

Glizzard



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I. Introduction

Our team number is Team 5 with its members being Brianna Lee, Andrew Mallach, and Aaron Kuras. We are a game store and called Glizzard. Attached below is the logo for our company, with something similar to a snow storm. The icon contains a cloud and pixelated snowflakes to represent the game store.



Our inventory tracking system takes care of what games we have in store, what games have sold out, and what games we need to order to stock up on. Our users are customers, employees, the administrators, and the owner. Our stakeholders would be the Glizzard itself, along with the employees and the administrators.

II. Project Development

The Agile Manifesto

- Working software over comprehensive documentation
- Customer collaboration over contract negotiation

Principles of the Agile Manifesto that Will Be Used

- The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- Simplicity--the art of maximizing the amount of work not done--is essential.
- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Key Project Steps

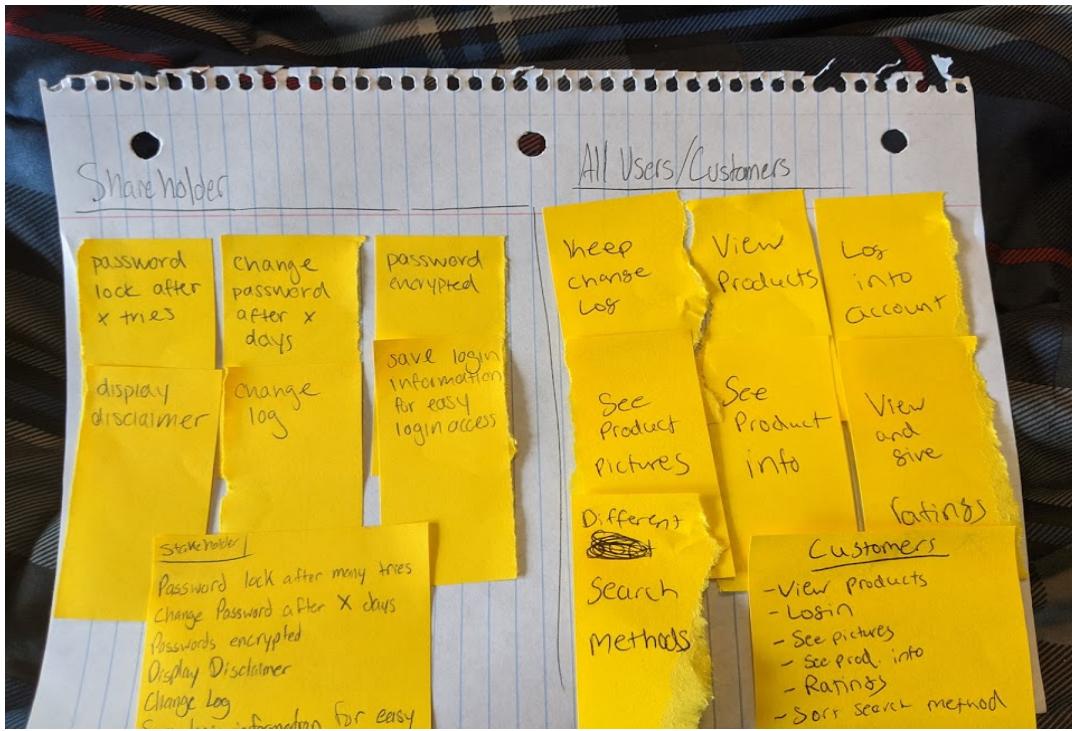
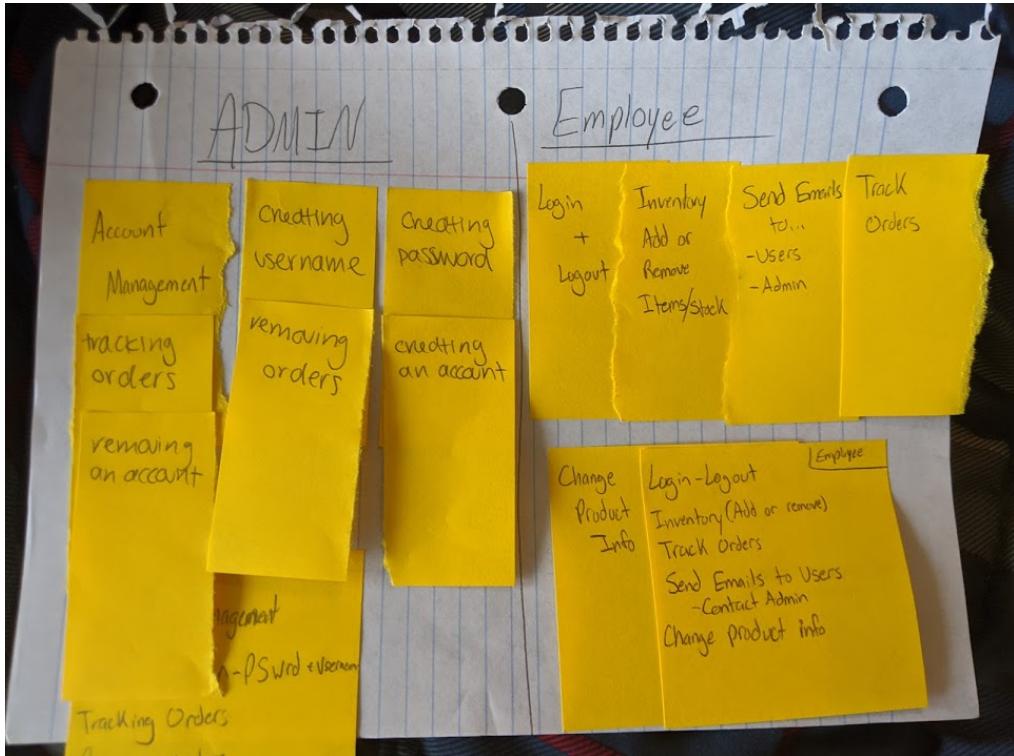
- Requirements Gathering
 - Brainstorm ideas that the system needs in order to function so that the business does not get slowed down by the system.
- Unit Testing/Implementation
 - Putting the system through test scenarios that would reflect how we would use the system on a busy day.
- Release of system
 - This step would be where the system for our business is working as it needs to and has passed all of the stress tests that were performed.
- Maintenance of system
 - After the system is released, this step would cover what kind of measures will need to be taken in order for the system to perform its best at any given point in time.

