



MINISTRY OF EDUCATION AND TRAINING

TRƯỜNG ĐẠI HỌC FPT

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# FPT UNIVERSITY

## Capstone Project Document

### “Gop Le” Project Management

SEP490_G28	
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- Hanoi, September 2024 -

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## Acknowledgement

Our journey with the Gop Le Project Management System has come to an end, and this is a perfect moment to reflect on the path we've travelled and appreciate the invaluable support we've received. This success is not solely ours; it is the result of the collective efforts of everyone who has stood by us throughout this journey.

We extend our deepest gratitude to FPT University for providing us with the opportunity to work on this project. In particular, we are immensely thankful to Mr. Phung Ngoc Phong from FPT Software, Mr. Nguyen Trung Kien, our lecturer at FPT University, and Mr. Hoang Hoa Trung, the founder of the Nuoi Em and Suc Manh 2000 projects. Their guidance and encouragement have been an endless source of inspiration, helping us overcome every challenge.

Lastly, we would like to express our sincere thanks to our friends and family. They not only supported us in completing this project but also provided us with tremendous moral support throughout the entire process.

Best regards,

**SEP490\_G28 Team**

## Definition and Acronyms

Acronym	Definition
GPM	Gop Le Project Management System
BA	Business Analysis
BR	Business Rule
ERD	Entity Relationship Diagram
GUI	Graphical User Interface
PM	Project Manager
SDD	Software Design Description
SRS	Software Requirement Specification
UC	Use Case

API	Application Program Interface
Ambassador	In the system, any user has account can become an ambassador when they create challenges, join the donation with “Sức Mạnh 2000”
Challenge	Activities that users create to spread, call for many people to support the charity projects.
Campaign	Campaigns include many charity projects such as “Nhà hạnh phúc, Cầu hạnh phúc, Góp trường lê”
Project	Charity projects are carried out by “Sức mạnh 2000”

# I. Project Introduction

## 1. Overview

### 1.1 Project Information

- Project name: “Góp Lẻ” Project Management
- Project code: GPM
- Group name: SEP490\_G28
- Software type: Web Application

### 1.2 Project Team

Full Name	Role	Email	Mobile
Nguyễn Trung Kiên	Lecturer	kiennt@fe.edu.vn	0912656836
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Table 1.1 Project Team

## 2. Product Background

At present, the Nuoi Em ecosystem and its leadership are supervising a plethora of fundraising initiatives with diverse goals, all with the same goal of improving society, helping those in need nationwide, and establishing good social values. The importance of contributors and the effect of open statistical reporting on donation amounts for each project is rising sharply in response to the proliferation of projects and the rising influence of open reporting on those amounts. In response to this difficulty, the "Góp Lẻ" project was created to improve the whole operating process in terms of efficiency and professionalism.

Social campaign planning and donation tracking are both made easier with the "Gop Le" initiative. Convenient and transparent online assistance, monitoring of volunteer account statements, simple contact, campaign support, and the ability to pick and accompany interest campaigns are its primary responsibilities. Detailed information on projects and campaigns built on this platform may also be easily produced, retrieved, and updated using the system.

### 3. Existing Systems

#### 3.1 Thien nguyen App

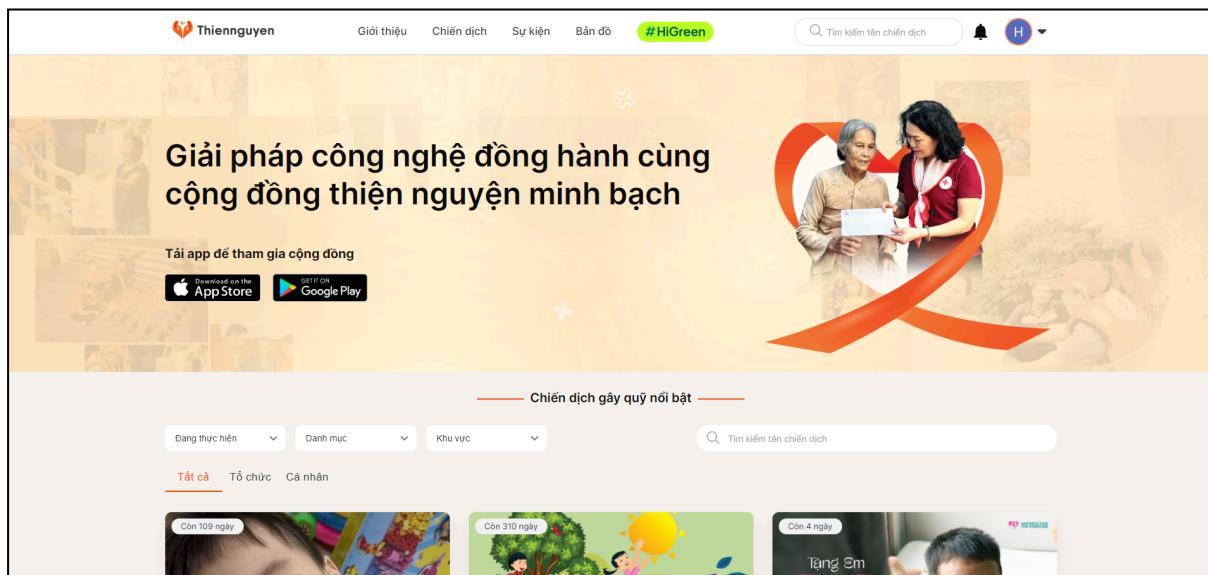


Image 1.1 Thiện nguyện app([thiennguyen.app](http://thiennguyen.app))

thiennguyen.app is a platform that connects the community for transparent and efficient charity work. Users can create accounts, design and manage fundraising campaigns, share activities on social media, and track fund usage transparently. The app provides a 4-digit account from MB Bank to ensure transparency and convenience in tracking and managing donations.

In terms of management, ThienNguyen.app allows users to submit charity request applications, verify information, and provide accounts. This feature helps manage and support individuals and organisations in need of fundraising, ensuring that every campaign is conducted transparently and reliably. With ThienNguyen.app, connecting and helping the community becomes easier and more effective than ever.

### 3.2 Momo Vị nhân ái



Image 1.2 Momo vi nhan ai (<https://momo.vn/trai-tim-momo>)

"Trại Tim MoMo" is a charitable donation platform that enables users to easily contribute funds to support people in need across Vietnam. The platform showcases various fundraising campaigns for different causes, such as building libraries for students, providing scholarships, constructing homes, and supporting children with cancer. It collaborates with numerous non-profit organizations to ensure transparency and efficiency in fund distribution.

### 3.3 Quỹ trò nghèo vùng cao

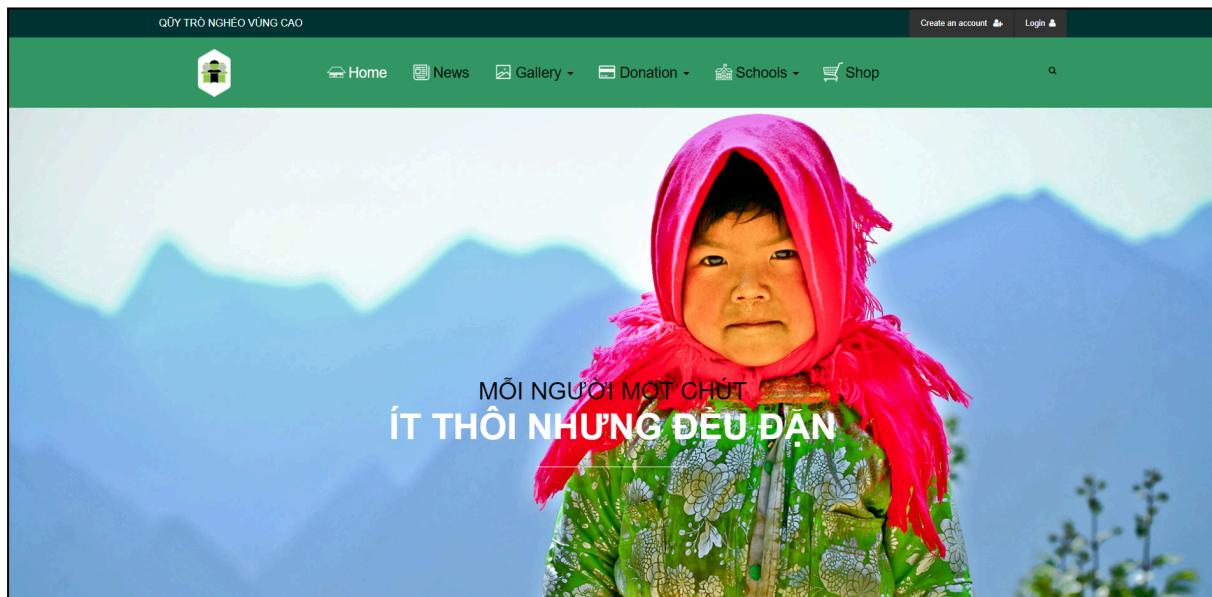


Image 1.3 Quỹ trò nghèo vùng cao (<https://tnvc.vn/>)

"Quỹ trích từ thiện vùng cao" is a platform that allows users to create accounts, view news, view photos and videos from the exhibition area. The platform is designed with the main purpose of helping philanthropists express their hearts to donate and support through transparently created projects on the system. In particular, this website also allows users to buy meaningful calendars about the lives of disadvantaged children in the highlands of Vietnam.

#### **4. Business Opportunity**

In a world where social responsibility is becoming increasingly paramount, there lies an immense opportunity to harness the power of technology for social good. Our charity donation system isn't just a tool for giving; it will offer a convenient way for donors to discover and support causes they care about, while also providing charity with a streamlined way to receive donations and manage campaigns.

- Addressing a Critical Need: By addressing the critical need for a more accessible and trustworthy donation platform, we provide advanced solutions that meet the essential needs of project management for "Nuôi Em" project. With features like real-time tracking of donations and clear visibility into how funds are being utilised, we can instill confidence in donors and encourage greater participation in philanthropy.
- Tapping into Market Trends: The growing trend of online giving with more people turning to digital platforms to support causes they care about. This opportunity is perfectly aligned with developing a donation system as it stands today.
- Enhancing Institutional Reputation: For charities and nonprofits, having a transparent and efficient donation system is essential for maintaining trust and credibility with donors. By providing a reliable platform that prioritises transparency and accountability, we can help institutions enhance their reputation and attract more support.
- Empowering Donors: Our donation system will empower donors by giving them greater control over their giving experience. Through features such as real-time tracking of donations and personalised giving profiles, we can enable donors to see the impact of their contributions and make informed decisions about where to allocate their funds.
- Long-term Impact: The long-term impact of our donation system extends far beyond immediate fundraising goals. By fostering a culture of transparency, accountability, and collaboration, we can create lasting change in communities around the world. As donors become more engaged and informed, they will continue to support charitable causes, driving positive social and environmental outcomes for years to come.

In summary, "Gop Le" project is not just an opportunity, it also represents a significant change in the process of digitization and development of volunteer models worldwide. It has the potential to reshape the way institutions manage and deliver the automated transparent digital analytics solution, making them more accessible, efficient, and rewarding for all stakeholders. This opportunity is ready to establish new standards, enhance the credibility of organisations, and make a significant contribution to the growth and development of global volunteer activities.

#### **5. Software Product Vision**

Imagine a world where kindness knows no bounds, where every act of generosity creates ripples of hope and change. Our charity donation system is more than just a platform; it's a beacon of compassion, connecting hearts and hands across the globe. Picture a seamless digital landscape

where giving is effortless, where donors feel empowered to make a difference, no matter how small their contribution may seem.

Our vision is to redefine philanthropy, breaking down barriers and inspiring a new era of giving. Through innovative technology and a user-centric approach, we aim to transform the way people engage with charitable causes. With our charity donation system, the possibilities are limitless, and the impact is profound.

- The Donors can directly view charity programs and related information as well as easily donate for programs and monitor information related to the program.
- The Manager team can easily manage information about charity programs, easily track and transparently report valid transactions within the charity donation system, disseminate news about the stages of the programs as well as valuable information about the projects.

## 6. Project Scope & Limitations

### 6.1 Major Features

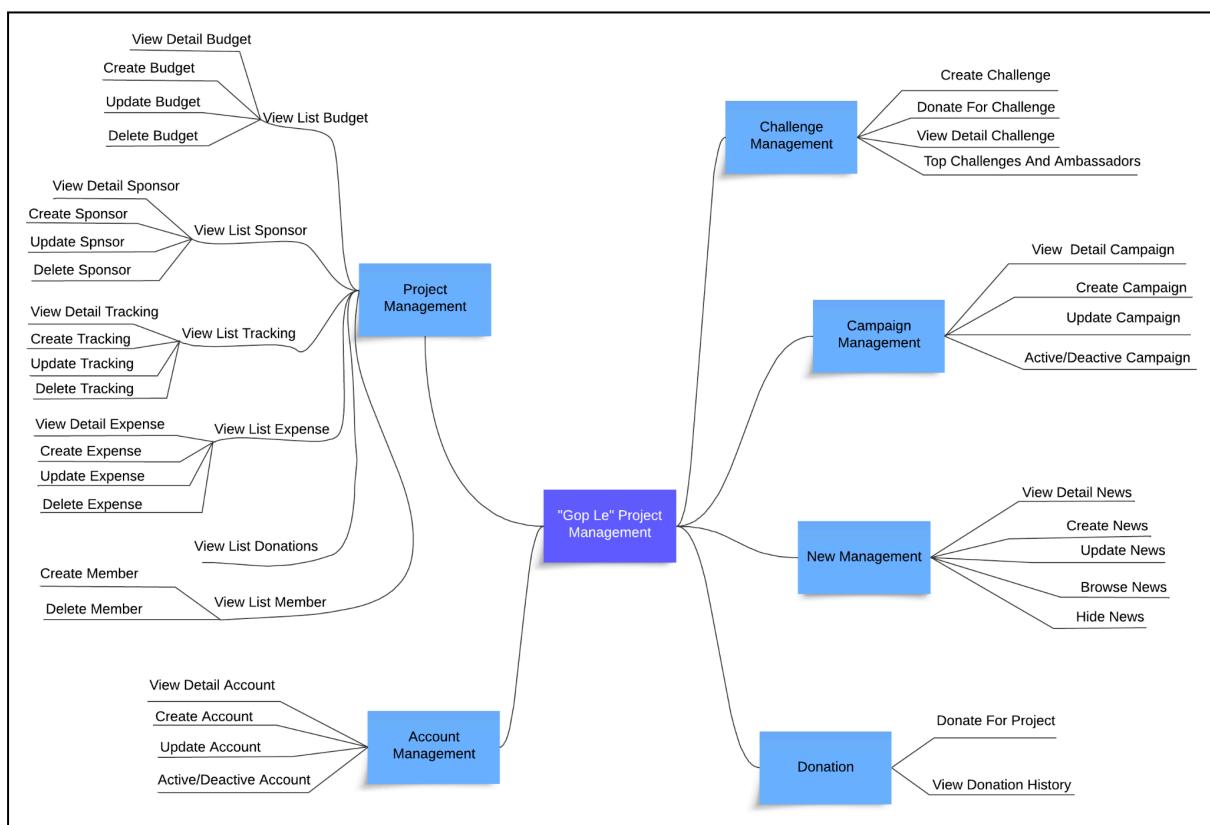


Figure 1.1 Major Features

ID	Feature	Description
FE-01	Donation	This feature allows users to handle all aspects of donations, including accepting, tracking, and managing donations received from individuals or organizations.

FE-02	Account Management	Account management enables users to create, edit, and manage their accounts within the system. This includes features like user registration, login, profile management, password reset, and access control.
FE-03	Project Management	Project management functionality facilitates the creation, tracking, and monitoring of various projects. It includes features such as project creation, progress tracking, sponsor, budget and collaboration tools.
FE-04	Campaign Management	Campaign management allows users to plan, execute, and monitor fundraising or awareness campaigns. It encompasses features like campaign creation, messaging, donor engagement, fundraising goal setting, and campaign analytics.
FE-05	News Management	News management enables users to publish and manage news articles, updates, and announcements within the system. It includes features like content creation, scheduling, categorization, tagging, and sharing across multiple platforms.
FE-06	Challenge Management	Challenge management feature allows users to manage the challenges they have created, monitor and modify the details of active challenges, and retrieve statements related to the challenges.

Table 1.2 Major Features

## 6.2 Limitations & Exclusions

ID	Limitations
LI-01	The system is not optimised for real-time processing. When one person donates, the other person will have wait a little time to see their donate

Table 1.3 Limitations

## II. Project Management Plan

### 1. Overview

#### 1.1 Scope & Estimation

\*1 man-day of team = 8 hours (From Monday to Friday 1 man-day of team = 3,5 hours because all members have to learn Korean, on Saturday and Sunday man-days of team = 4 hours so average per person per week is 3,6 man-days).

- Effort includes analyzing, designing, coding, testing.
- Man-days capacity of team (man-days): 3,6 (days/week) \* 6 (member) \* 14 (weeks) = 302 (man-days)

#	WBS Item	Complexity	Est. Effort (man-days)
1	<b>Client Feature</b>		
1.1	Homepage	Complex	10
1.2	Campaign Detail	Complex	10
1.3	Project List	Complex	9
1.4	Project Detail	Complex	10
1.5	Ambassador List	Medium	7
1.6	Ambassador Profile/ System User Profile	Medium	7
1.7	Ranking page	Medium	7
1.8	Challenge List	Medium	7
1.9	Challenge Detail	Complex	10
1.10	Public news list	Medium	7
1.11	Public news details	Medium	6
2	<b>Authentication</b>		
2.1	Login	Medium	7
2.2	Register	Medium	7
2.3	VerifyOTP	Simple	3
2.4	ForgotPassword	Simple	3
3	<b>Account Profile</b>		
3.1	Profile Page	Complex	10
3.2	Profile Edit Page	Medium	7

3.3	Donation History	Medium	6
3.4	ChangePassword	Simple	5
<b>4</b>	<b>Account Management</b>		
4.1	Dashboard	Complex	7
4.2	System User List	Simple	4
4.3	Staff Account List	Medium	5
4.4	Staff Account Detail	Simple	3
<b>5</b>	<b>CampaignManagement</b>		
5.1	Campaign List (Admin)	Simple	5
5.2	Campaign Detail	Simple	5
5.3	New Campaign	Simple	5
<b>6</b>	<b>ProjectManagement</b>		
6.1	New Project	Complex	10
6.2	Project List	Medium	7
6.3	Project Detail/Update	Complex	8
6.4	New Budget	Medium	5
6.5	Budget Detail/Update	Medium	5
6.6	Budget List	Simple	3
6.7	New Sponsor	Medium	5
6.8	Sponsor Detail/Update	Simple	3
6.9	Sponsor List	Simple	3
6.10	New Expense	Medium	3
6.11	Expense Detail/Update	Simple	5
6.12	Expense List	Simple	5
6.13	Tracking List	Simple	5
6.14	New Tracking	Medium	6
6.15	Tracking Detail	Simple	5
6.16	Member List	Simple	5

6.17	New Member	Medium	6
6.18	Project Donation List	Simple	4
<b>7</b>	<b>NewManagement</b>		
7.1	New News	Medium	7
7.2	News Detail/Update	Simple	5
7.3	News List	Simple	5
<b>8</b>	<b>Category Management</b>		
8.1	New Category	Simple	3
8.2	Category Detail/Update	Simple	3
8.3	Category List	Simple	3
	<b>Total effort estimate</b>		<b>292</b>

Table 2.1 Scope & Estimation

## 1.2 Project Objectives

#	Testing Stage	Test Coverage	No. of Defects	% of Defect	Notes
1	Unit Test	100%	40	30%	
2	Integration Test	100%	60	50%	
3	System Test	100%	10	20%	
4	Acceptance Test	100%	0	0%	

Table 2.2 General of Project Objectives

## 1.3 Project Risks

#	Risk Description	Impact	Possibility	Response Plans
1	End user does not confirm acceptance	High	High	Stick to requirements and communicate regularly to ensure that the business requirements are met
2	Misidentification of security-related code issues	High	High	Identify security-related issues and make quick corrections.

3	Members have argued, conflicted with others, leads to stressful working environments.	Medium	High	Define clear tasks for each member and agree on ideas before starting work.
4	Illness or absence of team members so that they cannot complete tasks under deadline.	Low	Medium	Members have to notify the team about the absence period and the plan of how to keep up with the work process.
5	Change requirements	High	High	Members engage in discussions regarding the prioritization of requirements desired by the staff for modification and addition. Subsequently, these requirements are incorporated into each sprint to execute high-priority tasks.

Table 2.3 Project Risks

## 2. Management Approach

### 2.1 Project Process

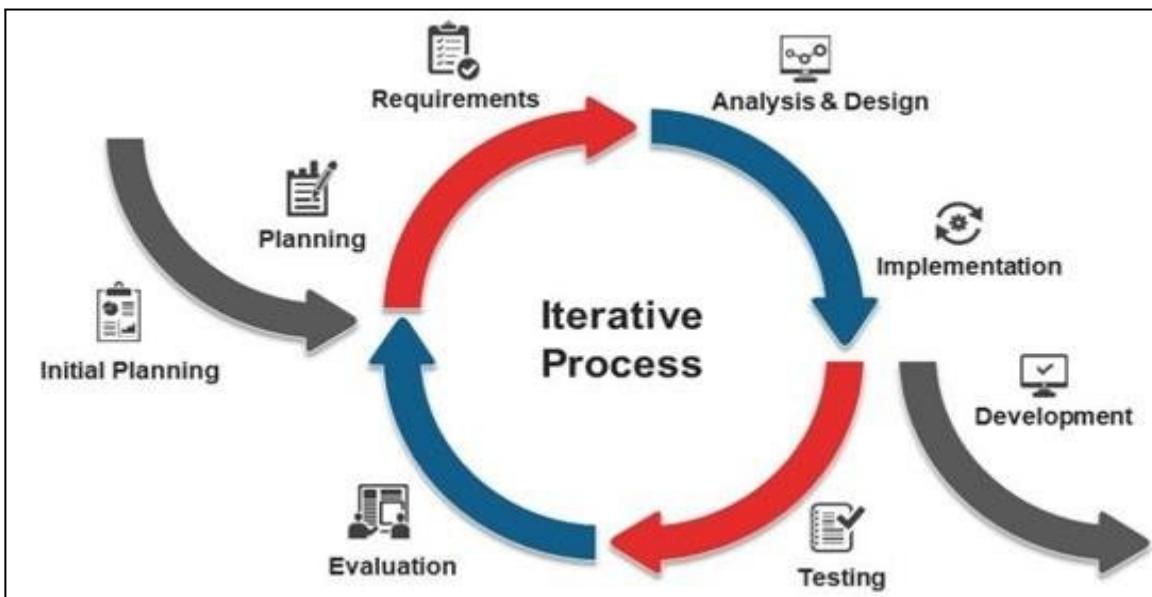


Image 2.1 Project Process

After carefully studying the software development model, the project will use the Iterative Process Model. This project chooses Iterative Process Model:

- Project members have understood and are familiar with it
- The project has users and participates in support right from the beginning of the project

## 2.2 Quality Management

### 2.2.1 Defect Prevention

- If any defect is found, the related person must be notified immediately at that time.
- Defects must be carefully evaluated such as "How bad is the defect and can it damage the system?", "How long is the time to fix that defect?".
- The deadline for fixing the defect must be specified clearly.
- There is always a plan to prepare for what could happen at any time.

### 2.2.2 Reviewing

- The project manager must be honest and not biased towards any of the project members. If there is an error, the person must immediately notify the person responsible for the defect.
- The person responsible for defects found must have solutions to fix the defect as quickly as possible.

## 2.3 Training Plan

Training Area	Participants	When, Duration	Waiver Criteria
Java SpringBoot	AnhTQ, AnhHT	Start Date: 05/05/2024 End Date: 10/05/2024	Mandatory
ReactJS	HieuNH, TruongVX	Start Date: 05/05/2024 End Date: 10/05/2024	Mandatory
Gitlab	All members	Start Date: 10/05/2024 End Date: 4 hours	Mandatory

Table 2.4 Training Plan

## 3. Project Deliverables

#	Deliverable	Due Date	Notes
1	Report 1 - Project introduction	19/5/2024	Overview, Product Information, Product Background,...
2	Report 2 - Project management Plan	03/06/2024	Overview, Management Approach, Project Deliverables,...
3	Report 3 - SRS	17/06/2024	Detail the software requirements specification.
4	Report 4 - SDS	01/07/2024	Provide the software design specification, including architecture.

