Use Cases

for

Online Fish Auction System

Version 1.0

Prepared by Group 2

28.11.2021

Revision History

Name	Date	Reason For Changes	Version
Use Cases for Online Auction System	28.11.2021	Initial Release	1.0

Use Case ID:	UC-1		
Use Case Name:	Make Bid		
Created By:	Umutcan Ceyhan Buket Arslan Barış Erdal	Last Updated By:	
Date Created:	26.11.2021	Date Last Updated:	

Actor:	Primary: Customer
Description:	During the Auction Customer makes a bid by using the system according to his/her money.
Preconditions:	PRE-1:The customer signed in to the system. PRE-2: The auction has started.
Postconditions:	POST-1: The customer made a bid on a sale.
Priority:	High
Frequency of Use:	Every time the customer wants to make a bid throughout the auction.
Normal Course of Events:	1. The auction page has been displayed to the Customer. 2. Page includes a streaming box that shows the footage of the fish. Also, the system displays information on fish sold at that time. Information includes type, weight, and base price of the fish. User name of the customer who offers the highest bid (current buyer) and current price which is set to the highest bid after every bid offer is displayed under the streaming box. For customers, there is a make bid section consisting of an input box to enter a bid amount and express bid buttons. (There are 4 buttons to make the bid faster and concise, for example, +5, +10, +20,+50 buttons will be there.). 3. The customer clicks the express bid buttons or can enter a custom amount to make a bid. 4. Current price and current buyer is set to the customer's (the one who gives the highest bid) bid and user name. 5. Step three is repeated until there is no new bid that is offered in ten seconds. 6. The sale is closed, that is, the fish is sold to the current buyer. 7. System displays the sales result and awaits for the next fish's sale. (see UC-10). 8. The Customer sees the conclusion of the sale.Either he/she made the highest bid and bought the fish or a higher bid was made by another customer.

Alternative Courses:	1.AC.1 : Customer don't make a bid 1. System process other customers's bid
Exceptions:	1.EX 1 : Customer is somehow disconnected 1.a. Customer had made the highest bid when he/she has been disconnected 1. Customer is signed off but his/her bid is preserved. 2. The auction continues and the fish will be sold to the offline customer unless there will be a higher bid. 1.b : Customer was not the current buyer when he or she disconnected. 1. The customer leaves the auction and he/she is signed off from the system. 2. The auction continues normally. 1.EX.2 : Some other customer has offered the same amount before or made a higher bid. 1. Bid is rejected. 2. Go to step 3 at the normal course.
Includes:	Provide Video Stream For Fish Start The Selling of The Next Fish
Special Requirements:	System shall process simulations offers(bids) from the customers and keep track of the time which they are given.
Assumptions:	The Customer makes a bid, so that he/she has money which is enough to afford this bid. The Customer can bid in every phase and in every time during the auction. If the customer disconnected he/she expected to log in later and pay for the fish he/she has bought.
Notes and Issues:	A bid of the same amount can be made by more than one person. In this case, the customer which makes the bid earlier will be accepted by the system.

Use Case ID:	UC-2		
Use Case Name:	Join Auction		
Created By:	Çağatay İba Ayşegül Ünlüer	Last Updated By:	
Date Created:	18.11.2021	Date Last Updated:	

Actor:	Primary : Customers
Description:	Customers are logged in or signed in the system. Then they entered the auction and waited for the cooperative head to start the auction.
Preconditions:	PRE-1 : The customer logged in the system. PRE-2 : There is at most 30 minutes to auction time.
Postconditions:	POST-1 : The customer has joined the auction.
Priority:	High
Frequency of Use:	Before every auction
Normal Course of Events:	1. After logging in, the system shows the homepage. 2. Customer clicks the auctions button. 3. Lists of the scheduled auctions are displayed on this page. 4. Customer clicks the join auction button. 5. Customers entered the auction page and now waits for the customer head to start the auction.
Alternative Courses:	2.AC.1: The customer joins the auction during the bidding phase. 1. The customer can observe the current sale but can not make a bid during the bidding phase. 2. After the current sale finishes, the customer can make a bid for the next fish. 2.AC.2: The customer joins the auction during the waiting phase for the next sale. 1. The customer can make a bid when the cooperative head starts the next sale.
Exceptions:	2.EX.1. : The quota of the customers is full. ● The customer couldn't enter the auction.
Includes:	None
Special Requirements:	The system must handle up to 1000 users. The system shall respond to the join requests (from customers) within 10 seconds %90 of the time.
Assumptions:	None
Notes and Issues:	None

