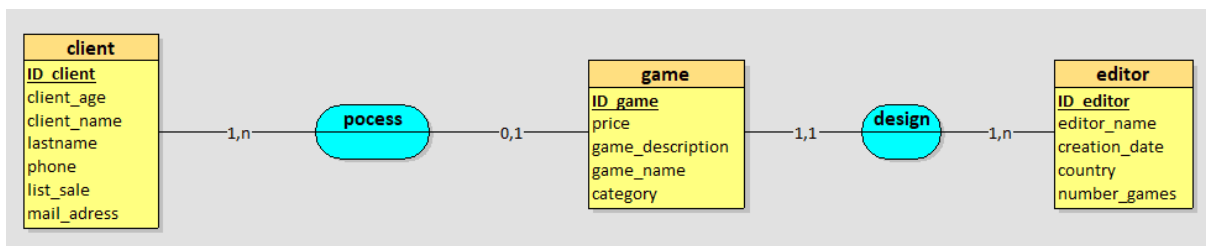# Diagrams Game Store Project

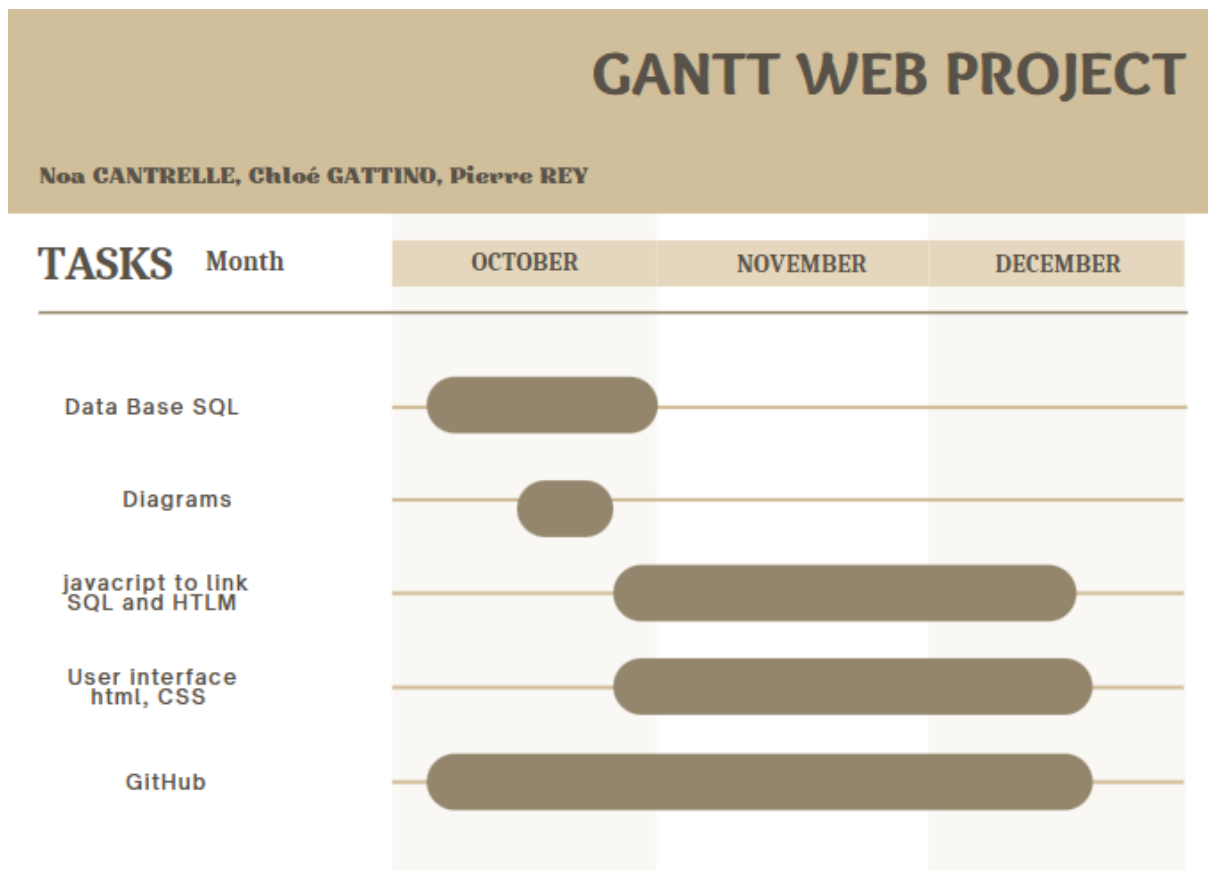I.   ER + Table structure diagram
         Gantt diagram

