

PROJECT PLAN

THE TANGLED OAK + CRAFT COLLECTIVE WEBSITE

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CIS 320 - Project Management
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Requirements Gathering Document

GANTT CHART - updated Nov 18

<https://docs.google.com/spreadsheets/u/0/d/1c1XVhtSI-d45IFBJSq9ZlhifUf52pqedcY1c4OHcc5s/edit>

Requirements Determination - Milestone 2 (Due Date: Oct 1)

- **Artifact:** Requirements Gathering Document
 - System Request Document
 - Requirement Definition
 - Problem Analysis
- **Description:** Clearly define and document all functional and non-functional requirements based on the gathered information. Prioritize requirements and establish scope boundaries.

System Request

Project Name: The Tangled Oak + Craft Collective Website

Project Start Date: September 16, 2024

Project End Date: December 14, 2024

Project Description: This project aims to develop a new website for The Tangled Oak + Craft Collective to replace the current GoDaddy-hosted site. The existing platform has limited flexibility and functionality restricts customization and impacts the overall user experience. This project aims to build a site that meets the following goals:

- **Enhanced Flexibility:** A custom-coded solution will enable tailored design choices and the freedom to expand features as the business grows.
- **Improved Functionality:** New tools for product management, customer accounts, and streamlined checkout will make the website easier to navigate and more effective for both users and administrators.
- **User-Friendly Experience:** A clean, intuitive design will make it simple for customers to browse products, access information, and complete purchases. The improved layout and usability will encourage customer engagement and retention.

By achieving these objectives, the website will better support The Tangled Oak's business needs and deliver an engaging, seamless experience for customers and vendors.

Stakeholders:

- **Owners:** Tangled Oak + Craft Collective Management (Aimee Reilly, Carol Ellis, Charles Lavigne)
- **Primary Users:** Customers (ages 30–60), Owners, Vendors, and Crafting Class Attendees

- **Developers:** Aimee Reilly
- **Users:**
 - Craft Vendors- Provide products for sale, track consignments
 - Owners -Track sales, consignments, inventory management, provide craft class information
 - Customers - Purchase products, register for classes
 - Craft Class Attendees -Register for classes

Functional Requirements:

Current System: The existing site is a "fill-in-the-blank" template website hosted by GoDaddy.

Custom Website Design: A fully coded website (HTML, JavaScript, PHP) that is not reliant on a third-party template for scalability.

E-commerce Integration: Support for online ordering and payments.

Online Class Registration: Users should be able to register for crafting classes directly through the website.

Vendor Management System: Functionally tracking consignment percentages, vendor payments, and inventory management with reminder emails. (maybe out of scope for this project)

API Integrations: Connect to local services (weather, events) via API.

Social Media Integration: Automatically generate and update daily social media posts through AI.

Non-Functional Requirements:

Performance: The system must be fast and responsive across various devices including desktop, tablet and smartphone.

Accessibility & Usability: The website must be accessible from any web browser on multiple devices.

Security: Implement security measures for handling sensitive customer and vendor information, including secure payment.

Reliability & Availability: The site must be reliable and available to ensure customers can shop and sign up for classes.

Scalability & Maintainability: The system must be easy to update and scale, allowing the ability to add more features in the future.

Reusability: The code should support reusability allowing for reuse in different sections of the website (ex. templates for product pages, logos or class listings).

User Experience Goals

The vision for the user experience is to create a welcoming, visually appealing, and intuitive platform that promotes seamless interactions with products, vendor profiles, and account management. Key user experience goals include:

- Product Browsing, Purchasing and Discovery
 - **Product Listings:** High-quality images, detailed descriptions, and clear prices to inspire purchases.
 - **Navigation and Filtering:** Easy-to-use search, filtering, and category navigation to help users quickly locate desired items.
 - **Vendor Highlights:** Showcase vendor profiles on the homepage and within categories to foster community engagement.
- Vendor Showcases
 - **Vendor Profiles:** Each vendor has a dedicated profile page featuring a bio, highlighted products, and links to view their entire collection.
 - **Vendor Spotlight:** Highlight monthly or featured vendors to strengthen customer connections with local artisans.
- User Account Management(Future Scope)
 - **Customer Accounts:** Create and manage accounts where customers can view order history, save items to wish lists, and update personal information.
 - **Vendor Accounts:** Vendor portal with tools for managing product listings, updating profiles, tracking orders, and reviewing sales data.
 - **Admin Dashboard:** Management tools for site admins to control content, user accounts, order management, and access analytics.

Problem Analysis

Constraints:

- **Budget Constraints:** Limited budget for premium services.
- **Timeline:** This project design must be completed by **December 14, 2024**, to ensure the next step of implementation.
- **Out-of-Scope:**
Due to time constraints, advanced features like user and vendor management may be postponed for future development.

Risks:

- **Scope Creep:** Expanding the project's scope to include additional features like user management could delay delivery.
- **Technical Challenges:** Integrating third-party APIs or implementing AI-driven social media posts may present technical difficulties.

Completion Criteria: I will know that my project design is overall complete when:

- List of documents
- Finished uploaded website

System Proposal Document

System Proposal- Milestone 3 -(Due Date: Oct 22)

- **Artifact:** System Proposal Document
 - Executive Summary
 - System Request
 - The Work Plan
 - The Feasibility Analysis
 - The Requirements Definition
 - Current models of the system (expected to evolve)
- **Description:** Develop a proposal outlining the system's features, benefits, estimated costs, and timelines. Include feasibility analysis and gain approval from stakeholders.

Executive Summary

The Tangled Oak + Craft Collective is transitioning from a GoDaddy-hosted website to a custom-coded site that will offer greater flexibility, improved functionality, and a better user experience. The new website will feature e-commerce capabilities, online class registration, vendor management (future phase), and automated social media posts and promotional emails. The project is expected to enhance the business's ability to manage operations and provide an engaging experience for customers and vendors. Completion is targeted for December 14, 2024.

System Request

Project Sponsor:

Aimee Reilly (Co-owner, The Tangled Oak + Craft Collective)

Business Need:

The current website is a template-based GoDaddy-hosted site that lacks the flexibility and functionality required for business operations. To support growth, the business needs a custom-built site that allows for online product sales, class registrations, and automated marketing.

Business Requirements:

- A fully coded, custom website (HTML, JavaScript, PHP).
- E-commerce integration for online ordering.
- Online registration for crafting classes.
- Vendor Highlights
- Social media and email marketing automation.
- User management(future scope)
- Responsive design for mobile and desktop users.

Business Value:

- **Increased Sales:** The ability to sell products and register for classes online will drive new revenue.
- **Improved Customer Experience:** A more user-friendly website will boost customer satisfaction and repeat business.

Special Issues:

- Budget constraints
- There is a risk of challenges in integrating APIs for automation

Work Plan

Milestone	Due Date	Artifact	Description
Milestone 1	Sep 29	Project Plan	A comprehensive document outlining the project scope, objectives, and milestones.
Milestone 2	Oct 1	Requirements Gathering Document	Collect and document detailed requirements from stakeholders.
Milestone 3	Oct 28	System Proposal Document	<ul style="list-style-type: none">● Executive summary● The system request● The work plan● The feasibility analysis● The requirements definition● Current models of the system (expected to evolve)
Milestone 4	Nov 4	Use Case Diagrams	Visual representations of user interactions with the system.
Milestone 5	Nov 11	Activity Diagrams	Workflow diagrams for system processes.