Use Case ID:	UC-3		
Use Case Name:	Make Payment		
Created By:	Group - 02	Last Updated By:	
Date Created:	17.11.2021	Date Last Updated:	

Actor:	Primary: Customer Secondary: Payment Authorization Service, Fisherman, Government Tax Agencies, Accounting Service
Description:	Customer makes payment for the fish he/she bought.
Preconditions:	PRE-1: Customer is logged in. PRE-2: Customer has bought at least one fish. PRE-3: Auction is over. PRE-4: Customer has at least one registered credit card.
Postconditions:	POST-1: Sale is over and saved. POST-2: %18 VAT excluded and recorded. POST-3: Record of sale sent to fisherman.
Priority:	High
Frequency of Use:	Every time the customer buys fish
Normal Course of Events:	1. Customer clicks the cart tab. 2. The system displays the customer's cart. The page consists of a list which shows all the fish and prices the customer has bought, total price the customer needs to pay and a make payment button. 3. Customer clicks the make payment button. 4. System brings up the available credit cards list which are registered by Customer. 5. Customer clicks the credit card that he/she wants to pay with. 6. Customer clicks the pay button. 7. Customer is directed to the Payment Authorization Service to make payment. 8. Customer is directed back to the homepage with a success message. 9. Payment amounts for individual fishermen related to purchases of the customer is calculated. 10. %18 VAT is excluded from each sale. 11. Sales are saved to the system. 12. Sale information is sent to the accounting system. 13. Sale information is sent to the customer and fishermen.
Alternative Courses:	3.AC. 1 insufficient limit in credit card 1. Customer is directed back to the make payment page with insufficient limit warning. 2. Customer registers a new credit card with a higher limit or expands his/her current credit card limit.. 3. Go back to step 5.
Exceptions:	3.E.X.1 : No response from the Payment Authorization System

	1. System informs the user about the status of the payment service and suggests trying payment later. 2. System return to the homepage.
Includes:	Register credit card
Special Requirements:	Credit authorization response within 30 seconds most of the time.
Assumptions:	If a customer buys a fish, the system assumes that customer can afford the payment.
Notes and Issues:	In this use case, the customer pays for all purchases that he made during the auction. Of course, his purchases may include several products(fishes) that belong to different fishermen. The customer pays the total price then our system calculates individual amounts to be paid to a fisherman. Then the system passes this information to the accounting service.

Use Case ID:	UC-4		
Use Case Name:	Register Credit Card		
Created By:	Yağızcan Pançak Bilgehan Ay Mert Karaca	Last Updated By:	
Date Created:	19.11.2021	Date Last Updated:	

Actor:	Primary: Customer Secondary: Payment Authorization Services
Description:	The customer registers his/her credit card to make payment.
Preconditions:	PRE-1: The customer must be logged in.
Postconditions:	POST-1: The customer's credit card is registered to the system.
Priority:	Medium
Frequency of Use:	Before payment.
Normal Course of Events:	1. The customer clicks the "payment information" button. 2. The system brings up the user's payment information page. There is a list of registered credit cards and an add button. 3. The customer clicks the add button. 4. The system brings up the page that contains text boxes where card information is entered and a save button. 5. The customer enters the credit card information. 6. The payment authorization service validates the credit card. 7. The customer clicks the save button. 8. The system saves the credit card to the database and updates the registered credit cards list.
Alternative Courses:	4.AC.1: Credit card is not accepted 1. The system warns the user that the credit card is invalid or has misinformation. 2. Go back to step 5.
Exceptions:	4.EX.1 Unexpected error 1. System pops a message stating that an unexpected error occurred. 2. System returns to the user's payment page.
Includes:	None
Special Requirements:	The system database shall respond within 5 seconds %90 of the time. Credit card information must be private.
Assumptions:	None
Notes and Issues:	None