5	Report 5 - Test Document	21/07/2024	Outline the testing strategy, test cases, and test results.
6	Report 6 - Software User Guides	11/08/2024	Final Codes & Documents, User Guides
7	Report 7 - Final Report	18/08/2024	Final Codes & Documents

Table 2.5 Project Deliverables

## 4. Responsibility Assignments

### 4.1 Project Organization

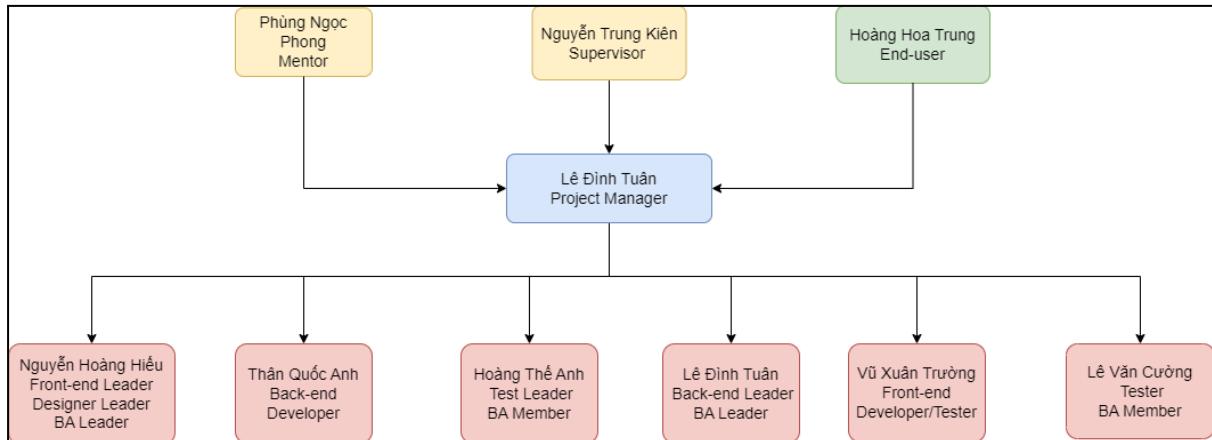


Figure 2.1 Project Organization

### 4.2 Roles of the members in the project

Member	Roles
Nguyễn Trung Kiên	Supervisor (Lecturer in Software Engineering Faculty of FPT University)
Phùng Ngọc Phong	Mentor (Information Technology Engineer at FPT Software)
Hoàng Hoa Trung	End-user (The end user of the product)
Lê Đinh Tuân	Project Manager, Back-end Leader, BA Leader
Nguyễn Hoàng Hiếu	Front-end Leader, Designer Leader, BA Leader
Thân Quốc Anh	Back-end Developer

Hoàng Thế Anh	Test Leader, BA Member						
VŨ Xuân Trường	Front-end Developer, Tester						
Lê Văn Cường	Tester, BA Member						

Table 2.6 Roles of member

#### 4.3 Responsibility

D~Do; R~Review; S~Support; I~Informed; <blank>- Omitted

Responsibility	TuanLD	HieuNH	TruongVX	AnhTQ	AnhHT	CuongLV	TrungHH
<b>Document and Report</b>							
Project Introduction Document	D	R	S	S	D	S	R
Software Project Management Plan	R	S	S	S	D	S	I
Software Requirement Specification	D	D	S	S	D	D	R
Software Design Document	R	S	I	D	D	S	R
Software Testing Documentation	R	S	D	I	D	D	R
Software User Guide	R	S	S	D	D	D	R
Final Report	R	S	S	S	D	D	I

Presentation Slide	R	R	D	D	D	D	I
<b>Analysis and Design</b>							
System Architecture Design	R	R	I	S	D	D	I
Use Case Diagram	D	S	I	I	S	I	S
Class Diagram	R	S	I	D	D	I	I
Sequence Diagram	R	S	I	D	D	I	I
Main Workflow	D	S	S	S	S	S	I
UI Design	R	D	S	S	S	D	R
Database Design	D	S	S	S	D	S	I
Package Diagram	R	S	S	D	S	D	I
<b>Implement</b>							
Decide technique and tools to be used	D	D	S	S	S	S	I
Keeping track of development work	D	D	I	I	I	I	I
Create coding convention	D	D	S	S	S	S	I

Code back-end web	D	S	S	D	D	S	I
Code front-end	S	D	D	S	S	D	I
Control source code	D	D	S	S	S	S	I
Deploy web to host server	D	S	I	I	I	I	I
<b>Test</b>							
Create test plan	R	S	S	S	D	D	I
Controlling testing activities	R	S	D	S	D	D	I
Create test report	R	S	D	S	D	D	I
Manage test resources	R	S	D	S	D	D	I
Create unit test and bug log	R	S	S	D	D	I	I
Create test case (Integration test)	R	S	S	S	S	D	I
Create test case (System test)	R	S	D	S	S	S	I
Create test case (Acceptance test)	R	S	S	S	D	S	S
Execute test case	R	S	D	D	D	D	D

Report test result	R	S	D	S	D	D	I
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Table 2.7 Responsibility Assignments

## 5. Project Communications

Communication Item	Who/Target	Purpose	When, Frequency	Type, Tool, Method(s)
Weekly Meeting	All team members	- Report the project progress the past week - Discuss all the problems and issues met	Twice per week	Offline /Online
End User Meeting	TuanLD, HieuNH	- Explore and clarify the partner's requirements. - Report progress and demo the features completed over the past week.	Once per week	Online via Google Meet
Daily Meeting	All team members	- Announce work to do - Discuss about problems and tasks - Distribute tasks	Everyday	Online via Google Meet, Facebook Message
Emergency Meeting	All team members	- Find and brainstorm ideas to resolve urgent problems and issues	When someone has important problems	Online via Google Meet

Table 2.8 Project Communications

## 6. Configuration Management

### 6.1 Document Management

Management tools:

- Google Docs: Document Reports, User Guide.
- Google Sheets: Project Tracking, Test Cases list.
- Canva: Slide Presentation

## 6.2 Source Code Management

### Management tools:

- GitLab: Manage coding resources

## 6.3 Tools & Infrastructures

Category	Tools / Infrastructure
<b>Technology</b>	ReactJS, tailwind, style-component (Frontend), Spring boot (Backend)
<b>Database</b>	MySQL
<b>IDEs/Editors</b>	Visual Studio Code, IntelliJ IDEA 2023
<b>Diagramming</b>	DrawIO, Visual Paradigm, LucidChart
<b>Documentation</b>	Google Docs, Google Sheets, Canva
<b>Bugs Management</b>	Gitlab
<b>Version Control</b>	Google Drive (Documents), Gitlab
<b>Project Management</b>	Google Sheets
<b>Testing</b>	Chrome (Version : 119.0.6045.199 ), Postman, Jmeter, Mockito and Junit 5

Table 2.9. Tools & Infrastructure

### III. Software Requirement Specification

#### 1. Overall Requirements

##### 1.1 Context Diagram

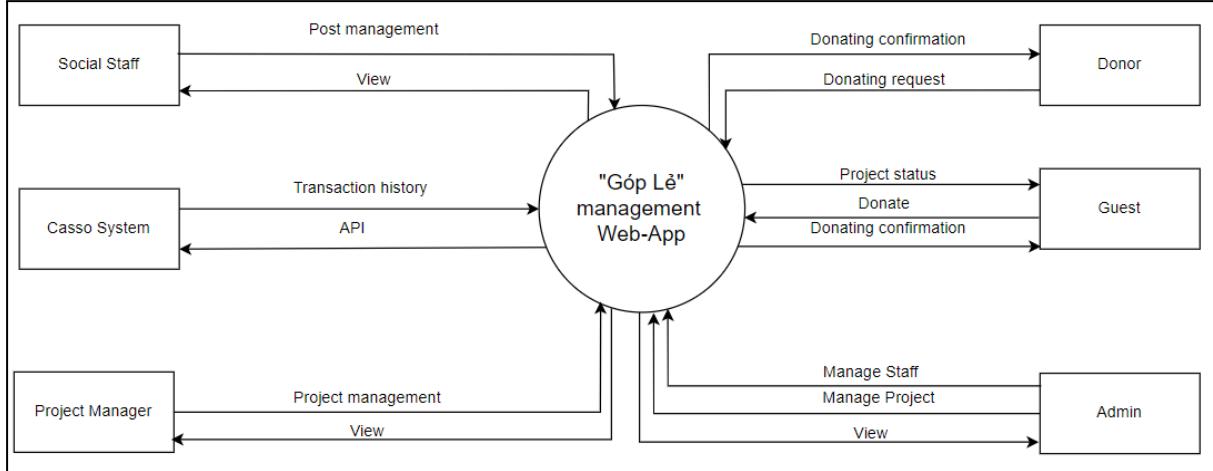


Figure 3.1 Context Diagram

#### 1.2 Main Workflows

##### 1.2.1 Auto Update Donation Processing

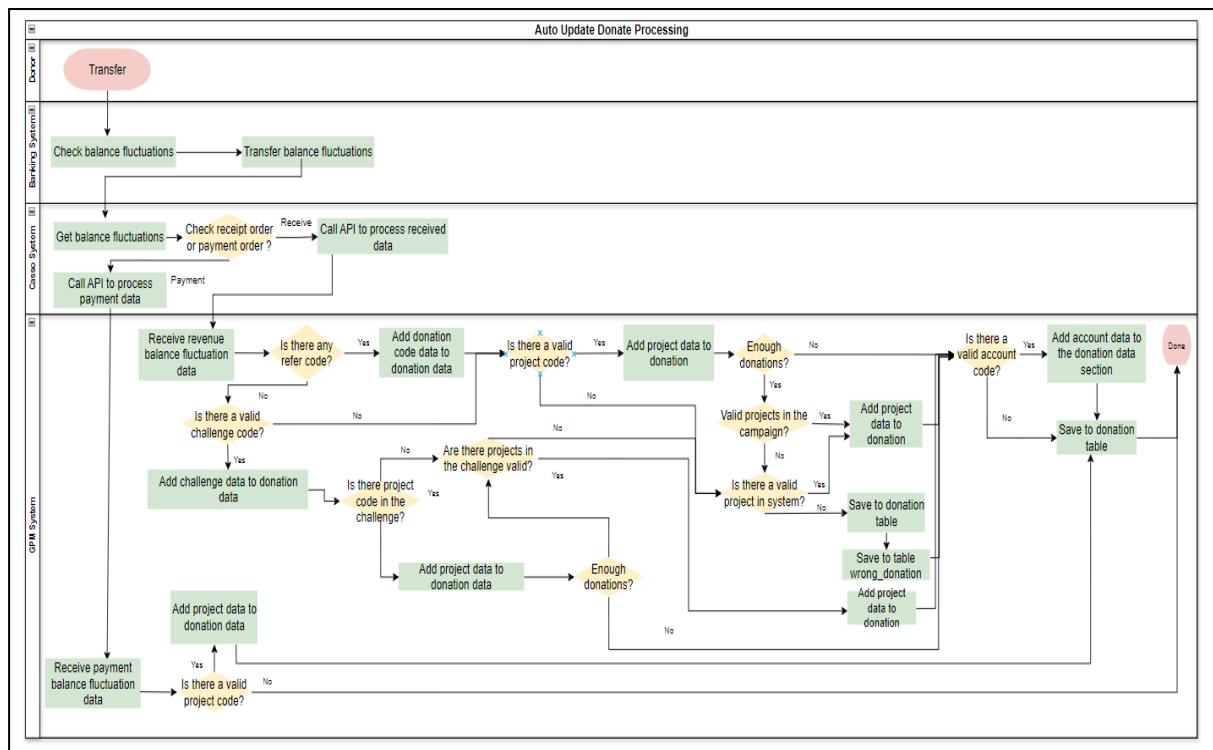


Figure 3.2 Main Workflows

## 1.3 User Requirements

### 1.3.1 Actors

#	Actor	Description
1	Guest	Guests only access the system to view information about the programs and projects that the organisation is implementing, view news related to the organisation's activities, and donate to the projects they like.
2	System Member	System member là actor thể hiện người người có account người dùng và thực hiện được các chức năng liên quan đến authentication, quản lý thông tin của account đó.
3	Donor	Donors là những người dùng hệ thống, với vai trò sử dụng trang web và không có vai trò quản lý hệ thống. Người dùng này khi sử dụng hệ thống có thể ghi nhận lại dữ liệu quyên góp của bản thân và song song đó cũng chính là một đại sứ của "Sức mạnh 2000" khi có thể sử dụng trang cá nhân của mình trên hệ thống để có thể kêu gọi mọi người biết đến dự án nhiều hơn thông qua các thử thách mà người dùng này tạo ra rồi chia sẻ rộng rãi nó trên các nền tảng mạng xã hội khác.
4	Staff	Staff are people participating in the system with staff accounts issued and confirmed by the "Nuoi Em" organisation.
5	Social Staff	Social staff are system management members, they are granted rights to manage news on the system. These news will be displayed on the system so users can access and view a lot of information
6	Project Manager	Project Manager is responsible for managing projects in areas such as managing project information, updating project progress, managing project revenue, handling project expenditure requests, and managing project budgets.
7	Admin	Administrators are responsible for overseeing and managing the entire platform. They have privileged access to administrative features, allowing them to handle user-related tasks, manage project work, and monitor the activities of project staff and news management staff.

