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Department of Computer Science

" Software Engineering "

PROJECT NAME: Let's Play.

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PHASE 1

1.1 INTRODUCTION :

This Phase will include a clear description of the system that includes the idea of the system. We will also include solutions to these problems through our distinctive system, and a list of stakeholders in the system ,and we wrote the functional and Non-functional requirements for the system.

1.2 PROJECT DESCRIPTION:

There are many people interested in very old games that have been discontinued, and this is what makes these games difficult to find, so our system provides these games without any hassle from customers and facilitates the process of ordering them.

1.3 STAKEHOLDERS :

1. **System owner:** The company operating the system has a vested interest in the success of selling these discontinued games and generating revenue.
2. **Game collectors and enthusiasts:** Individuals who are passionate about collecting and playing older, rare games are a key stakeholder group. They seek out these discontinued games and rely on the system to find and purchase them.
3. **Developers and publishers:** Although the games being sold are discontinued, the original developers and publishers may still have a stake in the distribution and sale of their older titles. They may collaborate with the system to legally provide access to these games.
4. **Resellers and game traders:** Individuals or businesses that specialize in reselling or trading older games may view the system as a potential source for acquiring inventory or reaching a target audience.
5. **Gaming media and influencers:** Journalists, bloggers, YouTubers, and other media personalities focused on gaming may take an interest in the system's offerings. They may review or promote the discontinued games available, driving awareness and potential customers.

1.4 FUNCTIONAL REQUIREMENTS:

1.4.1 User requirements:

A system that makes it easy for fans of old games that have been discontinued to obtain them in easy ways and from one place, as it allows them to search for games and buy them.

1.4.2 system requirements:

- 1. The system shall provide a means of logging in to the system:**
 - The system allows customers to create a new account with a phone number or email and create a password or log in if you have previously created a valid account and it has been confirmed.
- 2. The system shall provide a means of searching for items:**
 - The system provides customers with information about the games, such as their name, version, age group, whether they are new or used, and customers can copy and share the products.
 - The system provides a search feature for games, from the lowest price to the highest and vice versa.
- 3. The system shall allow users to order and edit their order:**
 - The site provides safe payment methods, which are cash upon receipt of the shipment and payment electronically during the purchase process.
 - The site provides multiple shipping options Whether pick up from the branch or home delivery, choosing the appropriate shipping company.
 - the site allows users to add and remove items from/to the basket.
- 4. The system shall provide customer service.**
 - The site provides a return and refund policy with the conditions that the games are not broken, and the return is Two days after purchasing the purchase.
 - The site provides customer service to respond to inquiries, technical support, and assist the customer via call or direct chat.

1.5 Non-functional requirements:

1. The system shall be scalable enough to support 100000 visits at the same time while maintaining a great performance.
2. The system shall load each page within 3 seconds.
3. The system shall be available 24/7 to allow customers to shop anytime.
4. The system shall use two-step verification to protect customers personal and financial data.

