detailed information page of the mobile phone

Basic flow:

1. The customer selects the number of mobile phones
2. The customer clicks on the 'add to cart' button
3. The system shows a message that the mobile phone is added to the cart successfully

Alternative flow 3A – The number of mobile phones in stock is less than the number selected

1. The system directs to the order pages with no orders displayed

UC 4: Customer check out

Primary Actor: Customer

Precondition: The customer has logged into the system and has at least one item in the cart

Basic flow:

1. The customer clicks on 'check out' button
2. The system directs to the check-out page
3. The customer can modify the number of items or remove items in the cart
4. The customer clicks on 'Confirm' button
5. The system shows an 'order received' message
6. The customer clicks on 'view orders' button
7. The system directs to the orders page

Alternative flow 6A – The customer clicks on 'check other mobile phones' button

1. The system directs to the home page

UC 5: Customer view orders

Primary Actor: Customer

Precondition: The customer has not log into the system

Basic flow:

1. The customer clicks on the 'Orders' button
2. The system directs to the orders page

Alternative flow - 4A – If the customer has not submitted any orders

If the customer has not submitted any orders

1. The system directs to the order pages with no orders displayed