Table 3.1 Actors Description

### 1.3.2 Use Cases

#### 1.3.2.1 UCs for Guest

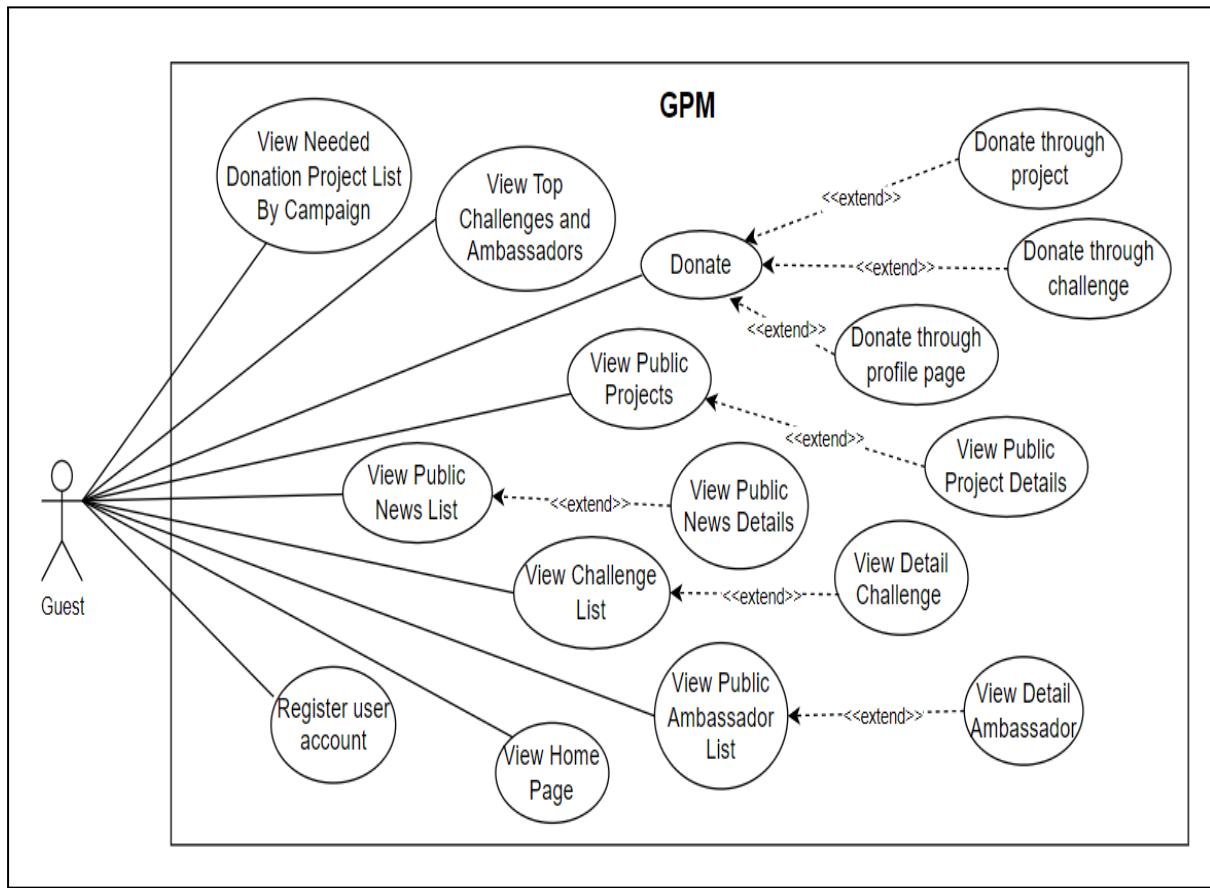


Figure 3.3 Use case diagram for Guest

### 1.3.2.2 UCs for System Member

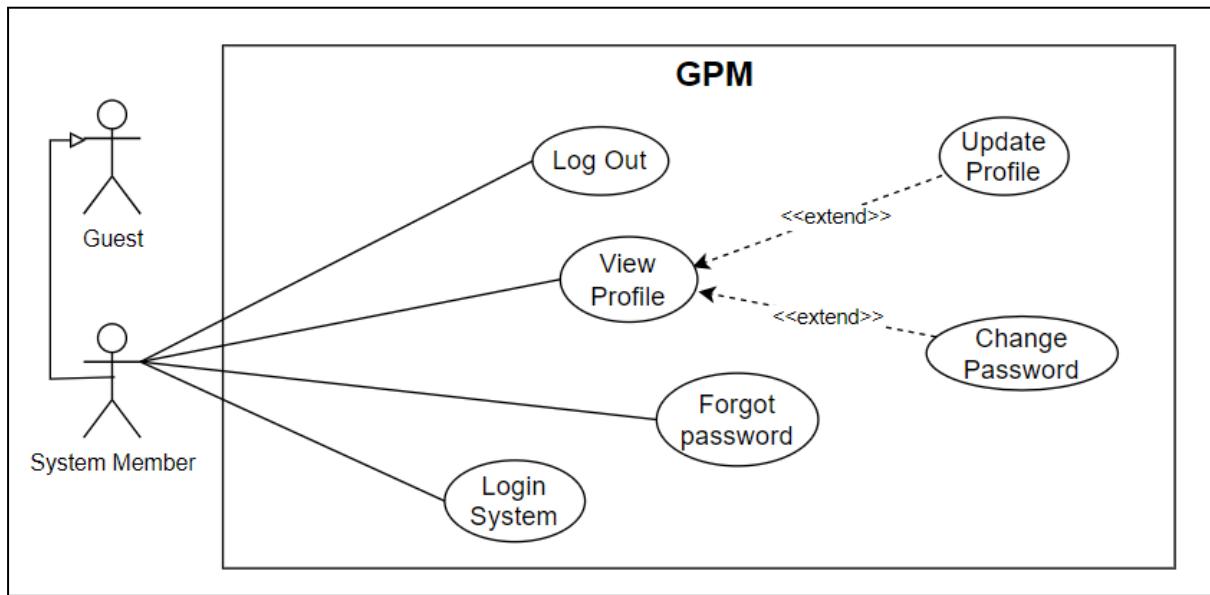


Figure 3.4 Use case diagram for System Member

### 1.3.2.3 UCs for Donor

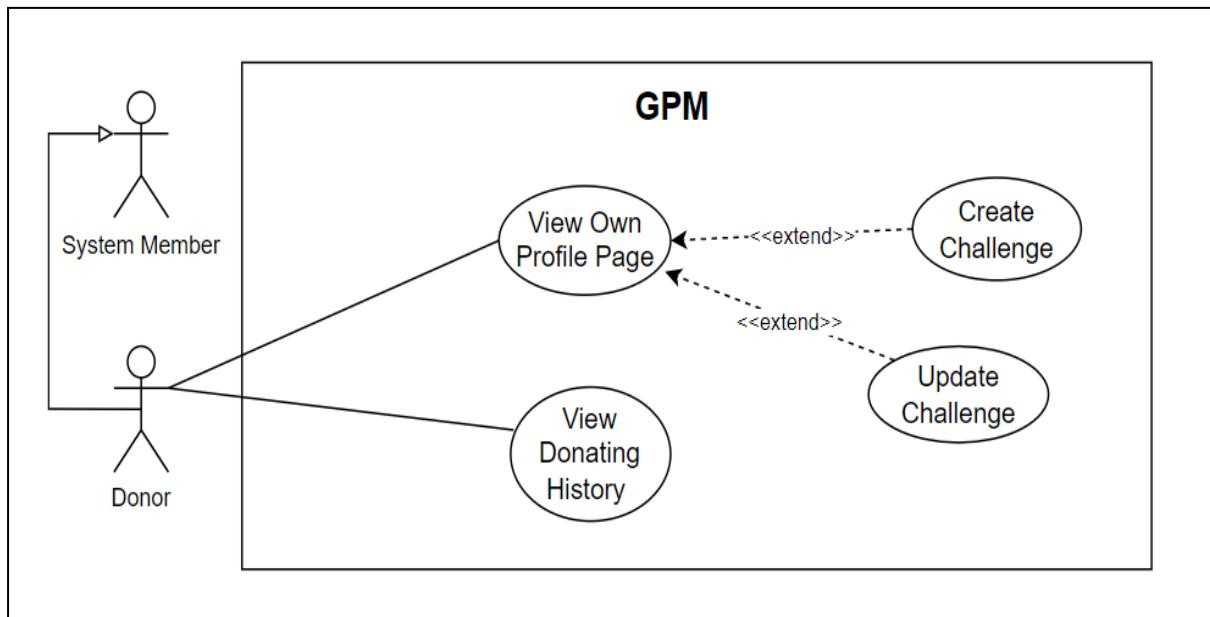


Figure 3.5 Use case diagram for Donor

#### 1.3.2.4 UCs for Staff

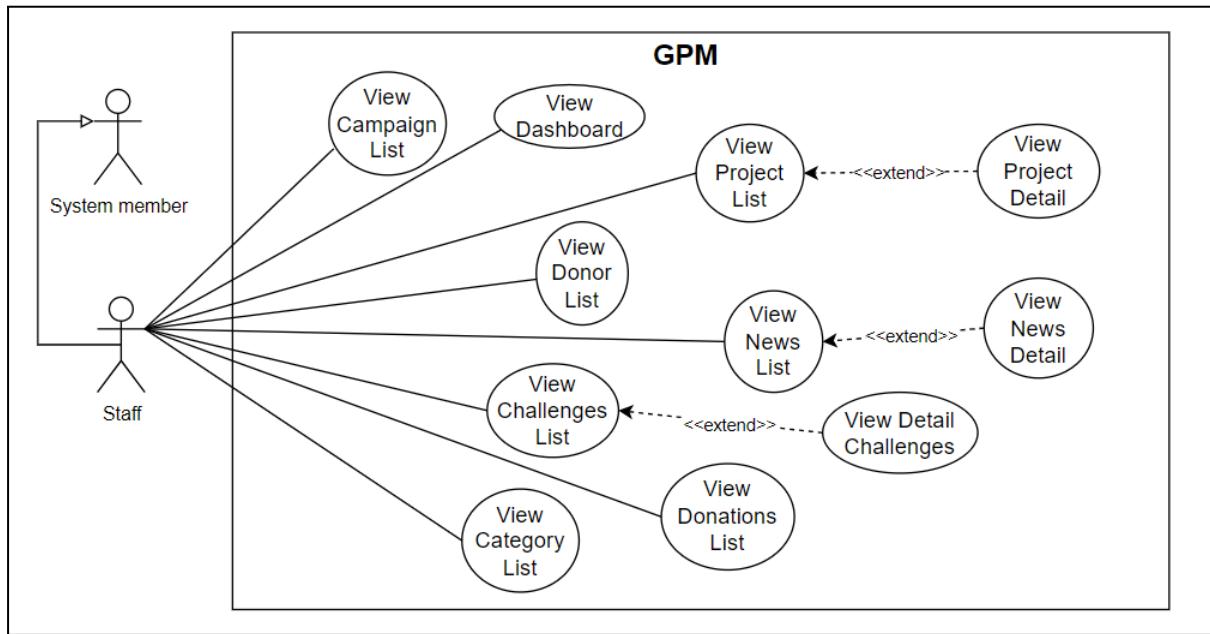


Figure 3.6 Use case diagram for Staff

#### 1.3.2.5 UCs for Project Manager

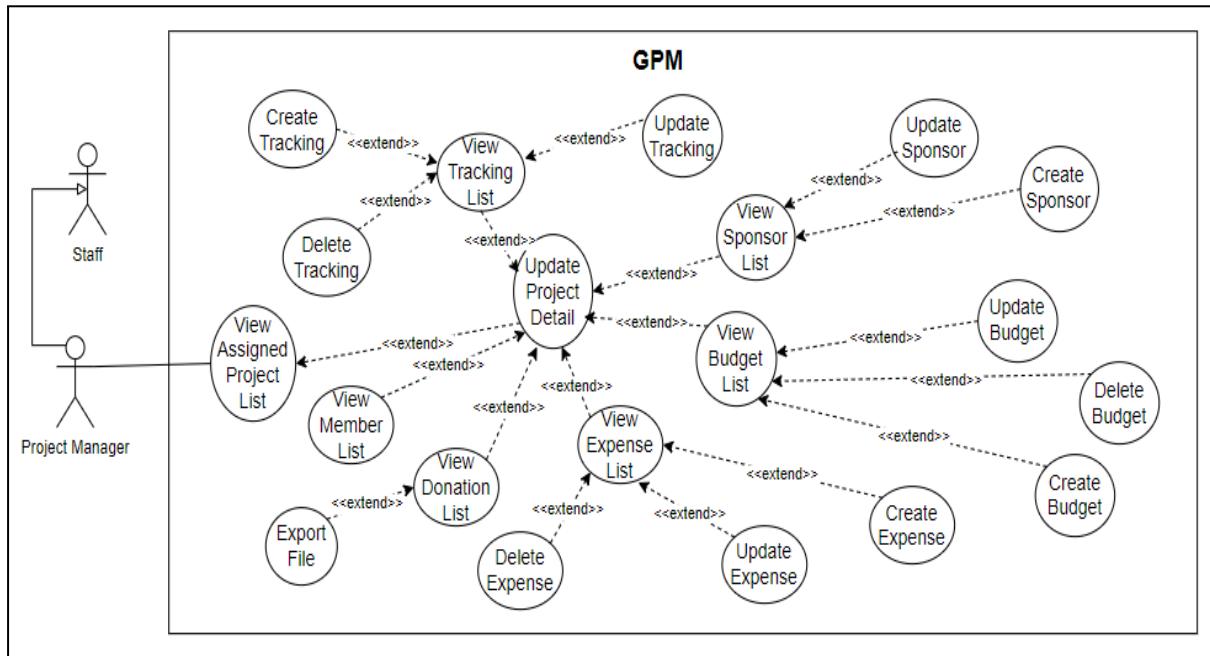


Figure 3.7 Use case diagram for Project Manager

### 1.3.2.6 UCs for Social Staff

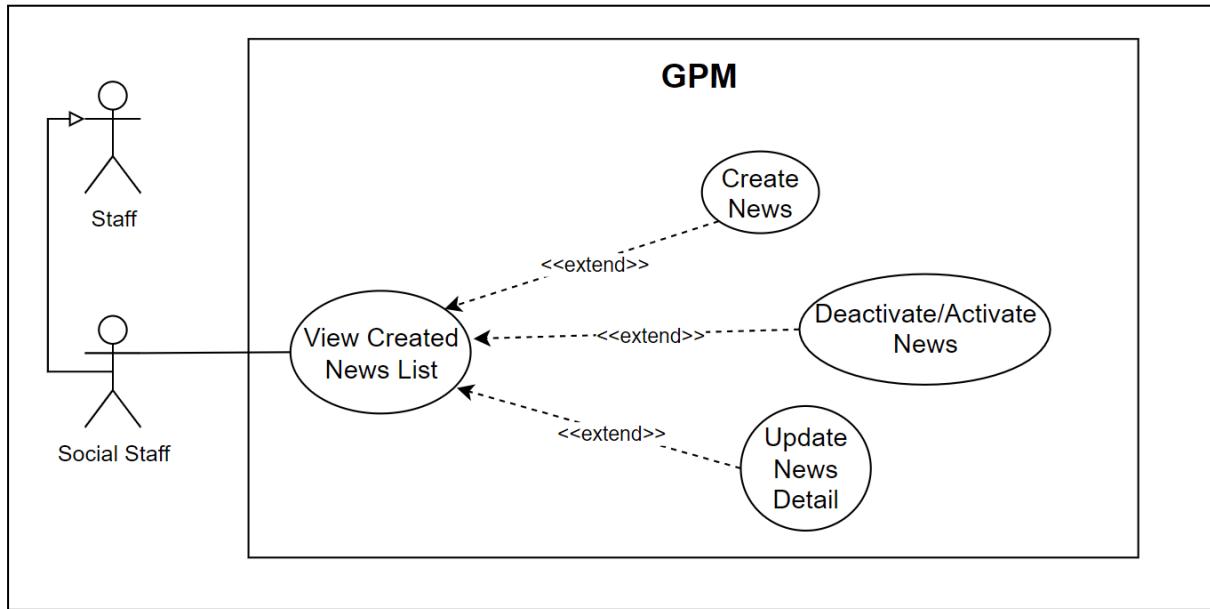


Figure 3.8 Use case diagram for Social Staff

### 1.3.2.7 UCs for Admin

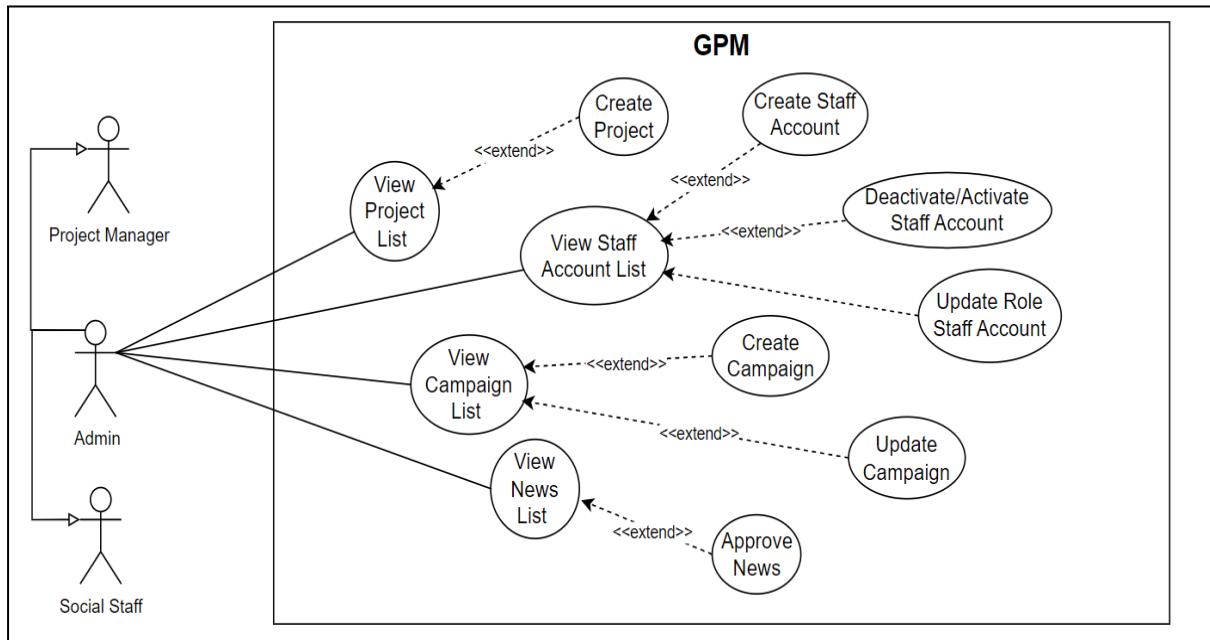
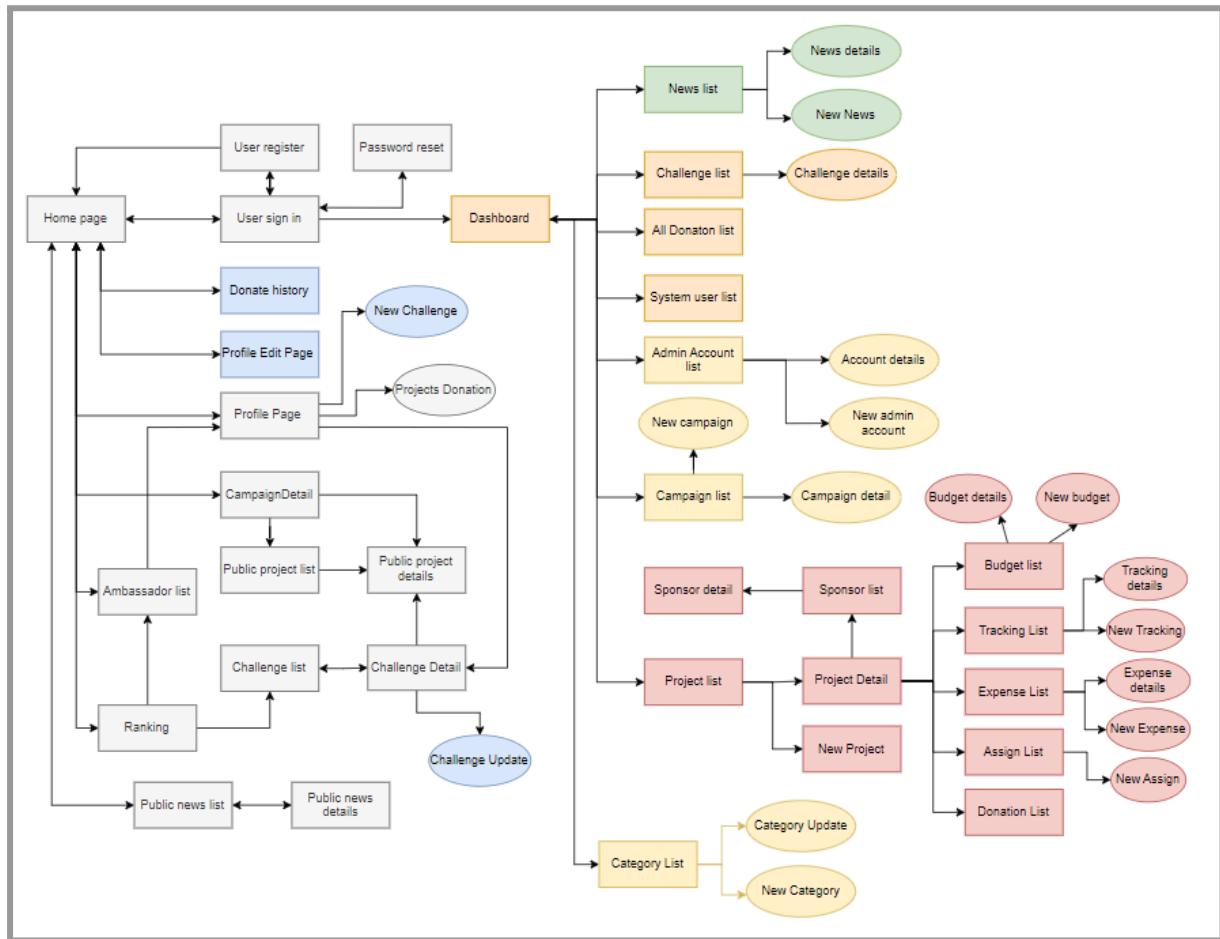


Figure 3.9 Use case diagram for Admin

## 1.4 System Functionalities

### **1.4.1 Screens Flow**



*Figure 3.10 Screens Flow*

### **1.4.2 Screen Authorization**

	Screen	Guest	Donor	Social Staff	Project Manager	Admin
1	Sign In	X	X	X	X	X
2	Register	X	X	X	X	X
3	Password Reset	X	X	X	X	X
4	Home Page	X	X			
5	Public News List	X	X			

6	Public News Details	X	X			
7	Ranking	X	X			
8	Ambassador List	X	X			
9	Profile Page	X	X			
10	Projects Donation	X	X			
11	New Challenge		X			
12	Profile Edit Page		X	X	X	X
13	Donate History		X			
14	Campaign Detail	X	X			
15	Public Project List	X	X			
16	Public Project Detail	X	X			
17	Challenge List	X	X			
18	Challenge Detail	X	X			
19	Challenge Update		X			
20	Dashboard			X	X	X
21	Challenge List (Admin)			X	X	X
22	Challenge Details (Admin)			X	X	X
23	All Donation List			X	X	X
24	System User List			X	X	X
25	Admin Account List					X

26	Account Details					X
27	New Admin Account					X
28	Campaign List			X	X	X
29	New Campaign					X
30	Campaign Detail			X	X	X
31	New List			X	X	X
32	News Details			X	X	X
33	New News			X		X
34	Project List			X	X	X
35	New Project					X
36	Project Detail			X	X	X
37	Sponsor List				X	X
38	Sponsor Detail				X	X
39	Budget List			X	X	X
40	Budget Details			X	X	X
41	New Budget				X	X
42	Tracking List			X	X	X
43	Tracking Details			X	X	X
44	New Tracking				X	X
45	Expense List			X	X	X
46	Expense Details			X	X	X

47	New Expense				X	X
48	Assign List			X		X
49	New Assign					X
50	Donation List			X	X	X
51	Category List					X
52	New Category					X
53	Category Update					X

Table 3.2 Screen Authorization

#### 1.4.3 Non-UI Functions

#	Feature	System Function	Description
1	Authentication	User verification	Validates user credentials to ensure they are authorized to access the system.
2	Authorization	Permission checking	Checks if the authenticated user has the necessary permissions to perform certain actions or access specific resources.
3	Token Management	Generate and validate tokens	Creates and manages tokens (e.g., JWT) used for session management and secure access control.
4	Receive Information from Casso	Integrate with Casso API	Retrieves and processes transaction data and other relevant information from the Casso API for financial tracking and reporting.
5	Automatic bank statement updates using Casso's webhook system	Integrate with Casso System	When there is a balance change from the bank, Casso will call the transaction processing API on the system to update the statement accordingly.
6	Automatically update erroneous transfers on Monday	Cron Job	Every Sunday at 12:00 p.m., the system will update erroneous incoming transfers to projects that need donations (if any).

Table 3.3 Non-UI Functions

## 1.5 Entity Relationship Diagram

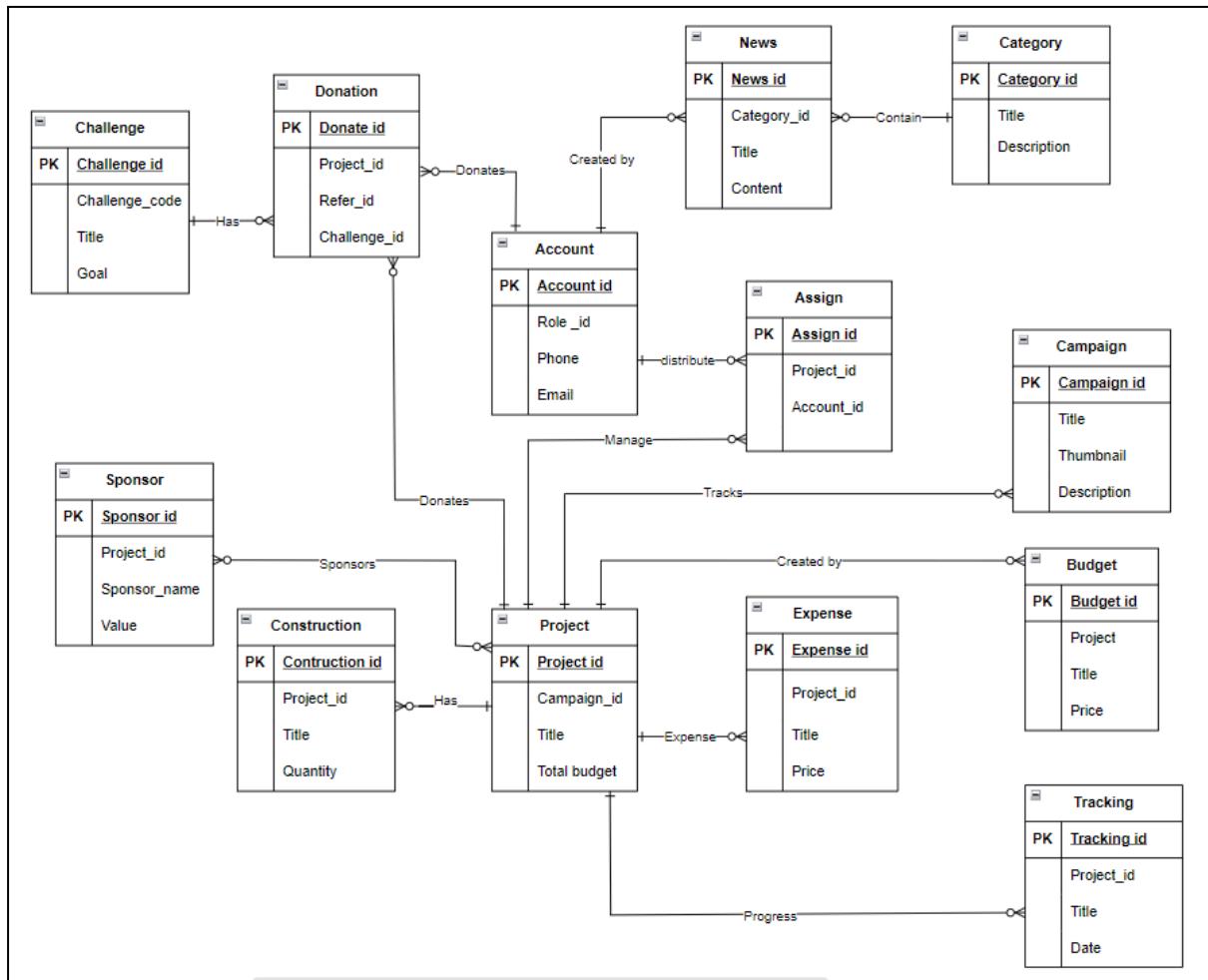


Figure 3.11 Entity Relationship Diagram

## 2. Functional Specification

### 2.1 Guest

#### 2.1.1 Home Page

##### a, Screen Description

- Navigation bar includes links to different sections of the website such as "Trang chủ," "Góp lẻ," "Dự án," "Thử thách và đại sức," and "Tin sức Mạnh 2000." There's also a "Đăng nhập" button for users to access their accounts.
- Display basic information about the system: ongoing projects, completed projects, founders and advisory board, contact address and phone number, Facebook homepage

## b, Screen Layout

The screenshot shows the homepage of the SUCMANH2000 website. At the top, there is a navigation bar with links: Trang chủ, Góp lè, Dự án, Thủ thách và đại sứ, Tin Sức mạnh 2000, and ĐĂNG NHẬP. On the left, there is a sidebar with a logo for "SUCMANH2000" and a red button labeled "SUCMANH2000". The main content area features a large headline: "ĐỂ TRẺ EM VÙNG CAO ĐƯỢC TIẾP CẬN GIÁO DỤC TỐT HƠN VỚI HƠN 300 CÔNG TRÌNH ĐÃ XÂY DỰNG VÀ HƠN THẾ NỮA". Below the headline, there is a paragraph of text and a "TÌM HIỂU THÊM →" button. To the right of the headline are three images: one showing children eating, another showing a close-up of a child's face, and a third showing a group of children. At the bottom left is a graphic of a school building with the text "56 TRƯỜNG Ở CÁC TỈNH THÀNH ĐÃ ĐƯỢC XÂY TỪ CÁC ĐỘNG CỘP KHIỂM TỔNG NHƯNG PHI THƯỜNG". The bottom right contains two columns of text: one about the project's cost and impact, and another about its financial success.

TỪ NĂM 2009 ĐẾN T6/2020, DỰ ÁN ÁNH SÁNG NÚI RỪNG ĐÃ XÂY DỰNG ĐƯỢC 29 ĐIỂM TRƯỜNG TRÊN CẢ NƯỚC. TIẾP NỐI THÀNH CÔNG CỦA DỰ ÁN VÀ HỆ SINH THÁI NUÔI EM, TỪ THÁNG 2/2020, DỰ ÁN SỨC MẠNH 2000 ĐÃ ĐƯỢC KHỞI XƯỞNG. THEO ĐÓ, THÊM 182 CÔNG TRÌNH ĐIỂM TRƯỜNG, NHÀ NỘI TRÙ, NHÀ HẠNH PHÚC ĐÃ ĐƯỢC KHỞI CÔNG VÀ ĐƯA VÀO SỬ DỤNG HOÀN THIỆN TRONG NĂM 2020-2021.

[TÌM HIỂU THÊM →](#)

Dự án xuất phát từ suy nghĩ chỉ với 2.000 đồng mỗi ngày, tuy giá trị khiêm tốn nhưng nếu nhiều người cùng chung tay sẽ tạo nên sức mạnh phi thường.

Chúng ta thử làm một phép tính. Nếu mỗi người đóng góp 2000 đồng mỗi ngày, cứ 100.000 người tham gia thì mỗi ngày sẽ có 200 triệu đồng (gắn bằng 1 điểm trường) sau một năm sẽ có 73 tỷ đồng được quyên góp, số tiền này đủ để xây 292 điểm trường. Tương tự, nếu có 1.000.000 người tham gia thì số tiền quyên góp được sẽ lên đến hơn 500 tỷ. Toàn bộ số tiền được dùng xây trường, xây cầu, xây nhà hạnh phúc và các hoạt động thiện nguyện khác sẽ giúp đỡ được đến 20.000 trẻ em vùng cao trên cả nước.

Dự án Nuôi Em cũng do Hoàng Hoa Trung sáng lập, điều hành đã lập kỷ tích với việc vận động gagn 20.000 người tham gia nuôi corm 20.000 bé.

Image 3.1 Home Page

continue...

## ĐỒNG HÀNH CÙNG VỚI GÓP LẺ



**Góp lẻ**

Góp lẻ, chỉ với từ 2000 đồng cho những dự án chúng tôi đang thực hiện.



**Lập tài khoản**

Lập tài khoản và trở thành 1 đại sứ và đồng hành cùng Sức Mạnh 2000



**Tạo thử thách**

Tạo một thử thách đồng hành cùng với bất kỳ dự án nào chúng tôi đang thực hiện.



**Chia sẻ thử thách**

Chia sẻ thử thách của bạn tới bạn bè, người thân và cộng đồng thông qua mạng xã hội. Đồng thời kêu gọi sự đồng hành lan tỏa.

**Mỗi người 2.000 đồng/ngày**

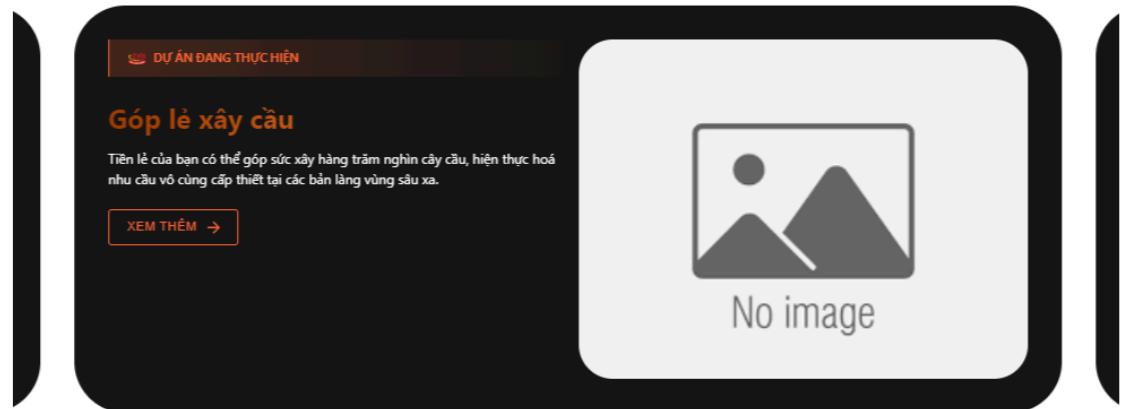
**Chúng tôi đã xây dựng trong 10 năm qua**

<b>311</b>	<b>222</b>	<b>60,000</b>
Trường học, khu nội trú, nhà hạnh phúc, cầu hạnh phúc được xây nên tính tới 6/2022	Tổng công trình dự kiến trong năm 2022 sẽ được kêu gọi, xây dựng và đưa vào sử dụng	Học sinh có điều kiện học tập tốt hơn trong 2022 (liên kết với dự án Nuôi Em cùng nhà sáng lập) năm 2022

*Image 3.2 Home Page*

continue...

## CÁC HẠNG MỤC CÔNG TRÌNH CHÍNH SỨC MẠNH 2000 SẼ THỰC HIỆN



Các dự án đang góp lè

TỪ 1000Đ TRIỆU NGƯỜI CHUNG TAY NGHÌN TRƯỜNG CÓ NGAY

Xem ngay →



Vàng Thị Hương - Xóm Nà Tốm, Xã Vĩnh Qu...



Sùng Thị Kia - Xóm Phia Cò, Xã Nam Cao, Hu...



Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Nă...

*Image 3.3 Home Page*

continue...