Milestone	Due Date	Artifact	Description
Milestone 1	Sep 29	Project Plan	A comprehensive document outlining the project scope, objectives, and milestones.
Milestone 2	Oct 1	Requirements Gathering Document	Collect and document detailed requirements from stakeholders.
Milestone 6	Nov 11	CRC Cards	Cards detailing classes, responsibilities, and collaborations.
Milestone 7	Nov 18	Use-Case Descriptions	Detailed narratives of use cases, including flows and conditions.
Milestone 7	Nov 18	Class and Object Diagrams	Structural diagrams depicting classes and object instances.
Milestone 8	Nov 25	Behaviour Models (Sequence, Communication Diagrams, State	Diagrams modeling interactions, object states, and operations within the system. Final project submission including all artifacts.
Milestone 9	Dec 2	Wire Frames of New Model	Wireframe examples of what the new system will look like
Milestone 10	Dec 9	Final Complete Project	Complete project report and presentation

Project Timeline:

Start: September 16, 2024 - **End:** December 14, 2024

Feasibility Analysis

Technical Feasibility:

The project's technical requirements include custom coding (HTML, JavaScript, PHP), e-commerce integration, and API integration. Given the development skills available, these are within scope. However, API integrations and automated social media may present challenges.

Economic Feasibility:

The budget is limited.

Operational Feasibility:

The proposed system will greatly enhance the business's daily operations, especially with the online ordering and class registration systems. Automation of social media and email marketing will streamline tasks for the team.

Schedule Feasibility:

The project schedule is manageable.

Requirements Definition

Functional Requirements

User Registration: Users must be able to create an account by providing their email address, password, and basic personal information.

Online Ordering: Users should be able to browse products, add them to a shopping cart, and finish their purchases through a secure payment gateway.

Class Registration: Users should be able to view available crafting classes and register online with payment options.

Vendor Management: Vendors must be able to log in, manage their product listings, and view sales reports (to be developed in a future phase).

Social Media Integration: The system should automatically generate daily posts to linked social media accounts.

Non-Functional Requirements

Performance: The website should load at a reasonable response time

Usability: The website must be designed for accessibility and ease of navigation.

Security: All user data must be encrypted.

Scalability: The system needs to be scalable

Technical Requirements

Programming Languages: The website will be developed using HTML, JavaScript, and PHP.

Database Management: The website will be utilizing Square for managing inventory and cash flow

Hosting Environment: The site will be hosted on a secure and reliable server.

User Requirements

Customer Needs: Seamless shopping experience with easy access to class registration and product purchases. Users will also be able to see information about the vendors they are purchasing from

Admin Needs: Easy to update website where they can add new vendor information and products

Use-Case Descriptions + Diagrams - Milestone 4 - (Due Date: Oct 29)

- **Artifact:** Use Case Diagrams
 - Detailed Use-Case Descriptions
- **Description:** Create use case diagrams to visualize the functional requirements and interactions between users and the system.
 - Write detailed descriptions for each use case, including preconditions, postconditions, and the main flow of events.

Use Case Descriptions

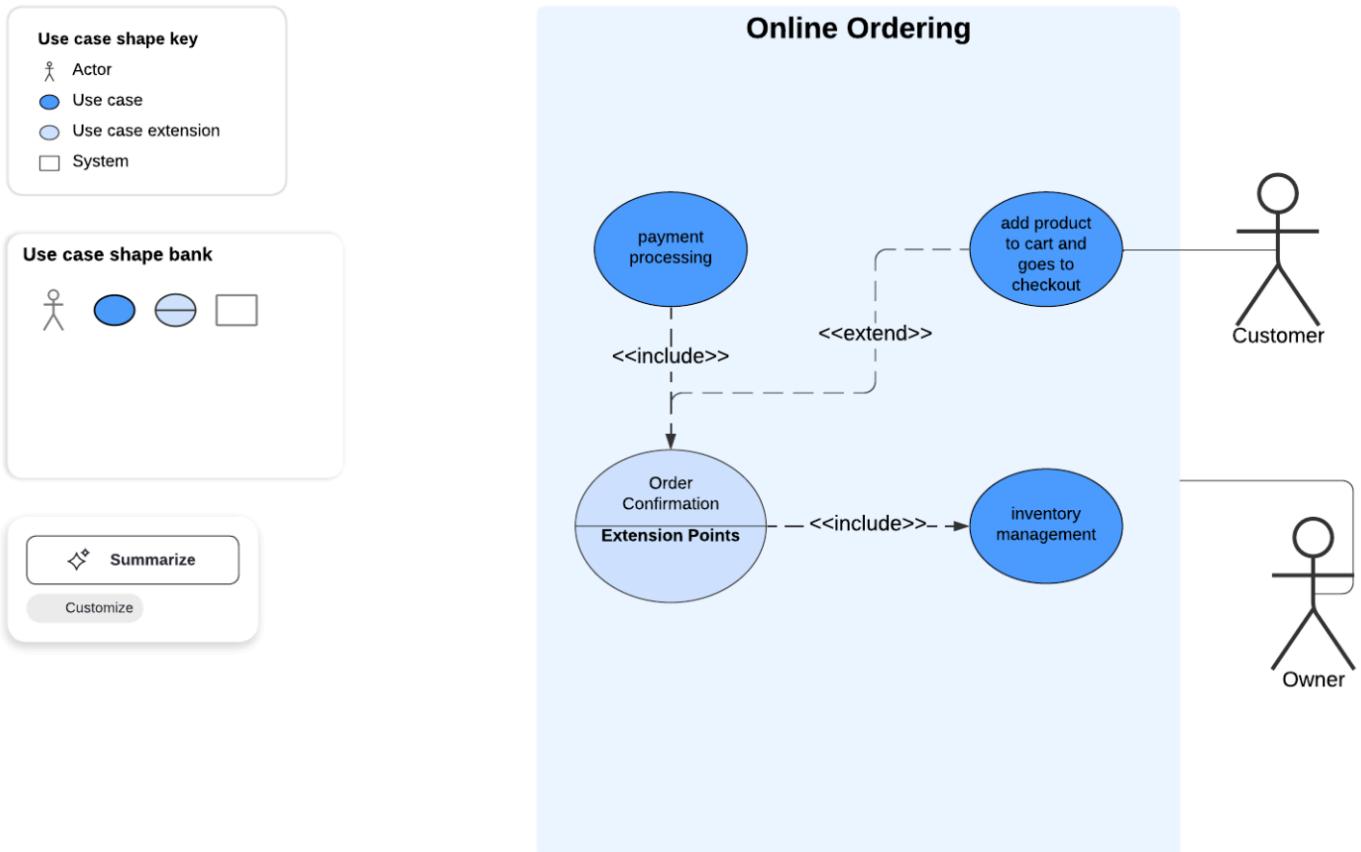
Use Case Name: Online Ordering	ID: 002	Importance Level: High
Primary Actor: Customer	Use Case Type: Primary	
Stakeholders and Interests: Customer: Wants a seamless, user-friendly process to browse products, make purchases, and receive confirmations Owner: Needs to manage sales and inventory and ensure a positive customer experience.		
Description: This use case describes the process where a customer orders products through the website's e-commerce platform. (SquareOnline)		
Trigger: The customer wants to purchase a product and check out		
Association: Linked to the product catalogue, shopping cart, and order processing systems Include: Payment processing and inventory management Extend: Order confirmation		
Normal Flow of Events: <ol style="list-style-type: none">1. The customer browses the products.2. The customer adds products to the shopping cart.3. The customer proceeds to checkout.4. The system displays the payment options.5. The customer enters payment details and confirms the order.6. The system processes the payment.7. The system sends an order confirmation email.8. The system updates the inventory.		
SubFlows: -Create an account or not -Edit Cart -Payment Failed		

Preconditions:

- The product inventory is up to date.
- The customer has a valid payment option
- The website is functioning and accessible.