Use Case ID:	UC-5		
Use Case Name:	Provide Video Stream For Fish		
Created By:	Umutcan Ceyhan Buket Arslan Barış Erdal	Last Updated By:	
Date Created:	27.11.2021	Date Last Updated:	

Actor:	Primary: Cooperative Member Secondary: Customer, Cooperative Head
Description:	A video type record has been taken by Cooperative Member to show customers the fish online.
Preconditions:	PRE-1: Equipment is ready and available for recording. PRE-2: Auction has started. PRE-3: Stable internet connection is available.
Postconditions:	POST-1: Customers can preview the fish while the auction goes on.
Priority:	High
Frequency of Use:	Throughout the auction process.
Normal Course of Events:	1. Homepage is displayed for the Cooperative Member. 2. The cooperative member clicks the upcoming auction tab. 3. Upcoming auction's interface is displayed for the cooperative member by the system. 4. Page includes a start stream button,. the cooperative member clicks the start stream button. 5. Cooperative member provides the stream by using his/her equipment. 6. The cooperative member starts the record, when the auction begins. 7. Customers can see fish online by the footage which is provided by the cooperative member.
Alternative Courses:	None
Exceptions:	5.EX.1 : Stream connection is disabled 1. System informs all types of users. 2. Auction is postponed until the error is fixed.
Includes:	
Special Requirements:	System shall support high quality and real time video streams.
Assumptions:	None
Notes and Issues:	None

Use Case ID:	UC-6		
Use Case Name:	Register Fish		
Created By:	Çağatay İba Ayşegül Ünlüer	Last Updated By:	
Date Created:	18.11.2021	Date Last Updated:	

Actor:	Primary: Cooperative Member Secondary : Fisherman
Description:	The cooperative member obtains information (types, weight, etc.) about fish and uploads them to the system. Then he/she consults the fisherman about the base price and secondary base price (if there is any) then upload them too.
Preconditions:	PRE-1: The cooperative member is logged in. PRE-2: The fisherman is registered to the system. PRE-3: The fisherman brought fish. PRE-4: Information about fish is obtained.
Postconditions:	POST-1 : Information is gathered and the fish database is updated. POST-2 : The fish added to the queue.
Priority:	High
Frequency of Use:	Before every auction.
Normal Course of Events:	1. The cooperative member clicks the 'register fish' button. 2. The system brings up the registration page that shows requested information about fish. 3. The cooperative member enters the information that he/she has obtained one by one. 4. Lastly, the cooperative member consults the fisherman and enters the first base price. Then he enters the second phase which will be used at the second phase auction. 5. The cooperative member clicks the save button. 6. The system saves records for the upcoming auction to the database.
Alternative Courses:	6.AC.1: There are incomplete information 1. The system displays an error message: "There is incomplete information." 2. The system indicates missing information slots by adding a red star at their slot. 3. Go back to step 3.
Exceptions:	6.EX.1 Unexpected input exception 1. System warns the user when the user clicks on save.
Includes:	None.
Special Requirements:	The system database shall respond within 5 seconds %90 of the time. The system can record up to 1000 fish.
Assumptions:	The cooperative member obtains all the information needed before the registration process.
Notes and Issues:	None

Use Case ID:	UC-7		
Use Case Name:	Register Fisherman		
Created By:	Yağızcan Pançak Bilgehan Ay Mert Karaca	Last Updated By:	
Date Created:	19.11.2021	Date Last Updated:	

