## **Functional Requirements:**

Backlog ID	Functional Requirements
1	As a user, I would like to have a page to sign up my account with email.  1.1 Signup user, Severity = 1  Expected input:  Enter email and password in sign up page  Expected output:  Server receive email and password  1.2 Create valid user, Severity = 1  Expected input:  Create user with email and password in server  Expected output:  User created in database and the signup page goes to main page in frontend  1.3 Create invalid user, Severity = 1  Expected input:  Create user with invalid email and password in server  Expected output:  No user was created in database and error message show in front end.
2	As a user, I would like to have a secure login page with my email and password.  • 2.1 Login valid user, Severity = 1  • Expected input:  • Enter email and password in sign up page  • Expected output:  • Login page goes to main page  • 2.2 Login invalid user, Severity = 1  • Expected input:  • Enter invalid email and password in sign up page  • Expected output:  • Enter invalid email and password in sign up page
3	As a user, I would like to be able to modify my account information.  • 3.1 Render edit account page, Severity = 1  • Expected input:  • Click edit account in main page  • Expected output:  • An edit account page rendered  • 3.2 Save valid modification, Severity = 1  • Expected input:  • User modify the account and save  • Expected output:  • Server update user information in database and front end receive success message  • 3.3 Save invalid modification, Severity = 1  • Expected input:  • User modify the account with invalid information (invalid email etc.) and save  • Expected output:

	<ul> <li>User's information in database stays unchanged and front end receive error message</li> </ul>
4	As a user, I would like to stay at log in stage for a certain of time, even after I
	close the website.
	4.1 Login user's account, Severity = 1
	<ul> <li>Expected input:</li> </ul>
	■ Login with valid email and password
	Expected output:
	■ Token will be received in frontend
	4.2 Reopen website, Severity = 1
	Expected input:
	■ Login user account
	■ Close webpage and reopen webpage
	Expected output:
	■ User stays login in webpage
	As a user, I would like to have a button to allow me to log out my account.
	5.1 Logout user account, Severity = 1
	<ul> <li>Expected input:</li> </ul>
	■ User clicks logout button in main page
	Expected output:
	■ Web goes to login page
	5.2 Reopen website, Severity = 1
	Expected input:
	■ User clicks logout button in main page
	<ul> <li>User close and reopen website</li> </ul>
	Expected output:
	■ Login page will show
6	As a user, I would like to find the information of the stuff that people are willing
	to sell.
	6.1 Render page, Severity = 2     Expected input:
	Expected input:  - User legin and goes to main page.
	<ul><li>User login and goes to main page</li><li>Expected output:</li></ul>
	· · · · · · · · · · · · · · · · · · ·
	<ul> <li>A page with listed used stuff showing in main page</li> </ul>
7	As a user, I would like to be able to post used stuff.
	7.1 Purchase books from cart, Severity = 1
	Expected input:
	From the cart screen as a logged in user, user clicks purchase button
	User enters payment information
	User clicks purchase
	User checks their email
	Expected output:
	C Expedied output.