**Vàng Thị Hương - Xóm Nà Tóm, Xã Vĩnh Quang**  
Xã Vĩnh Quang-Huyện Bảo Lâm-Tỉnh Cao Bằng  
**Chi phí:** 80.000.000 VND  
**Cần góp lè:** 80.000.000 VND  
**Hiện tại:** 1.235.000 VND

[← CHIA SẺ](#) [CẦN GÓP LÈ](#)



**Sùng Thị Kìa - Xóm Phia Cò, Xã Nam Cao, Huyện**  
Xã Nam Cao-Huyện Bảo Lâm-Tỉnh Cao Bằng  
**Chi phí:** 80.000.000 VND  
**Cần góp lè:** 80.000.000 VND  
**Hiện tại:** 8.457.000 VND

[← CHIA SẺ](#) [CẦN GÓP LÈ](#)



**Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Nä...**  
Xã Nậm Pi-Huyện Nậm Nhùn-Tỉnh Lai Châu  
**Chi phí:** 80.000.000 VND  
**Cần góp lè:** 80.000.000 VND  
**Hiện tại:** 5.784.000 VND

[← CHIA SẺ](#) [CẦN GÓP LÈ](#)



**Sùng A Hải - Xóm Én Cổ, Xã Vĩnh Phong, Huyện**  
Xã Vĩnh Phong-Huyện Bảo Lâm-Tỉnh Cao Bằng  
**Chi phí:** 80.000.000 VND  
**Cần góp lè:** 80.000.000 VND  
**Hiện tại:** 3.275.000 VND

[← CHIA SẺ](#) [CẦN GÓP LÈ](#)



**Nhà Hạnh Phúc 168 - Y Bích - Thôn Kon Pao ...**  
Xã Đăk PXi-Huyện Đăk Hà-Tỉnh Kon Tum  
**Chi phí:** 80.000.000 VND  
**Cần góp lè:** 80.000.000 VND  
**Hiện tại:** 5.420.000 VND

[← CHIA SẺ](#) [CẦN GÓP LÈ](#)



**Câu Dân Sinh Nà Làng - Xã Mông n - Huyện**  
Xã Mông n-Huyện Bảo Lâm-Tỉnh Cao Bằng  
**Chi phí:** 230.000.000 VND  
**Cần góp lè:** 230.000.000 VND  
**Hiện tại:** 7.510.000 VND

[← CHIA SẺ](#) [CẦN GÓP LÈ](#)

*Image 3.4 Home Page*

continue...

Report 7 (Final Project Report)

36/307

## MEET OUR TEAM

### NHÀ SÁNG LẬP & HỘI ĐỒNG CỐ VẤN



**Hoàng Hoa Trung**

Người thành lập Sức mạnh 2000 và  
Hệ sinh thái Nuôi em



**Nguyễn Thị Hiền**

Phó Chủ Nhiệm Dự Án Sức mạnh  
2000



**Đỗ Thị Kim Hoa**

Giám đốc trung tâm tình nguyện quốc  
gia

## CÁC DỰ ÁN ĐÃ HOÀN THÀNH

Dự án 2024
Dự án 2023
Dự án 2022
Dự án 2021
[Khám phá ngay](#)



Nhlp155 - Đinh Thị Nga - Làng Lợt, Xã Kông ...  
Xã Kông Pla-Huyện K'Bang-Tỉnh Gia Lai  
Chi phí: 80.000.000 VND  
Cần góp lẻ: 0 VND  
Hiện tại: 0 VND

[CHIA SẺ](#) [HOÀN THÀNH](#)



Nhlp134 - Rơ Châm Mức- Làng Bloi - Tt la Ly ...  
Thị trấn la Ly-Huyện Chư Păh-Tỉnh Gia Lai  
Chi phí: 80.000.000 VND  
Cần góp lẻ: 0 VND  
Hiện tại: 0 VND

[CHIA SẺ](#) [HOÀN THÀNH](#)



Nhlp162 - Sùng Thị Phương- Xa Nậm Păm - ...  
Xã Nậm Păm-Huyện Mường La-Tỉnh Sơn La  
Chi phí: 80.000.000 VND  
Cần góp lẻ: 0 VND  
Hiện tại: 0 VND

[CHIA SẺ](#) [HOÀN THÀNH](#)

Image 3.5 Home Page

c, Screen specification

Field Name	Field Type	Description
Homepage	Button	Redirect to homepage of website
“Góp lẻ”	Droplist	View campaign list to see project
Project	Button	View project list
Challenges and Ambassadors	Droplist	View challenge , ranking , ambassador list
Avatar	Button	Display functions related to donor's personal account

Project cards with status “cần góp lẻ”	List	Display basic project information with Facebook share button
Typical challenges	List	View typical challenges and remaining time, amount raised
Completed project	List	View completed project

Table 3.4 Home Page

#### d, UC Specifications

Related Use Case:

- [UC-14 Login.](#)
- [UC-15 Register](#)

#### 2.1.2 Campaign Details

##### a, Screen Description

- Displays projects that need donations in the campaign, and displays basic information of the project and account information so that people can donate
- Donor enters information including phone number, full name, donation amount, then scans the QR code with the banking app. **The statement information will be updated and displayed after 30s (BR-1)**
- **Campaign will show only need donate project (BR-2)**
- **Donate will follow rule of (BR-18)**

b, Screen layout

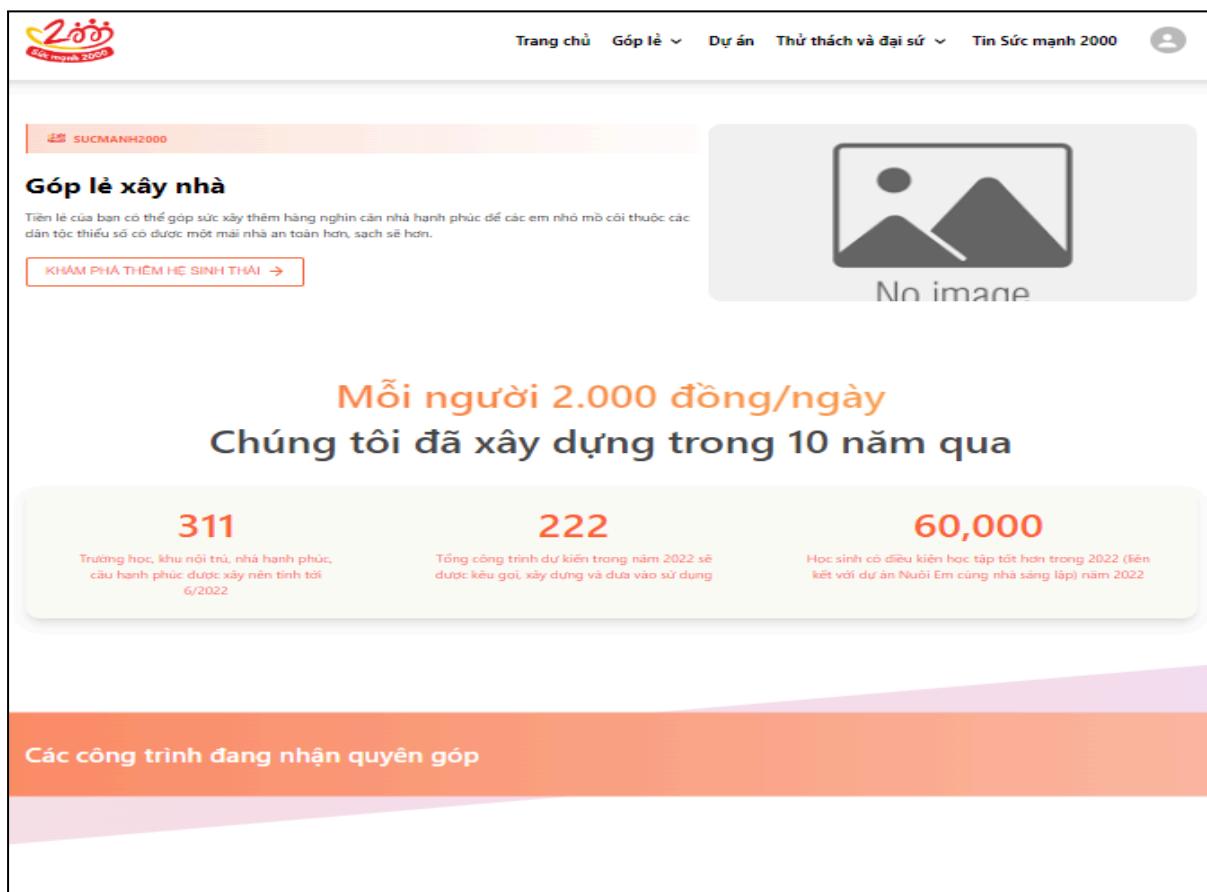


Image 3.6 Campaign Details



**DA032 - Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Nậm Sập - Xã Nậm Pi - Huyện Nậm Nhùn - Tỉnh Lai Châu**

\* Vui lòng chuyển khoản đúng nội dung để chúng tôi có thể sao kê một cách chính xác

Nội dung chuyển khoản

DA032 - SĐT - Tên bạn
MB Bank: 0348737721
Hoặc hãy nhập thông tin và quét mã QR
SDT - Tên
Số tiền quyên góp (VND)

VIETQR



napas 247 | MB

Góp lái được: 5.784.000 Mục tiêu: 80.000.000

**THÔNG TIN**

**HỌC SINH**

1. Họ và tên học sinh	Lò Thị Chem
2. Ngày sinh	19/12/2010
3. Dân tộc	Mảng
4. Địa chỉ lưu trú hiện nay	Bản Nậm Sập, xã Nậm Pi, huyện Nậm Nhùn, tỉnh Lai Châu.
5. Học sinh	Lớp 8, trường PTDTBT THCS Nậm Pi, là học sinh có ý thức tu dưỡng đạo đức tốt, em rất cố gắng vươn lên trong học tập, tích cực trong mọi hoạt động.
6. Ước mơ của em bé:	Em muốn trở thành giáo viên để có thể dạy cho bà con ở quê hương và xây dựng bản làng của mình.
	- Đại diện gia đình học sinh: Lò Thị Lương ( bà nội của

▼ Xem thêm

**ĐỀ XUẤT XÂY DỰNG**

Nhà Hạnh Phúc 129 - Tào A Tường - Bản Nậm Ná 1 - Xã Trung Chải - Huyện Nậm Nhùn - Tỉnh Lai Châu: 1 nhà ()

**MỘT SỐ LƯU Ý**

- + Không thu bất kì phí quản lý nào, 100% số tiền tới tay đối tượng và dùng mục đích.
- + Sao kê được cập nhật sau mỗi 30s.
- + Trong trường hợp số tiền xây dựng đã dù mà vẫn có người đóng góp, số tiền đó sẽ được chuyển sang dự án khác. Bạn có thể thấy dự án đó ở phần Được chuyển tới. Thông tin chuyển khoản của bạn cũng sẽ được hiển thị ở sao kê của dự án đó.

**CẬP NHẬT SAO KÊ**

Tài khoản...	Ngày	Số tiền	Nội dung CK	Tiền dư được chuyển tới	Ghi chú
0348737721	07/08/2024 20:32:00	440.000	TT027 - DA032		
0348737721	07/08/2024 19:45:00	510.000	TT039 - DA032		
0348737721	07/08/2024 18:42:00	290.000	TT017 - DA032		
0348737721	07/08/2024 18:11:00	600.000	TT005 - DA032		
0348737721	07/08/2024 15:31:00	130.000	TT005 - DA032		

← →

Rows per page: 5 ▾ 1-5 of 33 < >

Image 3.7 Campaign Details

## Report 7 (Final Project Report)

## CÁC DỰ ÁN ĐÃ HOÀN THÀNH

[Khám phá ngay](#)



Nhp155 - Đinh Thị Nga - Làng Lợt, Xã Kong ...

Xã Kong Pla-Huyện K'Bang-Tỉnh Gia Lai

Chi phí: 80.000.000 VND

Cần góp lè: 0 VND

Hiện tại: 0 VND

[CHIA SẺ](#)

[HOÀN THÀNH](#)



Nhp134 - Rơ Châm Mức- Làng Blòi - Tt Ia Ly ...

Thị trấn Ia Ly-Huyện Chư Păh-Tỉnh Gia Lai

Chi phí: 80.000.000 VND

Cần góp lè: 0 VND

Hiện tại: 0 VND

[CHIA SẺ](#)

[HOÀN THÀNH](#)



Nhp162 - Sùng Thị Phương- Xã Năm Păm - ...

Xã Năm Păm-Huyện Mường La-Tỉnh Sơn La

Chi phí: 80.000.000 VND

Cần góp lè: 0 VND

Hiện tại: 0 VND

[CHIA SẺ](#)

[HOÀN THÀNH](#)

*Image 3.8 Campaign Details*

### c, Screen specifications

Field Name	Field Type	Description
Project list	List	Displays a list of projects included in the campaign
Image of campaign	Image	Cover photo describing the campaign
Image of project	Image	Cover photo describing the project
Information of project	Text field	Display project information: construction information, family circumstances, student information
Project transfer information	Text field	Display project code, project name, transfer information, QR code, notes when transferring money
Name - phone number	Text	-Enter donor's name and phone number, then scan the QR code -Transfer contents without a valid project code or without any project code will be allocated to the projects that have the lowest amount of donations at that time and are still in the “Cần quyên góp” <b>BR 29</b>
Amount	Numeric	Enter the amount you want to donate

Donation Table	Table	Donation table of an project
Completed project	List	View list completed project

*Table 3.5 Campaign details*

#### d, UC Specifications

##### UC-1. View List Donation Project By Campaign

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	Users can view a list of projects that need donations for a specific campaign.		
Preconditions:	1. The system is operational		
Postconditions:	1. Displays a list of projects that need donations for the campaign.		
Normal Flow	1. Users access the homepage. 2. Click on “Góp Lè” in the navbar. 3. Select a specific campaign to view. 4. The system will display a list of projects that need donations in that campaign.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

#### 2.1.3 Project List

##### a, Screen Description

- Describes a list of project cards with basic information fields such as cover photo, address, total cost, amount to be donated, amount raised, status
- There is a quick statistics section to summarise the quantity and status of each project by campaign.
- Users can filter by many criteria: campaign, year of implementation, status, amount of money, project name

### b, Screen layout

The screenshot shows a web-based application for managing projects. At the top, there is a logo for 'Số điện tử 2000' and a navigation bar with links to 'Trang chủ', 'Góp lè', 'Dự án', 'Thử thách và đại sứ', 'Tin Sức mạnh 2000', and a user profile icon.

**Thống kê nhanh**

Tổng dự án: 34

Góp lè xây trường: 16  
Góp lè xây cầu: 4  
Góp lè xây nhà: 14

Loại dự án, Năm, Tiền độ, Khoảng tiền, Tên dự án

**Project Cards:**

- ádasd**  
Xã Bình Ba-Huyện Châu Đức-Tỉnh Bà Rịa - Vũng Tàu  
Chi phí: 121 VND  
Cần góp lè: 0 VND  
Hiện tại: 0 VND  
[CHIA SẺ](#) [CẦN GÓP LÈ](#)
- Vàng Thị Hương - Xóm Nà Tóm, Xã Vĩnh Quang**  
Xã Vĩnh Quang-Huyện Bảo Lâm-Tỉnh Cao Bằng  
Chi phí: 1.200.000 VND  
Cần góp lè: 1.200.000 VND  
Hiện tại: 1.246.111 VND  
[CHIA SẺ](#) [CẦN GÓP LÈ](#)
- Sùng A Hải - Xóm Én Cố, Xã Vĩnh Phong, H...**  
Xã Vĩnh Phong-Huyện Bảo Lâm-Tỉnh Cao Bằng  
Chi phí: 3.000.000 VND  
Cần góp lè: 3.000.000 VND  
Hiện tại: 3.275.000 VND  
[CHIA SẺ](#) [CẦN GÓP LÈ](#)

Image 3.9 Project list

### c, Screen specifications

Field Name	Field Type	Description
Campaign	DropList	List campaign to filter
Status	DropList	List status to filter
Year	DropList	List year to filter
Money range	DropList	List money range to filter
Title	Text field	Title to filter
Share button	Button	Button to show modal share project
Project Card	Card	Card with information: title, address, status, target, totalDonation, totalBudget, thumbnail
Statistic section		Summarise the quantity and status of each project by campaign.

Table 3.6 Project Details

#### d, UC Specifications

##### UC-2. View List Project

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	Users want to view a list of all projects		
Preconditions:	1. There are project records available in the system. 2. The application is connected to the server.		
Postconditions:	The list of all projects is displayed to the user.		
Normal Flow	1. Users navigate to the home page. 2. Users click on the "Dự Án" on navbar. 3. The application processes the data and displays the list of projects to the user.		
Alternative Flows:	2a. Scroll down to the "Projects being contributed". 2a.1. Click the "View Now" button. 3a. The application processes the data and displays the list of projects to the user.		
Exception Flows:	N/A		

#### 2.1.4 Project Details

##### a, Screen Description

- Display project details including project code, project name, tracking project, sponsor, construction information, context, amount raised, goal, photos description
- Donor enters information including phone number, full name, donation amount, then scans the QR code with the banking app.
- **The statement information will be updated and displayed after 30s (BR-1)**
- **If the project status is not in the form of individual donations or the total amount raised is greater than the target, the donation card item code will not be displayed. (BR-3)**
- **Donate will follow rule of (BR-18)**

b, Screen layout

The screenshot shows a charity website interface. At the top, there is a logo with the text "2000" and "Sức mạnh 2000". The navigation menu includes links for "Trang chủ", "Giới thiệu", "Góp lè", "Dự án", "Thử thách và đại sứ", "Tin Sức mạnh 2000", and a red button labeled "ĐĂNG NHẬP". Below the menu, a breadcrumb trail shows "Trang chủ / Dự án". The main title of the project is "SÙNG A HẢI - XÓM ÉN CỔ, XÃ VĨNH PHONG, HUYỆN BẢO LÂM- CAO BẰNG". Below the title, it says "Số lượng tài trợ: 0/10000000 VNĐ" and "Ngày đăng: 02/08/2024". There are three buttons: "Góp lè xây nhà" (blue), "Cần góp là" (purple), and "3.000.000" (green). To the right of the title is a photograph of a small, traditional wooden house with a thatched roof. Below the title, a message reads "Dự án hiện chưa có nhà tài trợ." On the left, there is a thumbnail image showing three children standing in front of a doorway. In the center and right, there are two cartoon illustrations of a person working on a small house, with a speech bubble saying "Công Trình Hiện Đang Hoàn Thiện".

Image 3.10.1 Project Details

## PHIẾU THÔNG TIN NGÔI NHÀ HẠNH PHÚC

I. THÔNG TIN EM BÉ (Tiêu chí xét) Gia đình có từ 2 bé trở lên, người dân tộc thiểu số, mồ côi, đang đi học, có nhà tạm hoặc chưa có nhà, gđ thuộc hộ nghèo/ ko có thu nhập ổn định)

1. Họ và tên học sinh 1:	Y Bích
2.Ngày sinh, giới tính:	13/11/2010
3. Học lớp nào, trường nào:	học lớp 8 tại trường THCS xã Đăk Pxi
4. Họ và tên học sinh 2:	A Chiến
5.Ngày sinh, giới tính:	2009
6. Học lớp nào, trường nào:	lớp 9A trường THCS xã Đăk Pxi – dân tộc Xơ Đăng
7. Dân tộc:	Xơ Đăng
8.Địa chỉ lưu trú hiện nay:	Thôn Kon Pao Kơ La, xã Đăk Pxi, Đăk Hà, Kon Tum
9.Uớc mơ của em bé:	
10.Đầu mối liên hệ:	UBND xã Đăk Pxi – CT xã +84905088166 Huyện đoàn : 097 3999397

## II. HOÀN CÁNH GIA ĐÌNH

1. Em bé mồ côi ai?	Em mồ côi cả bố và mẹ
2. Tình trạng ở cùng ai hiện tại:	Hiện đang ở cùng chú dì là ông A Chính và bà Y Hàng tại thôn Kon Pao Kơ La
3. Tuổi của người thân:	Cácnh chị em trong nhà gồm: + A Xuất sinh năm2001– dân tộc Xơ Đăng. + A Hưng sinh năm2003– dân tộc Xơ Đăng. + Y Hướng sinh năm2004– dân tộc Xơ Đăng. + A Chiến sinh năm 2009 hiện đang học lớp 9A trường THCS xã Đăk Pxi – dân tộc Xơ Đăng
4. Hoàn cảnh gia đình:	Sau khi bố mẹ mất được Di nhận nuôi tại thôn Kon Pao Kơ La, xã Đăk Pxi. Chú và một số anh chị dì tuổi lao động hiện đang làm thuê, làm công. Ngoài giờ lên lớp, hai em Y Bích và A Chiến lên rừng đi tìm măng, và làm mì (sản thuê). Hiện đang sống trong nhà 60m2, có nhà chính được làm bằng cột gỗ, mái tôn, vách tôn, nền đất thô sơ và bếp là vách nứa thô sơ
5. Thu nhập chính của gia đình:	Thu nhập chính của gia đình phụ thuộc vào việc di làm công, làm thuê, làm nông.
6. Hỗ trợ từ nhà nước gì?	Gia đình được hỗ trợ 100% thẻ BHYT, chế độ giáo dục đối với người sinh sống tại thôn đặc biệt khó khăn, chế độ trợ cấp BTXH hàng tháng trẻ em dưới 16 tuổi không có nguồn nuôi dưỡng

DA031 - Nhà Hạnh Phúc 168 - Y Bích - thôn Kon Pao Kơ La - Xã Đăk Pxi - Huyện Đăk Hà - Tỉnh Kon Tum

\* Vui lòng chuyển khoản đúng nội dung để chúng tôi có thể sao kê một cách chính xác

VietQR

Nội dung chuyển khoản

DA031 - SĐT - Tên bạn

MB Bank: 0348737721



Hoặc hãy nhập thông tin và quét mã QR

SDT - Tên

Số tiền quyên góp (VND)

Góp lẻ được 5.420.000 Mục tiêu 80.000.000

CẬP NHẬT SAO KÊ					
<input type="text" value="Nội dung chuyển khoản..."/> <input type="button" value="X"/>					
Tài khoản...	Ngày	Số tiền	Nội dung CK	Tiền dư được chuyển tới	Ghi chú
123456789	07/08/2024 23:41:00	300.000	TT006 - DA031		
0348737721	07/08/2024 22:11:00	740.000	TT033 - DA031		
0348737721	07/08/2024 21:12:00	130.000	TT029 - DA031		
0348737721	07/08/2024 21:11:00	190.000	TT017 - DA031		
0348737721	07/08/2024 20:21:00	90.000	TT017 - DA031		
Rows per page: <select>5</select> 1–5 of 26 < >					

Image 3.11 Project Details

### c, Screen specifications

Field Name	Field Type	Description
Information of project	Text field	Display project information: construction information, family circumstances, student information
Project transfer information	Text field	Display project code, project name, transfer information, QR code, notes when transferring money
Name - phone number	Text	-Enter donor's name and phone number, then scan the QR code -Transfer contents without a valid project code or without any project code will be allocated to the projects that have the lowest amount of donations at that time and are still in the “Cần quyên góp”
Image	Image	Image describes current status, construction progress and completion
Amount	Numeric	Enter the amount you want to donate
Donation Table	Table	Donation table of an project

Completed project	Card	Display completed project
Donor	Button	Click “nhà hảo tâm” to view list donors
Building model	Button	Click “mô hình xây” to view building model

Table 3.6 Project Details

#### d, UC Specifications

##### UC-3. View Project Detail

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	Users want to view detailed information about a specific project		
Preconditions:	1. The project to be viewed exists in the system. 2. The application is connected to the server.		
Postconditions:	Detailed information about the selected project is displayed to the user		
Normal Flow	1. Access the project list similar to UC-2. 2. Select the project you want to view details. 3. The system will display project details.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

##### UC-4. Donate Through Project

Primary Actor:	Guest, Donor	Secondary Actors:	N/A
Description:	Users want to make a donation using a QR code		
Preconditions:	1. Users have selected a campaign to donate to. 2. The application is connected to the server.		

	3. The payment gateway is available.
Postconditions:	The donation is processed, and the transaction is recorded in the system.
Normal Flow	<ol style="list-style-type: none"> <li>1. User accesses the project detail page similar to UC-3.</li> <li>2. Fill in relevant information.</li> <li>3. The system will automatically generate the corresponding QR code.</li> <li>4. Users open the banking app on their phone and perform a scan and transfer.</li> <li>5. The system will update the statement and display below.</li> </ol>
Alternative Flows:	<ol style="list-style-type: none"> <li>1.a. User accesses campaign detail page 3.1.6.</li> <li>2.a. Fill in relevant information.</li> <li>3.a. The system will automatically generate the corresponding QR code.</li> <li>4.a. Users open the banking app on their phone and perform a scan and transfer.</li> <li>5.a. The system will update the statement and display below.</li> </ol>
Exception Flows:	N/A

### **2.1.5 Challenge List**

#### **a, Screen descriptions**

- Shows a list of all active and closed challenges.
- Each card shows basic information: active status, amount raised, goal, creator, challenge name.
- Users can share challenges on Facebook to raise funds.