Actor:	Primary: Cooperative Member Secondary: Fisherman
Description:	The cooperative member obtains information from fisherman and creates an account in the system for him/her.
Preconditions:	PRE-1: The cooperative member must be logged in.
Postconditions:	POST-1: User for fisherman created.
Priority:	High
Frequency of Use:	Before every fisherman registration.
Normal Course of Events:	1. The cooperative member clicks the “Register Fisherman” button. 2. The system brings up the registration page. There are text boxes for fisherman’s information such as name, surname, bank account. 3. The cooperative member enters the information that was obtained. 4. The cooperative member clicks the submit button. 5. The system creates username and password for the fisherman and displays it on the page. 6. The fisherman registered the system.
Alternative Courses:	7.AC.1 There is missing information 1. The system displays an error message: “There is incomplete information.” 2. The system indicates missing information slots by adding a red star at their slot. 3. Go back to step 3
Exceptions:	7.EX.1 Unexpected input exception 1. System warns the user when the user clicks on submit.
Includes:	None
Special Requirements:	The system database shall respond within 5 seconds %90 of the time.
Assumptions:	The cooperative member obtains all the information needed before the registration process.
Notes and Issues:	None

Use Case ID:	UC-8		
Use Case Name:	Return Unsold Fish to Fisherman		
Created By:	Umutcan Ceyhan Buket Arslan Barış Erdal	Last Updated By:	
Date Created:	25.11.2021	Date Last Updated:	

Actor:	Primary: Cooperative Member Secondary: Fisherman
Description:	After the auction phase is completed, unsold fishes will be returned to Fishermen.
Preconditions:	PRE-1: Auction has finished. PRE-2: Cooperative member is logged in and authorized.
Postconditions:	POST-1: Fishermen had their unsold fish from the cooperative member.
Priority:	Medium
Frequency of Use:	When the auction finishes.
Normal Course of Events:	1. Homepage is displayed for the Cooperative Member. 2. Cooperative Member clicks to the relevant auction. 3. Auction outline is displayed by the system showing the fishes and their sale details. 4. The cooperative Member clicks “check unsold fishes” for viewing unsold fishes in the auction page. 5. The cooperative member sees all unsold fish and the fisherman to which they belong. 6. The cooperative member gives the fish back to the fisherman and clicks the checkbox from the system. 7. The system updates the database according to the selection.
Alternative Courses:	8.AC.1 : There is no unsold fish 1. The cooperative member returns the homepage.
Exceptions:	None
Includes:	None
Special Requirements:	System database shall respond in five seconds %90 of the time.
Assumptions:	Fishermen communicate with cooperative members and when they are asked to come and take their unsold fish.
Notes and Issues:	None

Use Case ID:	UC-9		
Use Case Name:	Start Auction		
Created By:	Çağatay İba Ayşegül Ünlüer	Last Updated By:	
Date Created:	18 November 2021	Date Last Updated:	

Actor:	Primary : Cooperative Head Secondary : Cooperative Member
Description:	After the preparations to auction, the customers are logged in the system and the cooperative head waits for the auction time. Then he or she starts the auction.
Preconditions:	PRE-1 : Registration of fish completed. PRE-2 : Fish are getting together at the video streaming area. PRE-3 : Video streaming preparations are completed. The cooperative member is ready to start video streaming. PRE-4 : Cooperative head is logged in to the system and authorized.
Postconditions:	POST-1: Auction is started.
Priority:	High
Frequency of Use:	Before every auction
Normal Course of Events:	1. Homepage is displayed for the cooperative head. 2. The page includes auction history (list of auctions including current one) and the start auction button. 3. Cooperative head clicks the start auction button. 4. Cooperative head checks today's first fish's information and the stream quality 5. Cooperative head checks if the first fish is ready . 6. When they achieve sufficient image quality, the cooperative head clicks the confirm button. 7. The waiting screen on the customer page has been replaced by the auction page.
Alternative Courses:	None.
Exceptions:	None.
Includes:	● Provide Video Stream for Fish ● Join Auction
Special Requirements:	None
Assumptions:	There are enough customers to start the auction.
Notes and Issues:	None

Use Case ID:	UC-10		
Use Case Name:	Start The Selling Of The Next Fish		
Created By:	Yağızcan Pançak Bilgehan Ay Mert Karaca	Last Updated By:	
Date Created:	19.11.2021	Date Last Updated:	

