Project Requirements

This is an engineering proof of concept. The goal is to exercise the Spring MVC/Boots technology according to “company” guidelines to validate its use in future projects.

A group consists of 3~4 members.

While during project, you have conflicts with team members. Please solve by yourselves, try your best not come to me. Teamwork is important during project.

The main hours spent on the project for each person is expected to be ~50(?) hours. Every Team member is to “own” a “front to back” scenario - View, Controller, Domain Object, Validation, Service and Repository.

Here is the list of the techniques you must include in your project as a Group.

Technique	Group
XML config/Java Config	✓
PRG	
JSP, Thymeleaf	✓
Bean Validation or Spring Validator	✓
Custom Validation Annotation	
Custom Formatter	
Uploading files	✓
Exception Handling (Individual, Globally)	✓
REST/Ajax – Error Handling	
Spring Security (Database, Logout, Remember Me, csrf, etc)	✓
Security authorization – interceptor, AOP	✓
Persistence – Hibernate + Spring Data	✓
ONLY allow In memory database (H2, HSQL, etc)	✓
CSS Library	
GitHub	

✓: It means your project must include those techniques which are checked

What kind of project should I develop? Here is the variety of options you can choose:

- Spring MVC monolith
- Spring MVC monolith Thymeleaf
- Spring REST: Client (JSP) + Server
- Spring REST: Client (Thymeleaf) + Server
- Spring boot monolith JSP
- Spring Boot: Client(JSP) + Server
- Spring Boot monolith Thymeleaf
- Spring Boot: Client(Thymeleaf) + Server

If you need to use a new technique which isn't covered in this course, you must get permission first. Otherwise, you're gonna lose points in your group project grade.

Scrum/Agile Development Process

Daily Scrum meeting – We'll hold a daily meeting every day to check everyone's status if you need any help.

Group Submission - DueDate: 5PM August, 15th, 2019 (Thursday)

1. Document include WHO did WHAT – **VERY IMPORTANT: Not everyone in the same group will get the same grade.**
2. Document all the techniques for the project. And listed where you used them.
3. Document how to configure /Install Application
    - Application should have pre-populated data.
4. Source code or Github links
5. Presentation slides if you have one
6. One group submit only one

Project Topic – Some online Market

1. **Users: Admin, Seller and Buyer**
2. **Features of Admin**
    a. **If seller register in this web site, need to get approval from Admin in order to post products in the web site**
    b. **Add Ads on pages**
    c. **Approve Review made by Buyer (no matter approve or reject, notify buyers by email)**

3. **Features of Seller**
    a. **Register as Seller**
    b. **Product (CRUD). When a product is added, the system should automatically notify all followers by website message**
    c. **Seller cannot buy products from the website**
    d. **Maintain orders**

a. **Cancel Order (Notify Buyer by website message), the status of order on buyer's part should also changed**
b. **Change Order status (Shipped-On the way-Delivered)**

4. **Features of Buyer**
   a. **Register as Buyer**
   b. **Follow and Unfollow Seller**
   c. **Can not sell items on this website**
   d. **Can place an order**
      a. **Maintain Shopping Cart (CRUD)**
      b. **Maintain Shipping and Billing Address**
      c. **Maintain Payment**
      d. **Place order**
      e. **Every successful purchase (not returned), gain points from the website. You can use points to buy products (something like coupons).**
   e. **Maintain Orders**
      a. **Check Order History**
      b. **Can cancel order before shipping, after shipping cannot**
      c. **Download/Print receipt as PDF or Excel**
      d. **Write Product Review. Review must be approved by Admin before live**