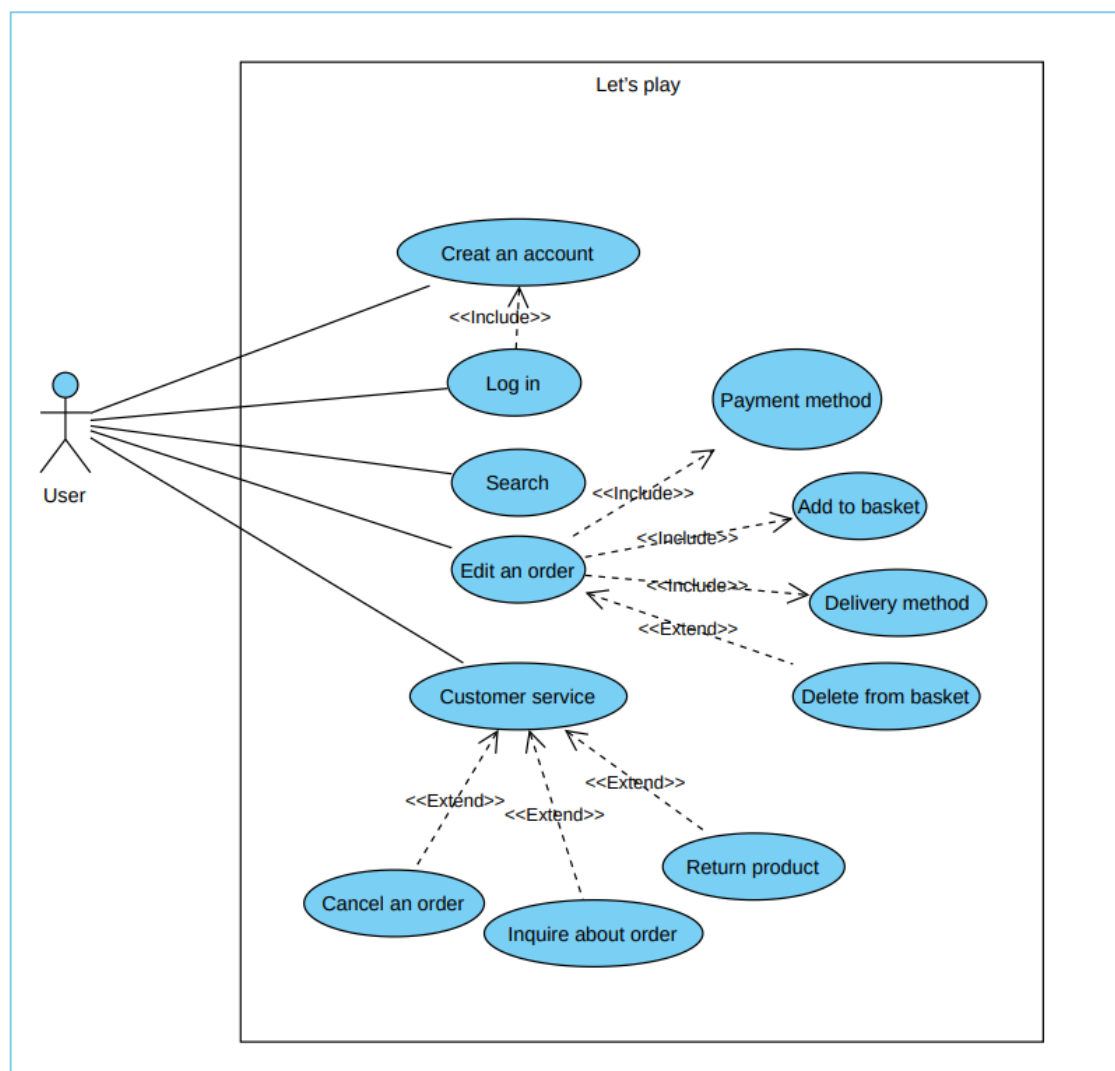
PHASE: 2

2.1 INTRODUCTION:

In this phase, In order to clarify the functional requirements and system activity's, we will show you a series of required models including the use case, activity diagram, sequence diagram, and class diagram.

2.2 SYSTEM DIAGRAMS:

2.2.1 USE CASE DIAGRAM



System	Game's store
Use case	Account creation
Actors	The user
Description	The user starts the account creation process by clicking on the sign up button, then the user will get transferred to the registration form page where they'll be obligated to enter a username and a password of their choice in order to create an account
Stimulus	The user's account will be created
Response	The user account will be processed and confirmed by the system
Comments	The user name that the user choses must be unique, and the password mustn't be less than 6 characters

System	Game's store
Use case	Sign in
Actors	The user
Description	The user must login into the system to access all the relevant functions of the system, the user must enter their username and password and
Stimulus	The system verifies the user's account in the database
Response	the system will direct the user to the store's home page
Comments	The user must have a valid account

