

Hugbúnaðarverkefni 1 Vision and Scope, Use Case.

### **Vision and Scope document (30%)**

- Precise vision statement in Sect. 1.5 **(10%)**
- Plausible argument in chosen Sect. 1.x **(10%)**
- Plausible argument in chosen Sect. 2.x **(10%)**

**For** caffeine lovers

**who** need to buy a variety of caffeine products,

**the** Energy website

**is** an ecommerce store for caffeine-related products.

**That** will provide an online store for customers to buy caffeine related products.

-The website will have all information about the product along with user ratings and a caffeine calculator to provide info on safe daily dosage depending on the product.

-The website provides users with free shipping if the price is 10.000kr and/or higher.

**Unlike** physically going to the store and purchasing products,

**our product** will enable customers to view and purchase products from anywhere.

#### **1.2 Business opportunity (“Why does it look like we can be successful?”):**

The website improves the process of purchasing caffeine-related products e.g. energy drinks, tea and caffeine pills.

Studies have shown that caffeine consumption has, and keeps increasing worldwide. Therefore the caffeine market keeps on increasing as well.

#### **2.3 Scope of subsequent releases (“What can be rolled out later?”)**

Implementing a review system for products is not a priority and can be rolled out after the website is complete.

### **Use Case document (70%)**

- 2-4 core cases in fully-dressed format **(60%)**
  - Precise and plausible information in Sect. 1, 4, 6, 7, 13 **(5%)**
  - Precise formulation of main scenario in Sect. 8 **(30%)**
  - Precise formulation of alternative scenarios in Sect. 9 **(25%)**
- Further use cases in brief format **(10%)**

**Use case name:**

- UC1: Process Sale

**Scope:**

- Website application

**Level:**

- User goal

**Primary actor:**

- Website user (customer)

**Stakeholders and interests:**

- **Customer:** Wants purchase and fast service with minimal effort. Wants easily visible display of selected items and prices (basket). Wants proof of purchase to support returns.

**Preconditions:**

- The customer is logged in to his account (if we want to have that as a requirement).

**Success guarantee:**

- The sale is saved.
- Inventory is updated.
- An electronic receipt is generated.
- Payment authorization approvals are recorded.

**Main success scenario:**

- 1. Customer views his basket which includes goods (and prices) to purchase.
- 2. System presents total.
- 3. Customer selects to purchase all the goods within his basket.
- 4. System asks for payment method.
- 5. Customer chooses payment method and pays.
- 6. System handles payment and logs completed sales (to accounting and inventory systems).
- 7. System presents electronic receipt.
- 8. Customer leaves the website.

**Extensions / alternate scenarios:**

- Cancel sale
  1. Pop up window asking the user if they want to cancel the sale.
  2. Remove all items from the cart.
  3. Go back to the home page.
- Remove item from cart
  1. Ask user if they are sure
  2. Remove the item from the cart
- Payment failed
  1. Inform the user
  2. Go back to payment method
- Item out of stock
  1. Inform the user
  2. Ask if user wants notification when item is back in stock

3. Remove item from cart
4. Go back to the cart

**Special requirements:**

- Payment authorization (or decline) response within 10 seconds 90% of the time.

**Technology and data variations list:**

-

**Frequency of occurrence:**

- Very often (every time a customer decides to purchase goods).

**Miscellaneous/open issues:**

- Should the electronic receipt be printable?
- What does the electronic receipt look like?
- Explore payment methods.
- Can the user save his payment information to speed up the sale?

**Use case name:**

- UC2: Login

**Scope:**

- Website application

**Level:**

- User goal

**Primary actor:**

- Website user (customer)

**Stakeholders and interests:**

- **Customer:** Wants to login to their account to review products, see past purchases.

**Preconditions:**

- The customer has to have made an account on the website.

**Success guarantee:**

- Cart is viewable.
- Payment methods are updated.

**Main success scenario:**

- 1. The system requests the customer enters his/her username and password.
- 2. The customer enters his/her username and password.
- 3. The system validates the given username and password.
- 4. The user is now logged in to his account.

**Extensions / alternate scenarios:**

- Incorrect username and/or password
  1. Inform the user
  2. Back to login
- Information is incorrect
  1. User clicks edit account
  2. User changes information
  3. Save information
  4. Back to home page

**Special requirements:**

- User login authorization (or decline) response within 5 seconds 90% of the time.

**Technology and data variations list:**

-

**Frequency of occurrence:**

- Often (every time a customer decides to log in to his account).

**Miscellaneous / open issues:**

- How should the user be let know that his username/password is incorrect?
- How often should the user be able to try to log in with incorrect login details?

**User cases:**

- Caffeine calculator: user inserts his weight and chooses product. The calculator shows the safe drinking limit of the chosen product and the lethal dose
- Create an account: User inserts required information.
- Search/ filter items
- View items
- Write reviews