Team 18 (Super Project X 3000)

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## Preface

(Describe the purpose of this document, its expected readership and its version history, including a rationale for the creation of a new version and a summary of the changes made in each version.)

|  |  |  |
| --- | --- | --- |
| Version | Date | Changes |
| 1.0 | 2/31/XXXX | Initial Version |
| 1.1 | 15th of Augtember, YYYY | Added Glossary |
| 2.0 | 3/4/25 | Fixed version date notation, … |

### Purpose

This document serves as a comprehensive guide for the development and understanding of the software project titled "Super Project X 3000".

### Audience

The intended audience of this document includes project stakeholders, developers, testers, and anyone involved in the project lifecycle.

## Introduction

(Introduce the software project, its goals, and the problem it aims to solve)

### Project Overview

"ProjectX" is a web-based inventory management system designed for small businesses. It streamlines inventory tracking, order management, and reporting.

### Project Goals

* Improve inventory accuracy.
* Enhance order fulfillment efficiency.
* Provide real-time reporting capabilities.

## Glossary

(Define key terms and acronyms used throughout the document, unless they are commonly known to each possible stakeholder (e.g., “Cell phone”) AND used with their common meaning. Do not expect your stakeholders to be experts. If in doubt, define a term.)

* **Inventory**: The stock of products available for sale.
* **SKU**: Stock Keeping Unit, a unique identifier for each product.
* **API**: Application Programming Interface.

## User Requirements and Use Cases

(Outline what the system must do from the user's perspective. User stories need to use the format discussed in class and on our slides. Use cases provide detailed scenarios of system interactions.)

### User Stories

(A collection of user stories that apply to the project.)

1. As a registered user, I want to log in securely so that I cannot be held responsible for someone else’s actions.
2. As an inventory manager, I need to add new products to the inventory so that the database matches the physical inventory.
3. As a sales manager, I want to generate sales reports by date range so that the upper management can be kept up to date on the company’s performance.

### Use Case: Adding a New Product

|  |  |
| --- | --- |
| Identifier | [E.g., “UC-1 Book Trip”] |
| Goal | [The initiating actor’s goal] |
| Requirements | [Requirements that are addressed by this use case] |
| Initiating Actor | [Actor who initiates interaction with the system] |
| Participating Actor(s) | [Other actors who participate, if any] |
| Pre-conditions | [The state of the system before the interaction can start] |
| Post-conditions | [What must be true about the system after the goal is achieved or abandoned] |
| Included Use Case(s) | [Use cases that are included by this use case, if any] |
| Extension(s) | [Extensions of this use case, if any] |

**Table 1: Typical Course of Action**

|  |  |  |
| --- | --- | --- |
| Seq# | Actor’s Action | System’s Response |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**Table 2: Alternate Course of Action**

|  |  |  |
| --- | --- | --- |
| Seq# | Actor’s Action | System’s Response |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**Table 3: Exceptional Course of Action**

|  |  |  |
| --- | --- | --- |
| Seq# | Actor’s Action | System’s Response |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

## System Architecture

(Describe the high-level design of the software.)

### Components

### Deployment Diagram