



IT 309 SOFTWARE ENGINEERING

PROJECT DOCUMENTATION

ONLINE PET SHOP RESERVATION

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Proposed to:
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1. About the project

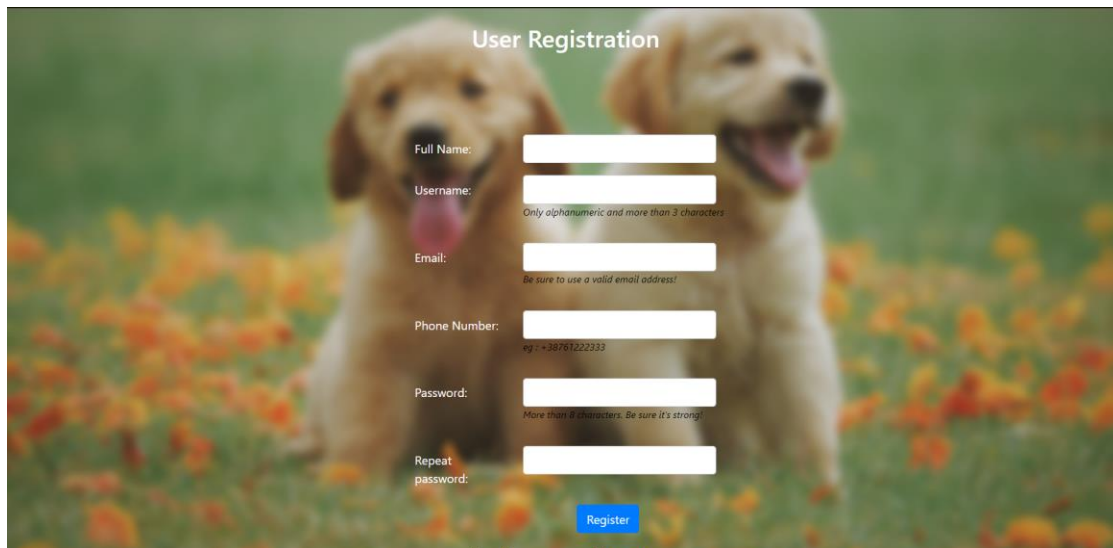
The concept of the project is a online pet shop that is used solely for reserving pets for pickup in the physical shop. The website uses robust authentication practices and an easy-to-use UI to reserve a desired pet.

The website is deployed at: <https://se-project-vcc8.onrender.com>

2. Project functionalities and screenshots

The main features of this project are it's authentication of the user for registering and logging in and reserving pets for easy pick up at the physical shop.

Registration:



User Registration

Full Name:

Username:
Only alphanumeric and more than 3 characters

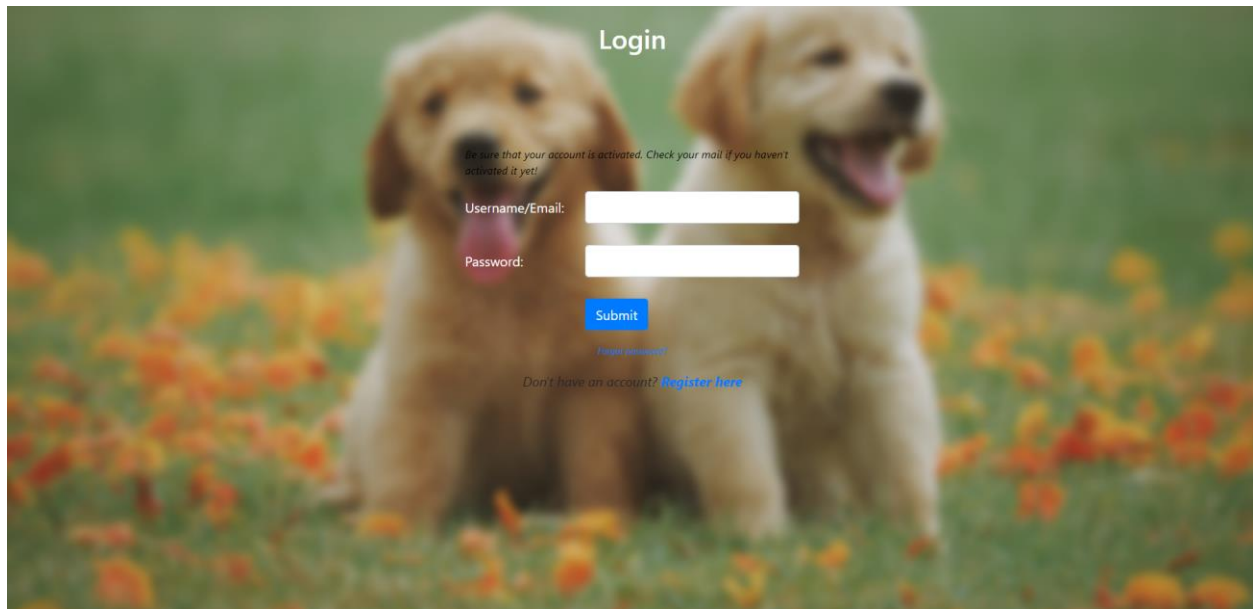
Email:
Be sure to use a valid email address!

