**Project Charter**

**The Client:**

*Marvin Aday, Vice President Retail Operations of Conestoga Virtual Game Store*

*jwong@conestogac.on.ca*

**Business Purpose:**

The Business Purpose of the Conestoga Virtual Game Store is to increase online games sales by allowing customers to use the platform to purchase free/paid games fast and efficiently online. CVGS will allow the customer to display their wishlist to family and friends, leave feedback on games they have found appealing and share their game interests with other members on CVGS.

**Project Roles/Responsibilities:**

*Jodi Visser: Meeting Agenda/Minutes Recorder*

*Emily De Leon: Team Leader, Document Organisation*

*Harneet Saini: Group Organisation, Meeting Scheduler*

*Ryan Ally: Lead Developer/Programmer*

**Event Table:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Use**  **Case#** | **Use Case Name** | **Event** | **Trigger** | **Source** | **Response** | **Destination** |
| UC01 | Create Account | Visitor Creates an account | Visitor to the site wants to create an account | Visitor | New account is created | System |
| UC02 | Delete Account | Member Deletes Account | Member on site wants to delete current account | Member | Account Deleted | System |
| UC03 | Produce Reports | Scheduled time for summary report | End of month | System | Customer report is generated | Client |
| UC04 | Password Reset | Member wants to recover password | Member requests for password to be changed | Member | Prompts member to change password and also validates for a strong password | Member |
| UC05 | Provide Game Comment and Rating | Member wants to leave a review under a specific game | Review is submitted | Member | Comments are displayed for all Users | Moderator |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Use**  **Case#** | **Use Case Name** | **Event** | **Trigger** | **Source** | **Response** | **Destination** |
| UC06 | Add Game to Cart | Members can add games to their cart | Add Game to Cart button is selected | Member | Adds the selected game to the cart and displays an updated Cart Page | Member |
| UC07 | Member Purchases Game | Member purchases a game | Save checkout Information to Database | Member | Employee buys game online or ships games physically | Member |
| UC08 | Reset Username | Member wants to recover username | Member selects a link to recover username | Member | Recover Username Page is displayed and allows the member to provide their email | Member |
| UC09 | Search for Game | Member searches for a game in the database | Member submits the request inquiry | Member | System displays correlating games to the Member | Member |
| UC10 | Add Game to Wishlist | Member wants to add games to wish list | Member selects a game to be added to the wish list | Member | System adds the game to the wish list and displays updated page to Member | Member |
| UC11 | Add Friend/Family Member to Account | Member wants to add family/friends to account list | Member selects friend/family member to be added | Member | System adds friend/family to account list and displays updated page to member | Member |
| UC12 | Change Existing Password | Member wants to change current password | Member selects to change the password in the Account Page | Member | System validates the new password to see if it passes the requirements then changes it | Member |
| UC13 | Employee Creates Events | Employee wants to adds information about an event | Employee adds an event | Employee | System displays event details | Employee/  Members |
| UC14 | Employee Deletes Event | Employee wants to delete event | Employee deletes a specific event | Employee | System displays message Successful Deletion of event | Employee |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Use**  **Case#** | **Use Case Name** | **Event** | **Trigger** | **Source** | **Response** | **Destination** |
| UC15 | Employee Edits Event | Employee wants to edit event information | Employee edits a specific event | Employee | System Updates The information about the event and displays | Employee |
| UC16 | Member Registers for Event | Member wants to register for any of the available upcoming events | Member registers for a specific event | Member | System adds member to the event and updates the page | Member |
| UC17 | Member UnRegisters for Event | Member wants to unregister for an event | Member unregisters for a specific event | Member | System deletes event from database | Member |
| UC18 | Employee Views Reports | Employee wants to view the selected report | Employee selects a specific report | Employee | System checks if the current user is a Employee. If so, display the selected report to the Employee | Employee |
| UC19 | Change Existing Username | Member wants to change their Username | Member clicks edit username | Member | Member changes Username and saves to database | Member |
| UC20 | Delete Game from Wishlist | Member wants to delete game from wishlist | Member clicks delete game | Member | Member deletes game from wishlist and saves to database | Member |
| UC21 | Delete Friend/Family Member to Account | Member wants to remove a Friend/Family member from their profile | Member selects friend/family member to be removed | Member | System removes friend/family to account list and displays updated page to member | Member |
| UC22 | Employee Adds Game | Employee wants to add a game | Employee adds the game to the game list | Employee | System adds the game to the game list | Employee |
| UC23 | Employee Deletes Game | Employee wants to delete a game from the site | Employee deletes the game from the game list | Employee | System deletes the game from the game list | Employee |
| **Use**  **Case#** | **Use Case Name** | **Event** | **Trigger** | **Source** | **Response** | **Destination** |
| UC24 | Employee Edits Game | Employee wants to edit the game | Employee edits a game in the game list | Employee | System updates the game that was edited | Employee |
| UC25 | Member Logs In | Member wants to log into the website | Member logs into the website | Member | System logs the Member into the website | Member |
| UC26 | Member Logs Out | Member wants to logout of the website | Member logs out of the website | Member | System logs the Member out of the website | Member |
| UC27 | Member Deletes Game from Cart | Member wants to delete a game from their cart | Member deletes game from cart | Member | System updates database | Member |

