GDD Diagram for Novel Reads Site

(#) Event	Action
1. (Mouse On-Click) To view a product. Object: An image/text of product used as a button.	Browser sends request to server for product page along with any css and javascript files associated with the page. Server sends requests to the database to retrieve product information to display to the user using PHP scripts.
2. (Mouse On-Click) Adding to cart Object: Button	Browser communicates with the Server that a product needs to be stored in a list. The Server contacts the database and adds the product to the temporary list. Product information such as quantity and price will be provided. Users will be able to add to cart after viewing the product in a special page.
3. (Mouse On-Click) Signing up for an account Object: Button	Users will have the option to register for an account where the information provided will be stored into a specific database. Email, password, and address will be stored initially.
4. (Mouse On-Click) Logging into an account	Information from the sign in form will be sent to the Server and interpreted/validated in the

Object: Button to send form information	database. If the email and password are entered correctly, the user's information will be present.
5. (Mouse On-Click) Checking Out Object: Button linking to a new page to check out items	The user will have to enter their card information and upon verification they will be given an order number and the books that they requested will be applied to their account for access. A date will be generated that indicates how long the book will be available for access.