II.   For each person of the group :
         1) Use Case Diagram
          2) Activity Diagram
         3) Wireframe Diagram
         4) Component Diagram
         5) Sequence Diagram

Noa CANTRELLE, Chloé GATTINO, Pierre REY
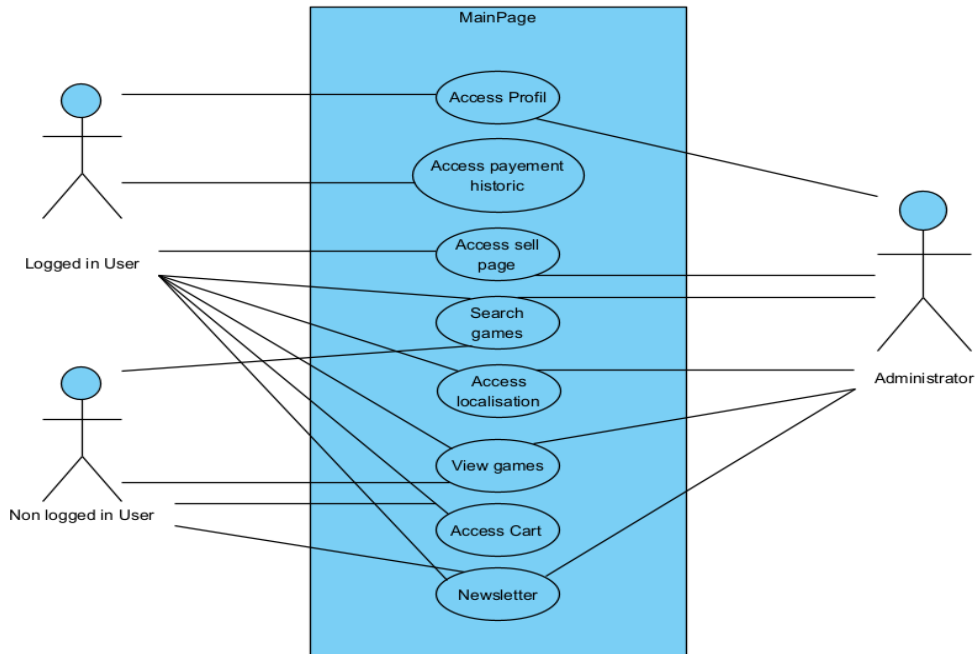
I - ER + Table structure diagram

We are going to do all of these tasks together. This is our GANTT DIAGRAM :
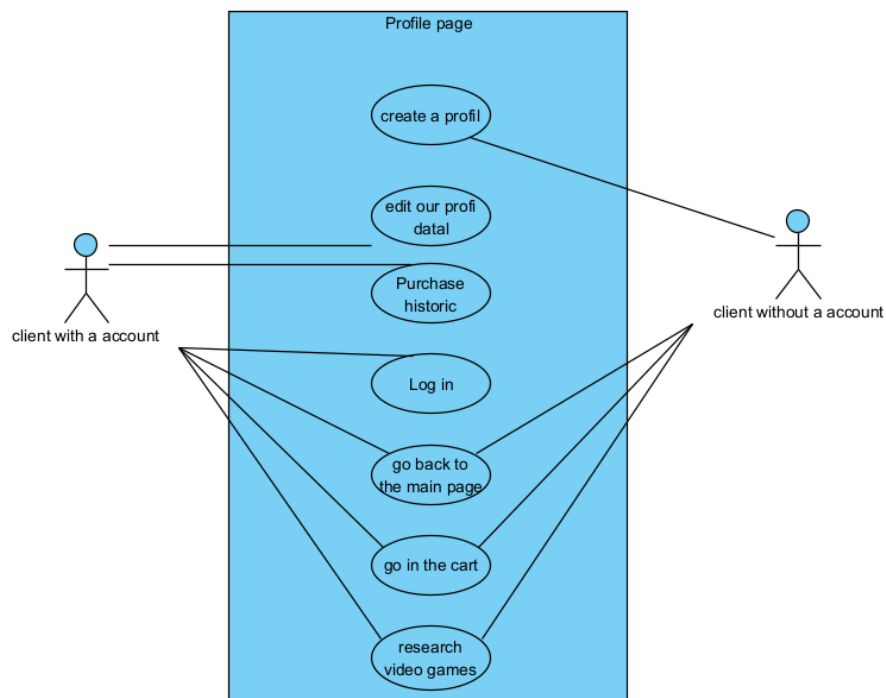
II- 1) Use case diagram