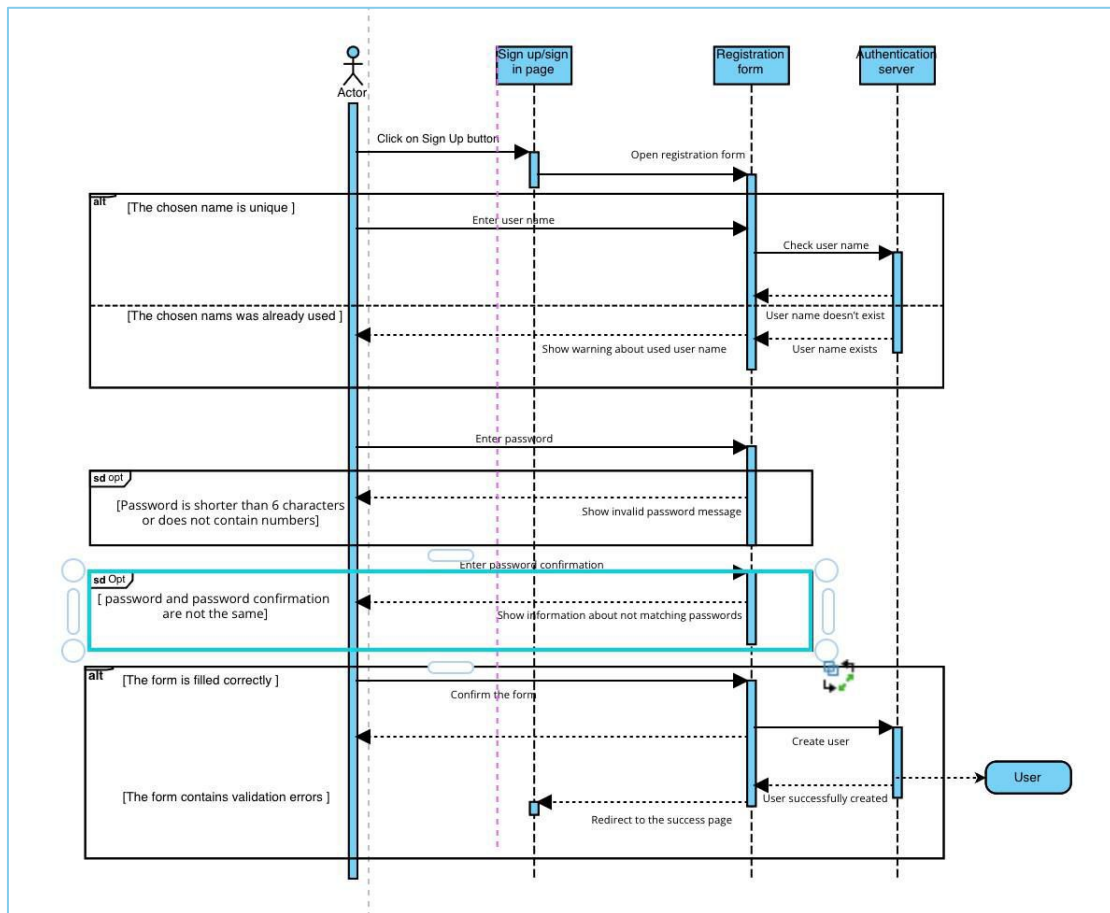
System	Games store
Use case	Search
Actors	The user
Description	The user may search for a specific item in the store, the system will look for the item in the products list and show the results to the user
Stimulus	The system searched for the product in the database
Response	The product is available/ the product is unavailable
Comments	The page shall load in 3 seconds

System	Games store
Use case	Customer service
Actors	The user, customer service team
Description	This use case allows the user to contact a customer service team member and enquire about their order, return a product or cancel their order
Stimulus	The user clicks on the "customer service" button on the website
Response	The user is directed to the customer service page which contains the customer service's team contact information such as phone numbers and emails
Comments	The system should be available and accessible to customers at all times

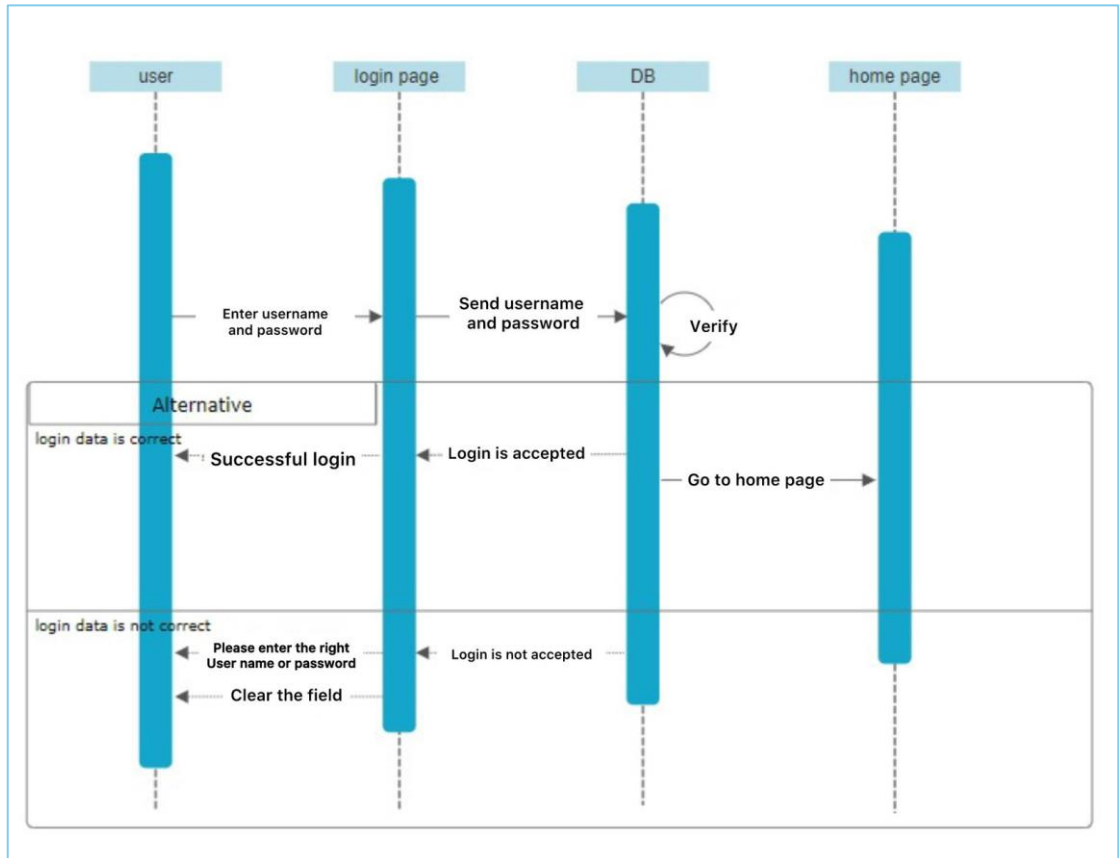
System	Games store
Use case	Order edit
Actors	The user
Description	This user case allows the user to make adjustments on their order, these adjustments include(adding products to the basket, deleting products from the basket, choosing the delivery and payment methods)
Stimulus	The user is directed to the orders page on the site and selects the order they wishe to modify
Response	A list of available orders is displayed to the user based on their account and order history
Comments	The system shall use 2 steps verification for payment