	<ul> <li>User has a confirmation small with purchase number and amount</li> </ul>
	User has a confirmation email with purchase number and amount
	<ul> <li>7.2 Purchase books from empty cart, Severity = 1</li> </ul>
	<ul> <li>7.2 Purchase books from empty cart, Severity = 1</li> <li>Expected input:</li> </ul>
	<ul> <li>7.2 Purchase books from empty cart, Severity = 1</li> </ul>

As a user, I would like to be able to modify the used stuff I posted.  8.1 Re-render page, Severity = 1  Expected nuptu:  a user makes modifications to the post he/she posted  Expected output:  1 Verificate input:  2 User clicks view stuff button  Expected input:  3 User clicks view stuff button  Expected input:  4 User clicks view stuff button  Expected input:  5 User clicks view stuff button  Expected input:  6 User clicks view stuff button  Expected input:  7 User clicks back and add a stuff then reopen the stuff category page  9 9.2 Reopen stuff page after adding stuff, Severity = 1  Expected input:  8 User clicks back and add a stuff then reopen the stuff category page  9 9.2 Reopen stuff page after adding stuff, Severity = 1  Expected input:  8 User clicks back and add a stuff then reopen the stuff category page  9 10.1 Render page, Severity = 2  Expected output:  8 User clicks the sorting by price option  Expected output:  8 User clicks the sorting by price option  Expected output:  8 As a user, I would like to be able to sort the used stuff with price.  11.1 Re-Render page, Severity = 2  Expected output:  8 User clicks the sorting by price option  Expected output:  9 User clicks the sorting by price option  Expected output:  10 As a user, I would like to be able to sort the used stuff with price.  11.1 Re-Render page, Severity = 2  Expected output:  12 As a user, I would like to check the stock of my posted stuff in my account.  13 As a user, I would like to check the stock of my posted stuff in my account.  14 As a user, I would like to check the stock of my posted stuff will decrease by one  13 As a user, I would like to chat with my buyers to advertise my merchandise, if I am a seller.  14 User clicks the with my buyer if he or she is interested in my stuff and wants to know more about it. Severity = 1  Expected output:  1 User clicks to chat with my buyers to be divertise my merchandise, if I am a seller.  14 As a user, I would like to chat with my buyers to be divertise my merchandise, if I am a bu		
Stuff view, Severity = 1	8	<ul> <li>8.1 Re-render page, Severity = 1</li> <li>Expected input:         <ul> <li>a user makes modifications to the post he/she posted</li> <li>Expected output:</li> </ul> </li> </ul>
10.1 Render page, Severity = 2  Expected input:  A new list of goods sorted by price option  Expected output:  A new list of goods sorted by price from low to high or high to low  As a user, I would like to be able to sort the used stuff with price.  11.1 Re-Render page, Severity = 2  Expected input:  User clicks the sorting by price option  Expected output:  A new list of goods sorted by price from low to high or high to low  As a user, I would like to check the stock of my posted stuff in my account.  12 As a user, I would like to check the stock of my posted stuff in my account.  13 User choose one of his or her stuff and click on revove and reload the page  Expected output:  The number of that particular stuff will decrease by one  13 As a user, I would like to chat with my buyers to advertise my merchandise, if I am a seller.  14 User click on chat button to start the chatting room  Expected output:  User click on chat button to start the chatting room  Expected output:  User click on chat button to start the chatting room  Expected output:  The chatting room window appears	9	<ul> <li>9.1 Stuff view, Severity = 1         <ul> <li>Expected input:</li> <li>User clicks view stuff button</li> <li>Expected output:</li> <li>Web goes to stuff category page</li> </ul> </li> <li>9.2 Reopen stuff page after adding stuff, Severity = 1         <ul> <li>Expected input:</li> <li>User clicks view stuff button</li> <li>User clicks back and add a stuff then reopen the stuff category page</li> <li>Expected output:</li> </ul> </li> </ul>
11.1 Re-Render page, Severity = 2  Expected input:  A new list of goods sorted by price option  Expected output:  A new list of goods sorted by price from low to high or high to low  12 As a user, I would like to check the stock of my posted stuff in my account.  12.1 Romve one stuff from stock and check the number of that stuff, Severity = 2  Expected input:  User choose one of his or her stuff and click on revove and reload the page  Expected output:  The number of that particular stuff will decrease by one  13 As a user, I would like to chat with my buyers to advertise my merchandise, if I am a seller.  13.1 Start online chatting with my buyer if he or she is interested in my stuff and wants to know more about it, Severity = 1  Expected input:  User click on chat button to start the chatting room  Expected output:  The chatting room window appears	10	<ul> <li>■ 10.1 Render page, Severity = 2</li> <li>○ Expected input:</li> <li>■ User clicks the sorting by price option</li> <li>○ Expected output:</li> </ul>