**Features List:**

• Let employees add, edit and delete games

• Let employees enter event data (see Events below)

• Let employees view and print reports (see Reports below)

**Selecting Games**

• Let members search for games

• Let members select games from a list

• Display details of the selected game

**Joining and Logging in**

• Visitors to the website will be given the option of joining if they are not members, or logging in if they are members.

• Require a unique display name

• Require strong passwords

• Limit the number of consecutive login attempts

• Let members change their passwords

• If a recognized member forgets their password, reset it and email the new password

**Account**

• Open an online account for the member

**Profile**

• Let members enter their display name, actual name, email, gender, and birth date

• Let the member decide whether to receive promotional emails from CVGS

**Preferences**

Let members indicate their:

• favorite platform (or platforms) and

• favorite game category (or categories)

**Address**

Let the member enter, modify and delete their:

• mailing address

• shipping address

**Credit Cards**

• Let the member register one or more valid credit cards

**Wish List**

• Let members fill a wish list

**Friends and Family**

• Add member/members in the Friends and Family List

**View Wish List**

• Let only friends and relatives view the wish list

**Rate Games**

Let:

• Members rate games

• Summarize individual results and display the overall rating for each game

**Review Games**

• Let members write reviews of games. Reviews must be approved by a moderator before they are published on the web site

**Download**

• Let members download free and shareware games

**Events**

• Let employees add, edit and delete information about upcoming events

• Let members register for upcoming events

**Cart**

• Create a cart

• Let members add games to cart

• Let members check out with any credit card registered

• Save the “check out” info to a database table (orders) so that an employee can ship the games physically

• After shipping, the employee should be able to mark that order as processed

**Reports**

• Game list report

• Game detail report

• Member list report

• Member detail report

• Wish list report

• Sales report

• Other reports as needed

**System Objectives:**

* Limit the number of consecutive login attempts to 3-5 attempts, prompt to change password or recover password
* Let the member register one or more valid credit cards validate credit cards
* Let members write reviews of games. Reviews must be approved by a moderator before they are published on the web site
* Open an online account for the member validate username if exists provide suggestions, validate password check for strong password
* Reset password when the member resets password validate if correct format
* Validate age upon register of account. 13 and up.
* When in cart check if table exists if not create table
* If cart is empty cannot check out
* Make sure friends or family accounts exists
* Save checkout info to database table
* Cart update number of items
* Validate wish list that friends and family exist on list before viewing list
* Validate mailing and shipping address to be the same or if shipping is different from mailing

**Project Critical Success Factors:**

*All members are available for all meetings and workloads.*

**Preliminary Technical Architecture:**

*C#, ASP.NET Framework and a Microsoft SQL database server*