Pierre's Diagram : Case where someone access our website, shows the difference of permissions between logged in and non-logged in users

MainPage

- Access Profil
- Access payement historic
- Access sell page
- Search games
- Access localisation
- View games
- Access Cart
- Newsletter

Logged in User

Non logged in User

Administrator

Chloé's : profil page with two cases of client (with or without account)

Profile page

- create a profil
- edit our profi datal
- Purchase historic
- Log in
- go back to the main page
- go in the cart
- research video games

client with a account
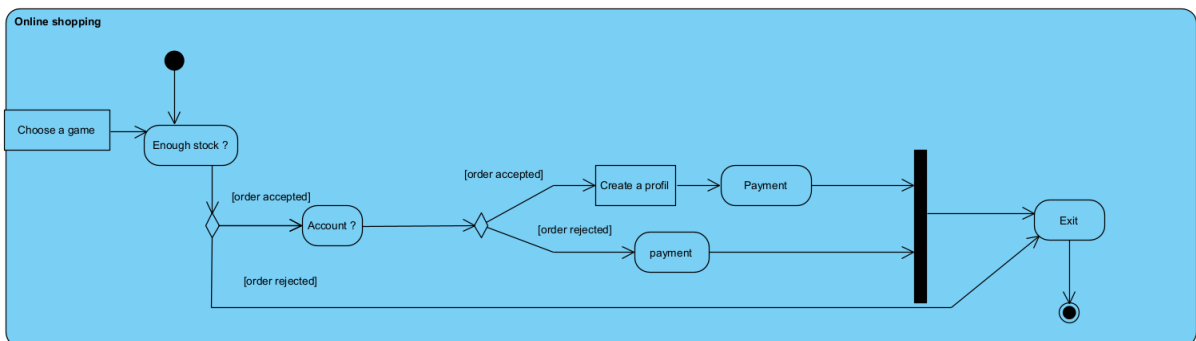
client without a account