12.1 Romve one stuff from stock and check the number of that stuff, Severity = 2  Expected input:  User choose one of his or her stuff and click on revove and reload the page  Expected output:  The number of that particular stuff will decrease by one  As a user, I would like to chat with my buyers to advertise my merchandise, if I am a seller.  13.1 Start online chatting with my buyer if he or she is interested in my stuff and wants to know more about it, Severity = 1  Expected input:  User click on chat button to start the chatting room  Expected output:  The chatting room window appears	11	<ul> <li>11.1 Re-Render page, Severity = 2</li> <li>Expected input:</li> <li>User clicks the sorting by price option</li> <li>Expected output:</li> </ul>
am a seller.  • 13.1 Start online chatting with my buyer if he or she is interested in my stuff and wants to know more about it, Severity = 1  • Expected input:  ■ User click on chat button to start the chatting room  • Expected output:  ■ The chatting room window appears	12	<ul> <li>12.1 Romve one stuff from stock and check the number of that stuff, Severity = 2</li> <li>Expected input:         <ul> <li>User choose one of his or her stuff and click on revove and reload the page</li> <li>Expected output:</li> </ul> </li> </ul>
As a user, I would like to chat with my sellers to bid the price, if I am a buyer.	13	<ul> <li>am a seller.</li> <li>13.1 Start online chatting with my buyer if he or she is interested in my stuff and wants to know more about it, Severity = 1</li> <li>Expected input:</li> <li>User click on chat button to start the chatting room</li> <li>Expected output:</li> </ul>
	14	As a user, I would like to chat with my sellers to bid the price, if I am a buyer.

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	14.1 Start online chatting with my seller to ask for information and to bid the price,     Severity = 1     Expected input:
	<ul> <li>Expected input:</li> <li>User click on chat button to start the chatting room</li> <li>Expected output:</li> </ul>
	■ The chatting room window appears
15	As a user, I would like to search items by price range.
	<ul> <li>15.1 Search desire items by price range, Severity = 1</li> <li>Expected input:</li> </ul>
	<ul> <li>User click on search and choose items by price range</li> </ul>
	<ul> <li>Expected output:         <ul> <li>The items will be found and displayed in the price range given by the user</li> </ul> </li> </ul>
16	As a user, I would like to search items by categories.
	<ul> <li>16.1 Search desire items by categories, Severity = 1</li> <li>Expected input:</li> </ul>
	<ul> <li>User click on search and choose items by categories</li> </ul>
	<ul> <li>Expected output:</li> <li>The items will be found and displayed in the category given by the</li> </ul>
	user
17	As a user, I would like to save items to wishlist, so that I can check them later.
	<ul> <li>17.1 Add items in the wishlist and check, Severity = 1</li> <li>Expected input:</li> </ul>
	User click on add to wishlist button and then go back to reopen the wishlist
	Expected output:
	The items added by the user will be found and displayed in the to the user
	<ul> <li>17.2. Update the wishlist after successful transction, Severity = 1</li> <li>Expected input:</li> </ul>
	<ul> <li>User buy a item in the wishlist and then go back to reopen the widhlist</li> </ul>
	<ul> <li>Expected output:</li> <li>The item that was just bought by the user should be extracted from the wishlist and put into the history</li> </ul>
18	As a user, I would like to search items by conditions.
	18.1 Search for items that exist, Severity = 1  Supported input:
	<ul> <li>Expected input:</li> <li>User types in keywords and click search</li> </ul>
	<ul> <li>Expected output:</li> <li>System returns a list of items that match the key words</li> </ul>
	<ul> <li>18.2. Search for items that do not exist , Severity = 1</li> </ul>
	<ul> <li>Expected input:</li> <li>User types types in keywords that do not match anything and click</li> </ul>
	search
	<ul> <li>Expected output:</li> <li>System returns an error message saying the no items found matched.</li> </ul>
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19	As a user, I would like to have my order list.
	19.1 Users place some orders, Severity = 1
	Expected input:    Constitution of the content
	<ul><li>User clicks on 'order list'</li><li>Expected output:</li></ul>
	System returns a list of orders that the users placed
	19.2. Users have not placed any orders, Severity = 1
	Expected input:
	■ User clicks on 'order list' of an empty list  ○ Expected output:
	System returns a message saying order list is empty
20	As a user, I want to see the rating and comment of buyers.
	20.1 Display rating and comment about a buyer, Severity = 2
	<ul> <li>○ Expected input:</li> <li>■ User click into a buyer</li> </ul>
	Expected output:
	Informations like ratings and comments of that buyer are displayed.