Postconditions:

- The customer receives an order confirmation.
- The order details are saved in the system.
- The inventory is updated to reflect the purchase.



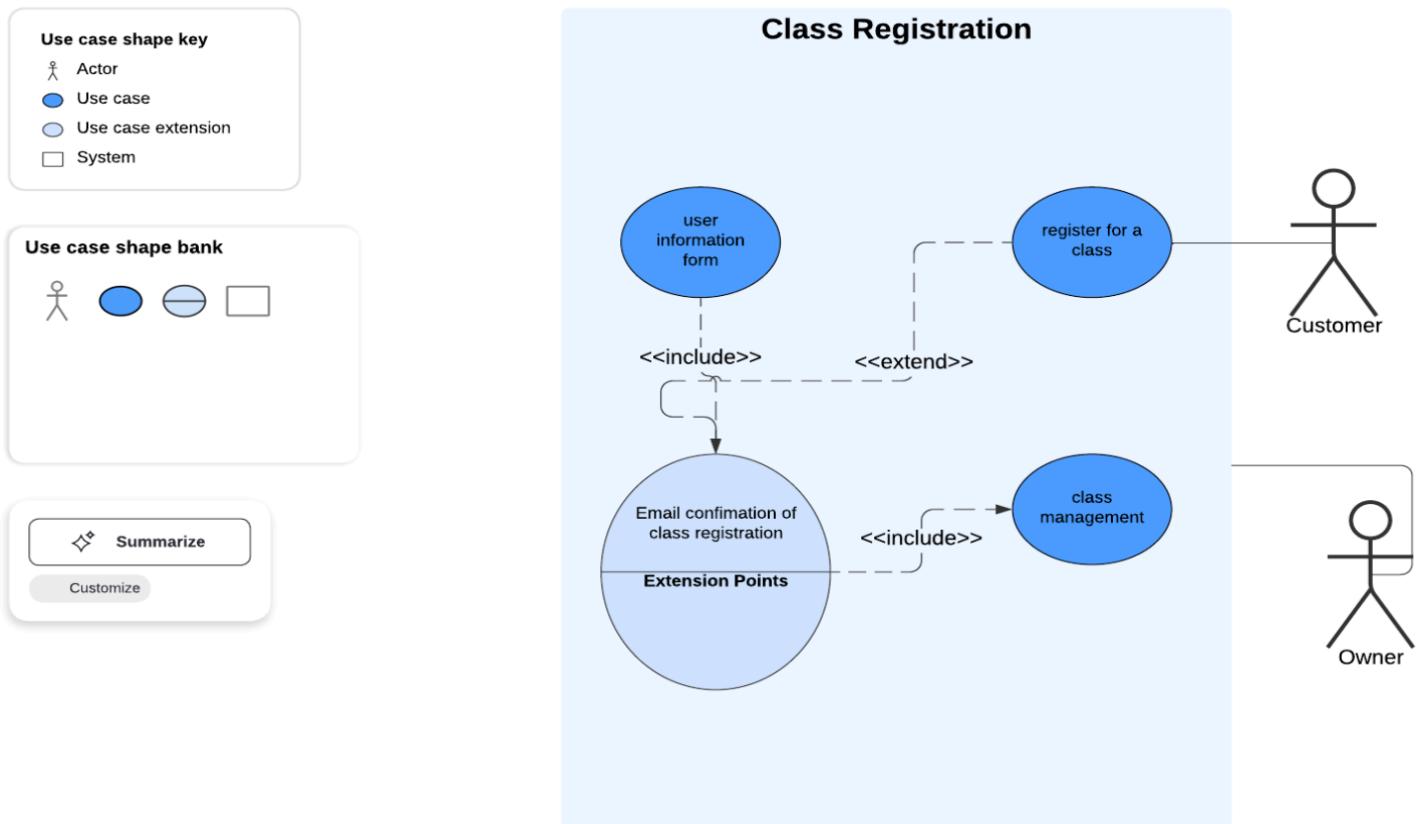
Use Case Name: Class Registration		ID: 002	Importance Level: Low		
Primary Actor: Customer	Use Case Type: Primary				
Stakeholders and Interests:					
<p>Owner: Wants easy class registration to track participants, and schedules, and improve communication with minimal admin work.</p> <p>Customers: Needs simple, user-friendly registration with immediate confirmation, class details, and options for cancellations or rescheduling.</p> <p>Vendors: They want accurate participant info and timely updates to deliver classes smoothly.</p>					
Brief Description: This use case describes the process where a customer can browse and register online for workshops/classes which take place at the store					
Trigger: A customer selects a class on The Tangled Oak + Craft Collective website and starts the registration process.					
Relationships: <ul style="list-style-type: none"> Association: Linked to the class catalogue, user accounts, and class scheduling systems. Includes: Payment processing and email confirmation. Extends: Cancellation/rescheduling options for customers. Generalization: User 					
Normal Flow of Events:					
<ol style="list-style-type: none"> 1. The customer views the list of available classes. 2. The customer selects a class to register for. 3. The system displays class details (date, time, price, instructor). 4. The customer confirms registration by entering personal details and payment 5. The system processes the payment. 6. The system sends a registration confirmation email. 7. The class availability is updated. 					
SubFlows:					
<ul style="list-style-type: none"> -View Class Details -Create an Account or just Register -Payment Processing -Email Confirmation -Cancellation/Rescheduling 					

Preconditions:

- The class schedule and availability are updated on the website.
- The user has access to the website.

Postconditions:

- The attendee receives a class registration confirmation.
- The class is added to the attendee's account
- The system tracks the number of registrants and updates class availability.