Actor:	Primary: Cooperative Head Secondary: Cooperative Member
Description:	Cooperative head inspects the preparations before the auction time starts. When every preparation is done the system waits for the cooperative head's confirmation to start the next turn.
Preconditions:	PRE-1: The fish must be registered. PRE-2: Auction is started.
Postconditions:	POST-1: Cooperative head has confirmed that preparation has been done. POST-2: Bidding turn is started.
Priority:	High
Frequency of Use:	Before every fish's sale.
Normal Course of Events:	1. After the sale of the previous fish, the cooperative head clicks the "next sale" button. 2. The system brings up the page where the cooperative head can check the preparation stage. There is live stream and fish information on the page. 3. The cooperative head checks compatibility of information and live streams. 4. When everything is settled and matched the cooperative head clicks the "start" button that starts the bidding turn.
Alternative Courses:	None
Exceptions:	10.EX.1 Unexpected error 1. An unexpected error occurs. 2. System pops a message stating that an unexpected error occurred. 3. System returns to the next sale page.
Includes:	Provide Video Stream For Fish
Special Requirements:	None
Assumptions:	We assume that the live stream continues uninterrupted.
Notes and Issues:	None

Use Case ID:	UC-11		
Use Case Name:	Keep track of his/her sales and cash situation		
Created By:	Umutcan Ceyhan Buket Arslan Barış Erdal	Last Updated By:	
Date Created:	24.11.2021	Date Last Updated:	

Actor:	Primary: Fisherman
Description:	The fisherman has a personal page to preview his/her fish sales and keep track of his/her incomes.
Preconditions:	PRE-1: The fisherman is registered and has logged in.
Postconditions:	POST-1: The fisherman views his/her sales from the profile page.
Priority:	Medium
Frequency of Use:	Any time a fisherman checks after the auction.
Normal Course of Events:	1. Fisherman clicks the sale history tab that displays his sales and his income from the sales. 2. System display fisherman outline page. 3. Fisherman views his/her sales and income.
Alternative Courses:	None
Exceptions:	11.EX.1 : Unexpected error 1. System informs the user (fisherman) . 2. System returns the homepage.
Includes:	None
Special Requirements:	System database shall respond in five seconds %90 of the time.
Assumptions:	Fishermen accounts have been created by cooperative members.
Notes and Issues:	None

Use Case ID:	UC-12		
Use Case Name:	Sign-Up		
Created By:	Çağatay İba Ayşegül Ünlüer	Last Updated By:	
Date Created:	18 November 2021	Date Last Updated:	

Actor:	Primary : Customer, Cooperative Member
Description:	The user selects the type to sign up and then enters their information. In accordance with the accuracy of the information entered, the user is registered in the system.
Preconditions:	PRE-1 : The user must not be registered to the system? PRE-2 : The user must be a customer or the cooperative member.
Postconditions:	POST-1 : The user profile is created and login information is recorded.
Priority:	High
Frequency of Use:	Once in a lifetime.
Normal Course of Events:	1. The user enters the system. 2. Login or Sign-up screen is displayed 3. User clicks the Sign-Up button. 4. System asks the user if she/he is a customer or cooperative member.(see A.C.1 and A.C.2) 5. The user finishes the sign-up phase successfully.
Alternative Courses:	12.AC.1 : The user chooses the customer 1. The system displays a customer sign-up interface. 2. The customer enters username, password and email information. 3. The customer enters his/her address information. 4. The customer confirms the signing-up. 5. Go to 5 12.AC.2 : The user chooses the cooperative member 1. The system displays a cooperative member sign-up interface. 2. The cooperative member enters his/her personal information. 3. The cooperative member enters the code which is given by the cooperative to prove that he/she is really a cooperative member or cooperative head. 4. The cooperative member confirms the signing-up. 5. Go to 5
Exceptions:	12.EX.1 : Invalid input value 1. System informs user 2. System does not record the information. 3. Sign up request is not successful. 12.EX.2 : User somehow disconnected 1. System does not record the information. 2. Sign up is not successful.