Phone Number:
eg: +38781222333

Password:
More than 8 characters. Be sure it's strong!

Repeat password:

Login:



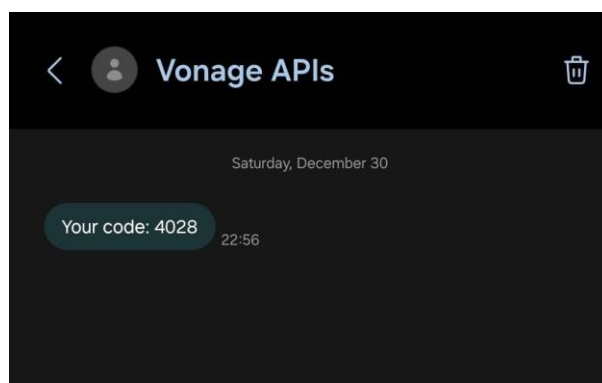
Code verification after login(code is sent via SMS after pressing the send code button):

Your Code

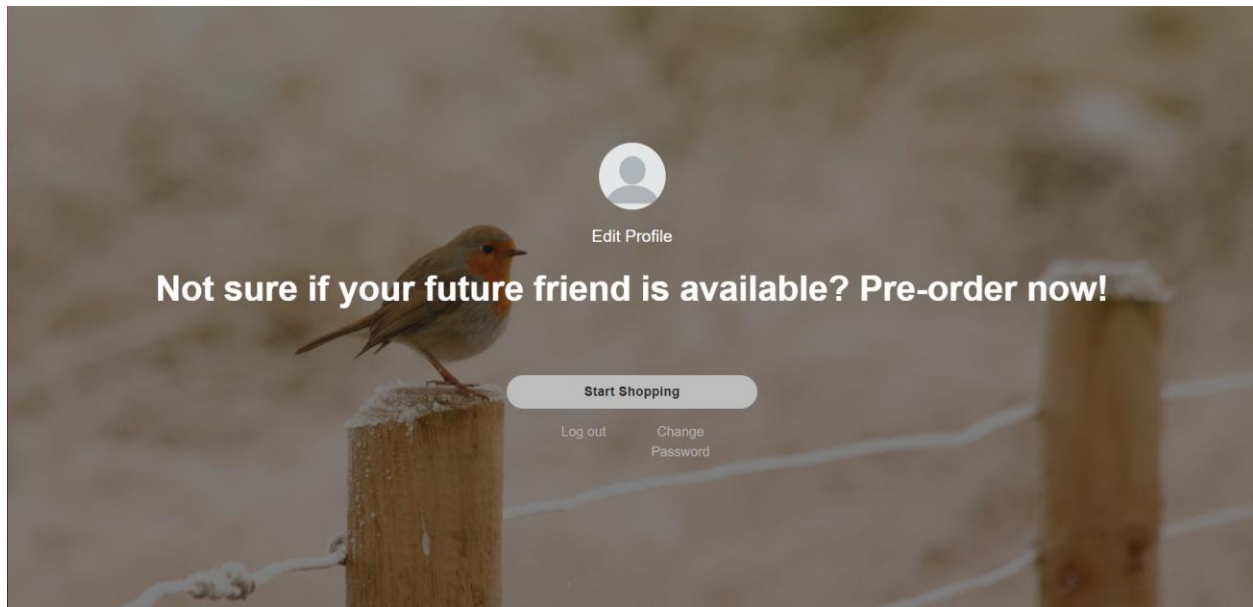
Submit

The code will be delivered via SMS after pressing the Send Code button. Please be patient.

