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Course- CSE 213

Section-3

Topic- Simulating operations of a Museum such as National museum at Shahbagh

1. User 1- Museum Member

# ***Goal 1: Make bookings for the Ticket*.**

* + User must login as a Museum member. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + Ask the user what type of ticket would they like?
* Audio Guide Bookings.
* Guided Tours- 1h 30 minutes tour with a guide in English or in French.
* Group Tickets for the museum.
* Individual Tickets for the museum.
  + Show a prompt saying that the tickets are valid for the time slot only. For sanitary and safety reasons, visitors will be required to wear a mask. A calendar will be displayed where you will select the date of your visit. The selected date must be logical, since dates earlier than today cannot be selected and if the museum is closed on a particular day such as Tuesday, then tickets cannot be booked for that day.
  + There should be a text field to specify the number of visitors (max 50). And the date. You can also add area and “WHO” to specify single or group of people.
  + Show the ticket prices. Free for people under 10. 25$ for adults and 10 dollars for Students (with Valid ID). There should be a check box for checking adult admission, child admission and student admission. Checking those boxes would add up in your bill. There can also be a voucher option which if the user has one will give discount. An Add to cart should be there. Clicking it will make you go to the next scene.
  + In the next scene if the users click on checkout, then it will take him to a payment option Where the user will enter his
* First Name, Last Name
* Address
* Number
* Email ID.
  + User can select mobile banking as payment Option and use Bkash or Nagod to pay where he will enter his mobile number and pin code. After successful payment, a prompt will be shown that the payment was successful, and an email would be sent to the user containing the digital Ticket PDF with his Info.

# ***Goal 2: Explore Museum online Collections and Information.***

* User must login as a Museum member. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
* If the user clicks on Explore Museum online collections and Information, then a new scene will emerge.
* There will be category of collections such as:
* Paintings and their Information.
* Sculptures and their Information
* Jewelry and Finery and their Information.
  + Clicking any of the category will bring out a new scene and there will be objects according to the category and will also display Information.
  + //(Might Implement This that there will be a search bar and user can just name the object and it will show up).

# ***Goal 3: Purchase from Online Boutique***

* + User must login as a Museum member. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + The user will be prompted to a new screen where there will be different categories of objects to purchase such as:
* Sculptures
* Accessories
* Books and DVDS
  + After choosing the categories and selecting the object that the user wants to purchase, there should be an option such as add to cart where after clicking the values of the objects would be added. The user can go back and forth from one scene to another and add objects to card as required and the price of the objects will be added.
  + After that the user can select the pay Option. There can also be a discount code.
  + The user would then enter the required information such as:
* First Name, Last Name
* Address
* Number
* Email
  + After entering all the required information, the user would select the button make payment and the user would make payment like in Goal-1.
  + User can select mobile banking as payment Option and use Bkash or Nagod to pay where he will enter his mobile number and pin code. After successful payment, a prompt will be shown that the payment was successful. A prompt will be shown saying that the user would get their product delivered within 72 hours.

# ***Goal 4: Become an Elite Member***

* + User must login as a Museum member. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + There should be a label stating that all members get these benefits:
* An exclusive program of member events.
* Use of an exclusive Members room.
* 10 percent discount on tickets and boutiques.
  + The user chooses from one of the three membership levels:
* Basic-60$
* Patron-100$
* Apollo-150 $
  + The user would then enter his billing information and his bill would be according to the membership level he chooses.
  + The user would then enter the required information such as:
* First Name, Last Name
* Address
* Number
* Email
  + After entering all the required information, the user would select the button make payment and the user would make payment like in Goal-1.
  + User can select mobile banking as payment Option and use Bkash or Nagod to pay where he will enter his mobile number and pin code. After successful payment, a prompt will be shown that the payment was successful.