Includes:	None
Special Requirements:	System database shall record sign up information within 5 seconds %90 of the time.
Assumptions:	None
Notes and Issues:	None

Use Case ID:	UC-13		
Use Case Name:	User Login		
Created By:	Yağızcan Pançak Bilgehan Ay Mert Karaca	Last Updated By:	
Date Created:	19.11.2021	Date Last Updated:	

Actor:	Primary: Customer, Fisherman, Cooperative Member, Head of Cooperative
Description:	Users login to the system.
Preconditions:	PRE-1: Users must be signed up to the system.
Postconditions:	POST-1: Users have logged in to the system.
Priority:	High
Frequency of Use:	Each time for accessing the system.
Normal Course of Events:	1. User opens the application. 2. System brings up the home page and login part. There is a username text box, password text box and a login button. 3. User clicks on the username text box. 4. System indicates the username text box can get input from the keyboard. 5. User writes his/her username via keyboard. 6. User clicks on the password text box. 7. System indicates the password text box can get input from the keyboard. 8. User writes his/her password via keyboard. 9. User clicks on the login button. 10. Email and password is correct and the user logs in to the system. 11. The system detects the user type. 12. The system brings the appropriate interface according to user type.
Alternative Courses:	13.AC.1 Username is not recognized 1. Login is rejected. 2. Go back to step 3. 13.AC.2 Username is correct but password is not recognized 1. Login is rejected. 2. Go back to step 6.
Exceptions:	13.EX.1 Unexpected error 1. System pops a message stating that an unexpected error occurred. 2. System returns to homepage. 13.EX.2 Unexpected input exception 1. System warns the user when the user clicks on submit.
Includes:	None
Special Requirements:	System should respond to logins within five seconds most of the time.

Assumptions:	None
Notes and Issues:	None

Use Case ID:	UC-14		
Use Case Name:	User Log Out		
Created By:	Çağatay Iba Yağızcan Pançak Ayşegül Ünlüer	Last Updated By:	
Date Created:	27.11.2021	Date Last Updated:	

Actor:	Primary: Customer, Fisherman, Cooperative Member, Head of Cooperative
Description:	Users log out from the system
Preconditions:	PRE-1: Users are logged in.
Postconditions:	POST-1: Users are logged out.
Priority:	High
Frequency of Use:	Each time a user wants to log out.
Normal Course of Events:	1. User clicks the log out tab. 2. System returns the initial page. (page includes sign in and log in options) 3. User is logged out.
Alternative Courses:	None
Exceptions:	None
Includes:	None
Special Requirements:	System should respond to log out requests within five seconds most of the time.
Assumptions:	None
Notes and Issues:	None

Use Case ID:	UC-15		
Use Case Name:	Create Sign Code for Cooperative Member		
Created By:	Çağatay Iba Yağızcan Pançak Ayşegül Ünlüer	Last Updated By:	
Date Created:	27.11.2021	Date Last Updated:	

Actor:	Primary: Cooperative Head Secondary: Cooperative Member
Description:	The cooperative head creates code by using the system and gives it to cooperative members to be used in member's signing in process.
Preconditions:	PRE-1 : The cooperative head is logged in the system.
Postconditions:	POST-1 : The code is created and recorded to the system.
Priority:	Medium
Frequency of Use:	When a cooperative member wants to sign up.
Normal Course of Events:	1. Homepage is displayed for the cooperative head. 2. Cooperative head clicks the create code tab. 3. System creates an authorization code for the cooperative member to sign in.
Alternative Courses:	1.AC.1 : Cooperative head wants to generate several codes 1. Cooperative head clicks the refresh button to generate new codes. 2. Go to step 3.
Exceptions:	None.
Includes:	None.
Special Requirements:	Code must be unique. System shall respond to the code creation request within three seconds %90 of the time. The code should be valid only once.
Assumptions:	None
Notes and Issues:	None