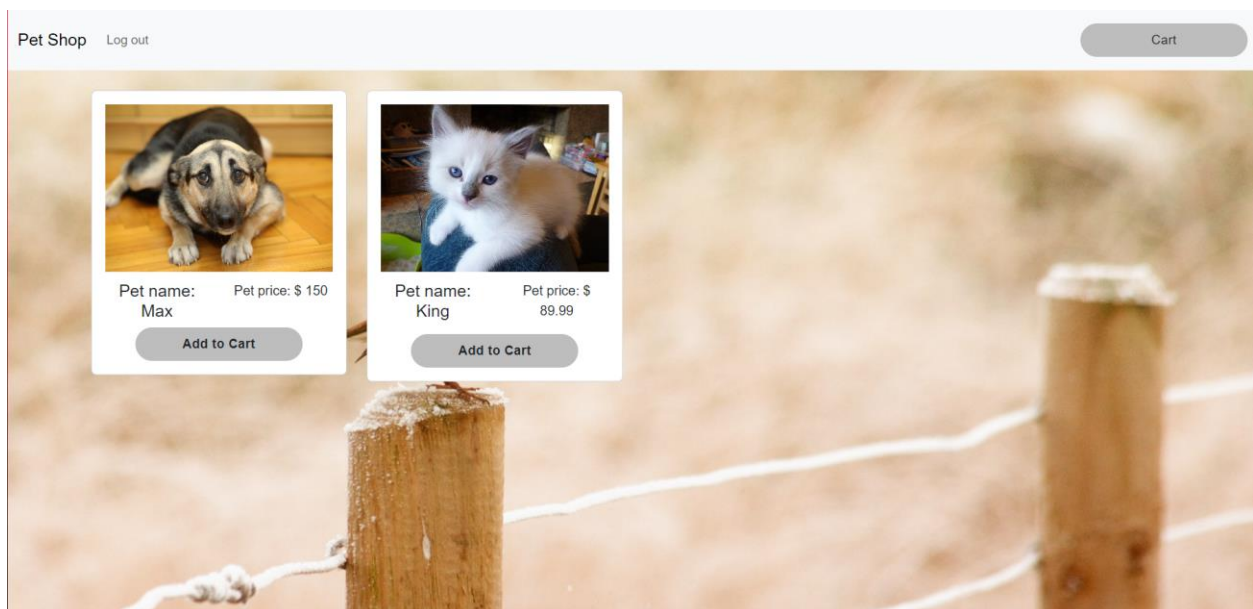
Send Code



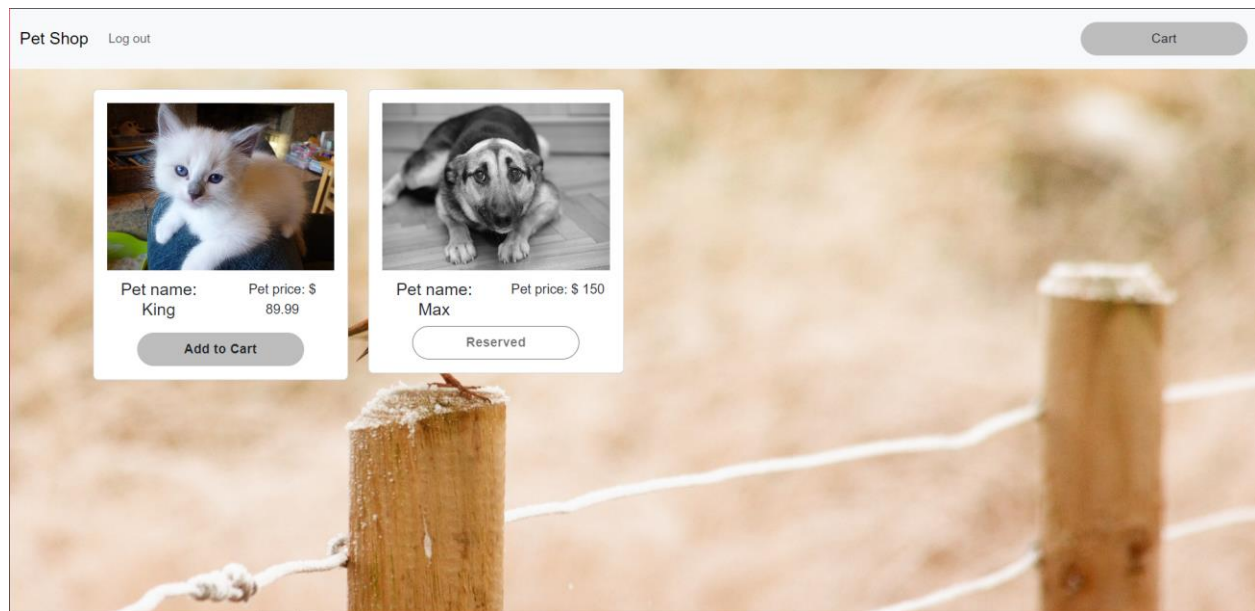
Main page:



