# Requirements and Analysis Document for Chalmers Book Market

An application encouraging reuse of student literature

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# 1 Introduction

The application's purpose is to benefit all Chalmers students, creating an universal platform where previously owned student literature can be reacquired for second hand use.

Potential stakeholders include, but are not limited to, Chalmers University of Technology, which might be interested in creating a more sustainable market of student literature with an increased life span.

The target group of the product will be the students at Chalmers University of Technology. Although this application may not be relevant for an extended list of schools yet, this document aims to serve as a foundation, discussing and analysing requirements that could prove useful for extended models.

The main functionality of the application is to be able to purchase and sell used course literature. The application is targeted to a mobile audience.

# 1.1 Definitions, acronyms, and abbreviations

- CBM Chalmers Book Market
- CID Chalmers ID

# 2 Requirements

To realize the application, the following user stories and criteria are considered.

# 2.1 User Stories

1. Story Identifier: CBM001

Story Name: Main Feature - Ability to sell

# Description:

As a Chalmers student I would like to be able to easily sell my used literature, in order to make some extra money.

#### Confirmation:

• Are all elements pertaining to selling implemented?

#### Functional:

- Can I freely pick a price point?
- Can I add an indication of book condition?
- Can I edit or remove a listing?

# Availability:

- Can I list a book at any time of the day?
- Can I access my account page at any time of the day?
- Will notifications regarding my listings be sent immediately?

#### Security:

• Am I the only who can see whom I have sold a book to?

1.2. Story Identifier: CBM012 Story Name: Listing Details

# Description:

As seller I want to be able to upload a description and price to increase the odds of getting consumers.

#### Confirmation:

• Is it possible to add a listing in the application?

#### Functional:

- Can I adjust the price freely, in order to attract different customers?
- Can I freely add a proper description of the book I am trying to sell?
- Can I adjust these after publishing the listing?

# Availability:

Can I edit my listing at any time of the day?

# Security:

• Am I the only who can edit my listings?

1.3. Story Identifier: CBM013

Story Name: Sale notification

# Description:

As user I want to receive a notification whenever there has been an update regarding book reservations, book subscriptions, or if I have made a sale.

#### Confirmation:

 Are all different notifications implemented, and are they pushed accordingly?

#### Functional:

- Can I see when somebody has bought or reserved one of my books?
- Can I reach my sale notifications from the home screen?
- Can remove sale notifications?

# Availability:

• Will notifications be sent immediately when sales or reservations are made?

# Security:

• Am I the only who can see my notifications?

2. Story Identifier: CBM002

Story Name: Main Feature - Ability to buy

# Description:

As a Chalmers student I would like to be able to easily purchase used course literature from other Chalmers students, in order to save some money.

#### Confirmation:

• Are all elements pertaining to purchasing implemented?

#### Functional:

- Can I reserve literature and make a purchase later?
- Can I remove a reservation?
- Can I abort a purchase?

# Availability:

- Can I list a book at any time of the day?
- Can I access my account page at any time of the day?
- Will notifications regarding my listings be sent immediately?

# Security:

Am I the only who can see who I have sold a book to?

2.2. Story Identifier: CBM022

Story Name: Book reservation

# Description:

As a buyer I want to be able to reserve a book, in order for me to make a purchase at a later point in time.

#### Confirmation:

• Is it possible to reserve a book?

# Functional:

- Can I reserve literature and make a purchase later?
- Can I remove a reservation?
- Can I see all my current reservations?

# Availability:

- Can I reserve a book at any time of the day?
- Can I see my reservations at any time of the day?

# Security:

• Am I the only who can see which books I have reserved?

2.3. Story Identifier: CBM023 Story Name: Seller rating

# Description:

As a buyer I want to be able to see the seller's rating, in order for me to know whether the seller is credible or not.

#### Confirmation:

- Is it possible to see a seller's rating when looking at a listing?
- Can I rate a seller after making a purchase?

#### Functional:

- Can I rate the sellers I buy from?
- Can I clearly see how highly or lowly rated a particular seller is?

# Availability:

- Are the ratings updated immediately after a seller has received a rating?
- Are the seller ratings available at any time of the day?

# Security:

- Can others see what ratings I have given?
- Can I see what ratings buyers have given me?

2.4. Story Identifier: CBM024

Story Name: Purchase confirmation

# Description:

As buyer I want to be able to get a confirmation of purchase to ensure the purchase was successful.

# Confirmation:

• Is the notification system implemented?

#### Functional:

• Do I get a confirmation when a purchase has been completed?

# Availability:

• Do I get a notification as soon as a purchase has been completed?

# Security:

• Can others see that I've completed a purchase?

2.5. Story Identifier: CBM025 Story Name: Book search

# Description:

As buyer I want to be able to search for books in order to find exactly what I seek.

#### Confirmation:

- Is it possible to search for books? Do I get a list of results that I can interact with?
- Can I search for author, book code or category?

#### Functional:

- Can I search for books?
- Can I search by name, author, book code or category?

# Availability:

• Can I search for books at any time of the day?

# Security:

• Can others see my search history?

2.6. Story Identifier: CBM026

Story Name: Listing details 2

# Description:

As buyer I want to see a book description in a listing in order to confirm that I have found the correct book.

#### Confirmation:

• Does all listings have descriptions?

# Functional:

• Can I see a description of the book I am looking to buy?