Noa : Cart page, what a person with a profile can do and what a person without a profile can do
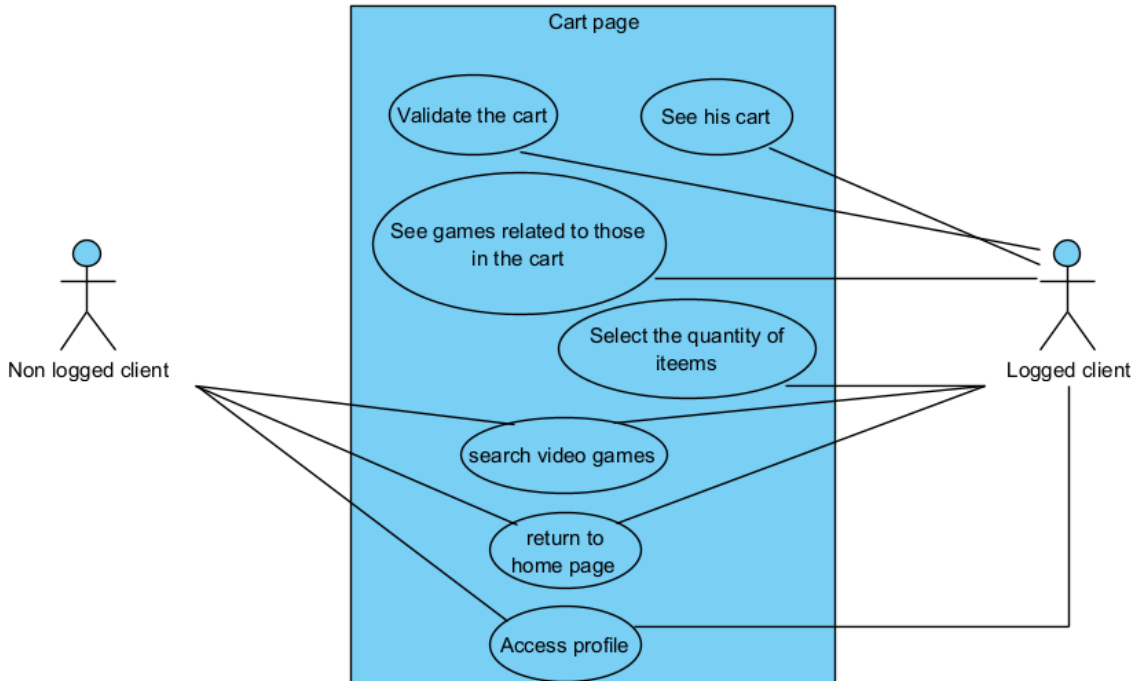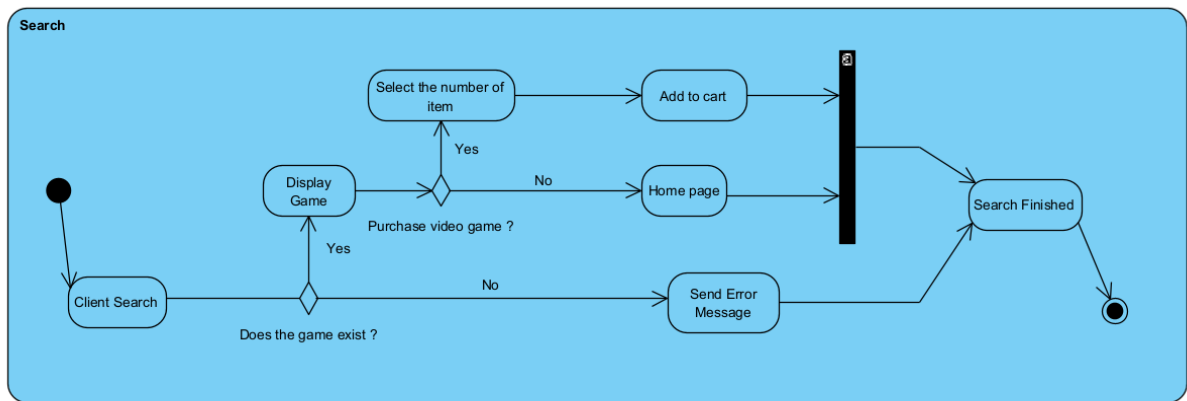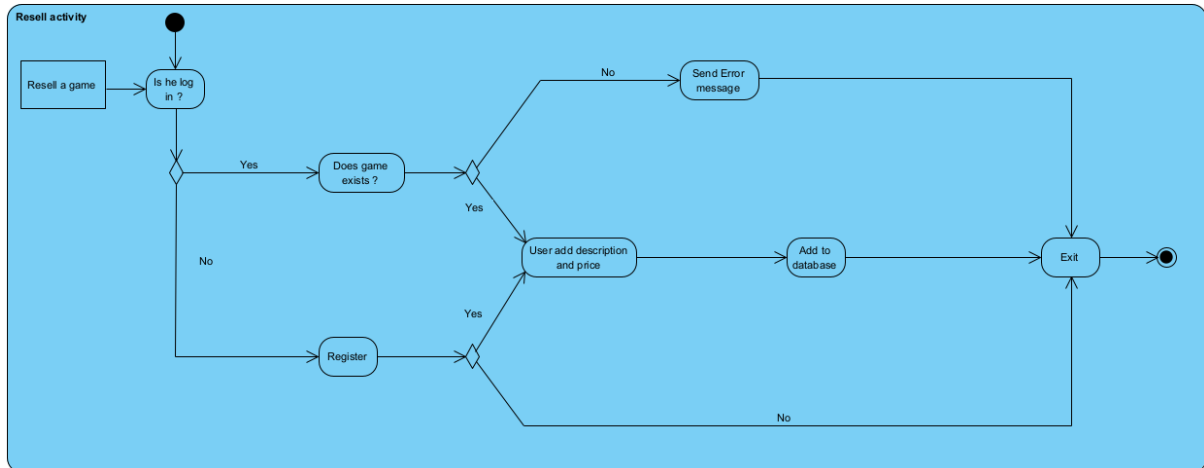