### b, Screen layout

Tên người tạo	Tên thử thách
Góp Lè Xây Cầu - Chung Tay Vi ... Người tạo: Lê Văn Khải Mục tiêu: 30.000.000 VND Hiện tại: 522.000 VND	<a href="#">CHIA SẺ</a> <a href="#">CÒN 1 NGÀY</a>
Góp Lè Xây Cầu - Vững Bước Tự... Người tạo: Lê Văn Khải Mục tiêu: 10.000.000 VND Hiện tại: 2.172.000 VND	<a href="#">CHIA SẺ</a> <a href="#">CÒN 4 NGÀY</a>
Góp Lè Xây Cầu - Nối Nhịp Yêu T... Người tạo: Lê Văn Khải Mục tiêu: 200.000.000 VND Hiện tại: 2.780.000 VND	<a href="#">CHIA SẺ</a> <a href="#">ĐÃ KẾT THÚC</a>
Góp Lè Xây Trường - Xây Dựng ... Người tạo: Trần Thị Bích Mục tiêu: 9.000.000 VND Hiện tại: 1.590.000 VND	<a href="#">CHIA SẺ</a> <a href="#">ĐÃ KẾT THÚC</a>

Image 3.12 Challenge List

### c, Screen specifications

Field Name	Field Type	Description
Challenge	Card	Display challenge information: challenge creator name, days left, amount raised, share button on Facebook
Search challenge	Text	Search challenge you wanna join
Share	Button	Share challenge on Facebook
Challenge card	Card	Click to view challenge details

Table 3.7 Challenge List

### d, UC Specifications

UC-5 View Challenge List

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
----------------	--	-------------------	-----

Description:	User wants to see a list of challenges.
Preconditions:	1. There exists a challenge in the system. 2. The application is connected to the server.
Postconditions:	The system displays a list of challenges
Normal Flow	1. Go to the homepage. 2. Click on “Thử thách và đại sứ” on the navbar and select “Thử thách”. 3. The system displays a list of challenges.
Alternative Flows:	3a. Enter a keyword in the search box and the system will display a list of suitable challenges.
Exception Flows:	N/A

### 2.1.6 Challenge Details

#### a, Screen description

- Show challenge details: Challenge creator, start date, amount achieved, goal, description image, statement history
- Donor enters information including phone number, full name, donation amount, then scans the QR code with the banking app. The statement information will be updated and displayed after 30s
- **If the challenge has ended, the QR code for donations will not be displayed. (BR-4)**
- **Only when logged in with the account that created the challenge will the option 'Cập nhật thông tin cho thử thách' will be displayed. (BR-5)**
- **Donate will follow rule of BR-18**

### b, Screen layout

**Thử thách góp lè xây cầu vùng lũ lụt**

Trang chủ • Chi tiết

**Còn 1 ngày**

**Người tạo thử thách**  
Nguyễn Hoàng Hiếu  
Ngày bắt đầu: 06/08/2024

Số tiền đạt được: 670.000 VNĐ

Mục tiêu thử thách: 20.000.000 VNĐ

**Chi với 2000đ 1 ngày**

Tham gia thử thách cùng Sức mạnh 2000

3 tháng: 180.000 | 6 tháng: 360.000 | 1 năm: 720.000

\*Vui lòng sử dụng QR code phía dưới khi chuyển tiền để sao kê được chính xác và thời hạn ngày lập tức. QR sẽ được tự động sinh ra chính xác nội dung và số tiền ngày lúc trả bạn nhận.

Chọn dự án quyên góp:  
DA022 - Cầu Dân Sinh Nà Làng - Xã Mông n - Huyện Bảo Lâ...

Nội dung chuyển khoản:  
TT015 - DA022 - SDT - Tên bạn  
MB Bank: 0348737721

Mã QR cập nhật nội dung ban nhập

SDT - Tên  
Số tiền quyên góp (VNĐ)

VietQR

napas 247 | MB

Gia trị được: 7567.000 | Mức tiêu: 230.000.000

Sao kê sẽ được hiển thị sau mỗi 30s ở dưới trang này

**CẬP NHẬT SAO KÊ THỬ THÁCH**

\*Nếu bạn sử dụng mã QR hoặc chuyển khoản đúng nội dung, sao kê sẽ được cập nhật sau mỗi 30s

Tài Khoản...	Ngày	Số tiền	Nội dung CK	Dự án đích	Tiền dư được chuyển tới	Ghi chú
0348737721	07/08/2024 05:31...	150.000	TT015 - DA022	DA022-Cầu Dân Sinh Nà...		
0348737721	07/08/2024 06:12...	160.000	TT015 - DA022	DA022-Cầu Dân Sinh Nà...		
0348737721	07/08/2024 07:21...	20.000	TT015 - DA021	DA021-Cầu Dân Sinh Bâ...		
0348737721	07/08/2024 09:23...	210.000	TT015 - DA021	DA021-Cầu Dân Sinh Bâ...		
0348737721	07/08/2024 11:31...	130.000	TT015 - DA021	DA021-Cầu Dân Sinh Bâ...		

Rows per page: 5 | 1-5 of 5

Image 3.13 Challenge Details

### c, Screen specifications

Field Name	Field Type	Description
Challenge Card	Card	Card with information of challenges: creator, goal, start date, endDate, content, title, thumbnail
Share	Button	Share challenge on Facebook
Project transfer information	Text card	Display project code, project name,

		transfer information, QR code, notes when transferring money
Name - phone number	Text	Enter the donor's name and phone number, then scan the QR code. The QR code will be automatically generated from the information entered by the user.
Transaction history table	Table	- Shows people who have donated to the project, amount, and transfer content. Updated after 30 seconds from donor transfer, -The donation history for challenges will only be counted for transfer contents that contain the challenge code and if the challenge is still active.
Link edit challenge	text	Show if user login and is creator of Challenges

*Table 3.8 Challenge Details*

#### d, UC Specifications

##### UC-6 View Challenge Detail

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	Admin users want to view a detail of all challenge		
Preconditions:	1. There exists a challenge in the system. 2. The application is connected to the server.		
Postconditions:	The system displays a list of challenge		
Normal Flow	1. Access the list of challenges such as <a href="#">UC-5</a> . 2. Select the challenge you want to see details about. 3. The system will display detailed information of the challenge.		
Alternative Flows:	N/A		

Exception Flows:	N/A
------------------	-----

#### UC-7 Donation Through Challenge

Primary Actor:	Guest, Donor	Secondary Actors:	N/A
Description:	Users want to make a donation by participating in a specific challenge associated with a campaign.		
Preconditions:	1. Users have selected a challenge they want to participate in. 2. The application is connected to the server. 3. The donation is available. 4. The selected challenge is active and accepting donations.		
Postconditions:	1. The donation is processed, and the donation is recorded in the system. 2. The user's participation in the challenge is logged.		
Normal Flow	1. The user accesses the challenge details page <a href="#">UC-6</a> . 2. Fill in relevant information. 3. The system will automatically generate the corresponding QR code. 4. Users open the banking app on their phone and perform a scan and transfer. 5. The system will update the statement and display below.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

#### 2.1.7 Ambassador List

##### a, Screen description

- Show list of ambassadors
- On each card, display basic information including: ambassador name, amount raised, number of companion challenges, start date
- Users can search for ambassadors by name.

### b, Screen layout

Field Name	Field Type	Description
Ambassador card	Card	Display ambassador name , amount raised, date joined, peer challenge
Search	Text	Search ambassador you want to follow
Profile	Button	View profile of ambassador

Image 3.14 Ambassador List

### c, Screen specification

Field Name	Field Type	Description
Ambassador card	Card	Display ambassador name , amount raised, date joined, peer challenge
Search	Text	Search ambassador you want to follow
Profile	Button	View profile of ambassador

Table 3.9 Ambassador List

### d, UC Specifications

UC-8 View List Ambassador

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
----------------	--	-------------------	-----

Description:	Admin users want to view a detail of all ambassadors.
Preconditions:	1. There is at least one donor in the system. 2. The application is connected to the server.
Postconditions:	The system displays a list of challenge
Normal Flow	1. Access to the home page. 2. Click on “Ambassadors and challenges”. 3. Select “Ambassadors” 4. The system displays the list of ambassadors.
Alternative Flows:	3.a. Enter the keyword you want to search for in the “Search” box. 4.a. The system will display results that match the entered content.
Exception Flows:	N/A

### 2.1.8 Ambassador Detail

#### a, Screen description

- Show ambassador details: Ambassador, community raised amount, number of donations, fundraising campaigns, donation history
- Hiển thị list các challenges mà đại sứ đó đang thực hiện có 2 trạng thái active và expired.
- **The statement when users donate through the portal will be updated every 30 seconds in the table below (BR-1).**
- **The statement in the profile page will only display the donation content when users donate through the "Quyên góp ngay" portal (BR-6).**
-

b, Screen layout

The screenshot displays a charity crowdfunding platform interface. At the top, there is a navigation bar with links to 'Trang chủ', 'Góp lè', 'Dự án', 'Thử thách và đại sứ', 'Tin Sức mạnh 2000', and a red 'ĐĂNG NHẬP' button. Below the navigation is a large banner image of a cloudy sky at sunset.

The main content area features a placeholder profile picture for 'Ngô Văn Em'. To the right, the ambassador's name is displayed in bold black text, followed by their total contribution amount '6.974.000 VND' and the number '16' indicating the count of supporters. A small note below states: 'Tiền lè của bạn có thể góp sức xây thêm hàng nghìn điểm trường để thắp sáng ước mơ học tập nơi vùng sâu núi cao, chấm dứt tình trạng phải dạy và học trong căn nhà sập xệ, đột nát'.

A prominent orange button labeled 'QUYỀN GÓP NGAY >' is located below the ambassador's name. Below this button, there are two tabs: 'ĐANG THỰC HIỆN' (Active) and 'ĐÃ KẾT THÚC' (Completed). The 'ĐANG THỰC HIỆN' tab is selected, showing a thumbnail image of a traditional house under construction.

Below the thumbnail, the campaign details are listed:

- Thử thách xây nhà mái ấm
- Mục tiêu: 120.000.000 VND
- Hiện tại: 4.570.000 VND

Two buttons are present: 'CHIA SẺ' (Share) and 'CÒN 1 NGÀY' (1 Day Left).

At the bottom of the page, there is a section titled 'CẬP NHẬT SAO KÊ' (Update Log) containing a table with columns: Tài khoản..., Ngày, Số tiền, Nội dung CK, Dự án đích, and Tiền dư. The table shows 'No rows'.

Image 3.15 Ambassador Details

c, Screen specification

Field Name	Field Type	Description
“Quyên góp ngay”	Button	Donate to the project the ambassador is calling for
Project card	Card	- Click to view project details - The campaign history of ambassadors is only counted when the transfer content contains a valid ambassador code. <b>BR 27</b>
Share	Button	Share project on Facebook

Table 3.10 Ambassador details

d, UC Specifications

UC-9 View Ambassador Detail

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	Admin users want to view a detail of all challenge		
Preconditions:	1. That ambassador exists in the system. 2. The application is connected to the server.		
Postconditions:	The system displays a list of challenge		
Normal Flow	1. Access the list of ambassadors such as UC-8. 2. Select the ambassador you want to view. 3. The system will display the detailed information of that ambassador.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

### 2.1.9 Donation through an ambassador

#### a, Screen description

- Display a card with information for users to donate through the ambassador; the donated amount will be counted toward the total funds raised for ranking purposes on the ranking page
- **The project list in donate now card will only display the list of projects in the donation status (BR-6)**
- **The statement will be displayed every 30 seconds in the statement in the ambassador's profile page (BR-1)**
- **Donate will follow rule of BR-18**

#### b, Screen layout

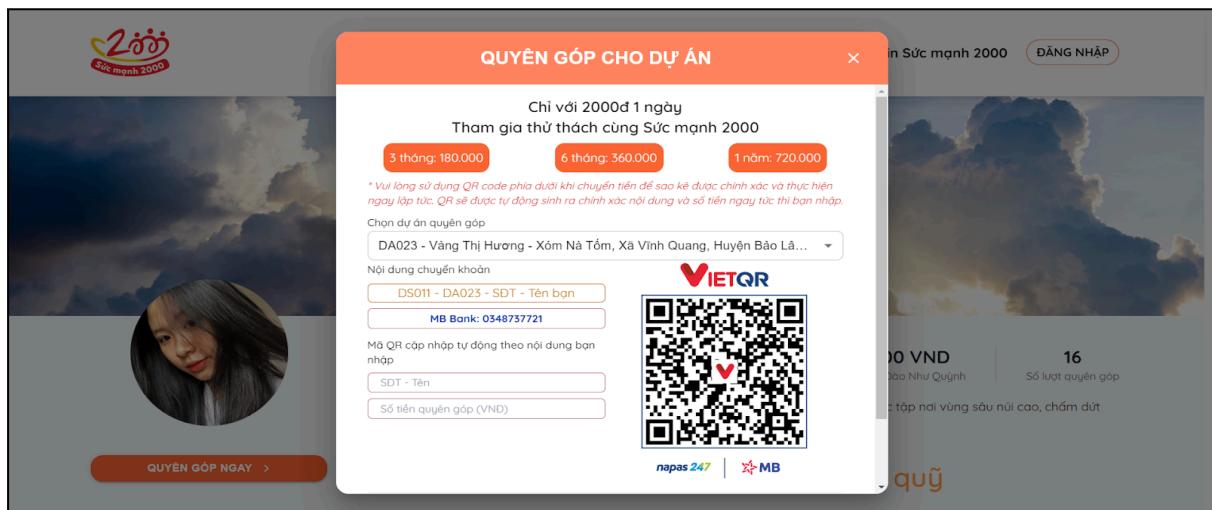


Image 3.16 Donate through ambassador

#### c, Screen specification

Field Name	Field Type	Description
Donation Card	Card	Card with donation info and list projects
Project List	Drop List	List of need donation projects
QR code	image	QR code with ambassador code has been config
Description	Text field	Transfer description
Amount	number	Amount of money

Table 3.11 Donate through ambassador

## d, UC Specifications

### UC-10 Donate Through Profile Page

Primary Actor:	Guest, Donor	Secondary Actors:	N/A
Description:	Users can make donations through the ambassadors' personal pages.		
Preconditions:	1. The application is connected to the server 2. The ambassador exists in the system.		
Postconditions:	1. The donation is processed, and the transaction is recorded in the system. 2. The donation is associated with the user's profile, and the project's donation total is updated.		
Normal Flow	1. The user accesses the profile page such as <a href="#">UC-9</a> . 2. Fill in relevant information. 3. The system will automatically generate the corresponding QR code. 4. Users open the banking app on their phone and perform a scan and transfer. 5. The system will update the statement under that personal page.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

### 2.1.10 Ranking

#### a, Screen description

- **Display the list of 10 challenges that raised the most money. (BR-7)**
- **Display the list of 10 people who raised the most donations. (BR-8)**
- **Display the list of 10 people who donated the most. (BR-9)**

## b, Screen layout

The screenshot shows a website with a header featuring a logo and navigation links: Trang chủ, Góp lè, Dự án, Thủ thách và đại sứ, Tin Sức mạnh 2000, and a user profile icon.

The main title is "Đại sứ và thử thách" (Ambassador and Challenge) with a subtitle "Trang chủ > Thủ thách".

A banner at the top says "TOP 10 ĐẠI SỨ ĐỒNG HÀNH CÙNG SỨC MẠNH 2000".

**TOP 10 ĐẠI SỨ ĐỒNG HÀNH CÙNG SỨC MẠNH 2000**

Rank	Đại sứ	Số tiền kêu gọi được	Số lượt quyên góp kêu gọi
1	N Ngõ Văn Em	6.974.000 VNĐ	16
2	T Trần Văn Bình	5.510.000 VNĐ	15
3	L Lê Văn Khải	5.472.000 VNĐ	17
4	T Trần Thị Bích	5.200.000 VNĐ	15
5	P Phạm Văn Dũng	4.760.000 VNĐ	15
6	G Giảng A Lử	4.269.000 VNĐ	20
7	N Nguyễn Thị Lan	3.880.000 VNĐ	15
8	N Ngõ Thị Lan	3.720.000 VNĐ	15
9	P Phạm Thế Vinh	3.670.000 VNĐ	15
10	H Hoàng Văn Minh	2.830.000 VNĐ	15

**CÁC THỬ THÁCH TIÊU BIỂU**

- Thử Thách Góp Lè Xây Cầu - Côn...**  
Người tạo: Trần Văn Bình  
Mục tiêu: 95.000.000 VNĐ  
Hiện tại: 2.700.000 VNĐ  
[CHIA SẺ](#) [ĐÃ KẾT THÚC](#)
- Góp Lè Xây Trường -Ươm Mầm ...**  
Người tạo: Trần Thị Bích  
Mục tiêu: 110.000.000 VNĐ  
Hiện tại: 2.490.000 VNĐ  
[CHIA SẺ](#) [CÔN 8 NGÀY](#) [ĐÃ KẾT THÚC](#)
- Cải tạo phòng học**  
Người tạo: Giảng A Lử  
Mục tiêu: 150.000.000 VNĐ  
Hiện tại: 2.290.000 VNĐ  
[CHIA SẺ](#) [ĐÃ KẾT THÚC](#)
- Thử thách góp lè xây nhà tình th...**  
Người tạo: Ngõ Thị Lan  
Mục tiêu: 12.000.000 VNĐ  
Hiện tại: 2.260.000 VNĐ  
[CHIA SẺ](#) [ĐÃ KẾT THÚC](#)

Image 3.17 Ranking

## c, Screen specification

Field Name	Field Type	Description
------------	------------	-------------

Ambassador	Button	Click ambassador name to view ambassador profile
View more	Button	Click to view more ambassadors
View more	Button	Click to view more challenges
Completed challenges	Card	View completed challenges list

Table 3.11 Ranking

#### d, UC Specifications

##### UC-11 View Ranking

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	Người dùng muốn xem ranking của những người quyên góp nhiều nhất, những người kêu gọi quyên góp nhiều nhất và những thử thách thành công nhất.		
Preconditions:	1. The application is connected to the server.		
Postconditions:	Users want to see the rankings of the top donors, the top fundraisers, and the most successful challenges.		
Normal Flow	1. Access to the home page. 2. Click on “Ambassadors and challenges”. 3. Select “Ranking” 4. The system displays the ranking of the system.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

#### 2.1.11 News List

##### a, Screen description

- Display news with latest news, updated date.

- Users can choose news category, news display style (grid or category).
- Users can search news by entering title and search box.
- **Only posts with published status will appear. BR-19**

### b, Screen layout

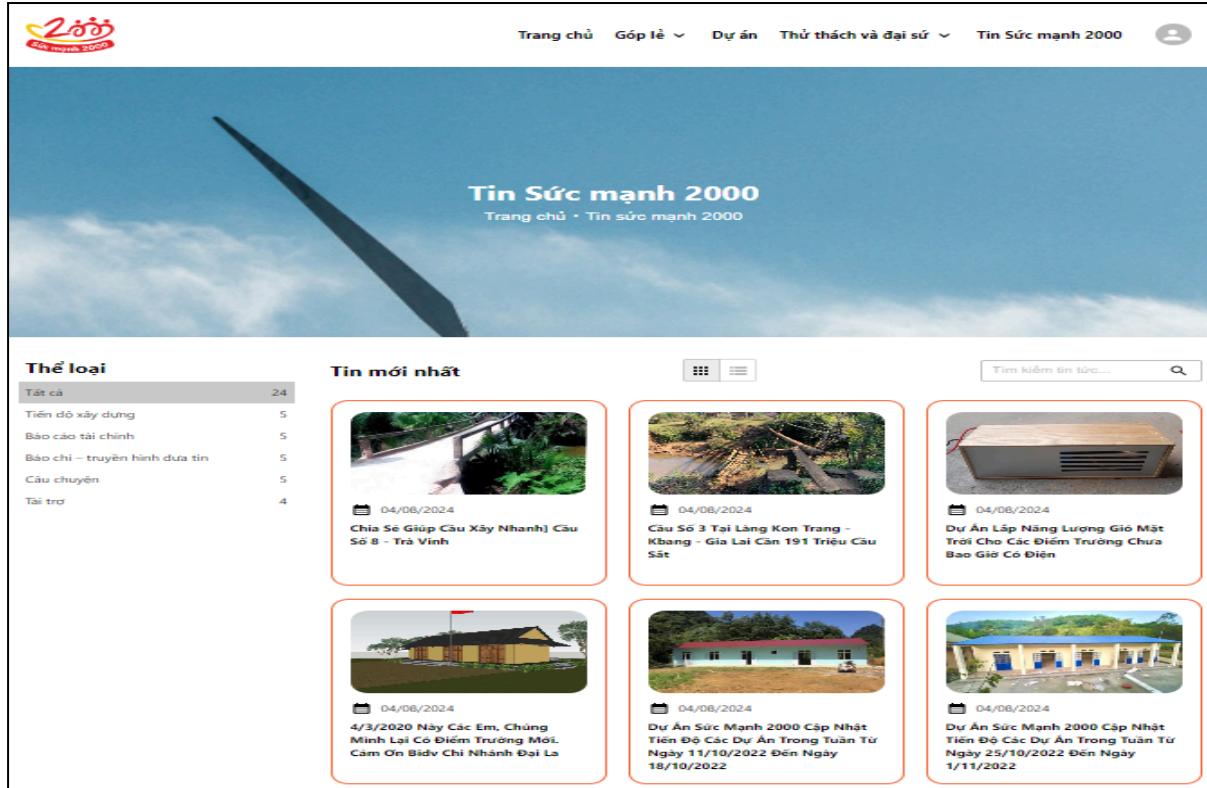


Image 3.18 News List

### c, Screen specification

Field Name	Field Type	Description
Display type	Button	Choose to display news in grid or list style
Search	Text	Search title of news to view post
Category	List	Select the news category you want to see
Pagination	Button	Show older news

Table 3.12 News list

#### d, UC Specifications

##### UC-12 View Public News List

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	Người dùng có thể xem được danh sách các tin tức.		
Preconditions:	1. There is at least one news item in the system. 2. The application is connected to the server.		
Postconditions:	The system displays a list of challenge		
Normal Flow	1. The user accesses the homepage. 2. Click on the “News” section. 3. The system displays a list of news.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

#### 2.1.12 News Details

##### a, Screen description

- Show post details: author name, creation date, content
- Only posts with published status will appear.
- Related posts will be displayed according to the category that the user selects in the category section

### b, Screen layout

Image 3.19 News Details

### c, Screen specification

Field Name	Field Type	Description
Category	Button	Select the news category you want to see
Related	Button	Shows suggested articles you might want to see

Table 3.13 News details

### d, UC Specifications

UC-13 View Public News Detail

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	The user wants to view the details of the news.		