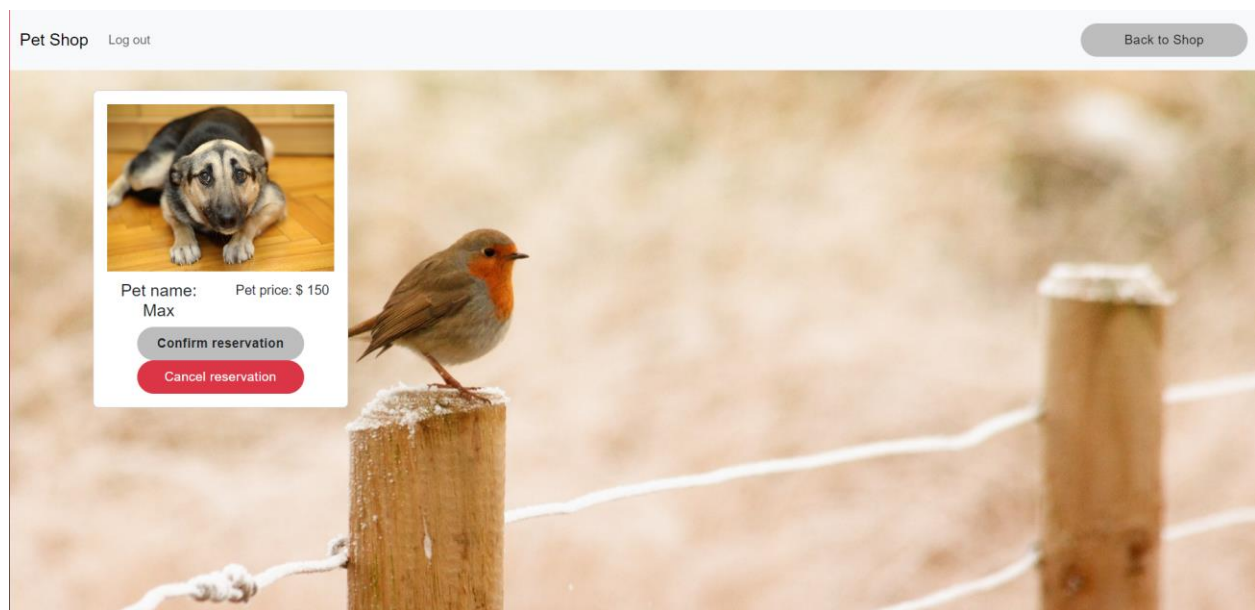
Shopping page:



Shopping page with one reserved pet:



Cart page:



Cart page with confirmed reservation:



3. Used Technologies

Flight PHP is used for implementing the project's backend. Handling all routes needed for full functionality of the project. It has robust authentication, with checking the password security using "haveibeenpwned" API, password hashing, email verification and two factor authentication via SMS.

Vanilla HTML/CSS is used for the frontend to create an easy-to-use web interface where the user can register, login, reserve pets for purchase and confirm their reservation for pickup at the physical shop.

PostgreSQL is used for the database to store and use data.

4. Database Entities

- Account – used for storing data about registered users(name, email, hashed password, etc.)
- Pets – used for storing data about pets(name, type of animal, availability, reservation status, etc.)
- Cart – used for storing the ID of the cart and the corresponding account that is the owner of the cart

There is a foreign key row inside the Pets table that stores the ID of a cart that pet is reserved in.

5. Conclusion

I would say I am quite satisfied with the overall look of the project. Something that I would add to the project in the future would possibly be an option of prepayment for the reserved pet so it would truly be a simple pick up at the physical shop.