21	As a user, I would like to rate the buyer after transaction.
	<ul> <li>21.1 Rating option after buying, Severity = 2</li> </ul>
	Expected input:    Learn buyer and regioner on items.
	<ul><li>Users buys and recieves an item</li><li>Expected output:</li></ul>
	A rating option pops out for buyer to rate the seller
22	As a user, I want to see the rating and comment of sellers.
	22.1 Display rating and comment about a buyer, Severity = 2
	Expected input:
	<ul><li>User click into another user</li><li>Expected output:</li></ul>
	■ Informations like ratings and comments of that user are displayed.
23	As a user, I would like to rate the seller after transaction.
	<ul> <li>23.1 Rating option after buying, Severity = 2</li> </ul>
	Expected input:
	■ Users sells and the buyer recieves an item
	<ul> <li>Expected output:</li> <li>A rating option pops out for seller to rate the buyer</li> </ul>
24	As a user, I want buyers know when the item is available for sell.
	• 24.1 Render available time, Severity = 2
	Expected input:
	■ User open main page
	Expected output:  Available time aboving an each of the market items.
	Available time showing on each of the market item.
25	As a developer, I would like to receive user feedback.
	• 25.1 Click send feedback button, Severity = 1
	Expected input:

Add some feedback and click send feedback button. Expected output: Server receive the feedback. 25.2 Create valid feedback, Severity = 2 Expected input: Write few sentances and click send feedback. Expected output: Feedback goes into database and a "send successful" window popup. 25.3 Create invalid feedback, Severity = 2 Expected input: Creat a blank feedback and click send feedback button. Expected output: An "Invalid feedback" window should popup and the blank feedback should not goes into database. 26 As a user, I would like to be able to upload my own avatar. 26.1 Upload a valid picture as avatar, Severity = 1 Expected input: Choose a valid picture(fitted size) and click upload. Expected output: User's avatar should be updated and database should be updated. 26.2 Upload an invalid picture as avatar, Severity = 1 Expected input: Choose an invalid picture(wrong format, too large) and click upload. Expected output: User should get a popup window that contains "Invalid Picture" message. 27 As a user, I would like to change my password. 27.1 Send a valid user name and request for changing password, Severity = 1 Expected input: A valid username and reugest for changing password. Expected output: A link to chang password page should be sent to the email account associated with the account 27.2 Send a invalid user name and request for changing password, Severity = 1 Expected input: An invalid username and reugest for changing password. Expected output: Error message should be displayed. No change in the databse 28 As a user, I would like to block user sending spams. 28.1 Block a user, Severity = 1 Expected input: Enter the valid userName. Expected output: A confirmation window should be propmted and the related info is saved in the database 28.2 Block an non-existing user, Severity = 1

	<ul> <li>Expected input:         <ul> <li>Enter an userName that hasn't been created yet.</li> </ul> </li> <li>Expected output:             <ul></ul></li></ul>
29	As a user, I would like to report bad seller / buyer.
	<ul> <li>29.1 Send the bad seller/buyer's info and related proof, Severity = 1         <ul> <li>Expected input:</li> <li>A valid user's info and screenshot of the proof</li> <li>Expected output:</li> <li>A message should be displayed to tell the user that the team will star investigation on this. The report info is saved in the database</li> </ul> </li> <li>29.2 Send an invalid user info , Severity = 1         <ul> <li>Expected input:</li> <li>An invalid usernameExpected output:</li> <li>Error message should be displayed. No change in the databse</li> </ul> </li> </ul>
30	As a user, I would like to give some suggestions for future modifies.  • 30.1 Send a feedback and contact info, Severity = 1  • Expected input:  • Feedback content and contact info  • Expected output:  • A thanks message is displayed and feedback info is saved in the database