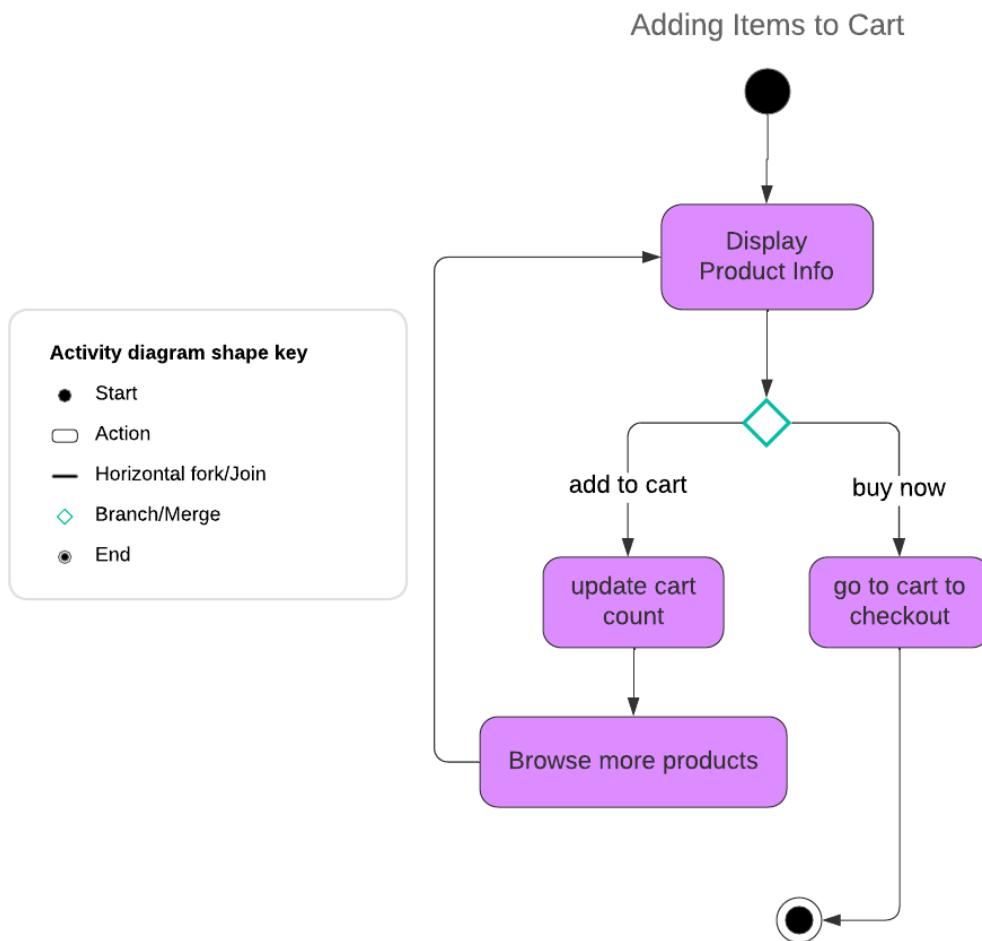


Structural Modeling

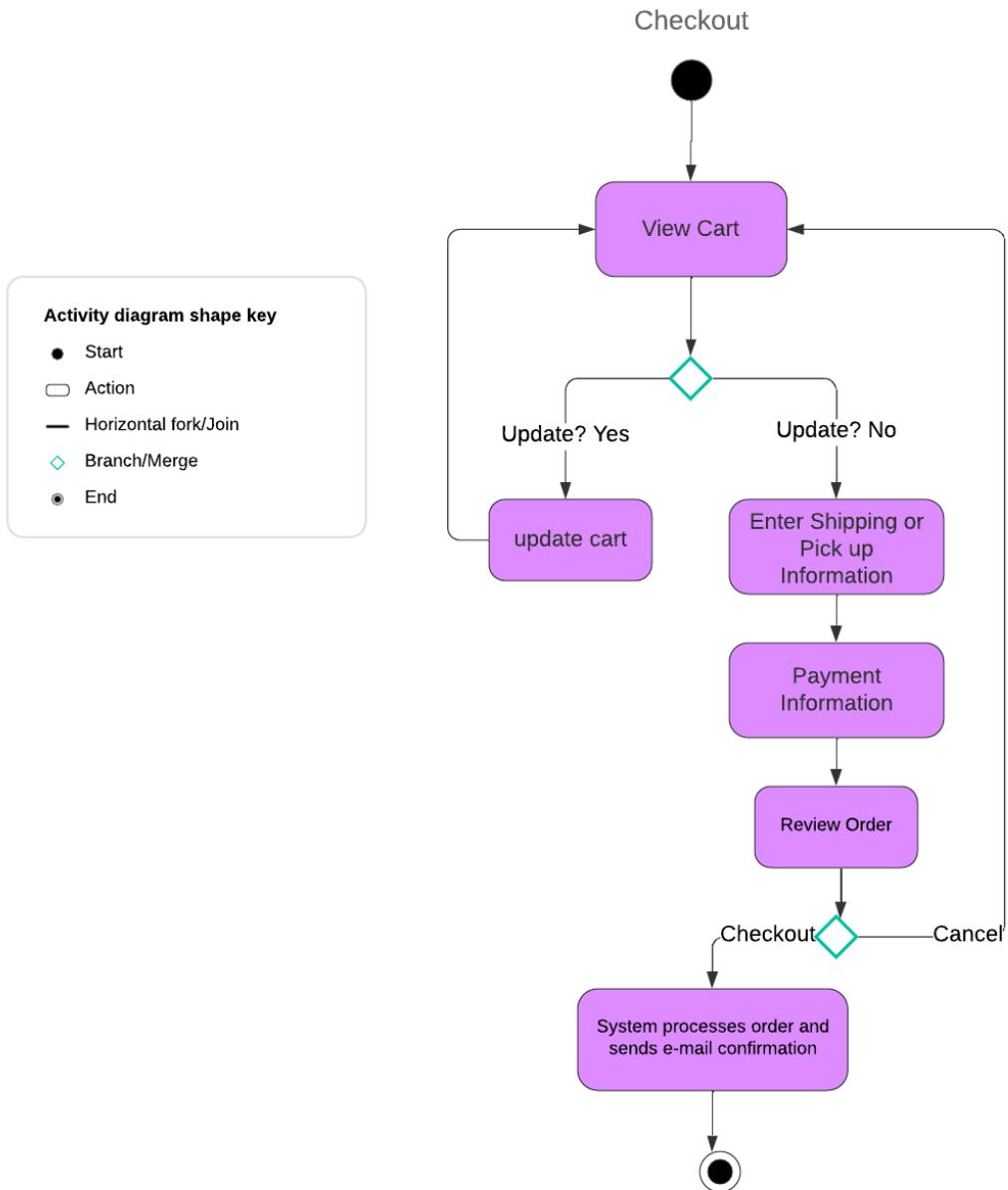
Activity Diagrams - Milestone 5

- **Artifact:** Activity Diagrams
- **Description:** Develop activity diagrams to represent the workflow of various system processes, such as online ordering and class registration.