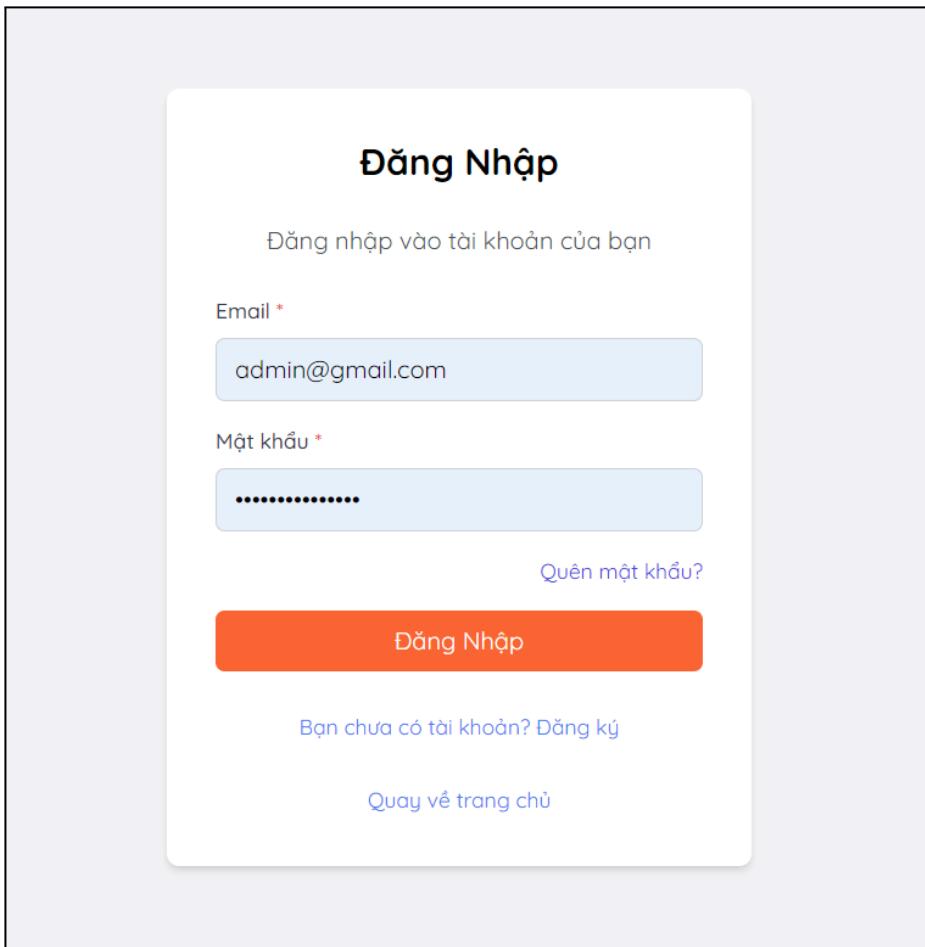
Preconditions:	<ol style="list-style-type: none"> <li>1. The news exists in the system.</li> <li>2. The application is connected to the server.</li> </ol>
Postconditions:	The system displays the news details.
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the news list page similar to <a href="#">UC-12</a>.</li> <li>2. Select the news to view.</li> <li>3. The system displays the news details.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	N/A

### 2.1.13 User Login

#### a, Screen description

- This screen allows donors to be authenticated to the system screens/functionalities.
- Fields marked with \* are mandatory. **BR-11**
- **BR-21: The “Email” field must be 1 - 50 characters.**
- **BR-30: The “Email” field must follow the format abc@xyz.com.**
- **BR-31: The “Mật khẩu” field must contain from 8 to 15 characters.**

**b, Screen layout**



*Image 3.20 User Login*

**c, Screen specification**

Field Name	Field Type	Description
Email: required	Text	Email to register an account and receive information
Password: required	Text	Password to log in to the website must be 8 - 15 characters, have at least one letter and one number
Forgot password	Button	Click on the forgot login password, you will enter your email, and a new password will be sent to your email.
Log in	Button	Click when you have filled in all the login information: email and password in correct format , If the account is correct, the system redirects users to the corresponding homepage
Register	Button	Click if you do not have an account to log in to the website
Back to homepage	Button	Click when you want to return to the home page

*Table 3.14 User login*

**d, UC Specifications**

UC-14 Login

Primary Actor:	Admin, Project Manager, Social Staff, Donor	Secondary Actors:	N/A
Description:	This use case describes the process of user authentication when an user attempts to log in to the system. The outcome is either a successful login or a rejection due to incorrect credentials		
Preconditions:	1. The system is operational 2. User's account information is store in the system		
Postconditions:	1. User is signed into GPM system successfully 2. If authentication fail, the system display error message		

Normal Flow	<ol style="list-style-type: none"> <li>1. User goes to Login page</li> <li>2. User enter “Email” and “Mật khẩu”</li> <li>3. User click “Đăng nhập” button</li> <li>4. System allows user to access to GPM system</li> </ol>
Alternative Flows:	N/A
Exception Flows:	<ol style="list-style-type: none"> <li>2a. The user entered the wrong account or password.</li> <li>3a. User click “Đăng nhập” button</li> <li>4a. The system displays the corresponding notification.</li> </ol>

#### **2.1.14 Register**

##### **a, Screen description**

- This screen allows the user to be registered with the system screens/functions.
- **Fields marked with \* are mandatory. BR-11**
- **Each email can only be registered for one account in the system. BR-12**
- **An OTP will be sent via the registered email. BR-13**
- **The OTP will be 6 characters long. BR-14**
- **The OTP is valid for 3 minutes. BR-15**
- **The password will be encrypted before being stored in the system. BR-16**
- **If the correct OTP is not entered, the account will not be saved in the system. BR-17**

**b, Screen layout**

The screenshot shows a registration form titled "ĐĂNG KÝ". It contains four input fields: "Họ và tên" (Full name), "E-mail", "Mật khẩu" (Password), and "Xác nhận mật khẩu" (Confirm password). Below these fields is a large yellow "ĐĂNG KÝ" button. At the bottom right of the form, there is a blue link that says "Bạn đã có tài khoản? Quay lại đăng nhập" (Already have an account? Go back to login).

*Image 3.21 Register*

**c, Screen specification**

Field Name	Field Type	Description
Full name: required	Text	Full name of donor , Full names must be 1 - 100 characters and do not contain special characters,
Email: required	Text	Enter email to log into the system, email must be in correct format, 1-50 characters and not appear in the system,
Password: required	Text	Password to log in to the website must be 8 characters or more, have at least one letter and one number
Confirm password : required	Text	Confirm password one more time, The "Nhập lại mật khẩu" input must match the "Mật khẩu" input,
Register	Button	After entering all fields with the correct format . click to sign up. When registering or changing a password, the user must enter the password twice.

Sign in	Button	If you had account , back to log in screen
---------	--------	--

Table 3.14 Register

#### d, UC Specifications

##### UC-15 Register

Primary Actor:	Guest, Donor	Secondary Actors:	N/A
Description:	This use case describes the process of registering a new account in the GPM system. It allows users to create a new account by providing their email, verifying their identity through an OTP sent to the email.		
Preconditions:	User has not registered an account.		
Postconditions:	User account is successfully registered, and they can login with their new account.		
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the login page similar to <a href="#">UC-14</a> and click “Bạn chưa có tài khoản? Đăng ký”.</li> <li>2. The system will display a Register page.</li> <li>3. The user enters the registration fields.</li> <li>4. The system displays the verification code input box and sends the verification code to the registered email.</li> <li>5. The user .</li> <li>6. The system confirms the code and the user has returned to the login page and the system displays the message successfully.</li> <li>7. User is returned to the Login page.</li> </ol>		
Alternative Flows:	4a. If the user does not receive the otp code via email. 4a.1. The user presses the "Gửi lại OTP" button to receive a new code. Usecase continues to step 5.		
Exception Flows:	3a.If the user enters the registered email address or the password field is not the same, the system will send an error message.		

### 2.1.15 Forgot password

#### a, Screen description

- In case the user forgets the password, the user can retrieve the password by filling in the registered account information.
- **The new password will be auto-generated with a length ranging from 8 to 15 characters.**
- **The password will be sent via email.**

#### b, Screen layout

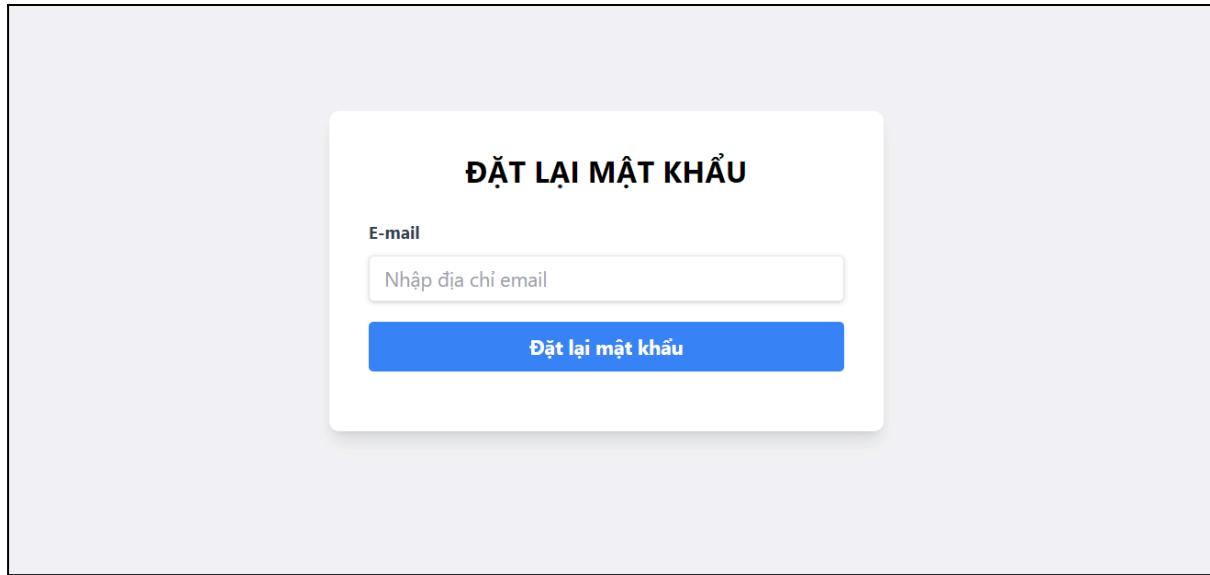


Image 3.22 Password Reset

#### c, Screen specification

Field Name	Field Type	Description
Email: required	Text	Enter email which you signed up
“Đặt lại mật khẩu”	Button	Click when you enter an email to receive a new password . The reset password will be generated randomly and sent to the user's email. <b>BR 20</b>

Table 3.16 Password reset

#### d, UC Specifications

##### UC-16 Forgot Password

Primary Actor:	Admin, Project Manager, Social Staff, Donor, Guest	Secondary Actors:	N/A
Description:	It allows the User to initiate the password reset process if they have forgotten their password.		
Preconditions:	The email already exists in the system.		
Postconditions:	The account password is successfully reset.		
Normal Flow	<ol style="list-style-type: none"><li>1. The user accesses the login page similar to <a href="#">UC-12</a>.</li><li>2. Enter your email.</li><li>3. The system will send a new password via email.</li><li>4. Return to the login page and continue logging in with the provided email.</li></ol>		
Alternative Flows:	N/A		
Exception Flows:	N/A		

#### 2.2 Profile Page Feature

##### 2.2.1 User Own Profile Page

###### a, Screen description

- Show create challenge function, donate now
- Show ongoing challenge
- Show donation history

### b, Screen layout

**Nguyễn Hoàng Hiếu** **2.040.000 VND** Cộng đồng của Nguyễn Hoàng Hiếu **15** Số lượt quyên góp

TẠO THỦ THÁCH > QUYÊN GÓP NGAY >

ĐANG THỰC HIỆN ĐÃ KẾT THÚC

Tài khoản...	Ngày	Số tiền	Nội dung CK	Dự án đích	Tiền dư
0348737721	07/08/2024 15:32:...	110.000	TT014 - DA026	DA026-Diểm Trường Văn...	
0348737721	07/08/2024 10:32:...	130.000	TT014 - DA026	DA026-Diểm Trường Văn...	
0348737721	07/08/2024 03:13:...	160.000	TT014 - DA026	DA026-Diểm Trường Văn...	
0348737721	06/08/2024 22:12:...	140.000	TT014 - DA026	DA026-Diểm Trường Văn...	
0348737721	06/08/2024 20:12:...	130.000	TT014 - DA026	DA026-Diểm Trường Văn...	

Image 3.23 User Profile

### c, Screen specification

Field Name	Field Type	Description
------------	------------	-------------

Report 7 (Final Project Report)

Create challenge	Button	Only donors can create challenge
Donate now	Button	Donate project now
Companion campaign	List	Fundraising campaign
Progressing	Grid	Show projects status “cần góp力量”
Completed	Grid	Show projects status “đã hoàn thành”
Donation history	List	View donation history

Table 3.17 User profile

#### d, UC Specifications

##### UC-17 View Own Profile Page

Primary Actor:	Donor	Secondary Actors:	N/A
Description:	User can view his/her personal page.		
Preconditions:	1. User must log in with permission to view his/her personal page.		
Postconditions:	The account password is successfully reset.		
Normal Flow	1. User logs into the system using UC-12 2. User clicks the avatar on the navbar and selects “Personal page”. 3. The system will display the user’s personal page.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

#### 2.2.2 New Challenge

##### a, Screen description

- Allow donors to create challenges with basic information: Challenge name, end date, desired amount, project they want to support, cover photo

- Only donor accounts are allowed to create challenges. (BR-32)
- The challenge name cannot be empty. (BR-33)
- The challenge name must be between 1 and 255 characters in length. (BR-34)
- The end date must be after the current date. (BR-35)
- At least one project must be selected to accompany.(BR-36)

**b, Screen layout**

The screenshot shows a modal window titled "Tạo thử thách mới". The interface is in Vietnamese. Key elements include:

- Tên thử thách:** Input field for challenge name.
- Số tiền mong muốn đạt được:** Input field for target amount, with a dropdown menu showing "VND".
- Ngày kết thúc:** Input field for end date, with a placeholder "dd/mm/yyyy" and a calendar icon.
- Nội dung thử thách:** Large text area for challenge content.
- Lựa chọn dự án để đồng hành:** Section for selecting projects. It includes a checkbox for "Chọn tất cả" and a list of specific locations:
  - Chọn tất cả
  - Góp lè xây nhà
    - Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Nâm Sập - Xã Nâm Pì - Huyện Nậm Nhùn - Tỉnh Lai Châu
    - Nhà Hạnh Phúc 168 - Y Bích - thôn Kon Pao Kơ La - Xã Đăk Pxi - Huyện Đăk Hà - Tỉnh Kon Tum
    - Sùng Thị Kia - Xóm Phia Cò, Xã Nam Cao, Huyện Bảo Lâm, Tỉnh Cao Bằng
    - Sùng A Hải - Xóm Én Cỗ Xã Vĩnh Phonsa Huyện Rào Lâm- Cao Bằng
- TẢI ẢNH BÀI THỬ THÁCH:** Button for uploading challenge images, accompanied by three placeholder image icons.
- TẠO THỬ THÁCH:** Large orange "CREATE CHALLENGE" button at the bottom right.

Image 3.24 New Challenge

**c, Screen specification**

Field Name	Field Type	Description
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Report 7 (Final Project Report)

Create challenge board	Board	Challenge name, end date, desired amount, project they want to support, cover photo
Name : required	Text	Name of challenge
Amount: required	Numeric	Desired amount to achieve
End date	Date field	End date of challenge
Content	Text	Content of challenge
Project	Choose	Project they want to support
Photo	File (jpg,png)	Cover photo of challenge

Table 3.18 New challenge

#### d, UC Specifications

##### UC-18 Create New Challenge

Primary Actor:	Donor	Secondary Actors:	N/A
Description:	Users can create challenges to call for donations to the projects of “Strong 2000”.		
Preconditions:	1. The user is logged into their account. 2. The logged in account has the right to create a new challenge. 3. The application is connected to the server.		
Postconditions:	1. The new challenge is saved to the system.		
Normal Flow	1. The user accesses the personal page similar to UC-17. 2. Click on the “Create challenge” button. 3. The system displays the form to create the challenge. 4. The user fills in the challenge information in the form. 5. The user clicks the “Create challenge” button.		

	6. The system notifies that the challenge has been created successfully.
Alternative Flows:	<p>5a. Click on the blank space outside the form.</p> <p>6a. The system cancels the new challenge creation and returns to the personal page.</p>
Exception Flows:	6a. If the user enters the wrong data format, the system will report the corresponding error.

### 2.2.3 Update Challenge

#### a, Screen description

- Only challenges that have not yet expired can be updated. (BR-37)
- Only the “Tên thử thách”, “Số tiền mong muốn đạt được”, “Ngày hết hạn”, “Nội dung thử thách”, and “Banner” can be updated. (BR-38)
- Only the challenge created by the user themselves can be updated. (BR-39)

#### b, Screen layout

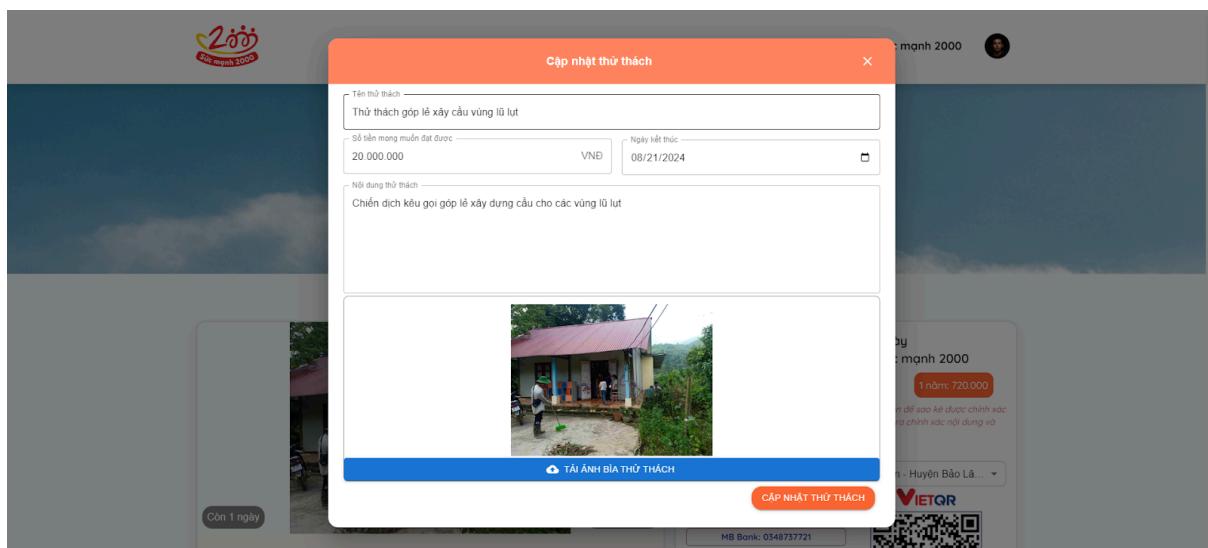


Image 3.25 UpdateChallenge

#### c, Screen specification

Field Name	Field Type	Description
Update challenge dialog	Dialog	Challenge name, end date, desired amount, they want to support, cover photo

Name : required	Text	Name of challenge
Amount: required	Numeric	Desired amount to achieve
End date	Date field	End date of challenge
Content	Text	Content of challenge
Photo	File (jpg,png)	Cover photo of challenge

Table 3.19 New challenge

#### d, UC Specifications

##### UC-19 Update Challenge

Primary Actor:	Donor	Secondary Actors:	N/A
Description:	Users can update the information of the challenges they create.		
Preconditions:	1. The user logs in with the account that created the challenge. 2. The challenge exists in the system. 3. The application is connected to the server.		
Postconditions:	1. The challenge information is updated to the system.		
Normal Flow	1. The user accesses the challenge details similar to UC-6. 2. Click on “Update information for challenge”. 3. The system displays the form to update the challenge. 4. The user fills in the new information of the challenge in the form. 5. The user clicks the “Update challenge” button. 6. The system notifies that the challenge has been updated.		
Alternative Flows:	5.a. Click on the blank space outside the form. 6.a. The system cancels the challenge update and returns to the personal page.		

Exception Flows:	6.a. If the user enters the wrong data format, the system will report the corresponding error.
------------------	--

## 2.3 User Profile Feature (Role Donor)

### 2.3.1 View Profile

#### a, Screen description

- Display donor's personal information including: email, full name, phone number, address, gender, date of birth
- Display functions such as: edit information, change password, change avatar

#### b, Screen layout

The screenshot shows a web-based application interface for editing a user profile. At the top, there is a navigation bar with links: Trang chủ, Góp lè, Dự án, Thủ thách và đại sứ, Tin Sức mạnh 2000, and a user icon. The main content area is titled 'THÔNG TIN CÁ NHÂN'. It features a placeholder for a profile picture with a 'CHỌN ẢNH' button. Below the placeholder, there are input fields for 'Email' (cuonglv0709@gmail.com), 'Họ và Tên' (Le Van Cuong), 'Số điện thoại', 'Địa chỉ', 'Giới tính' (with radio buttons for Nam and Nữ selected), and 'Ngày sinh' (dd/mm/yyyy). At the bottom of the form are two buttons: 'CẬP THÔNG TIN' and 'ĐỔI MẬT KHẨU'.

Image 3.26 Edit Profile

#### c, Screen specification

Field Name	Field Type	Description
Email	Text	Email of donor
Full name : required	Text	Full name of donor. Full names must be 1 - 100 characters and do not contain special characters. <b>BR 07</b>
Phone number	Numeric	Phone number of donor. The email address must be unique for each user.

		<b>BR 09</b>
Address	Text	Address of donor
DOB	Date field	-DOB of donor, The date of birth must be before the current time. <b>BR 16</b> - The field should only accept a valid date in the specified format (DD/MM/YYYY) <b>BR 17</b>
Gender	Choose	Male or female
Edit profile	Button	Edit profile of donor
Change avatar	Button	Click to change avatar
Change password	Button	Change password of account

*Table 3.20 Edit profile*

#### d, UC Specifications

##### UC-20 View Profile

Primary Actor:	Donor	Secondary Actors:	N/A
Description:	Users want to view their profile information within the system.		
Preconditions:	1. Users have logged into the system. 2. The application is connected to the server.		
Postconditions:	The user's profile information is retrieved from the system and displayed on the application.		
Normal Flow	1. User logs into the system similar to UC-14. 2. Click on avatar and select "Edit account" 3. The system will display the user's personal information.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

### 2.3.2 Edit Profile

#### a, Screen description

- Display donor's personal information including: email, full name, phone number, address, gender, date of birth
- Display functions such as: edit information, change password, change avatar
- Only “Họ và tên”, “Số điện thoại”, “Địa chỉ”, “Giới tính”, and “Ngày sinh” can be edited. (BR-40)
- The phone number must be 10 characters long. (BR-25)
- The address can have a maximum length of 255 characters. (BR-28)
- The date of birth must be a date before the current date.. (BR-29)

#### b, Screen layout

The screenshot shows a web-based profile editing interface. At the top, there is a logo for 'Zoo' and navigation links: Trang chủ, Góp lè, Dự án, Thủ thách và đại sứ, Tin Sức mạnh 2000, and a user icon. The main section is titled 'THÔNG TIN CÁ NHÂN'. It includes a placeholder for a profile picture with a 'CHỌN ẢNH' button. Below it, there are input fields for 'Email' (cuonglv0709@gmail.com), 'Họ và Tên' (Le Van Cuong), 'Số điện thoại', 'Địa chỉ', 'Giới tính' (radio buttons for Nam and Nữ selected for Nam), and 'Ngày sinh' (dd/mm/yyyy). At the bottom are two buttons: 'SỬA THÔNG TIN' (in red) and 'ĐỔI MẬT KHẨU'.

Image 3.27 Edit Profile

#### c, Screen specification

Field Name	Field Type	Description
Email	Text	Email of donor
Full name : required	Text	Full name of donor. Full names must be 1 - 100 characters and do not contain special characters.
Phone number	Numeric	Phone number of donor. The email address must be unique for each user.

Address	Text	Address of donor
DOB	Date field	-DOB of donor, The date of birth must be before the current time. - The field should only accept a valid date in the specified format (DD/MM/YYYY)
Gender	Choose	Male or female
Edit profile	Button	Edit profile of donor
Change avatar	Button	Click to change avatar
Change password	Button	Change password of account

Table 3.21 Edit profile

#### d, UC Specifications

##### UC-21 Edit Profile

Primary Actor:	Donor	Secondary Actors:	N/A
Description:	Users want to view their profile information within the system.		
Preconditions:	1. Users have logged into the system. 2. The application is connected to the server.		
Postconditions:	The user's profile information is retrieved from the system and displayed on the application.		
Normal Flow	1. Users log into the system similar to UC-20. 2. Click "Edit information". 3. The system displays the profile update form. 4. Users change profile information. 5. User clicks the "Edit" button. 6. The system will display a notification that the user's personal information has been successfully updated.		
Alternative Flows:	5.a. User clicks the "Cancel" button		

	6.a. The system will cancel the personal information change operation.
Exception Flows:	N/A

### 2.3.3 Change Password

#### a, Screen description

- Change password screen
- The “Mật khẩu” field must contain from 8 to 15 characters. **BR-31**

#### b, Screen layout

Image 3.28 Change Password

#### c, Screen specification

Field Name	Field Type	Description
Old password	Text field	Old password
New password	Text field	New password
Confirm password	Text field	Confirm password
Cancel button	button	
Submit button	button	

Table 3.22 Edit profile

#### d, UC Specifications

##### UC-22 Change Password

Primary Actor:	Admin, Project Manager, Social Staff, Donor	Secondary Actors:	N/A
Description:	Users want to view their profile information within the system.		
Preconditions:	1. Users have logged into the system. 2. The application is connected to the server.		
Postconditions:	The user's profile information is retrieved from the system and displayed on the application.		
Normal Flow	The user logs into the system similarly to UC-20. Clicks “Đổi mật khẩu”. The system displays the form “đổi mật khẩu”. The user updates their profile information. The user clicks the “Sửa” button. The system will display a message indicating that the user's personal information has been successfully updated.		
Alternative Flows:	5.a. The user clicks the “Hủy” button. 6.a. The system will cancel the operation of updating personal information.		
Exception Flows:	N/A		

#### 2.3.4 View History Donation

##### a, Screen description

The user clicks on the donation history on the profile on the top right and will display that user's donation history

**b, Screen layout**

The screenshot shows a user profile page for 'Đào Như Quỳnh'. At the top, there's a navigation bar with links: Trang chủ, Góp lè, Dự án, Thủ thách và đại sứ, Tin Sức mạnh 2000, and a user icon. A dropdown menu is open for the user icon, showing options: Trang cá nhân, Lịch sử quyên góp (highlighted with a red box), Chính sửa tài khoản, and Đăng xuất. The main content area displays a large profile picture placeholder and the name 'Đào Như Quỳnh' with a '0 VND' balance. Below this is a brief description: 'Tiền lè của bạn có thể góp sức xây thêm hàng nghìn điểm trường để thắp sáng ước mơ học tập nơi vùng sâu núi cao, chấm dứt tình trạng phải dậy và học trong căn nhà sập xê, đột nát'. A section titled 'LỊCH SỬ QUYÊN GÓP' follows, containing a table with columns: Tài khoản..., Ngày, Số tiền, Nội dung CK, Dự án đích, Tiền dư được chu..., and Ghi chú. The table shows 'No rows' and includes a search bar at the top. At the bottom right of the table, there are pagination controls: Rows per page: 5, 0–0 of 0, and navigation arrows.