# Availability:

- Is a book description required?
- Can I always read the descriptions?

# Security:

• N/A

3. Story Identifier: CBM003

Story name: Personal account

# Description:

As student I want to be able to have a personal account so I can have personal functions such as being able to subscribe to books, see my purchase history etc.

#### Confirmation:

• Are all elements pertaining to the personal account implemented?

# Functionality:

- Can I log in with my CID?
- Can I see a list of my reserved books?
- Can I see a list my published books?
- Can I see a list my previous purchases?
- Can I see a list my subscribed books?
- Can I see my E-mail address?
- Can I see my rating?

# Availability:

- Can I access my account at any time of the day?
- Can I edit my different lists at any time of the day?

#### Security:

- Can others see my account details?
- Can others see my reservations, purchases and subscriptions?

#### 2.2 Definition of Done

For each user story, certain criteria regarding functionality will be set up. Each task adapted for a certain user story is directly connected to logic and methods in the code. To assert that a task is done, proper testing of the methods and the logic behind it will be required. Testing will be performed using unit testing with JUnit. Each piece of logic, and each method will be put through a series of tests to assert that they are performing as expected. Once all tasks related to a user story pass testing, then the tasks will be reviewed by all members of the group. If nobody has any objections, the tasks and the corresponding user story will be considered as done.

# 2.3 User interface

In the sketch, which commenced the development, a global navigation towards the bottom of the screen was established, as shown in Figure 1.

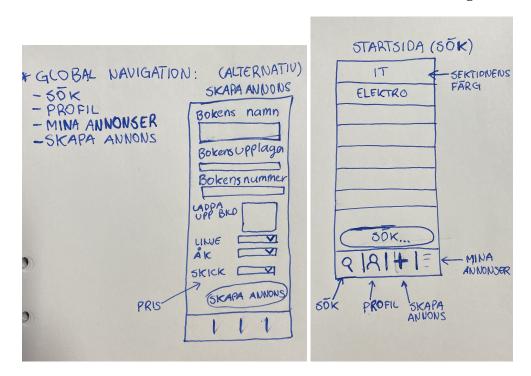


Figure 1: Initial sketch of the application's user interface. Left: Page destined to create new listings. Right: Categorized books under different school institutions.

Asserting an always-on-display navigational option offers an escape hatch

to the user as well as the convenience of reducing navigational excise.

When the paper-sketch felt thought through and roughly finished the design process was continued in the digital design tool Figma. Several concepts were created to diversify the design in order to explore all conceivable possibilities, as shown in Figure 2.

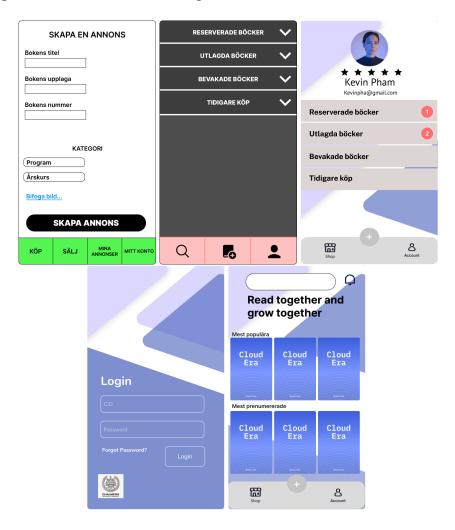


Figure 2: Multiple interpretations of the application's user interface.

# 3 Domain model

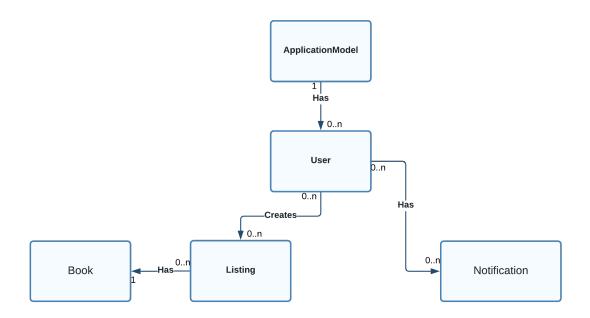


Figure 3: The application's domain model.

# 3.1 Class responsibilities

The classes are divided to induce modularity and affirm the desired objectoriented design.

# 3.1.1 ApplicationModel

This class contains the core functionality of the applications model. Superior application tasks such as: creating new listings, updating views through observers and has multiple databases containing users, listings and books.

#### 3.1.2 User

The User class holds all data as well as represents an instance of a specific user.

# 3.1.3 Listing

The Listing class holds all data pertaining to a specific book listing.

# 3.1.4 Book

The Book class serves as a container of information of a specific book type. The differentiation from the Listing class is that a Book object is not for sale nor does it have a condition or a seller.

# 3.1.5 Notification

The Notification class holds and manages all types of different notifications.

# 4 References

The following platforms, build tools, libraries and design tools were used to develop the application.

# 4.1 IDE

JetBrains IntelliJ IDEA

# 4.2 Build Tools

Maven 3.8.1

# 4.2.1 Imported libraries

- JUnit
- JavaFX 16

# 4.2.2 Structure analysis

N/A as of current iteration.

# 4.2.3 Quality analysis

N/A as of current iteration.

# 4.3 Design Tools

- LucidChart for UML and domain model design
- Figma for GUI design
- SceneBuilder to construct the GUI and connect it to the code