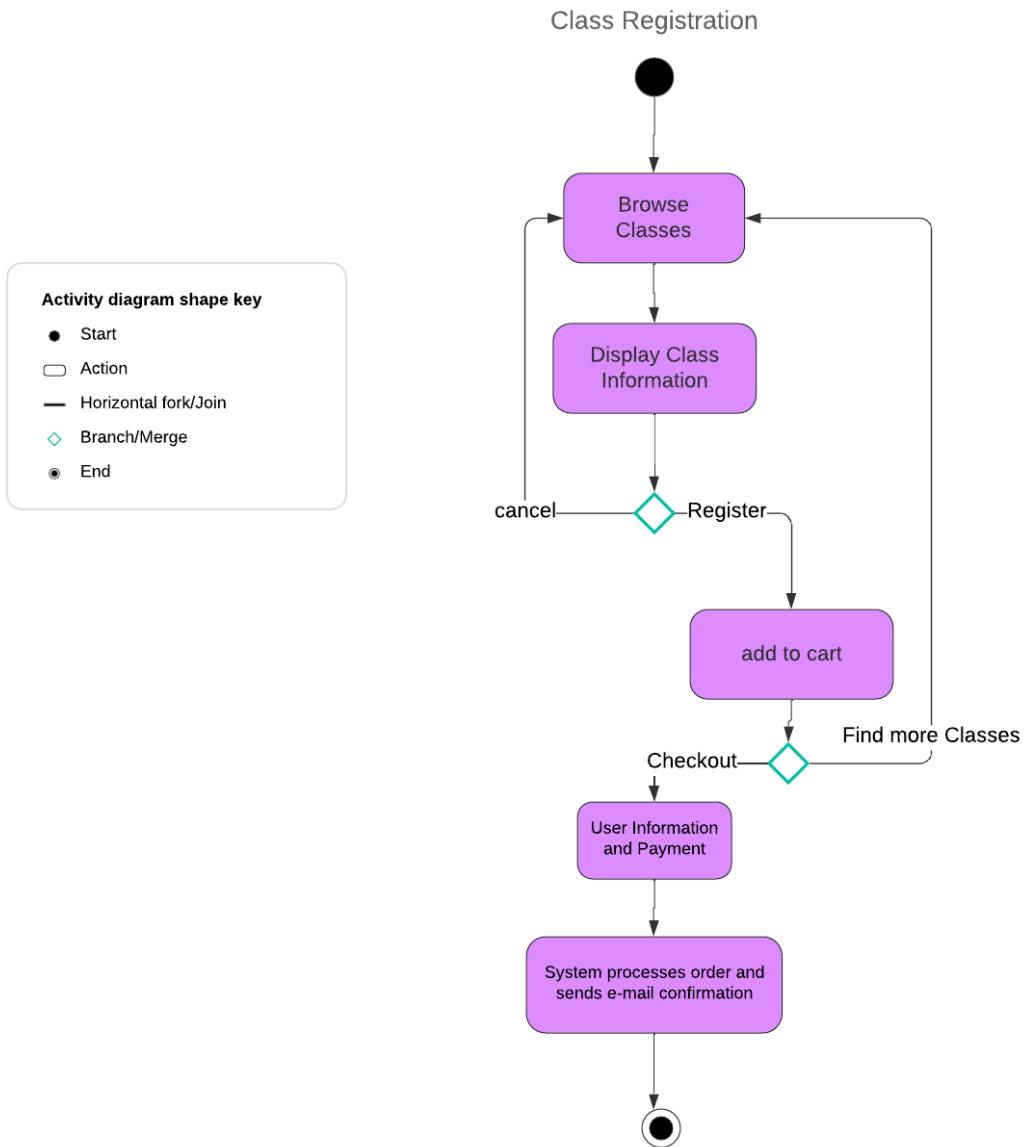
Adding Items to Cart:



Check Out / Buy Products:



Class Registration:



CRC Cards - Milestone 6

- **Artifact:** Class Responsibility Collaborator (CRC) Cards
- **Description:** Identify classes, their responsibilities, and collaborations using CRC cards to organize system structure.

Customer / Website User		Owner	
<ul style="list-style-type: none">• Browses website• Purchases from website• Knows User Information• Fills out forms• Pays for classes or purchased items	<ul style="list-style-type: none">• Owner• Online Website app• Confirmation email	<ul style="list-style-type: none">• Updates Inventory and Class schedules	<ul style="list-style-type: none">• Customer / Website USer

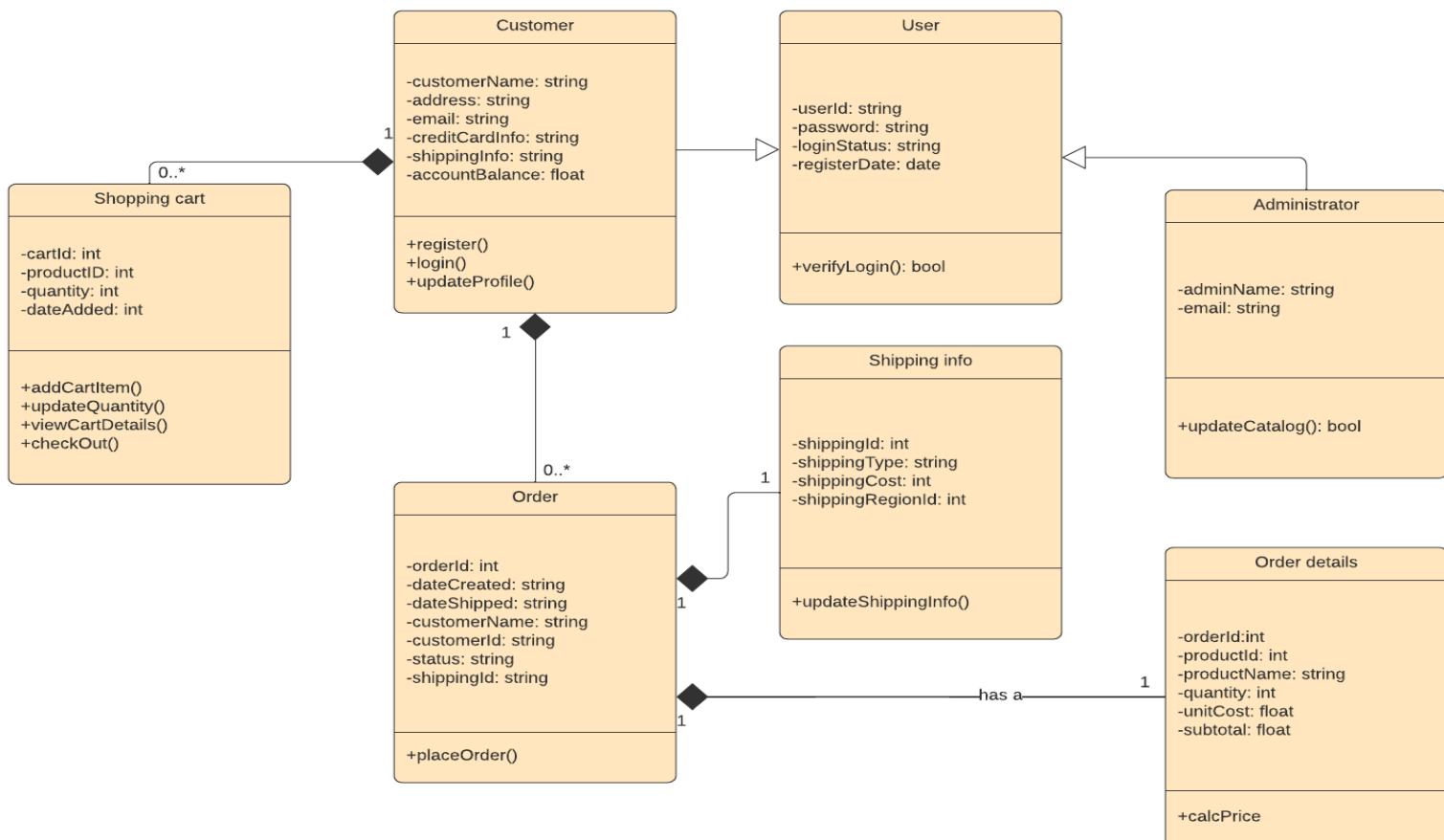
Class Diagram - Milestone 7

- **Artifact:** Class Diagrams
- **Description:** Create class diagrams to depict the system's classes, attributes, operations, and relationships.

The user profile may be out of scope for this project and not necessary at this point. The Square system integration will be handling the customer check-outs, payment and security.