*Image 3.29 Donation history*

**c, Screen specification**

Field Name	Field Type	Description
Donation table	table	has columns: account, date, amount, description, project, transferred project

*Table 3.23 Donation history*

**d, UC Specifications**

**UC-23 View History Donation**

Primary Actor:	Donor	Secondary Actors:	N/A
Description:	Users can view their donation history.		
Preconditions:	<ol style="list-style-type: none"><li>1. Users have logged into the system.</li><li>2. The application is connected to the server.</li></ol>		
Postconditions:	The system displays the user's donation history.		

Normal Flow	<ol style="list-style-type: none"> <li>The user logs into the system similarly to UC-14.</li> <li>Clicks the avatar and selects “Lịch sử quyên góp”.</li> <li>The system will display the user's donation history.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	N/A

## 2.4 Dashboard Feature

### 2.4.1 View Dashboard

#### a, Screen description

- Display admin management functions: project management, campaign management, account management, user management, news management, donation list
- Display figures on donation amount, sponsorship amount

#### b, Screen layout

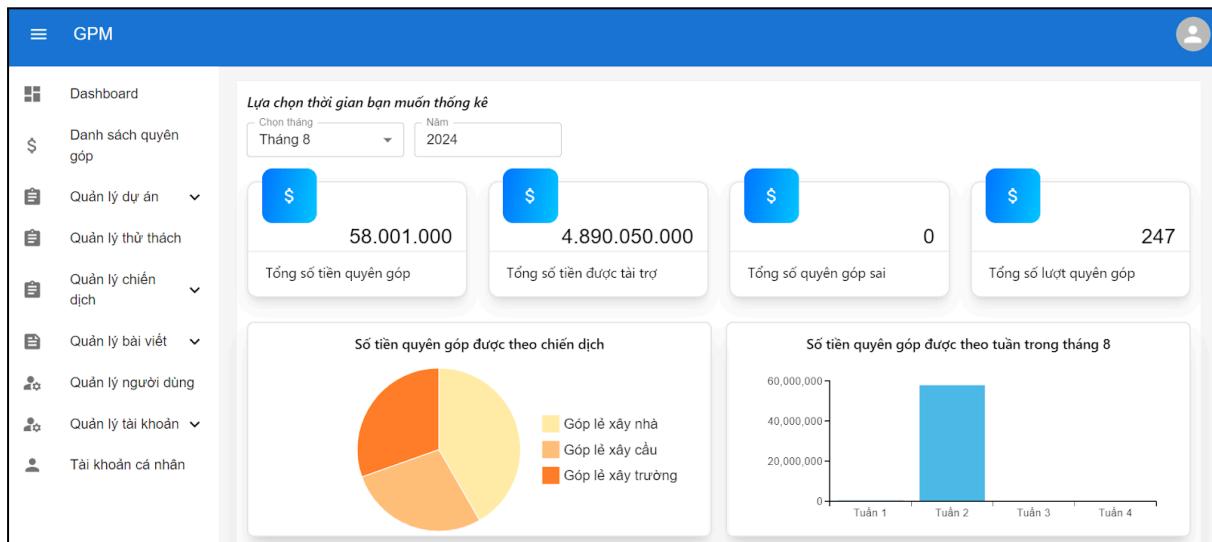


Image 3.20 Admin Dashboard

#### c, Screen specification

Field Name	Field Type	Description
Choose month	Droplist	Select the month you want statistics for
Choose year	Number field	Enter the year you want statistics for
Dashboard	Button	View admin dashboard
Donation list	Button	View donation list

Project management	Button	View project management screen
Campaign management	Button	View campaign management screen
Challenge management	Button	View challenge management screen
News management	Button	View news management screen
User management	Button	View user management screen
Account management	Button	View account management screen
Admin profile	Button	Admin profile screen

Table 3.24 Admin dashboard

#### d, UC Specifications

##### UC-24 View Dashboard

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users with management privileges can view the system's report page.		
Preconditions:	1. The user logs into the system with an account that has permission to view the dashboard. 2. The application is connected to the server.		
Postconditions:	The system displays the system's statistical report.		
Normal Flow	1. The user logs into the system similarly to UC-14 with a staff account. 2. The system will display the dashboard page.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

## 2.5 Staff Account management

### 2.5.1 Account List

#### a, Screen description

- This is the account management screen
- Allows Admin and Manager roles to access and manage the status of the account.
- Users can filter news by items such as email , status , role.
- Admin role will be allowed to edit all accounts.
- Admin can create new management account
- **Only admins have the right to view the staff account list. (BR-41)**

#### b, Screen layout

STT	Email	Họ và tên	Vai trò	DOB	Trạng thái	Actions
1	emily.williams@gmail.com	Phạm Văn Yên	Social Staff	1988-02-28	Hoạt động	<button>CHI TIẾT</button>
2	michael.johnson@gmail.com	Lê Thị Vân	Project Manager	1992-07-15	Hoạt động	<button>CHI TIẾT</button>
3	jane.smith@gmail.com	Trần Văn Sơn	Social Staff	1985-11-05	Hoạt động	<button>CHI TIẾT</button>
4	robert.wilson@gmail.com	Đoàn Thị Minh	Social Staff	2001-12-12	Hoạt động	<button>CHI TIẾT</button>
5	emily.davis@gmail.com	Tô Văn Lâm	Project Manager	2000-11-11	Hoạt động	<button>CHI TIẾT</button>
6	michael.smith@gmail.com	Phan Thị Hiền	Social Staff	1997-08-08	Hoạt động	<button>CHI TIẾT</button>
7	jane.doe@gmail.com	Đặng Văn Giang	Project Manager	1996-07-07	Hoạt động	<button>CHI TIẾT</button>
8	socialstaff@gmail.com	Lê Thị Diễm My	Social Staff	1993-04-04	Hoạt động	<button>CHI TIẾT</button>
9	projectmanager@gmail.com	Phạm Văn Cường	Project Manager	1992-03-03	Hoạt động	<button>CHI TIẾT</button>
10	admin@gmail.com	Trần Thị Bích Ngọc	Admin	1991-02-02	Hoạt động	<button>CHI TIẾT</button>

Image 3.31 Account List

#### c, Screen specification

Field Name	Field Type	Description
Account Table	Table	List account, Columns: Email, full name, role,DOB,status, action..
Email	Text	Filter by email
Status	DropList	Filter by status
Role	DropList	Filter by role
Create new account	Button	Create new account management

Detail button	Button	Navigate to Detail account
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Table 3.27 Account list

#### d, UC Specifications

##### UC-25 View Staff Account List

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Admin users want to view a list of all staff accounts.		
Preconditions:	1. Admin users have logged into the system. 2. There are user accounts available in the system. 3. The application is connected to the server..		
Postconditions:	The list of all staff accounts is displayed to the admin user.		
Normal Flow	1. Admin users navigate to the management page. 2. Click on “Danh sách tài khoản”. 3. The system displays a list of accounts.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

#### 2.5.2 Create Account

##### a, Screen description

- Display account details: email, full name, phone number, date of birth, address, role.
- **Only admin can create account staff (BR-42)**

### b, Screen layout

The screenshot shows the 'Create Account' form within the GPM application. The left sidebar has a tree structure with nodes like 'Dashboard', 'Danh sách quyền góp', 'Quản lý dự án', etc. The main content area is titled 'Tạo tài khoản'. It contains several input fields: 'Email' (group28gpm@gmail.com), 'Mật khẩu' (redacted), 'Họ và tên\*' (redacted), 'Vai trò\*' (redacted), 'Ngày sinh' (dd/mm/yyyy), 'Giới tính' (Chọn giới tính), 'Địa chỉ' (redacted), and 'Số điện thoại' (redacted). At the bottom are two buttons: a blue 'TAO TÀI KHOẢN' button and a grey 'HỦY' button.

Image 3.32 Create Account

### c, Screen specification

Field Name	Field Type	Description
Email : required	Text field	Email of account
Full name : required	Text field	Full name of account
Phone number : optional	Number	Phone number of account
Address: optional	Text field	Address of account
Role: required	Droplist	Role of account
Gender: optional	Droplist	Gender of account
DOB: optional	Date field	-DOB of account, The date of birth must be before the current time. - The field should only accept a valid date in the specified format (DD/MM/YYYY)
Create button	Button	Allow admin to create new account
Cancel button	Button	Redirect to view list account screen

Table 3.26 Create account

### d, UC Specifications

UC-26 Create Staff Account

Primary Actor:	Admin	Secondary Actors:	N/A
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Description:	Admin users want to create a new user account
Preconditions:	1. Admin users have logged into the system. 2. The application is connected to the server.
Postconditions:	A new user account is created and stored in the system.
Normal Flow	1. Admin user accesses the account list page <a href="#">UC-25</a> . 2. Admin users click on the "Tài khoản mới" button. 3. Admin users fill in the required details for the new account (e.g., Họ và tên, email, Vai trò, Mật khẩu..). 4. Admin users click on the "Tạo tài khoản" button. 5. The system displays a message of successful creation and returns to the account list page.
Alternative Flows:	1a. Admin user accesses the management page. 2a. Admin users click on the "Tạo tài khoản nhân viên" button on sidebar. 3a. Admin users fill in the required details for the new account (e.g., Họ và tên, email, Vai trò, Mật khẩu..). 4a. Admin users click on the "Tạo tài khoản" button. 5a. The system displays a message of successful creation and returns to the account list page.
Exception Flows:	3a. If you enter incorrect information and press the "Tạo tài khoản" button. 4a. The system will display the corresponding error message.

### 2.5.3 Update Staff Account

#### a, Screen description

- Display account details: email, full name, phone number, date of birth, address, role.
- Only admin can update account management
- **Only the admin has the right to update a staff account. BR-43**
- **Only the role and status of the account can be updated. BR-44**

### b, Screen layout

Image 3.33 Update Account

### c, Screen specification

Field Name	Field Type	Description
Email : required	Text field	Email of account
Full name : required	Text field	Full name of account
Phone number : optional	Number	Phone number of account
Address: optional	Text field	Address of account
Role: required	Droplist	Role of account
Gender: optional	Droplist	Gender of account
DOB: optional	Date field	-DOB of account, The date of birth must be before the current time. - The field should only accept a valid date in the specified format (DD/MM/YYYY)
Create button	Button	Allow admin to create new account
Cancel button	Button	Redirect to view list account screen

Table 3.27 Update Account

### d, UC Specifications

#### UC-27 Update Staff Account

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Admin users want to create a new user account		

Preconditions:	1. Admin users have logged into the system. 2. The application is connected to the server.
Postconditions:	A new user account is created and stored in the system.
Normal Flow	1. Admin user accesses the account list page <a href="#">UC-25</a> . 2. Click the “Chi tiết” button next to the account you want to update. 3. The system will display a form to update the information. 4. The user updates the account information. 5. Click the “Cập nhật” button. 6. The system displays a notification.
Alternative Flows:	5.a. The user clicks the “Hủy” button. 6.a. The system cancels the update operation and returns to the account list page.
Exception Flows:	N/A

## 2.6 Campaign Management

### 2.6.1 Campaign List

#### a, Screen Description

- This is the campaign management screen
- Users can filter campaigns by items such as titles.

### b, Screen layout

STT	Tên Chiến Dịch	Mô Tả	Ngày Tạo	Ngày Cập Nhật	Hành động
1	Góp lè xây trường	Tiền lè của bạn có thể góp sức xây thêm hàng nghìn điểm trường đ...	01/07/2024	10/08/2024	<button>CHI TIẾT</button>
2	Góp lè xây cầu	Tiền lè của bạn có thể góp sức xây hàng trăm nghìn cây cầu, hiện t...	20/06/2024	10/08/2024	<button>CHI TIẾT</button>
3	Góp lè xây nhà	Tiền lè của bạn có thể góp sức xây thêm hàng nghìn căn nhà hành ...	15/06/2024	10/08/2024	<button>CHI TIẾT</button>

Image 3.34 Campaign List

### c, Screen Specification

Field Name	Field Type	Description
Create campaign	Button	Navigate to create campaign page
Campaign table	Table	Column: Id, Title, Description, Created At, Updated At, Action
Search	Search	Enter keywords to search for campaigns
Detail	Button	Navigate to detail campaign page

Table 3.28 Campaign list

### d, UC Specifications

#### UC-28 View Campaign List

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to view a list of all campaigns.		

Preconditions:	1. Users have logged into the system. 2. There is at least one active campaign in the system.
Postconditions:	The list of all campaigns is displayed to the user.
Normal Flow	1. Users access the dashboard page <a href="#">UC-24</a> . 2. User clicks on "Quản lý chiến dịch". 3. The system displays a list of campaigns.
Alternative Flows:	N/A
Exception Flows:	N/A

## 2.6.2 Update Campaign Details

### a, Description

- Screen display campaign detail
- Display campaign information: Title, Description and thumbnail
- Button “Lưu” will show only when the user is Admin
- **Only Admin can update campaign BR-45**

### b, Screen layout

The screenshot shows the 'Chi tiết chiến dịch' (Campaign Detail) screen. The left sidebar has a navigation menu with items like 'Dashboard', 'Danh sách quyền góp', 'Quản lý dự án', 'Quản lý thử thách', 'Quản lý chiến dịch', 'Chiến dịch', 'Tạo chiến dịch', 'Quản lý bài viết', 'Quản lý người dùng', 'Quản lý tài khoản', and 'Tài khoản cá nhân'. The main content area has a breadcrumb path: 'Dashboard > Quản lý chiến dịch > Chi tiết chiến dịch'. The title is 'Chi tiết chiến dịch'. Below it is a form with fields: 'Tên chiến dịch' (input field), 'Góp lè xây trường' (input field), 'Nội dung' (text area with placeholder text about contributing to building schools), and 'Ảnh bìa chiến dịch:' (image placeholder with 'No image' text). At the bottom are 'THOÁT' and 'CẤP NHẬT' buttons.

Image 3.35 Campaign Details

### c, Screen specifications

Field Name	Field Type	Description

Title	Text box	Title of campaign,
Description	Text box	Description of campaign
Image	Image	Upload campaign image,
Update	Button	Update button, Navigate Campaign list when update successfully
Cancel	Button	Back to campaign list

Table 3.29 Campaign detail

#### d, UC Specifications

##### UC-29 View Campaign Detail

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to view detailed information about a specific campaign		
Preconditions:	1. Users have logged into the system 2. There is at least one campaign in the system. 3. The application is connected to the server.		
Postconditions:	Detailed information about the selected campaign is displayed to the user		
Normal Flow	1. Users access the dashboard page <a href="#">UC-24</a> . 2. User clicks on "Quản lý chiến dịch". 3. User clicks on "Chi tiết". 4. The system displays a list of detailed campaigns.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

### UC-30 Update Campaign Detail

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Users want to update detailed information about a specific campaign		
Preconditions:	<ol style="list-style-type: none"> <li>1. The user has permission to edit the campaign.</li> <li>2. There is at least one campaign in the system.</li> <li>3. The application is connected to the server.</li> </ol>		
Postconditions:	Detailed information about the selected campaign is displayed to the user		
Normal Flow	<ol style="list-style-type: none"> <li>1. Users access the detailed campaign page UC-29.</li> <li>2. The user enters the information to be updated.</li> <li>3. The user clicks on the "Cập nhật" button.</li> <li>4. The system displays a successful update notification.</li> </ol>		
Alternative Flows:	N/A		
Exception Flows:	N/A		

### 2.6.3 Create Campaign

#### a, Description

- Screen display create campaign form
- **Button “Chiến dịch mới” will show only when the user is Admin. (BR-46)**
- New campaigns will be created when successfully created.
- **“Tên chiến dịch” has a maximum length of 255 characters. BR-47**

### b, Screen layout

Image 3.36 Create Campaign

### c, Screen specifications

Field Name	Field Type	Description
Title	Text box	Title of campaign,
Description	Text box	Description of campaign
Image	Image	Upload image of campaign,
Save	Button	Save button, when successfully navigate campaign list
Cancel	Button	Back to campaign list

Table 3.30 Create campaign

### d, UC Specifications

#### UC-31 Create Campaign

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Users want to create a new campaign.		
Preconditions:	1. Users have logged into the system with appropriate permissions (Admin).		

	2. The application is connected to the server.
Postconditions:	A new campaign is created and stored in the system.
Normal Flow	<ol style="list-style-type: none"> <li>1. Users access the campaign list page <a href="#">UC-28</a>.</li> <li>2. User clicks on "Chiến dịch mới".</li> <li>3. Users fill in the necessary information when creating a new campaign.</li> <li>4. User click "Tạo mới" button.</li> <li>5. The system displays successfully and redirects to the campaign list.</li> </ol>
Alternative Flows:	<ol style="list-style-type: none"> <li>2a. Users click "Tạo chiến dịch" on the sidebar.</li> <li>3a. Users fill in the necessary information when creating a new campaign.</li> <li>4a. User click "Tạo mới" button.</li> <li>5a. The system displays successfully and redirects to the campaign list.</li> </ol>
Exception Flows:	5a. If the user fills in the wrong information the system will display corresponding error messages.

## 2.7 User Profile (Role Admin, Project Manager, Social Staff)

### 2.7.1 Admin Profile Details

#### a, Screen Description

- This is the user profile management screen.
- Allows the user Admin, Project Manager, Social Staff roles to access and manage the user profile.
- Admin, Project Manager, Social Staff role will be allowed to view profiles.

#### b, Screen layout

The screenshot shows the 'User Profile Management' screen of the GPM application. The left sidebar has a blue header 'GPM' and includes links for Dashboard, Danh sách quyền góp, Quản lý dự án, Quản lý thử thách, Quản lý chiến dịch, Quản lý bài viết, Quản lý người dùng, Quản lý tài khoản, and Tài khoản cá nhân. The main content area is titled 'THÔNG TIN CÁ NHÂN'. It features a placeholder for a profile picture with a 'CHỌN ẢNH' button below it. To the right are input fields for 'Email' (group28gpm@gmail.com), 'Họ và Tên' (Hoàng Thế Anh), 'Số điện thoại' (0909123456), 'Địa chỉ' (123 Đường Lê Lợi, Quận 1, Thành phố Hồ Chí Minh), gender selection ('Nam' or 'Nữ'), and 'Ngày sinh' (01/01/1990). At the bottom are two buttons: 'SỬA THÔNG TIN' and 'ĐỔI MẬT KHẨU'.

*Image 3.37 Profile Details*

**c, Screen Specification**

Field Name	Field Type	Description
Profile form	Form	Field: Email, Fullname, Phone number, Address, Gender, Dob
Change information	Button	Floating display of information fields for editing
Change password	Button	Display pop-up to change password

*Table 3.31 Profile details*

**d, UC Specifications**

**UC-31 Admin View Profile**

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to view their profile information within the system.		
Preconditions:	1. Users have logged into the system. 2. The application is connected to the server.		
Postconditions:	The user's profile information is retrieved from the system and displayed on the application.		
Normal Flow	1. The user logs into the system similarly to UC-24. 2. Clicks on “Tài khoản cá nhân”. 3. The system will display the user's personal information.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

## 2.7.2 Admin Profile Update

### a, Description

- Screen display profile update.
- Display profile information: Email, Full name, Phone number, Address, Gender, Dob, Avatar.
- Button “Lưu” will show only when the user is Admin, Project Manager, Social Staff.

### b, Screen layout

Image 3.38 Profile Update

### c, Screen specifications

Field Name	Field Type	Description
Add image	Button	To add avatar of profile,
Full name	Text	Full name of manager
Phone number	Text	Phone number of manager,
Address	Text	Address of manager,
Gender	Radio	Gender of manager
Date of birth	Date	Date of birth of manager,
Save	Button	Save information
Cancel	Button	Hide information fields

Change password	Button	Display pop-up to change password
-----------------	--------	-----------------------------------

Table 3.32 Profile update

#### d, UC Specifications

##### UC-32 Admin Profile Update

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to view their profile information within the system.		
Preconditions:	1. Users have logged into the system. 2. The application is connected to the server.		
Postconditions:	Personal information of the user is updated on the system.		
Normal Flow	1. The user accesses the detailed personal account information page UC-31. 2. Clicks on “Đổi thông tin”. 3. The system displays the form to update information. 4. The user fills in the new updated information. 5. Click the “Lưu” button. 6. The system displays a successful update notification.		
Alternative Flows:	5.a. Clicks the “Hủy” button. 6.a. The system cancels the update operation.		
Exception Flows:	N/A		

#### 2.7.3 Admin Change Password

##### a, Description

- Screen display change password.
- Display password field: Old password, New Password, Renew Password.
- **BR-31: The “Mật khẩu” field must contain from 8 to 15 characters.**

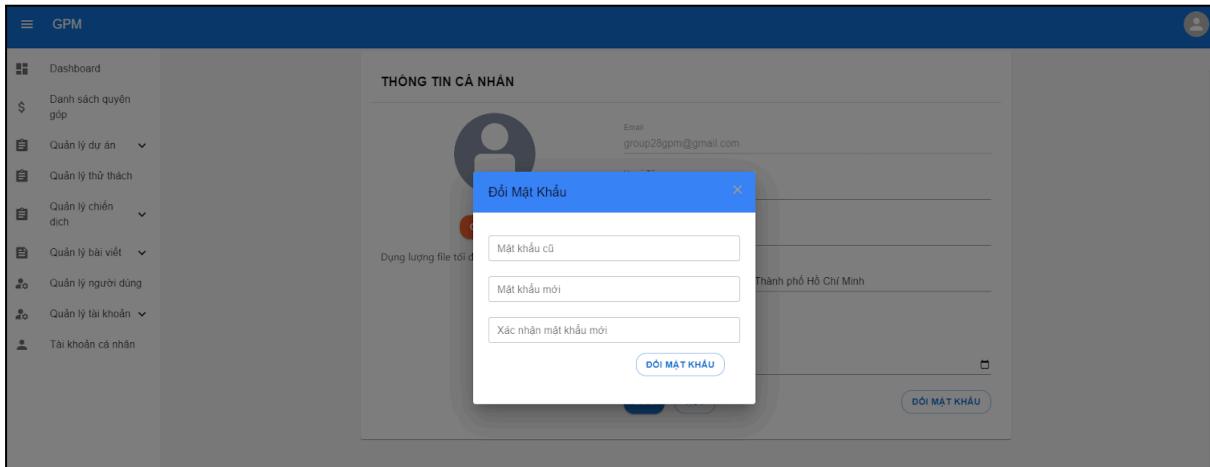
**b, Screen layout**

Image 3.39 Change Password

**c, Screen specifications**

Field Name	Field Type	Description
Change password	Pop-up	Field: old password, new password, renew password
Old password	Text box	Enter old password
New password	Text box	Enter new password,
Re new password	Text box	Enter renew password,
Change password	Button	Save changed information

Table 3.33 Change password

**d, UC specifications**Similar [UC-14](#)**2.8 Category Management****2.8.1 Category List****a, Screen Description**

- This is the category management screen
- Every staff role can access and view list categories
- Only the admin role will be allowed to view detail and edit all categories.

### b, Screen layout

Image 3.40 Category List

### c, Screen Specification

Field Name	Field Type	Description
Create	Button	Navigate to create category page
Category table	Table	Column: Id, Title, Quantity, Action
Detail	Button	Navigate to detail category page
Hide	Button	Hide category

Table 3.34 Category list

### d, UC Specifications

UC-38 View Category List

Primary Actor:	Admin, Social Staff, Project Manager	Secondary Actors:	N/A
Description:	Staff users want to view a list of all categories.		
Preconditions:	1. The user is logged into the system with appropriate permissions to view. 2. The application is connected to the server.		