2) Activity Diagram :

Chloé's Activity Diagram about how doing from online shopping to the payment

Noa's activity diagram about how the research works on the website

Search

Select the number of item → Add to cart

Display Game → Purchase video game ? — Yes → Select the number of item; No → Home page

Client Search → Does the game exist ? — Yes → Display Game; No → Send Error Message

Search Finished

Pierre's activity diagram about someone willing to resell one of his video games

Resell activity

Resell a game → Is he log in ?

Is he log in ? — Yes → Does game exists ? ; No → Register

Does game exists ? — No → Send Error message ; Yes → User add description and price

Register — Yes → User add description and price ; No → Exit

User add description and price → Add to database → Exit

Exit

3) Wireframe Diagram

Chloé : diagram about creating an account on website :

Noa's Wireframe diagram about Cart page :

Logo | Area for research | Cart | Log Out / Profile

to choose how many of this item you want

☆ proceed to payment

list of games you have added to the cart

Games as in your shopping cart

CONTACT : XX XX XX XX XX | ADDRESS
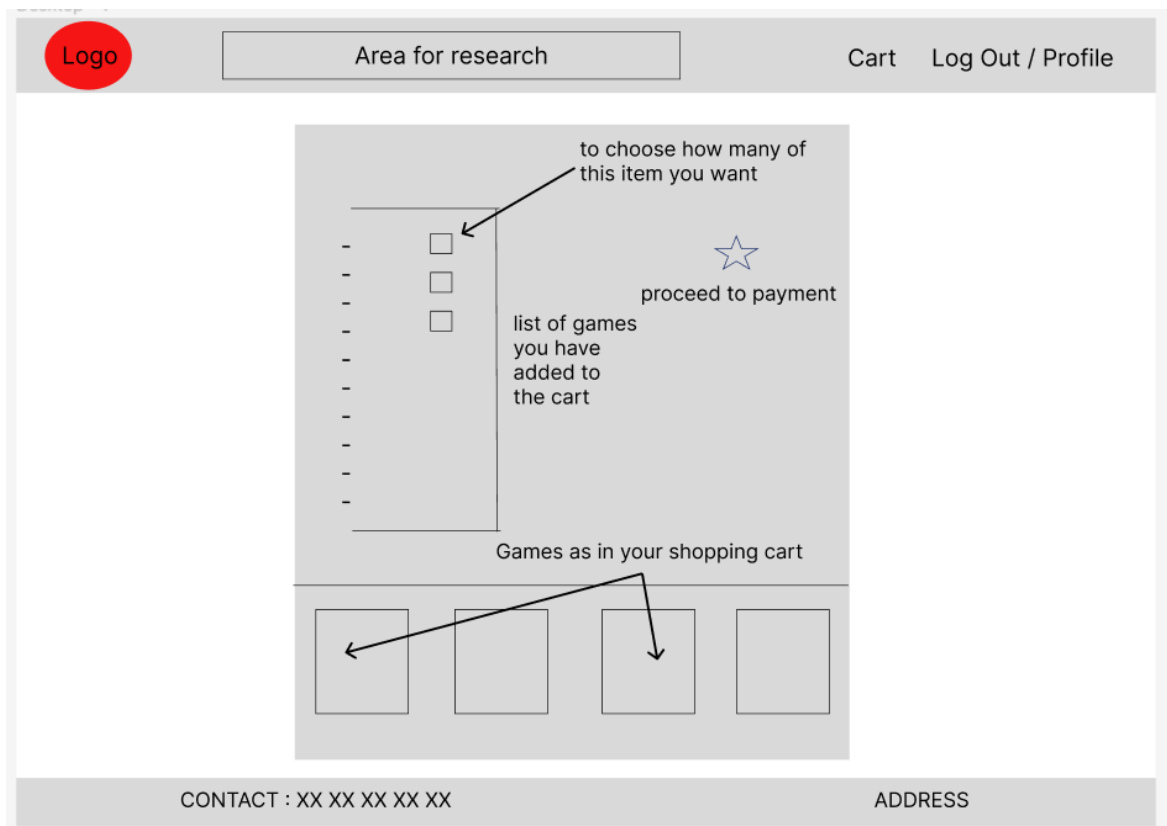
Pierre's wireframe Diagram about Main Page

