**Digital Media Store**

Final Project Proposal Document

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Document Change Control

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| --- | --- | --- |
| Date | Authors | Summary of Changes |

May 23, 2014 Ian Mori -addition to primary function

May 26, 2014 Ian Mori -restructured project proposal

June 2, 2014 Ian Mori -added design

Document Sign-Off

The following people have reviewed and approved the entire content of this proposal document.

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| Position | Name | Signature | Date |
| Teacher: | BJ MacLean |  |  |
| Student: | Ian Mori | Ian Mori | May 23, 2014 |

**1.1 Project Team members**

Ian Mori

**1.2 Project Description**

This project will have the capabilities and functions of a digital media store, similar to Steam or Amazon. There will be database connectivity to store customer and inventory data. Customers will be able to create an account, login, modify an account, and make purchases on their accounts. There will be no real purchasing functionality such as with PayPal, this might come later on as the project evolves.

There will also be a booking system for customer set up call-backs and/or online support sessions. A logging/reporting system will also be used to gather information and data from the system.

This project could be used to set up other businesses in a similar fashion. Being able to store customer info, track purchases, and update and track current inventory are all necessary for nearly any business to run.

This project could actually be used to start up a real business. I have sold video games online and one thing lacking for my business to be successful is a strong web application with database capabilities.

At the moment there are some pieces built that can be implemented (the online chat program) but that will be looked at after the project has most of the main components finished. There is a basic web layout and design done already, but this will be converted to proper JSP and Java classes.

**1.3 Primary Functions**

1. Account creation/modification

Users will be able to create an account id and password, and modify their account password.

2. Login and validation/authentication

Users will be able to login with their account, which will be validated client-side to login.

3. Order creation/submission

Users will be able to make mock orders and purchases. They will also be able to view the orders on their account.

4. Database connectivity (concurrency/multi-threading) for data storage/manipulation

Inventory, customer, and order data will be kept stored in a database. SQL will be used to query the database to gather the information.

5. Booking system for support call-backs/chat

Users will be able to reserve a support session with staff from a calendar. Secondary functions would include automated call-backs/online chat.

6. Logging/reporting system

The system will generate logs/reports for errors and data considerations.

**1.4 Secondary Functions**

1. Payment service

2. SSL

3. Online chat support

4. Playable games

5. Automated call-backs/support chat

**2.1 Class Design**

The following classes will be used to provide functionality for the system. These classes will correspond to the database tables which will be used to store the information.

**2.2 Interface Design**

Provide a mock-up of the screens you expect to use in your project, provide a paragraph or 2 on the description of each screen.

2.2.1 Home Page

The home page will have links and products that the user can view and potentially purchase (purchasable once logged in). There will be a link to login which will take the user to a login screen so they can view more details about their account, and have more store functionality.

|  |
| --- |
| CIS Digital Media Store  Home Page    Login  View New Items |

Notes: There will also be images that the user can click on to view more information about the item.

2.2.2 Login

This will be the login menu where users will be able to login with their existing account or create a new account. This will also have validation included to make sure the proper user is logged in. There will also be a submit button which will allow the user to access their account once validation has passed. A cancel button will allow a user to cancel their login and return to the home page.

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| --- |
| CIS Digital Media Store  Login Menu  Username:  Password:  Submit  Cancel |

2.2.3 User Account Page

Once a user is logged in they will be able to view their account and make modifications. Here they can view orders they have made, books support sessions, and logout.

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| --- |
| Welcome!  Account Menu  Home  View Orders  View Account Details  Book Support Session  Logout |

Notes: The left menu will include links that the user can click on.

2.2.4 Account Details

This will allow a user to view the details they used to set up their account. Once the account is created the user is able to change their password and modify any other details but their username.

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| --- |
| Viewing Account Details  Home  Username  Password  Change password  Name  Address  Telephone  Logout |

Notes: A user will be able to modify and change their account details and can logout from here as well.

2.2.5 Order Details

The user will be able to view their orders made on their account. The orders will be listed on the left side as links and when clicked on the content details will be displayed on screen.

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| --- |
| Order Details  Home  Orders  Order #001  Logout |

Notes: The user can click on the order and the details will be shown.

2.2.6 Book Support Session

The user will be able book a support session for call-back or live chat support. The user will have a list of dates and times to choose from so they can schedule a support session at their convenience.

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| --- |
| Book Support Session  Home  Logout |

Notes: There will be a calendar here for the user to choose dates from for support sessions.

2.2.7 Order Page

The user will be able to view their orders made on their account. The orders will be listed on the left side as links and when clicked on the content details will be displayed on screen.

|  |
| --- |
| Order Page  Home  Item  Price  Quantity  Submit Order  Cancel  Logout |

Notes: The user will be able to create an order. This will show the available items (just limited for now) and the user will be able to choose which items they want to order.