2.2.2 SEQUENCE DIAGRAM

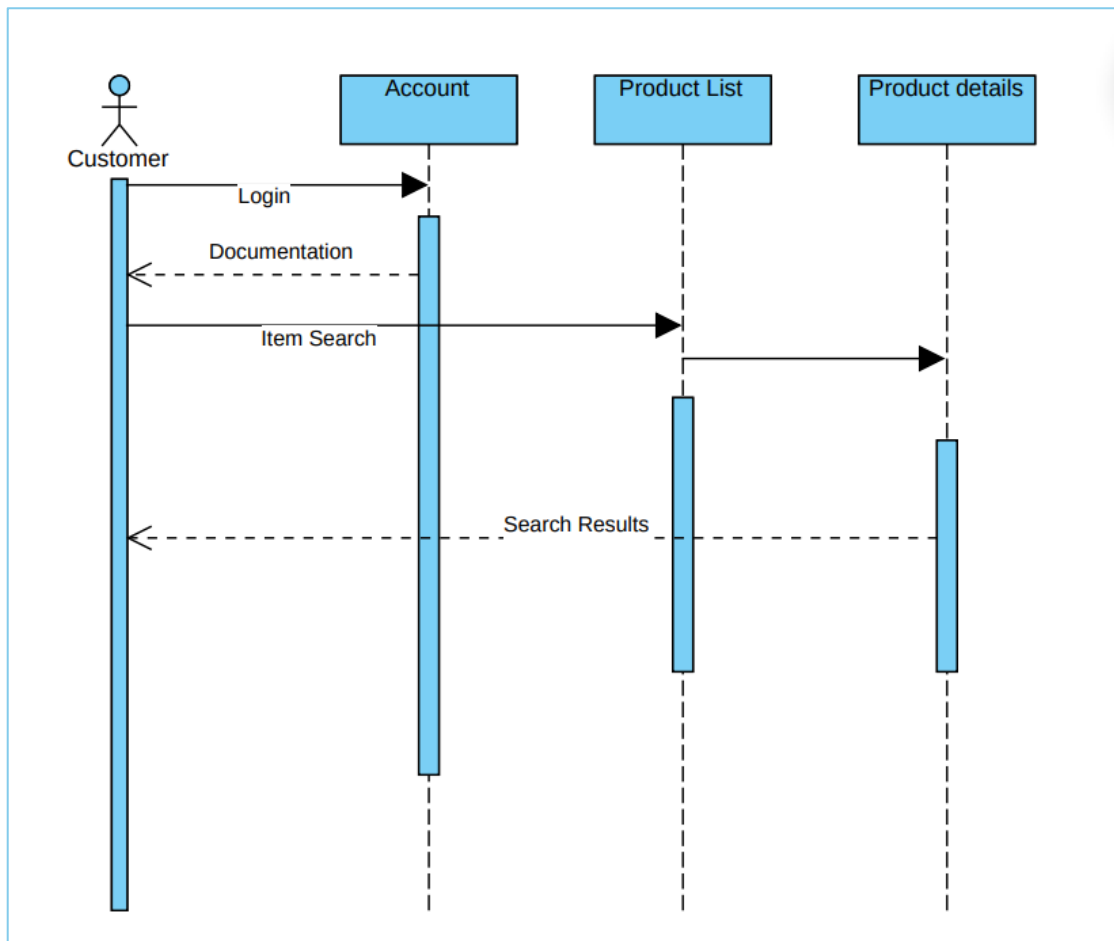
1. sequence diagram for create an account ..



