**Project Charter**

**The Client:**

Marvin Aday, V.P. Retail Operations, CVGS

Actors: Visitor, Member, Employee

**Business Purpose:**

The project is to create a game store, where users have their own profiles, and the site itself has special functions that are exclusive for members. The technical details are primarily left to the developers.

**Project Roles/Responsibilities:**

**(LEGEND: A=Alex, B=Brody,J=Jake,M=Michal)**

Team Leader - A

Project Planning - J

Project Record Keeping - B, M

Interacting with clients - All

Diagramming/Documenting Client Requirements - All

Diagramming/Documenting Overall Design - All

Technical Documentation - A, M

Client Documentation - B, J

Web graphics - B, J

Web Site Design - B, J

Web Page Design - B, J

Web Programming - B

Interactive Testing - A

Class Design - A

Business Programming - B, J

Technical/Lower-level programming - A, M

Unit and Integration Testing - M

Database Design - M

SQL/LINQ development - B, M

Report Development - All

Installer Development - All

**Event Table:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case#** | **Use Case Name** | **Event** | **Trigger** | **Source** | **Response** | **Destination** |
| UC01 | Display Item Availability | Customer wants to check availability of item | Item inquiry | Customer | Item availability details are displayed | Customer |
| UC02 | Produce Report | Someone in the company requests one of many different types of reports | End of month | System | Customer report is generated | Marketing |
| UC03 | Opens account | Customer wants to open an account on the site | Click register | Visitor | Customer account created | System |
| UC04 | Logs into an existing account | Returning customer wants to login | Click login | Visitor | Customer logged into the site, after entering valid info |  |
| UC05 | Forgot password | Customer forgot their password, wants a reset | Clicks “Forgot Password” | System | System sends an email with a reset password link | Member |
| UC06 | Change account info | Customer wants to change their account info | Clicks on “Edit Account” | Member | System displays form to update user info | System |
| UC07 | Changes promotions email preferences | Customer wants to opt in/out of receiving promotional emails | Clicks on “Edit email preferences” | Member | System updates user’s email preferences | System |
| UC08 | Customer wants to update their “Favourites” categories | Customer wants to indicate their favourite platform, possibly game category as well. | On their profile, click “Edit Store Preferences” | Member | System displays a list of all platforms and all genres, lets user choose their favourites | System |
| UC09 | Rate a game | Customer goes to rate a game | Clicks “Rate Title” on game page | Member | System adds game rating | System |
| UC10 | Create a profile | Customer creates a user profile | After registering | Member | System displays form for entering profile info | System |
| UC11 | Searches game catalogue | Customer wants to browse the list of available games | Types into searchbox | Client | List of games matching query returned | System |
| UC12 | Add item to wish list | Customer wants to add a game to their wish list | Click “Add to wishlist” | Member | Specific game is saved to user’s list | System |
| UC13 | Adds a member to the Family/Friends list | Customer wants to add someone to their Family/Friend list | Click “Add friend” | Member | Friend/Family user is added to the list | System |
| UC14 | Edit credit cards | Customer wants to edit payment info | Clicks “Edit Card” under Payment Info | Member | System returns list of payment info with options to add/edit/delete | System |
| UC15 | Add a new credit card | Customer wants to add new payment info | Clicks “Add Card” under Payment Info | Member | Payment info saved to account | System |
| UC16 | View cart | Customer wants to obtain a game | Clicks “Cart” | Member | Cart is displayed, along with the current list of products in it. | System |
| UC17 | Download free game | Customer wants to download a free game they found on the store | Clicks on game, click Download. | Customer | Game installer is downloaded to user’s computer | System |
| UC18 | Download owned game from library | Customer wants to download a game from their library | Find game in library, click “Install” | Client | Game is downloaded to the user’s computer |  |
| UC19 | Update customer order status | Employee wants to update a customer order because it is shipped | In employee portal, click “Open Orders” | Employee | System displays list of open orders, with button beside each one for updating the status from “Waiting” to “Shipped” | System |
| UC20 | Create a new event | Employee wants to add a new event | Clicks “Create Event” under “Events” | Employee | Event created | System |
| UC21 | Update event info | Employee wants to edit a pre-existing event | When on specific event page, clicks “Edit Event” | Employee | Event details updated | System |
| UC22 | Delete Event info | Employee wants to delete event info | Clicks an “X” beside an event | Employee | Event deleted. | System |
| UC23 | Register for upcoming event | Customer wants to register for a created event | Clicks “Register for Event” | Member | Member name is added to the list of attendees | System |
| UC24 | Add a game | Employee has to add a new game to the system | In employee portal, views list of games and clicks “Add” | Employee | Game is added to the database | System |
| UC25 | Edit a game | Employee needs to edit info for a game | In employee portal, views list of games and clicks “Edit” | Employee | Game info is edited in the database | System |
| UC26 | Delete a game | Employee needs to remove a game from the library | In employee portal, views list of games and clicks “Delete” | Employee | Game is deleted from the database | System |
| UC27 | Update mailing/shipping address | Employee wants to update their mailing or shipping preferences | Under the Account Info, member selects “Edit shipping/mailing address” | Employee | Shipping/Mailing address updated | System |
| UC28 | Change wish list visibility preferences | Member wants to make their wish list friends/family only. | On the Wish List page, click “Edit Preferences” | Member | Wish list set to friends/family only | System |
| UC29 | Search for a game | Member wants to search the game library | On the main page, types in a query into a searchbox | Member | Returns list of games related or matching query | System |
| UC30 | Select a game from a list | Member sees a game they’re interested in and selects it | Clicks on the game | Member | System returns the page for that specific game | System |
| UC31 | View the overall rating for a game | User wants to view the overall rating for a game | Scrolls down the game page, ratings section | Visitor | System displays the overall ratings on the page | System |
| UC32 | Review a game | Member wants to submit a review for a game | On the game page, click “Write a Review” | Member | System displays form for entering the review info, including overall rating and a text field. | System |
| UC33 | Add games to a cart | Member sees a game they want to get | On a game page, click “Add to Cart” | Member | System adds the selected game to a cart | System |
| UC34 | Purchase game through checkout | Member wants to finalize the purchase | On cart page, click Check Out | Member | System processes the transaction, goes to confirmation page | System |

**Features List:**

* Ability to purchase games
* Download purchased games
* Download free games
* Wishlists
* Ability for users to register and login to the site
* Ability for employees to add/edit/delete games
* Personalized profiles with display name, actual name, email, gender, birth date
* Ability to filter games by platform and category
* Ability to rate games
* Summarize individual reviews, as well as provide an overall rating for a given game
* Ability to review games
* Employees can add/edit/delete information about events
* Allow members to join events
* Allow payment info to be added/edited by the user

**System Objectives:**

Transaction time length should stay under 5 seconds, at most.

Should have more modern games to choose from

Website’s target uptime percentage is 98%, 2% spared for potential construction.

**Project Critical Success Factors:**

Employees can access the site 24/7

Separation between User and Employee must be visibly evident

Design of the site must be appealing and inviting

Site accessed through HTTPS.

**Preliminary Technical Architecture:**

The project will be using Microsoft’s ASP.NET framework for C#. The project will be stored on GitHub, and a GUI application for Git called “SourceTree” will be used.