Online shopping cart UML class diagram example

Aimee Reilly | November 11, 2024



User

Attributes

```
userId: int  
name: String  
email: String  
role: String (e.g., "admin", "customer", "vendor")
```

Methods

```
register(): boolean (already registered?)  
login(email: String, password: String): boolean  
logout(): void
```

Admin (inherits from User)

Methods

```
manageProducts(): void  
manageOrders(): void  
updatePageContent(page: Page): void  
manageVendors(): void
```

Vendor (inherits from User)

Attributes

```
vendorId: int
```

Methods

```
uploadProduct(product: Product): void  
updateProduct(product: Product): void
```

]

Customer (inherits from User)

Attributes

cart: Cart

Methods

```
addToCart(product: Product): void  
placeOrder(order: Order): void  
viewOrderHistory(): Order[]
```

Product

Attributes

```
productId: int  
name: String  
description: String  
price: float  
stock: int  
category: String  
vendor: String
```

Methods

updateStock(quantity: int): void

Order

Attributes

```
orderId: int  
orderDate: Date  
orderStatus: String  
customer: Customer  
items: List<OrderItem>  
totalAmount: float
```

Methods

```
calculateTotal(): float  
  
updateStatus(status: String): void
```

Class Relationships

- Website has multiple Page instances
- User has three subclasses: Admin, Vendor, and Customer.
- Customer has an association with Order
- Product is associated with Category
- Product is associated with Vendor

What Programs to Write:

1. **Product Management Module:** (This is done through the square interface)
 - **Add/Edit/Delete Products:** Vendors and admins can add new products, modify existing products, or remove discontinued ones. Each product will have a name, description, price, cost at consignment price, stock level, shipping information and a picture.
 - **Product Categories:** The module will allow products to be categorized (e.g., clothing, decor) and tagged with attributes for filtering (e.g., size, colour).
 - **Vendor Product Listings:** Each vendor's products will be linked to their profile, and the option for them to manage inventory and update stock levels will be included. (maybe out of scope)
2. **Shopping Cart and Order Processing Module:** (This is done through the Square Integration)
 - **Add/Remove Products:** Users can add products to their shopping cart from the product detail page. They can also remove items or adjust quantities directly within the cart.
 - **View Cart:** Customers can view a summary of the products in their cart, with prices, quantities, and total cost.
 - **Checkout Process:** Users will proceed to a streamlined checkout, where they can enter shipping information, select a payment method (via Square), and review their order before confirming.
 - **Payment Integration:** Integrate Square to process payments securely, ensuring that transactions are completed and confirmation emails are sent to the customer and vendor.
 - **Order Confirmation:** Once the payment is processed, the system will confirm the order and provide the customer with tracking details for delivery or pick-up instructions.

Behaviour Modeling

Sequence Diagrams - Milestone 8 (Due Date: Dec 15)

- **Artifact:** Sequence Diagrams
- **Description:** Illustrate how objects interact in a particular sequence for key functionalities like online ordering and class registration.

Online Ordering Sequence Diagram

Actors: Customer, Shopping Cart, Product Management System(Square,) Payment Gateway (Square), Order Management System(Square), Owner Dashboard(Square).

Steps:

1. **Customer Browse Products:** The customer navigates through product categories and selects a product.
2. **Add Product to Cart:** The customer adds the selected product to the shopping cart.
3. **View Cart:** The customer views the items in the cart and adjusts quantities if necessary.
4. **Proceed to Checkout:** The customer enters their shipping details and selects a payment method.
5. **Payment Processing:** The system processes the payment via the integrated Square payment gateway.
6. **Order Confirmation:** The system confirms payment and generates an order confirmation, notifying the customer and admin.
7. **Order Notification:** The Order Management System sends an order notification to the admin for fulfillment.
8. **Update Inventory:** Inventory levels are updated in real time to reflect the order.

Class Registration Sequence Diagram

Actors: Customer, Class Registration System, Database, Admin.

Steps:

1. **Browse Classes:** The customer browses available crafting classes.
2. **Select Class:** The customer selects a class and views details like time, date, and instructor.
3. **Register for Class:** The customer clicks on "Register" and provides the necessary details (ex. name, payment information).
4. **Payment Processing:** The system processes the registration fee through the integrated Square payment gateway.
5. **Confirmation:** Upon successful payment, the system confirms the registration and sends a confirmation email to the customer.
6. **Update Class Availability:** The available spots for the class are updated, and the database reflects the new registration count.

7. **Admin Notification:** Admins are notified of the new registration to manage class capacity.

Behaviour State Machine - Milestone 8 (Continued)

- **Artifact:** State Machine Diagrams
- **Description:** Model the different states of objects throughout their lifecycle and how they transition based on events.

Product State:

The **Product** object represents each item listed on the website.

- **States:**
 - **Inactive:** A product is created but not yet visible for sale (ex. it's being edited by the vendor).
 - **Listed:** The product is available for customers to browse and purchase.
 - **Sold:** The product has been purchased by a customer.
 - **Out of Stock:** The product is no longer available for sale due to no inventory.
 - **Discontinued:** The product is permanently removed from the website.
- **Transitions:**
 - **Inactive → Listed:** This happens when the vendor finishes the product setup and makes it available.
 - **Listed → Sold:** This transition occurs when the product is purchased.
 - **Listed → Out of Stock:** The product becomes unavailable due to running out of inventory.
 - **Sold → Out of Stock:** Once sold out, the product is out of stock.
 - **Listed → Discontinued:** If the product is removed from the site for any reason (ex. vendor decides to stop selling it).

Order State:

An **Order** object tracks the status of a customer's purchase, from the moment it is placed to its completion or cancellation.

- **States:**
 - **New:** The order has been placed but not yet processed.
 - **Processing:** The order is being prepared for shipping or pick up.
 - **Shipped:** The order has been dispatched to the customer.
 - **Delivered:** The customer has received the order.
 - **Cancelled:** The order has been cancelled by the customer before it shipped.
 - **Refunded:** The customer returns the order, and the payment is reversed.
- **Transitions:**
 - **New → Processing:** The order is confirmed and is now being prepared.
 - **Processing → Shipped:** The order is dispatched or placed in pickup location
 - **Shipped → Delivered:** The customer has received the order.
 - **New → Canceled:** The customer cancels the order.
 - **Delivered → Refunded:** If the order is returned, the payment is refunded.

Payment State:

A **Payment** object represents the transaction process for each order placed on the website.

- **States:**
 - **Pending:** The payment is awaiting processing.
 - **Completed:** The payment has been successfully processed and is confirmed.
 - **Failed:** The payment failed to process due to an issue (ex. declined card).
 - **Refunded:** The payment is reversed when an order is cancelled or returned.
- **Transitions:**
 - **Pending → Completed:** When the payment is successfully processed.
 - **Pending → Failed:** If the payment cannot be processed.
 - **Completed → Refunded:** If the order is refunded for any reason.

Crude Matrix - Milestone 8 (Continued)

- **Artifact:** CRUDE Matrix
- **Description:** Create a matrix to map out Create, Read, Update, and Delete operations across different system entities.

Entity	Create	Read	Update	Delete	Edit
Customer Account	Customers create accounts.	View profile, order history	Update profile information	Customers can delete their accounts.	Customers can edit profile details (name, email, etc.).
Vendor Account	Admins create vendor accounts.	Vendors can view their products	Vendors can update their products.	Admins or vendors can deactivate accounts.	Vendors can edit product details
Products	Vendors or Admins add new products.	Customers can view product details	Vendors and Admins can update products	Admins or vendors can remove products.	Vendors or Admins can edit product information.
Orders	Orders are created when a customer makes a purchase.	Customers and admins can view order status (pending, shipped, delivered).	Admins can update order status (shipped, delivered).	Admins and Customers can cancel orders if they haven't been shipped yet.	Admins can modify order details (ex shipping address).