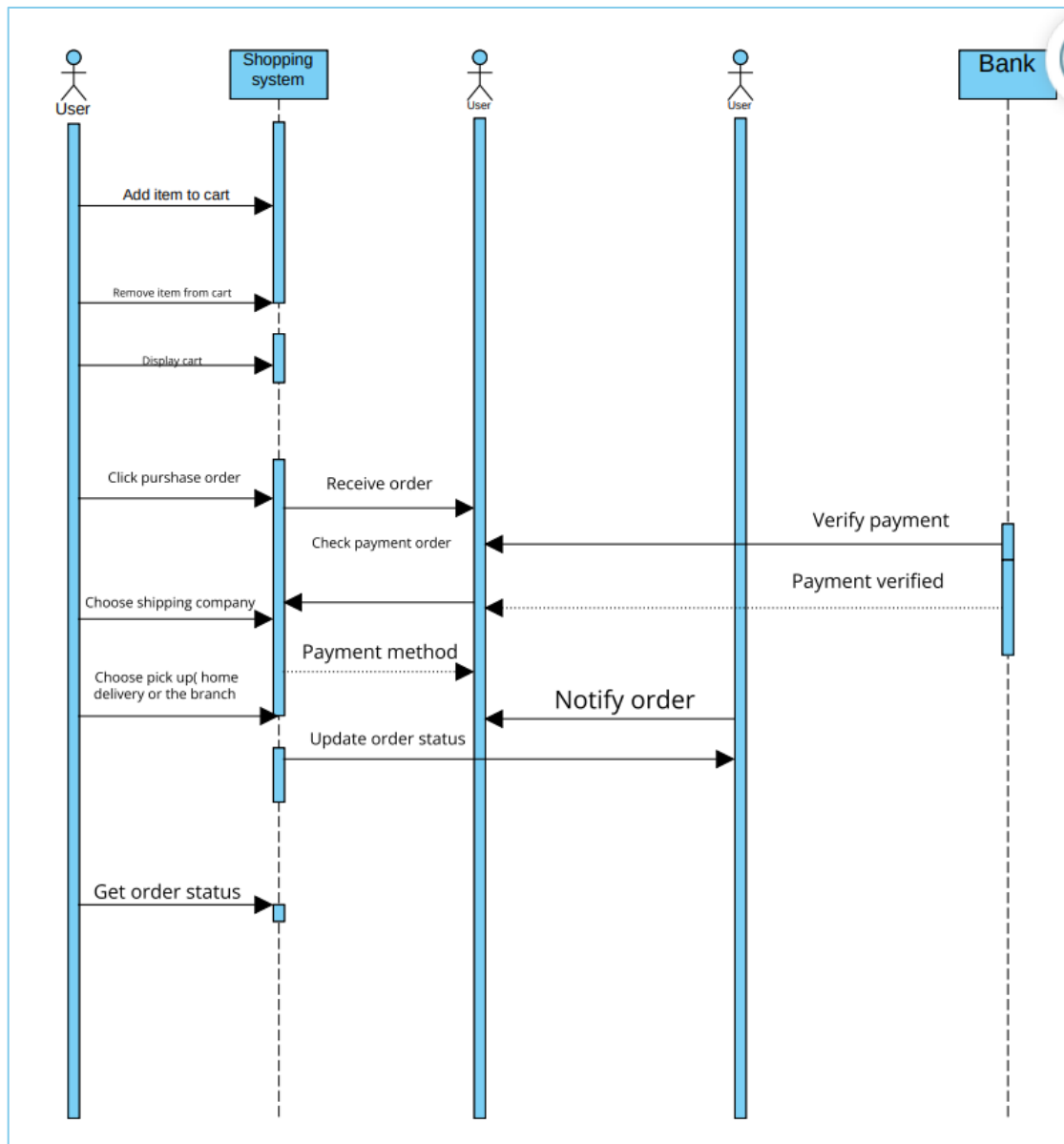
2. sequence diagram for login ..



