SEEM 3430 Information Systems Analysis and Design

**Course Project**: An Online bookshop system

# Phase I – Requirements Specification

1. **Introduction**

You are a system analyst working in an *Information Systems Solutions Company*. You are now working on a project for a bookshop named University Book (UB) which sells books to students and customers living university neighborhood. This bookshop is built on the background of Blockchain technology, and cryptocurrencies can circulate in this system. You are going to implement an online book purchase system for UB, which will be launched in 2020. The online book trade system (referred to as e-bookshop system) contains the three major functions described as follows:

* 1. **Manage Books**

The e-bookshop system must allow UB staffs to manage the books information. They can add a new book items (along with the book cover and short intro) to the system, remove book items from the system and update book information. The system should also enable UB staffs to search and view their book repository.

* 1. **Register Accounts**

The e-bookshop system must have a user management module to enable user registration and login and allow users to manage their accounts. During the registration, a new user needs to fill in a user information form. After receiving the form, the system needs to send a confirmation email to the user. User can view and change their personal information, e.g. password, nickname, email address, etc.

The system should also enable UB staffs to search and view registered accounts.

* 1. **Online Shopping**

Before login, a user can search books from the system and view the information of their chosen books. But they can only place purchase orders after login. Logged users can add/drop books from their shopping carts. They can save their shopping carts without submitting the order. After submitting the order, users will be asked to provide their email address.

* 1. **Payment Method**

Cryptocurrencies can circulate in online-pay module of this system. When making a payment, the currencies that users earned in other games should be exchanged to the currencies that can be used to pay for books.

1. **System Request**

After the planning stage, you received the following system request form:

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| --- |
| **System Request –**Online bookshop System |
| **Project Sponsor:** Dr Wong, Director of IT Department, UB |
| **Business Need:** The project has been initiated to develop an online e-bookshop system to sell books on the background of Blockchain. The system should allow UB staffs to manage books, including adding, removing and editing the information of books, along with the book cover and short intro. The system should allow users to register and manage their accounts, add/drop books to their shopping cart and finally submit the shopping order and pay online by cryptocurrencies. |
| **Business Requirement:** Specific functionalities of the e-bookshop system should include:   1. Manage Books    1. Allow UB staffs to manage book items (adding, removing and editing)    2. Allow UB staffs to manage books information 2. Register Accounts    1. Allow new user to register accounts    2. Allow user to view and change their personal information 3. Online Shopping    1. Allow users to search books    2. Allow users to manage(add/drop) books in their shopping cart    3. Allow users to submit the shopping order 4. Payment Method    1. Allow users to pay by the currencies they earned in other games |
| **Business Value:** It is expected to streamline the process and avoid mistakes, by reducing manual operations required to maintain the system. Updating information and processing applications can be done in a more efficient and reliable way.  Conservative estimates of tangible value include:   * Saving wage of $200,000 per year for hiring extra staffs to sell books in their shop store. * Saving $10,000 for printing documents for internal use. |
| **Special Issues or Constraints:**  The development of the system need to be completed before February 2020 as system testing of e-bookshop system to be done in March, 2020. |

1. **Assignments**

According to the above description of the online e-bookshop system, you are asked to write a system proposal consisting of:

1. **A brief survey report on Blockchain around 500 words.**
2. **The functional and non-functional requirements of the to-be system.**
3. **At least 2 of the use cases of the system based on the requirements.** (You may use the template provided in the next page. A similar example can be found in the textbook/ tutorial notes. You need to do the remaining in the final report so you are encouraged to do more in this phase.)
4. **Requirements**

Deadline: **25th October, 2019, 23:59pm**

For Phase 1, please hand it in to mailbox **C06** on the **5th** floor of **ERB** building.

**No late submission will be accepted**!

According to the requirement of CUHK, every assignment handed in should be accompanied by a signed declaration. For group projects, all students of the same group should be asked to sign the declaration. For assignments in the form of a computer-generated document that is principally text-based and submitted via VeriGuide, the statement, in the form of a receipt, will be issued by the system upon students' uploading of the soft copy of the assignment. Assignments without the receipt will not be graded by teachers and TAs. Only the final version of assignment should be submitted via VeriGuide.

[**Declaration to be attached to assignments**](http://www.cuhk.edu.hk/policy/academichonesty/Eng_htm_files_(2013-14)/p10.htm)

For details please check: http://www.cuhk.edu.hk/policy/academichonesty/Eng\_htm\_files\_(2013-14)/index\_page2.htm**Use Case Template**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Use Case Name: | | ID: | | Importance Level: | |
| Primary Actor: | | | | | |
| Short Description: | | | | | |
| Trigger:  Type: External/ Temporal | | | | | |
| Major Inputs Description: | Sources: | | Major Outputs Description: | | Destination: |
| 1. |  | | 1. | |  |
| 2. |  | | 2. | |  |
| 3. |  | | 3. | |  |
| 4. |  | | 4. | |  |
| Major Steps Performed: | | | Information for Steps: | | |
| 1. | | |  | | |
| 2. | | |  | | |
| 3. | | |  | | |
| 4. | | |  | | |
| 5. | | |  | | |