Payments	Payments are processed during checkout.	Customers and admins can view payment status (pending, completed, refunded).	Admins can update payment status	Admins can cancel payments if the order is cancelled.	Admins can edit payment status (mark as completed or refunded).
Inventory	Admins or Vendors can create or update product inventories.	View available stock levels.	Admins and Vendors can update stock levels	Admins and Vendors can remove inventory items.	Admins and Vendors can edit stock quantities and update availability.
Vendors' Products	Vendors add products through their accounts.	Customers and vendors can browse product listings.	Vendors can update product details	Vendors can remove their products.	Vendors can edit product details directly.
Vendor Payments	Admins create payments to vendors based on sales.	Admins and vendors can view payment history.	Admins can update payment records.	Admins can delete or cancel payments if necessary.	Admins can edit payment details (ex. payout amount).

Explanation:

- **Create:** Actions to add/create new records (ex. new customer account, a new product)
- **Read:** Actions to view/read existing data without modifying it.
- **Update:** Modifying/Updating existing data (ex. updating customer profiles, changing stock levels).
- **Delete:** Removing/Deleting records from the system (ex. cancelling orders, removing products).
- **Edit:** Changing/ Editing certain fields of existing records without deleting them (ex. updating a product description, changing the price).

WireFrames - Milestone 9 (Due Date: Dec 2)

- **Artifact:** Wireframes of the new system
- **Description:** Create wireframes to display what the new website will look like.

User Interface (UI) Design:

- Wireframes for Essential Pages:
 1. Homepage: The homepage should display highlighted products, vendor profiles, and call-to-action sections for classes and new arrivals.
 2. Shop/Product Listings: Organize products by category with filters (e.g., price, category, vendor) and clear navigation options.
 3. Product Detail Pages: Each product should have a high-quality image, detailed description, price, and an add-to-cart button.
 4. Checkout Page: Streamline the checkout experience with Square payment integration (including secure payment options), clear summary of items, and user-friendly forms.
- UI Design: Focus on creating an intuitive and visually appealing interface that aligns with the brand aesthetics (earthy, handmade vibe). Include clear navigation, and ensure the design is mobile-responsive and accessible across devices.

User Experience (UX) Flow:

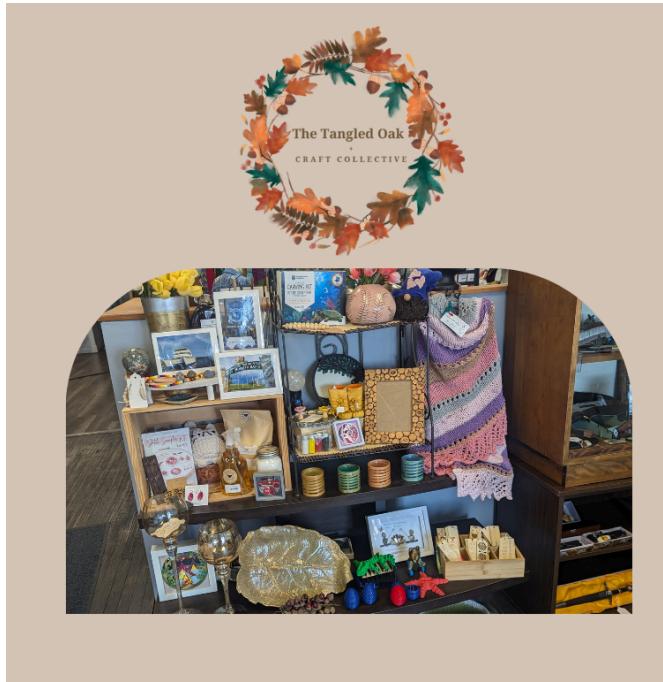
- Browsing Products: Users should easily navigate from the homepage or search bar to individual product pages using logical categories and filters.
- Adding Items to Cart: Ensure adding/removing items is straightforward, with visual feedback (e.g., "Item added to cart") and an easy way to modify quantities.
- Completing Checkout: The checkout flow should be secure and seamless, with minimal steps, including Square payment integration, order confirmation, and tracking updates.

The Current website is a fill-in-the-blank site hosted by Godaddy. It has very little scalability. It has large and misplaced layout. It's hard to navigate and the lack of free pages in the template manager makes the site difficult to navigate and info is cluttered.

The Current System also links to a different website(Square) for customers to purchase products and there's no online class registration.



New Design: A Simpler design layout with fewer clicks to get to where you want to go!



The Tangled Oak
+
CRAFT COLLECTIVE

Item Name \$0.00	Item Name \$0.00	Item Name \$0.00
Item Name \$0.00	Item Name \$0.00	Item Name \$0.00

[Shop](#)

[Craft Classes](#)

[Vendors in Store](#)

[The Blog](#)

[Contact Us](#)



[Home](#)

[Browse By Category](#)

[New Items](#)

[Browse By Vendor](#)

Out-of-Scope Items

Use Case Descriptions- Out of Scope

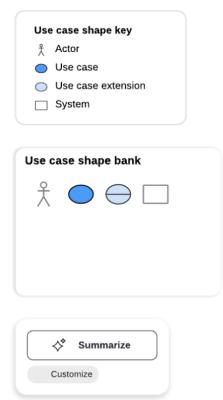
Use Case Name: Create User Account	ID: 001	Importance Level: Medium		
Primary Actor: Customer	Use Case Type: Primary			
Stakeholders and Interests: Customer: Wants a simple and quick process to create an account for easy access to class registrations and order history. Owner: Interested in gathering customer information for better communication and marketing.				
Description: This use case describes creating a new account on the Tangled Oak + Craft Collective website. The website allows customers to register for classes, manage their profiles, and track orders.				
Trigger: Sign up button				
Association: Linked to user profile management and class registration systems Include: Email verification process. Extend:				
Normal Flow of Events: <ol style="list-style-type: none">1. The customer clicks the "Sign Up" button on the homepage.2. The system displays the account creation form.3. The customer enters the required information (name, email, password).4. The customer submits the form.5. The system validates the input (checks for existing email).6. The system sends a verification email to the provided email address.7. The customer clicks the link in the verification email.8. The system activates the account and displays a confirmation message.				
SubFlows: -Create an account or not -Email Verification				

Preconditions:

- The customer has access to the internet and can navigate to The Tangled Oak + Craft Collective website
- The customer doesn't already have an active account with the provided email address.
- The customer has the required information to create an account (ex. name, email, password).