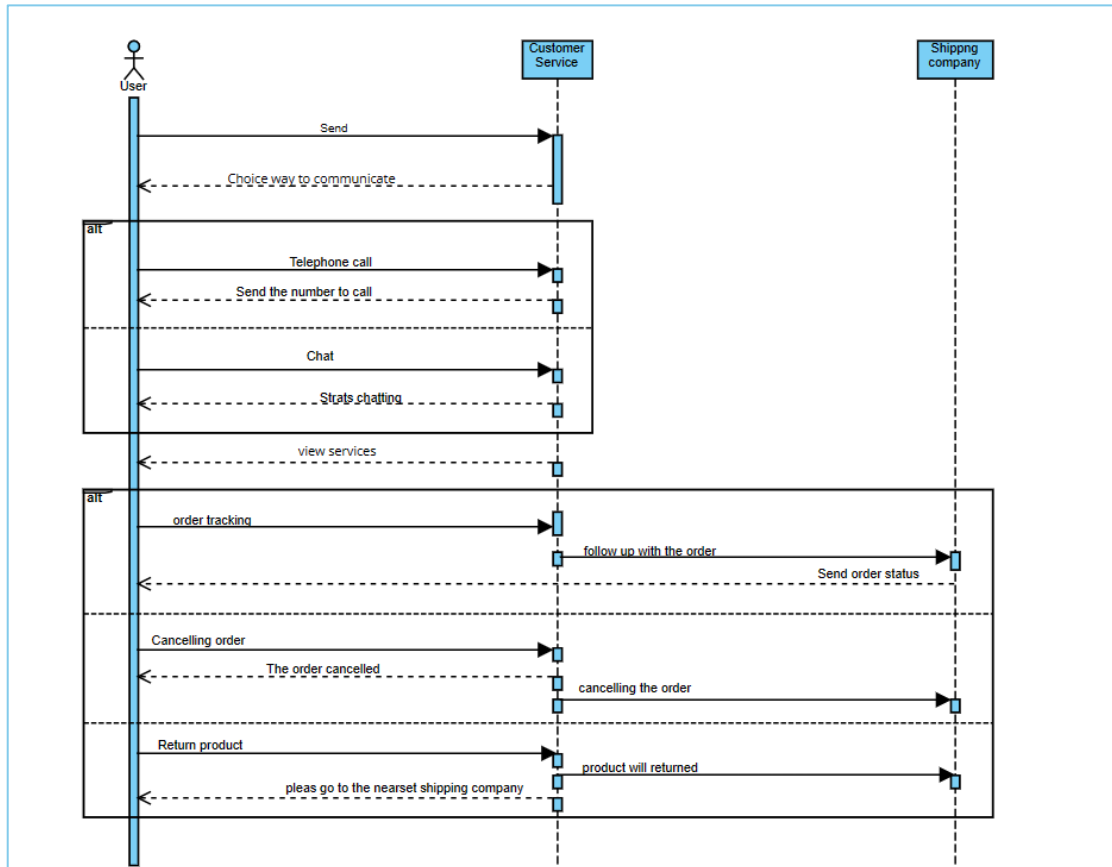
3. sequence diagram for search for a product ..



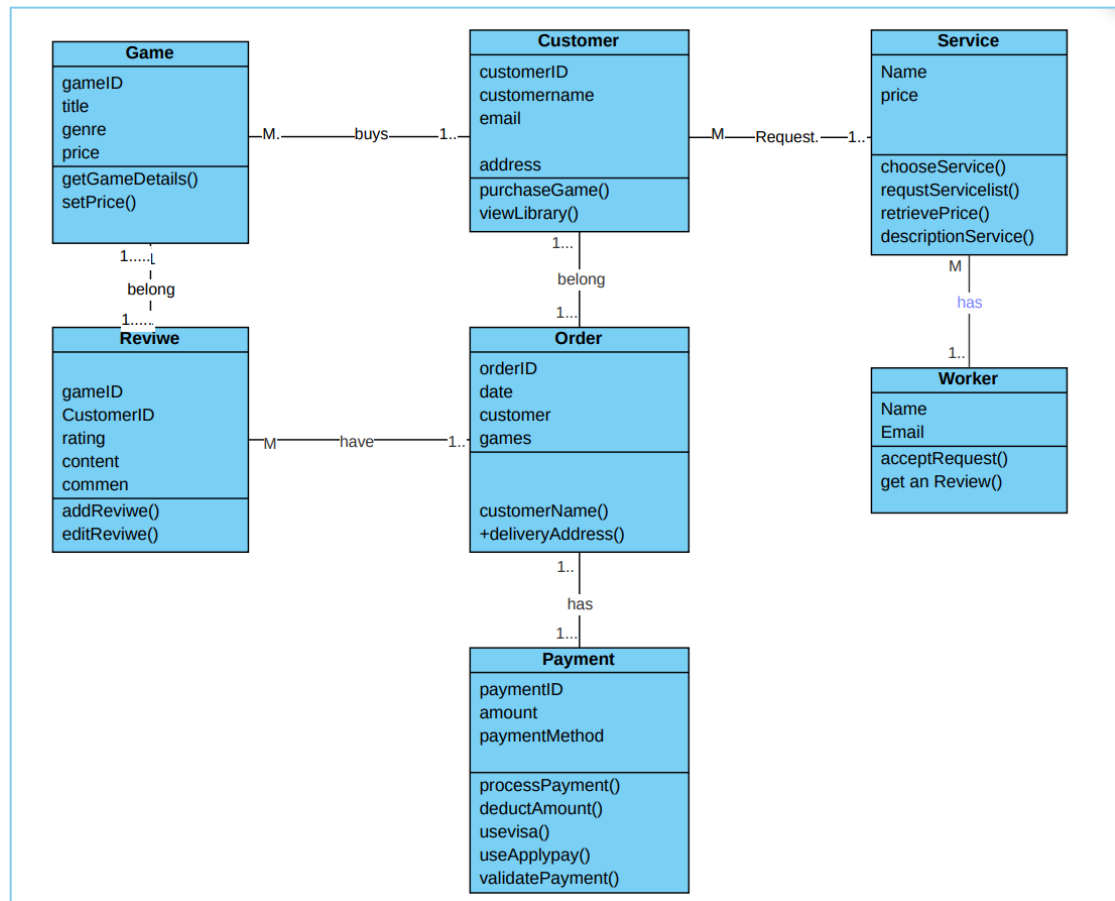
4. sequence diagram for order edit ..