| | Seaching bar | | Cart | Log in / Profile |

Logo

Price

Category

Action ▼

	Game 1	Description	Disponibility	0	Price
	Game 2	Description	Disponibility	1	Price
	Game 3	Description	Disponibility	2	Price
	Game 4	Description	Disponibility	45	Price

Contact / Localisation
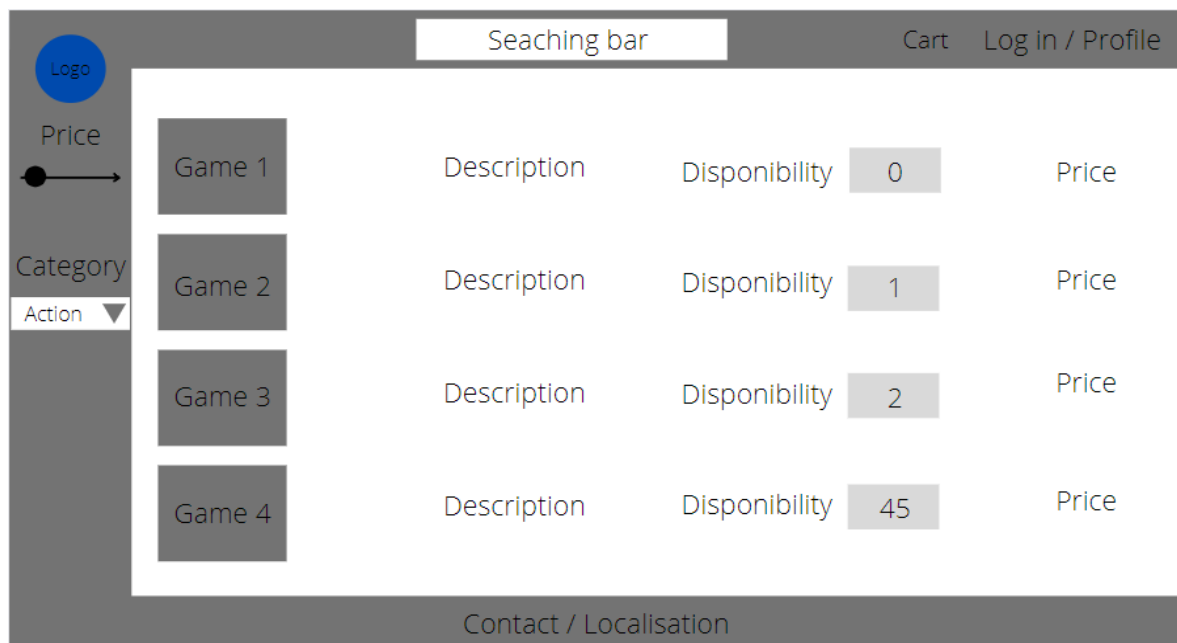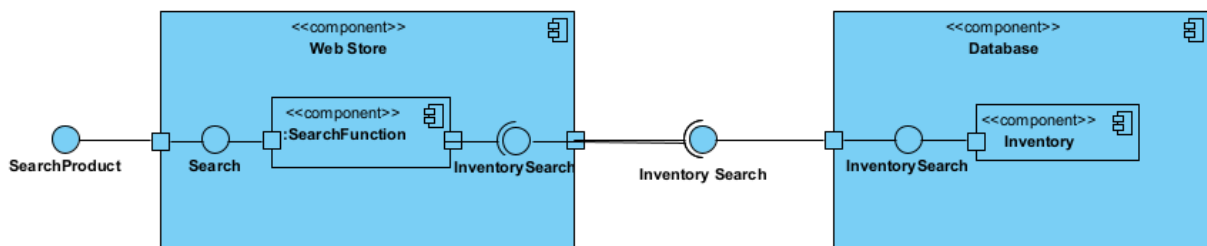
3) Component diagram :
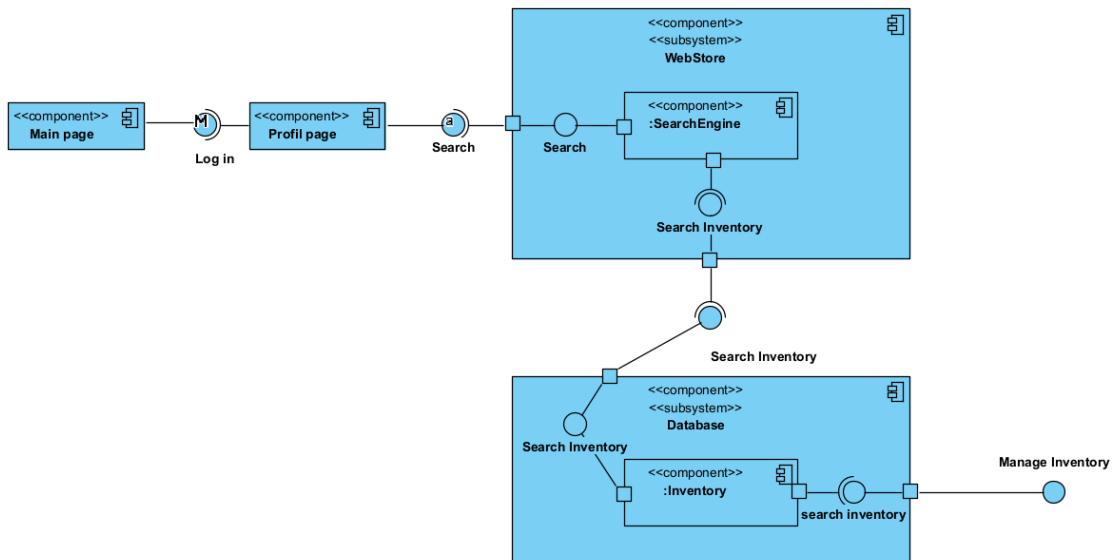
Chloé's one about buying process from the main page
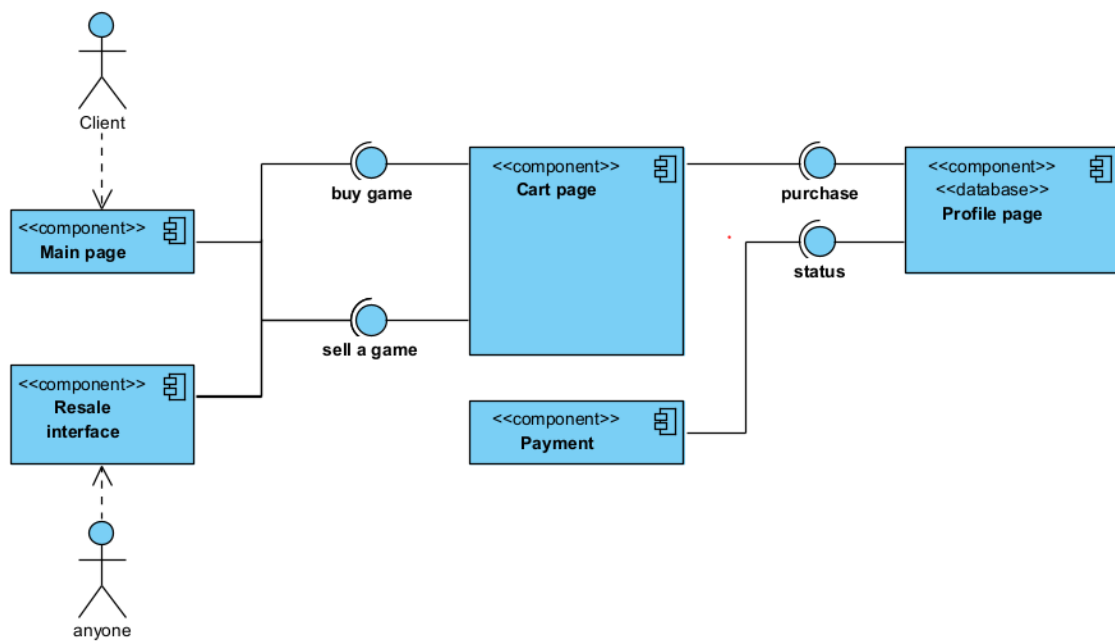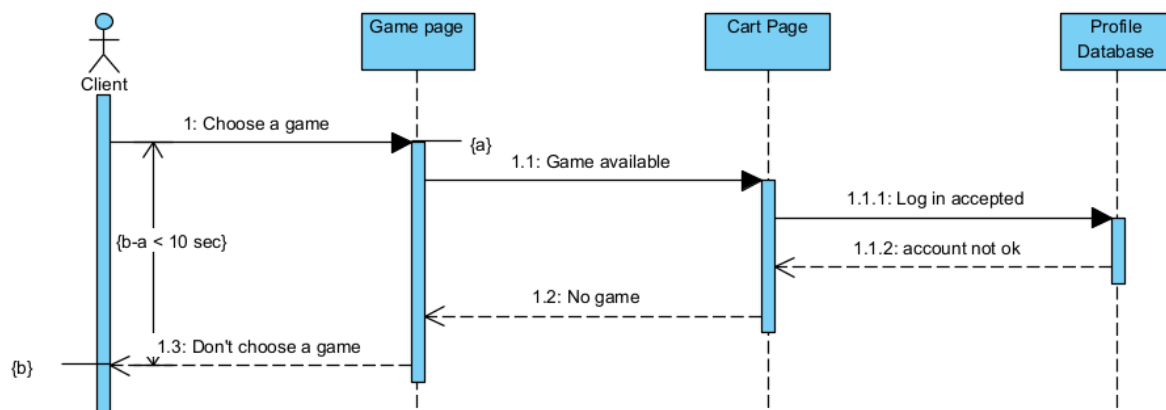