Postconditions:

- A new user account is created.
- The customer's email is verified through a confirmation link sent by the system.
- The customer can log in to their account using the provided credentials



Use Case Name: Vendor Management (Future Scope)	ID: F01	Importance Level: Medium		
Primary Actor: Vendor	Use Case Type:			
Stakeholders and Interests: Owner: Wants clarity and simplicity with inventory tracking Vendor: Interested in easy management of product listings, sales data, and timely payments.				
Brief Description: This use case describes the process where a vendor can manage their products, track sales, and receive payments through an online platform.				
Trigger: Vendor logs in and wants to manage their inventory				
Relationships: Associations: Linked to inventory management and payment processing systems Includes: Payment calculation and report generation Extends: Stock alert notifications for low inventory levels.				
Normal Flow of Events: <ol style="list-style-type: none"> 1. The vendor logs in to their account. 2. The vendor views their product listings and sales data. 3. The vendor updates product availability (add, remove, modify). 4. The system calculates the consignment percentage based on sales. 5. The system generates a sales report and updates vendor payments. 6. The system sends reminder emails for low stock or other triggers. 				
SubFlows: -Add New Product -Remove Product -Modify Product -View Sales Report				

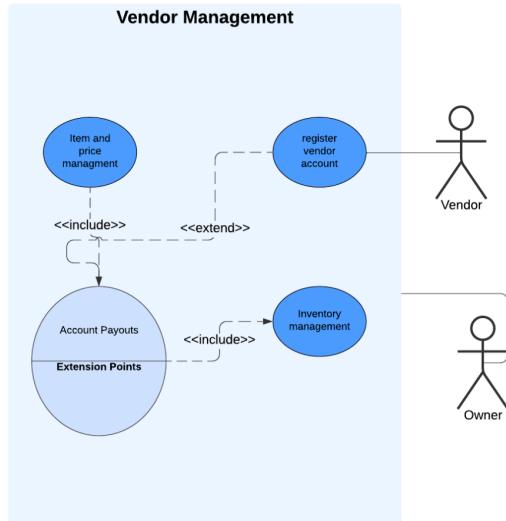
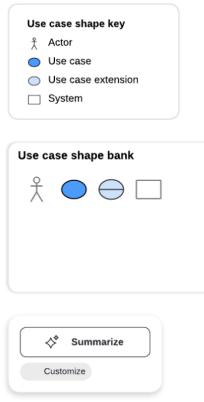
Online Class Registration System	
<ul style="list-style-type: none"> -Displays available classes and times • Schedules classes with registrants until full • Knows user contact information • Knows which user is signed up for which class 	<ul style="list-style-type: none"> • Owner • Customer/User • Confirmation email
User Registration System	
<ul style="list-style-type: none"> • Knows users personal information • Knows order history 	<ul style="list-style-type: none"> • Owner

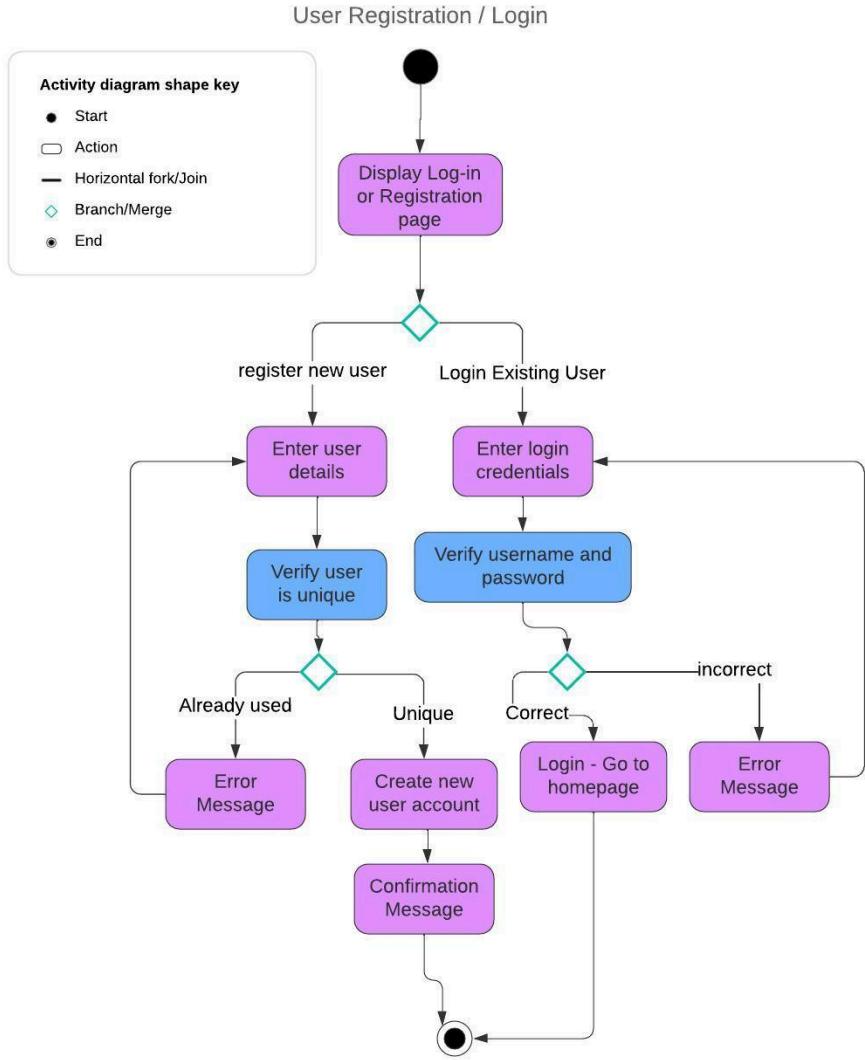
Preconditions:

- The vendor has a registered account on the website.
- The vendor's products are listed on the website.

Postconditions:

- The vendor's consignment percentage and payments are updated.
- The system sends reminders or notifications regarding stock or sales.





What Programs to Write:

3. User Authentication Module: (May be out of scope for this project)

- **Registration:** Users (customers and vendors) will be able to create accounts by providing basic information (name, email, password, etc.). This will store their credentials securely and send confirmation emails.
- **Login/Logout:** Users can log in with their registered credentials to access their accounts. They will be able to log out securely.
- **Account Settings:** Customers can update their personal information (e.g., address, phone number), and vendors can manage their profile details (e.g., business name, bio).
- **Password Management:** Users can reset their password via a secure link sent to their email if they forget it.
- **Admin Dashboard Module:** (out of scope)
- **Manage Users:** Admins can view a list of all customers and vendors, update user details, and delete accounts if necessary.

- **Manage Orders:** Admins can view detailed order information, including payment status, shipping status, and customer contact info.
- **Inventory Management:** Admins can manage product inventory, update product details, and monitor stock levels. They will be notified of low stock levels to trigger reordering.
- **Analytics:** Provide admins with reports on sales, inventory turnover, popular products, and vendor performance.

**Not done in Square*

- **Content Management:** Admins can update the website's content (e.g., blog posts, promotions, featured vendors) and manage any site-wide announcements or updates.

Customer Account State:

A **Customer Account** represents a user's profile and its associated status on the website.

- **States:**
 - **Unregistered:** The customer has not created an account yet.
 - **Registered:** The customer has registered but hasn't logged in.
 - **Active:** The customer is logged in and able to interact with the site (ex. browse products, and place orders).
 - **Deleted:** The customer permanently deletes their account.
- **Transitions:**
 - **Unregistered → Registered:** The customer creates an account.
 - **Registered → Active:** The customer logs in.
 - **Registered → Deleted:** If the customer deletes their account.

Vendor Account State:

A **Vendor Account** object is used to track the status of the vendors selling on your website.

- **States:**
 - **Unregistered:** The vendor has not signed up for the platform.
 - **Registered:** The vendor has an account but is still completing the setup process.
 - **Active:** The vendor is fully set up and can manage products, view orders, and track sales.
 - **Inactive:** The vendor is no longer selling on the platform (ex. account is suspended or terminated).
- **Transitions:**
 - **Unregistered → Registered:** The vendor creates an account.
 - **Registered → Active:** The vendor completes the onboarding process.
 - **Active → Inactive:** If the vendor's account is suspended or they decide to stop selling.