# ***Goal 5: Donate.***

* + User must login as a Museum member. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + User will select donate button and will go to a new screen.
  + User may select cause of the donation. And click one of the pre-defined check boxes such as 25,50 100,500.
  + User may also choose his/her own amount.
  + Using one of those values or the value that user input a bill would be created and the user would enter his billing information like above.
  + The user would then enter the required information such as:
* First Name, Last Name
* Address
* Number
* Email
  + After entering all the required information, the user would select the button make payment and the user would make payment like in Goal-1.
  + User can select mobile banking as payment Option and use Bkash or Nagod to pay where he will enter his mobile number and pin code. After successful payment, a prompt will be shown that the payment was successful.

1. ***User 2: Director***

* ***Goal 1: Create a meeting for all employees*.**
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + User must set the date and time as well as the meeting topic and this meeting can be viewed by all the employees.
* ***Goal 2: Create a chart.***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + User will be able to create a chart to see the number of tickets sold according to the date.
  + A bar chart or line chart will be used to represent the data relationship of time and tickets sold such as number of tickets sold from January to March for 2021.
* ***Goal 3: See the number of donations made.***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + User will be able to see the donations made for today or for a certain period.
  + It will contain the information of that donor such as name, UUID, date of birth, gender as well as the donation amount.
* ***Goal 4: View the number of Elite Members.***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + After clicking on view the number of Elite Members the user will be able to see the number of Elite Members Information which includes their name, UUID as well as which category Elite Members they are.
* ***Goal 5: See complaint List.***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + After pressing see complain list the user will be able to see the complaint list.
  + The complaint list will contain employees name, id as well as complain and it can also have an accusation text field if it is against someone.

1. ***User 3: Museum Registrar***

* ***Goal 1: View the Meeting Schedule*.**
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + The user will be able to see the meeting schedule which includes the date and time.
  + There will also be the option of whether that employee will be able to join that meeting or not. If not, then a reason must be given.
* ***Goal 2: Complain about other Employees.***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + The user will have the option to complain about other employees or any reason.
  + The user will enter their name, id as well as the complain and against which employee (The other Employee’s name).
* ***Goal 3: Document the Object accepted by the Curator***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + The objects that were accepted by the curator by donation will be sent to registrar for documentation.
  + The user will document the object by providing information such as:
* Description
* Dimensions
* Condition
* Issues and Information
* ***Goal 4: Track record of all Objects***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + After clicking track record of all objects, the user will get to see all the objects that is available currently in the museum.
  + It will show the objects name, id along with the category it belongs to and other information.
  + There will also be a view detailed information button, where after clicking it will show its information in a new scene.
* ***Goal 5: Search for a specific object.***
  + User must login as a member. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + There will be a text field where the user will either enter the objects name or UUID. It’s better to give UUID since some objects can have the same name.
  + After entering the UUID, the object and its information will be displayed.

1. ***User 4: Curator***

* ***Goal 1: View the Meeting Schedule*.**
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + The user will be able to see the meeting schedule which includes the date and time.
  + There will also be the option of whether that employee will be able to join that meeting or not. If not, then a reason must be given.
* ***Goal 2: Complain about other Employees.***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + The user will have the option to complain about other employees or any reason.
  + The user will enter their name, id as well as the complaint and against which employee (The other Employee’s name).
* ***Goal 3: Accept donation by the donors and send to Registrar to Document.***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + User will look at the donation files which will contain the name of the object as well as the objects information such as:
* Name
* Date and Time
* Donor of the object
  + The user will accept the donation which the user deems necessary.
  + These files will be used by the registrar to document and add it to museum collection.
* ***Goal 4: Deaccessioning Proposal***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + The user will make a proposal to permanently remove an object from museum. The user will also have to enter the objects name, id and other required information.
  + The user will create a document named “Statement of Justification” where the user will enter reasons such as:
* The work is no longer consistent with the mission or collecting goals of the museum.
* The work is no longer consistent with the mission or collecting goals of the museum.
* ***Goal 5: Create event and activities.***
  + User must login. After entering the username and password it will check whether the username and passwords are correct. If it is correct, then login will be successful, and the home scene of that user will be loaded otherwise the same scene will stay and a prompt will be shown saying that either the username or password is incorrect.
  + The user will create an event which contains a title as well as date and time of the event.
  + The event will also have a description explaining what it is about.