Pierre's component diagram about searching a game

Noa's component diagram :

You have to be registered in the profil database to be able to sell a game. So when you are logged, you just have to search if the game already exists in our database and add one in the inventory.
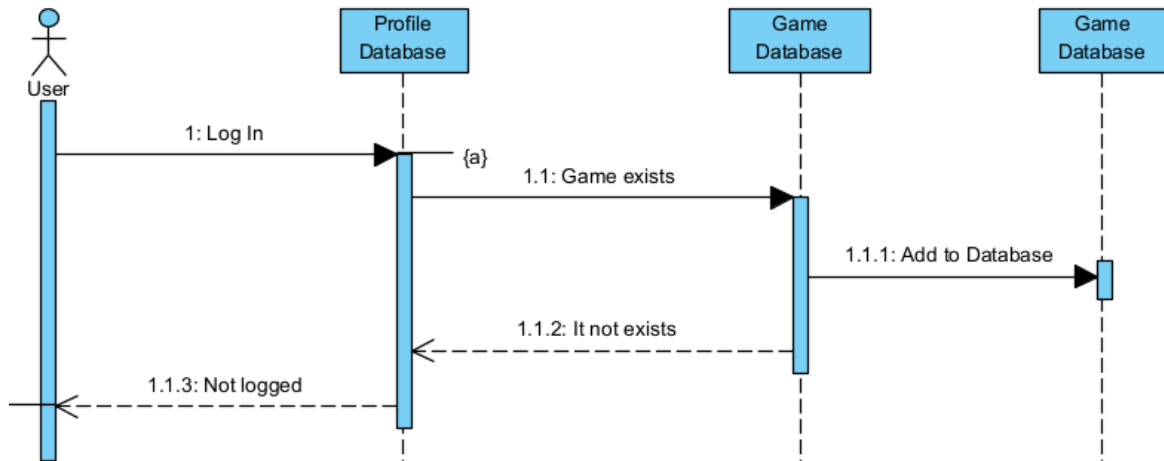

4) Sequence Diagram

Chloé : from game page to cart page with checking profile database

Noa : Allow clients to resell their games if they want

| Profile Database | Game Database | Game Database |

User

1: Log In → {a}

1.1: Game exists →

1.1.1: Add to Database →

1.1.2: It not exists ⇠

1.1.3: Not logged ⇠

Pierre : Allow clients to see their previous purchases

| Profile Database | Profile Page |

User

1: Log in → {a}

1.1: Last pruchase →

1.2: No purchase ⇠

1.3: Not find ⇠

{b}