III. Requirements

Software to be used (PHP, MySQL, HTML, HTTP, client/server)

- HTML
 - Used to create a webpage, which is typically a client-side language
- PHP
 - Used to make a web page dynamic, typically client-server language
- MySQL
 - A database management system that runs on a server and allows multiple users to manage and create databases
- HTTP
 - A protocol used to transfer data and use extensions like request methods, print error codes, and headers
- Client/Server
 - A software architecture model that consists of clients and a server that both communicate over a computer network or the same computer

User Stories – Post-its



User Stories – Format Numbered List

Id	As a/an	I want to...	so that...
1	User	I want to see all my options	I can pick one
2	Admin	I want to login in	I can see special ‘admin’ options
3	Admin	I want to add an employee	
4	Stakeholder	Lock login attempts after x amount of tries	Accounts are more secure
5	Admin	Track orders	Customers have an easier experience
6	Employee	Change product info	Our store can consistently have accurate inventory data
7	Employee	Send emails to users and admins	Users can receive promotions and can be updated by admins
8	Admin	To create a new account	Admins can share their authorization with employees
10	Stakeholder	I want to see legal disclaimer	I protect our company by defining our rights and obligations
11	User	I want to see change log	I keep abreast of programming and website changes
12	Admin	Create a username	I can have an account to go through orders
13	Admin	Create a password	To have security for the username

14	Customer	I want to view products	I know what I want to buy
15	Customer	I want to log into my account	
16	Customer	I want to see product info	I know more about the product
17	Customer	I want to view ratings	I can post a review
18	Customer	I want a sort search	I can search for things easier
19	Employee	Track orders	To know when the store is getting their products are arriving
20	Employee	Add/remove items from stock	Inventory is accurate for incoming/outgoing products
21	Stakeholder	I want to see programming info (project document)	We can have other teams support & maintain
22	Stakeholder	I don't want customers to have to login	It is easier for them
23	Stakeholder	I want user passwords encrypted	We don't get hacked
24	Stakeholder	I want a disclaimer on the website	We satisfy our legal requirements
25		(ethical requirement goes here)	
26		(ethical requirement goes here)	
27	Stakeholder	See design documents	I can review and approve the application
28	Stakeholder	Passwords to be changed every 90 days	We adhere to security requirements

29	Stakeholder	A change log to be maintained and displayed	All users are kept abreast of updates
30	Stakeholder	Save login information	It is easier for login access
31	Customer	I want to keep a change log	I know what's changed
32	Customer	I want to see product pictures	I know what I'm buying
33	Admin	Removing order	In case of cancellation from a customer
34	Employee	Login/logout	To secure our accounts
35	Admin	Removing an account	In case employee or admins are fired from their position/leave

Feature List

Feature Number	Description	Priority (H/M/L)	User Story Match
1	Create user id	H	2,8,12,13
2	Create password	H	13,23,28,34
3	Update password	H	28
4	View account password	H	1
5	Ban account	M	
6	Delete account	M	35
7	User reviewing orders	H	14, 19
8	Change password in “x” amount of days	H	29
9	Check if they've been banned with the email	M	
10	Name all suppliers to the table	M	
11	Add suppliers' information	H	
12	Login/Logout	H	15, 34
13	List the products	H	
14	Add products	M	20
15	Update/delete products in inventory	H	16, 20
16	Search for products	H	
17	Add stocks/lose stocks	M	16, 20
18	None left in stock	M	
19	Limited items left in stock	M	

IV. Design

Glizzard

[Employee Login](#) [Disclaimer](#) [Products](#) [Cart](#)

[About Us](#)

Welcome to Glizzard! We're a Game Store that sells games ranging from retro games to modern games.

Our website is an inventory for what our store carries and is ready to sell to our customers. Customers can pre-order and order games that they desire for all consoles, ranging from video game consoles and portable consoles.

We ship products both internationally and domestically.

[Popular Products](#)

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Email [Brianna Andrew Aaron](#)

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List of Tables with Table Field Definitions and Attributes

Variable Names	Types	Nullable or Not Nullable
idnum	int	not null
username	char(20)	not null
dob	date	null
date of hire	date	not null
address	char	null
password	varchar(256) — read/hash	not null
password change	timestamp/date	not null
email address	varchar	not null
name (first and last)	varcha(256)	not null

User Table

Variable Names	Attributes
userId	INT, AUTO_INCREMENT, PRIMARY KEY
userName	TEXT, UNIQUE

userPassword	VARCHAR(256)
userEmail	TEXT
accountType	ENUM ('admin', 'employee')
userAddress	TEXT
userActive	ENUM ('active', 'inactive')
purchasesMade	TEXT

Products Table

Variable Names	Attributes
supplierId	INT, AUTO_INCREMENT, PRIMARY KEY
supplierName	TEXT, UNIQUE
products	TEXT
productId	INT, AUTO_INCREMENT
productName	TEXT, UNIQUE
quantity	INT

Function Diagram