5. sequence diagram for customer service ..

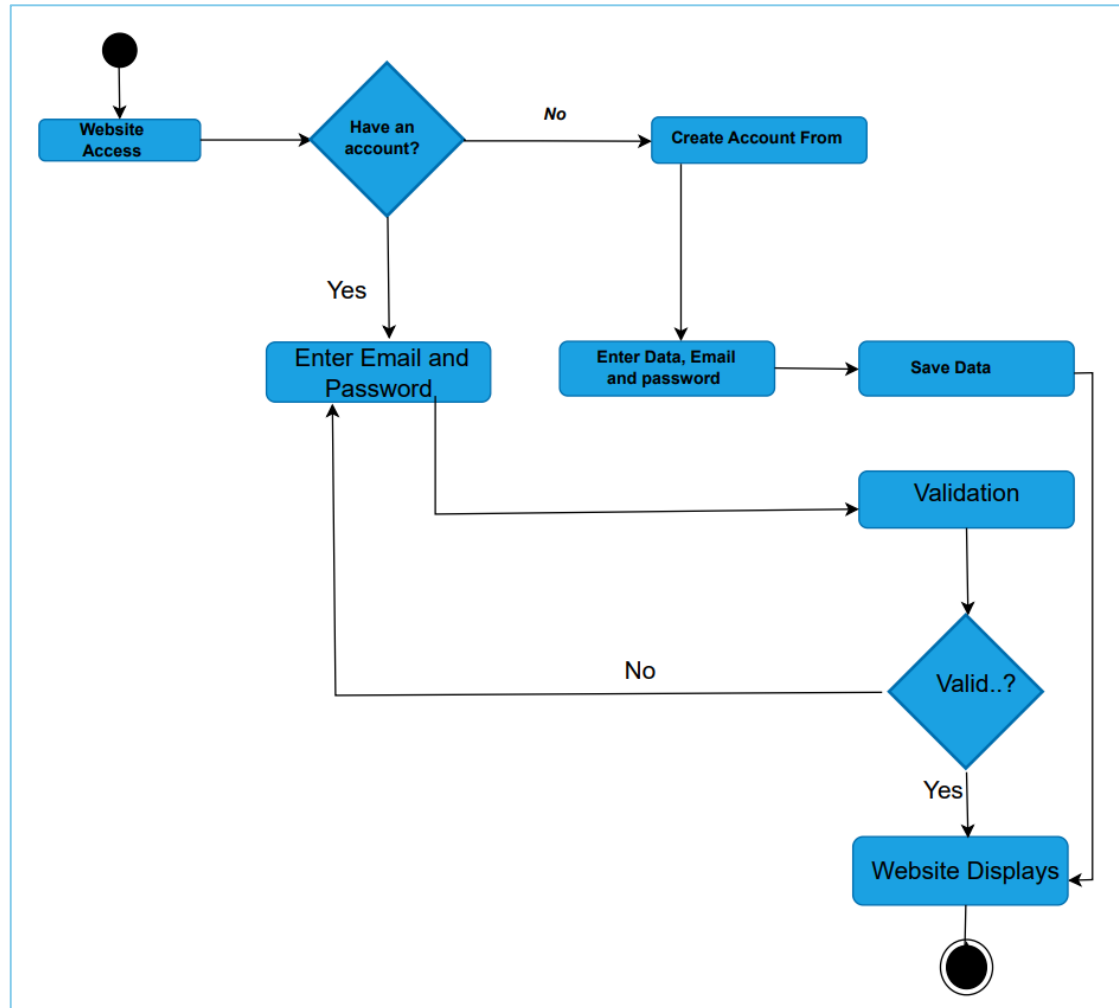


2.2.3 CLASS DIAGRAM

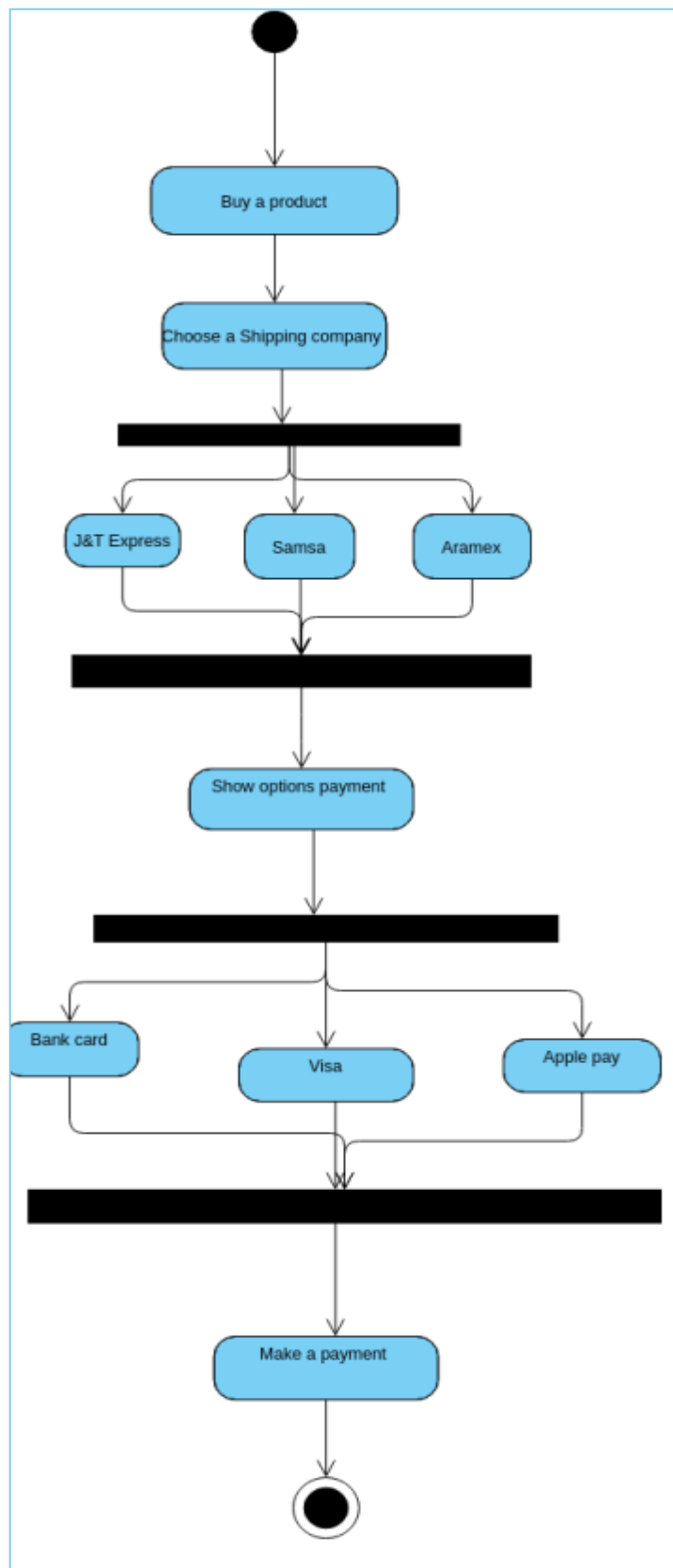


2.2.4 ACTIVITY DIAGRAM

1.



2.



1.3 CONCLUSION :

Our store has made it easier for many interested people to search for some games.

1.4 FUTURE WORK :

In the future, we aspire to transform this trade from an online store to a games market, and to open branches in more than one city to expand the scope of our trade.