Postconditions:	The system displays a list categories.
Normal Flow	<ol style="list-style-type: none"> <li>1. Log in and access the management page.</li> <li>2. Click “Quản lý danh mục” on the sidebar.</li> <li>3. The system will display a list of categories.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	N/A

#### UC-39 Deactivate Category

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Admin can deactivate a category.		
Preconditions:	<ol style="list-style-type: none"> <li>1. Users have the right to deactivate news categories.</li> <li>2. That category exists in the system.</li> <li>3. The application is connected to the server.</li> </ol>		
Postconditions:	The system displays a list of expense's assigned project		
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the news category page.</li> <li>2. Click the deactivate button next to the category you want to deactivate.</li> <li>3. The system displays a pop-up confirming the hidden news category.</li> <li>4. Click "Xác nhận" to confirm hiding that news category.</li> <li>5. The system displays a confirmation message that the news category has been successfully hidden.</li> </ol>		
Alternative Flows:	<ol style="list-style-type: none"> <li>4. Click "Hủy" to cancel the operation of hiding that news category.</li> <li>5. The system returns to the news category list page.</li> </ol>		

Exception Flows:	N/A
------------------	-----

## 2.8.2 Update Category Details

### a, Description

- Screen display category detail.
- Display category information: Title, Description.
- Button “Cập nhật” will show only when the user is Admin: BR-48

### b, Screen layout

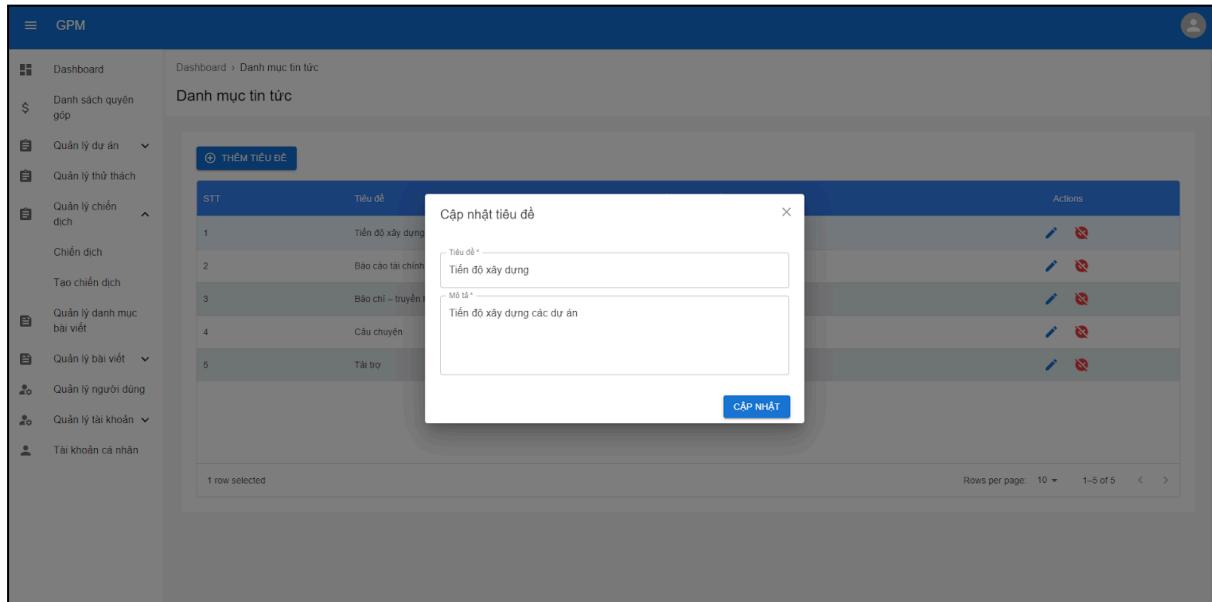


Image 3.41 Category Detail

### c, Screen specifications

Field Name	Field Type	Description
Update title	Pop-up	Field: Title, Description
Title	Text box	Title of category
Description	Text box	Description of category
Cập nhật	Button	Update button, Navigate category list when update successfully

Table 3.35 Category details

#### d, UC Specifications

##### UC-40 Update Category Detail

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Admin users want to view a list of all tracking's assigned project		
Preconditions:	1. The user is logged into the system with appropriate permissions to update category. 2. The application is connected to the server.		
Postconditions:	The system updated news category information successfully.		
Normal Flow	1. Users access the category list <a href="#">UC-38</a> . 2. Click the “Chi tiết” button next to the news category you want to update. 3. The system displays details of news categories. 4. Change category details. 5. Click “Cập nhật” to update directory information. 6. The system displays a successful update message.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

#### 2.8.3 Create Category

##### a, Description

- Screen display create category.
- Display category information: Title, Description.
- **Button “Tạo” will show only when the user is Admin: BR-49**

### b, Screen layout

The screenshot shows a user interface for managing news categories. On the left is a sidebar with various menu items such as Dashboard, Danh sách quyển gốc, Quản lý dự án, Quản lý thử thách, Quản lý chiến dịch, Chiến dịch, Tạo chiến dịch, Quản lý danh mục bài viết, Quản lý bài viết, Quản lý người dùng, Quản lý tài khoản, and Tài khoản cá nhân. The main area shows a list of categories with columns for STT (Index) and Tiêu đề (Title). A modal dialog box titled 'Thêm tiêu đề mới' (Add new title) is open in the center. It contains fields for 'Tiêu đề\*' (Title\*) and 'Mô tả\*' (Description\*), both of which are currently empty. At the bottom of the dialog is a blue 'TAO' (Create) button.

Image 3.42 Create Category

### c, Screen specifications

Field Name	Field Type	Description
Create title	Pop-up	Field: Title, Description
Title	Text box	Title of category
Description	Text box	Description of category
Create	Button	Create button, Navigate category list when create successfully

Table 3.36 Create category

### d, UC Specifications

#### UC-41 Create Category

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Admin users can create a category.		
Preconditions:	1. The user is logged into the system with appropriate permissions to create a category. 2. The application is connected to the server.		

Postconditions:	The new category has been successfully added to the system.
Normal Flow	<ol style="list-style-type: none"> <li>1. Go to the category list page.</li> <li>2. Click the “Thêm danh mục mới” button.</li> <li>3. The system displays a form to enter new category information</li> <li>4. Fill in new category information.</li> <li>5. Press the “Tạo” button.</li> <li>6. The system displays additional successful news categories.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	6a. If the user fills in invalid information, the corresponding message will be displayed.

## 2.9 News Management

### 2.9.1 News List

#### a, Screen Description

- This is the news management screen.
- Allows Admin and SocialStaff roles to access and manage the status of news, role Project Manager only can view.
- Users can filter news by items such as creator, title, category, creation time.
- Display list of news with 4 status: process, published, unpublished, reject
- **Admin role will be allowed to edit all news. BR-50**
- **Admin will approve or reject news written by Social Staff. BR-52**
- **The Social Staff role only allows editing of news they create. BR-50**
- **SocialStaff can only publish or hide their own news after being approved by admin BR-51**

## b, Screen Layout

Image 3.43 News List

## c, Screen Specification

Field Name	Field Type	Description
News Table	Table	List News, Columns: Title, Category, Creator, Update By, Status, Action.
Category	DropList	Filter by category
Creator	DropList	Filter by creator
StartDate	Date	Filter by from created date
EndDate	Date	Filter by end create date
Title	TextField	Filter by title news
Detail button	Button	Navigate to Detail News
Update button	Button	Navigate to Update News
Publish button	Button	Publish News button,
Unpublish button	Button	Publish News button,
Accept button	Button	Accept News button,
Reject button	Button	Reject News button,

Table 3.37 News list

**d, UC Specifications**

**UC-42 View News List**

Primary Actor:	Admin, Social Staff, Project Manager	Secondary Actors:	N/A
Description:	Users want to view a list of all news.		
Preconditions:	1. Users have logged into the system (if not a Guest). 2. There are news articles available in the system. 3. The application is connected to the server.		
Postconditions:	The list of all news is displayed to the user.		
Normal Flow	1. The user accesses the dashboard page <a href="#">UC-24</a> . 2. Users click on "Quản lý bài viết" and click on "Danh sách bài viết". 3. The system displays a list of news.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

**UC-43 Approve News**

Primary Actor:	Admin, Social Staff, Project Manager	Secondary Actors:	N/A
Description:	Users want to view a list of all news.		
Preconditions:	1. Users have logged into the system (if not a Guest). 2. There are news articles available in the system. 3. The application is connected to the server.		
Postconditions:	The list of all news is displayed to the user.		
Normal Flow	1. The user accesses the news list page UC-42. 2. The user clicks the "duyệt tin tức" button.		

	<p><b>3.</b> The system displays a confirmation pop-up.</p> <p><b>4.</b> Clicks the confirmation button.</p> <p><b>5.</b> The system displays a success notification.</p>
Alternative Flows:	N/A
Exception Flows:	N/A

### 2.9.2 News Details/Update

#### a, Description

- Screen display news detail.
- Display news information: Title, short description, content, and thumbnail.
- Only Admin or Social Staff can update this news.
- Role Project Manager only can view.
- **Button “Cập nhật” will show only when the user is Social Staff and is the creator of News or is Admin. BR-50**

#### b, Screen Layout

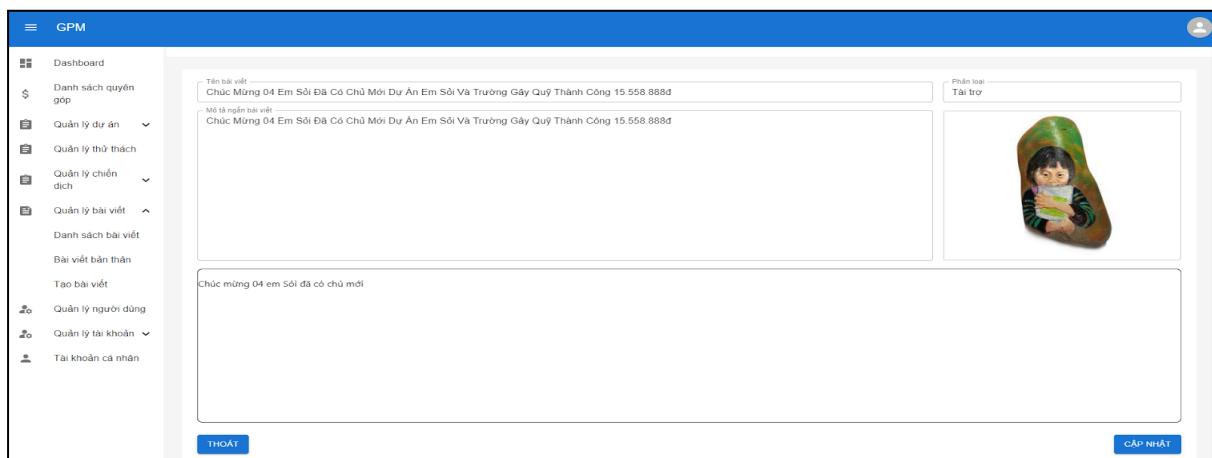


Image 3.44 News Details

#### c, Screen specifications

Field Name	Field Type	Description
Title	TextField	Title of news, required
Short description: text, required	TextField	Short description of news, required

Content: text, required	TextField	Using CKEditor, it is like a mini version of Word. Required
Thumbnail: image	Image	Optional
Cancel button	Button	Cancel button, back to News List Screen
Update button	Button	Allow to update News, <b>BR-47</b>

Table 3.38 News details

#### d, UC Specifications

##### UC-44 View News Detail

Primary Actor:	Admin, Social Staff, Project Manager	Secondary Actors:	N/A
Description:	Users want to view a list of all news.		
Preconditions:	<ol style="list-style-type: none"> <li>1. Users have logged into the system (if not a Guest).</li> <li>2. The news exists in the system.</li> <li>3. The application is connected to the server.</li> </ol>		
Postconditions:	The list of all news is displayed to the user.		
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the news list page UC-42.</li> <li>2. The user clicks the update button.</li> <li>3. The system displays the news details.</li> </ol>		
Alternative Flows:	N/A		
Exception Flows:	N/A		

##### UC-45 Update News

Primary Actor:	Admin, Social Staff	Secondary Actors:	N/A
Description:	Users want to view a list of all news.		

Preconditions:	<ol style="list-style-type: none"> <li><b>1.</b> The user logs into the system with permission to edit the news.</li> <li><b>2.</b> The news exists in the system.</li> <li><b>3.</b> The application is connected to the server.</li> </ol>
Postconditions:	The list of all news is displayed to the user.
Normal Flow	<ol style="list-style-type: none"> <li><b>1.</b> The user accesses the detailed news page UC-44.</li> <li><b>2.</b> The user clicks the update button.</li> <li><b>3.</b> The system displays the news details form.</li> <li><b>4.</b> The user enters the information to be edited.</li> <li><b>5.</b> Click the update button.</li> <li><b>6.</b> The system displays a success notification.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	N/A

### **2.9.3 Create News**

#### **a, Description**

- Screen display creates news form.
- Only Admin or Social Staff can be accessed
- Button “Tạo bài viết” will show only when the user is Social Staff and is the creator of News or is Admin. BR-52
- Admin's news will have the status published when successfully created. SocialStaff's news will be in the process state, and the admin will approve or reject news written by Social Staff.  
BR-52

### b, Screen Layout

The screenshot shows the 'Create News' screen of the GPM application. On the left, there's a sidebar with various menu items such as Dashboard, Danh sách quyền gõp, Quản lý dự án, Quản lý thử thách, Quản lý chiến dịch, Quản lý bài viết, Danh sách bài viết, Bài viết bản thân, Tạo bài viết, Quản lý người dùng, Quản lý tài khoản, and Tài khoản cá nhân. The main area contains input fields for 'Tên bài viết' (Title), 'Mô tả ngắn bài viết' (Short description), and 'Phân loại' (Category). Below these is a CKEditor for 'Content'. To the right of the CKEditor is a placeholder for a thumbnail image with a 'TẢI ẢNH BÀI' (Upload image) button. At the bottom are two buttons: 'THOÁT' (Logout) and 'TẠO' (Create).

Image 3.45 Create News

### c, Screen specifications

Field Name	Field Type	Description
Title	TextField	Title of news, required
Short description: text, required.	TextField	Short description of news, required
Content	TextField	Required. Using CKEditor, it is like a mini version of Word. Required
Thumbnail: image	Image	Optional
Cancel button	Button	Cancel button, back to News List Screen
Create button	Button	Submit and create News,

Table 3.39 Create news

## d, UC Specifications

### UC-46 Create News

Primary Actor:	Admin, Social Staff	Secondary Actors:	N/A
Description:	Users want to create new news.		
Preconditions:	1. Users have logged into the system with appropriate permissions (Admin, or Social Staff). 2. The application is connected to the server.		
Postconditions:	New news is created and stored in the system.		
Normal Flow	1. The user accesses the news list page <a href="#">UC-42</a> . 2. Users click on the "Bài viết mới" button. 3. Users fill in the required details for the news (e.g., Tên bài viết, nội dung, ảnh). 4. Users click on the "Tạo" button. 5. The application displays a confirmation message to the user indicating the news has been successfully created.		
Alternative Flows:	1a. User accesses the management page. 2a. Users click on the "Tạo bài viết" button on the sidebar. 3a. Users fill in the required details for the news (e.g., Tên bài viết, nội dung, ảnh). 4a. Users click on the "Tạo" button. 5a. The application displays a confirmation message to the user indicating the news has been successfully created.		
Exception Flows:	3a. If the user enters the necessary information incorrectly and presses the "Tạo" button. 4a. The application displays the corresponding error response message.		

## 2.10 Project Management

### 2.10.1 Project List

#### a, Screen Description

- This is the project management screen.
- Allows Admin, Project Manager roles to access and manage projects. **BR-53**

- Users can filter projects by items such as title, year, campaign.
- Display list of projects with 4 status: no sponsor yet, need Donation, under construction, complete.
- Only Admin can change the status of the project
- 

### b, Screen layout

STT	Dự án	Địa chỉ	Tổng chi phí	Cần quyên góp	Đã quyên góp được	Trạng thái	Hành động	
							CÁN GÓP LÊ	DANG THI CÔNG
1	DA033 - Nhà Hạnh Phúc 129 - Tào A Tường - Bản Nâm Nô 1 - Xã Trung Chải - Huyện Năm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lê xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Năm Nhùn Xã Trung Chải	294.355.525	214.355.525	0	Đang thi công	<button>CHI TIẾT</button>	
2	DA032 - Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Nâm Sập - Xã Năm Pi - Huyện Năm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lê xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Năm Nhùn Xã Năm Pi	80.000.000	80.000.000	5.784.000	Cần góp lê	<button>CHI TIẾT</button>	
3	DA031 - Nhà Hạnh Phúc 168 - Y Bich - Thôn Kon Pao Ko La - Xã Đăk Pixi - Huyện Đăk Hà - Tỉnh Kon Tum Chiến dịch: Góp lê xây nhà Năm: 2024	Tỉnh Kon Tum Huyện Đăk Hà Xã Đăk Pixi	80.000.000	80.000.000	5.420.000	Cần góp lê	<button>CHI TIẾT</button>	
4	DA030 - El Thôn 3b - Trường Mẫu Giáo Trà Vinh, Huyện Nam Trà My, Quảng Nam Chiến dịch: Góp lê xây trường Năm: 2024	Tỉnh Quảng Nam Huyện Nam Trà My Xã Trà Vinh	1.285.000.000	1.285.000.000	3.573.000	Cần góp lê	<button>CHI TIẾT</button>	
5	DA029 - Trường Tiểu Học Tả Phìn - Thôn Tả Phìn, Xã Tả Phìn, Huyện Tủa Chùa, Tỉnh Điện Biên Chiến dịch: Góp lê xây trường Năm: 2024	Tỉnh Điện Biên Huyện Tủa Chùa Xã Tả Phìn	340.000.000	340.000.000	3.947.000	Cần góp lê	<button>CHI TIẾT</button>	

Rows per page: 5 < 1-5 of 33 >

Image 3.46 Project List

### c, Screen Specification

Field Name	Field Type	Description
Title	Text box	Title of projects to filter
Year	DropList	Select year to filter
Campaign	DropList	Select campaign to filter
Projects Table	Table	Columns: Id, Title, Address, Total budget, Need donations, Donated, Status, Action.
Filter button	Button	When click will filter with params has been select

Detail button	Button	Detail button, navigate to Detail Project Screen
Create Button	Button	Create button, navigate to create Project Screen.

Table 3.40 Project list

#### d, UC Specifications

##### UC-47 View Project List

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to view a list of all projects		
Preconditions:	1. Users have logged into the system 2. There are project records available in the system. 3. The application is connected to the server.		
Postconditions:	The list of all projects is displayed to the user.		
Normal Flow	1. Users navigate to the dashboard page <a href="#">UC-24</a> . 2. Users click on the "Tất cả dự án" button or tab. 3. The application processes the data and displays the list of projects to the user.		
Alternative Flows:	2a. Users click on the "Tất cả dự án" button or tab. 2a.1. User enters a keyword to the search box. 3a. The application processes the data and displays the list of projects to the user.		
Exception Flows:	N/A		

#### 2.10.2 Project Detail

##### a, Description

- Screen display project detail.
- Display project information: Project code, title, campaign, construction, address, background, thumbnail, file.

- Project Information can be updated only when the user is Admin and Project Manager has been assigned. **BR-53**
- Button “Lưu” will show only when the user is Admin and Project Manager has been assigned **BR-53**.

**b, Screen layout**

Dashboard

Danh sách quyên góp

Quản lý dự án

- Tất cả dự án
- Tạo dự án
- Quản lý thử thách
- Quản lý chiến dịch
- Quản lý danh mục bài viết
- Quản lý bài viết
- Quản lý người dùng
- Quản lý tài

Dashboard > Danh sách dự án > Chi tiết dự án

## Chi tiết dự án

THÔNG TIN DỰ ÁN	NGÂN SÁCH	TÀI TRỢ	TIẾN ĐỘ	CHI PHÍ	SAO KÉ	THÀNH VIÊN
Mã dự án * DA032	Tên dự án * Nhà Hạnh Phúc 130 - Lô Thị Chém - Bản Nậm Sập - Xã Nậm Pi - Huyện Nậm Nhùn	Chiến dịch * Góp lè xây nhà				

**Thông tin xây dựng**

Tên công trình * Nhà Hạnh Phúc 129 - Tào	Số lượng * 1	Đơn vị nhà	Mô tả
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**Địa điểm**

Chọn Tỉnh Thành * Tỉnh Lai Châu	Chọn Quận Huyện * Huyện Nậm Nhùn	Chọn Phường Xã * Xã Nậm Pi
------------------------------------	-------------------------------------	-------------------------------

Địa chỉ chi tiết  
Bản Nậm Sập - Xã Nậm Pi - Huyện Nậm Nhùn - Tỉnh Lai Châu

**Bối cảnh dự án**

Paragraph A A A A A A B I O ...

5. Thu nhập chính của gia đình:	Hiện nguồn thu nhập chính của gia đình: chủ yếu từ nông nghiệp, thu nhập không ổn định nên số tiền kiếm được cũng không đủ để trang trải cuộc sống, cuộc sống của em vẫn còn rất khó khăn.
6. Hỗ trợ từ nhà nước:	Gia đình em thuộc diện hộ nghèo trong nhiều năm, chưa được hưởng có chế độ ưu đãi nhà vé ở của nhà nước hoặc địa phương

**ĐỀ XUẤT X Y DỰNG**

1. Địa điểm xây dựng:	Bản Nậm Sập, xã Nậm Pi, huyện Nậm Nhùn, tỉnh Lai Châu
2. Nếu xây nhà, em ở cùng ai?	Nếu xây nhà, em sẽ ở cùng bà nội và anh trai
3. Đôi ứng của địa phương (huyện/xã/đoàn/thôn...) hoặc gia đình:	- Gia đình và địa phương sẽ hỗ trợ san lấp bùn đất trước khi thi công. - Đoàn Thanh niên xã hỗ trợ đào móng...
4. Thủ địa điểm xây dựng có số đỏ cho gia đình em chưa?	Nếu được xây dựng, chính quyền địa phương sẽ cấp số đỏ cho gia đình em.
5. Từ trung tâm xã đến địa điểm thi công là bao nhiêu km?	Từ trung tâm xã đến địa điểm thi công là 20km
6. Địa điểm thi công có thể vận chuyển vật liệu bằng ô tô hay chỉ bằng xe máy? Nếu vận chuyển xe máy thi bao nhiêu m/km? Có đường bộ tông cho ô tô không?	Ô tô có thể vào tận chân công trình. Địa điểm xây cách đường ô tô khoảng .....m
7. Điều kiện thời tiết địa phương (lũ lụt/sạt lở...) có thuận lợi thi công không?	Thời tiết thuận lợi cho thi công từ tháng 11 đến tháng 1 năm sau
8. Đề xuất (kinh phí, diện tích, số phòng, vật liệu..)	<b>Tổng kinh phí 80 triệu VNĐ</b> <b>Xây nhà ở, có diện tích dự kiến 50-60m2, có 2 phòng ngủ, 1 phòng khách.</b> <b>Vật liệu xây dựng phổ thông.</b>

**Ảnh dự án**

**ÁNH VÀO ĐÂY ĐỂ TẢI ẢNH**

**Các tài liệu liên quan**

**LƯU**

**TẢI CÁC TÀI LIỆU LIÊN QUAN**

Report 7 (Final Project Report)

*Image 3.47 Project Detail*

**c, Screen specification**

Field Name	Field Type	Description
Project Code	Text Field	Code of project, unique
Title	Text Field	Title of project
Campaign	DropList	Campaign of project
Construction	Text field	Has 4 input fields: title, quantity, category, description
Location	DropList, TextField	Has 4 input fields: province, district, ward, detail address
Background	Text field	Using CKEditor, is background of project
Image	Image	Multiple image,
Related file	Files	Multiple related file of project
Save button	Button	Save button

*Table 3.41 Project detail*

**d, UC Specifications**

UC-48 View Project Detail

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to view detailed information about a specific project		
Preconditions:	1. Users have logged into the system 2. The project to be viewed exists in the system. 3. The application is connected to the server.		

Postconditions:	Detailed information about the selected project is displayed to the user
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the project listing page UC-47.</li> <li>2. Click the “Chi tiết” button next to the project for which the user wants to see details.</li> <li>3. The system will display project details.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	N/A

#### UC-49 Update Project Detail

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to update the information of an existing project		
Preconditions:	<ol style="list-style-type: none"> <li>1. Users have logged into the system with appropriate permissions (Admin or Project Manager).</li> <li>2. If the user logs in to an account whose role is Project Manager, make sure that account is a member of the project you want to update.</li> <li>3. The project to be updated exists in the system.</li> <li>4. The application is connected to the server.</li> </ol>		
Postconditions:	The information of the selected project is updated and stored in the system.		
Normal Flow	<ol style="list-style-type: none"> <li>1. Users access the project details page they want to edit.</li> <li>2. Enter the project information you want to change.</li> <li>3. Press the “Lưu” button.</li> <li>4. The system will display a success message.</li> </ol>		
Alternative Flows:	N/A		
Exception Flows:	2a. If the user enters the wrong data format and presses the "Lưu" button.		

3a. The system will send the corresponding error message.

### 2.10.3 Create Project

#### a, Description

- Screen display creates project form.
- Only Admin can access and create project **BR-55**
- Project when successfully created will have status 1: No sponsor yet. **BR-54**

#### b, Screen layout

The screenshot shows the GPM application's 'Create New Project' form. The left sidebar contains a navigation menu with items like Dashboard, Danh sách quyên góp, Quản lý dự án, etc. The main form is titled 'Tạo dự án mới' and is divided into several sections:

- Thông tin dự án**: Fields for 'Tên dự án\*' (Project name) containing 'Đại diện góp lẻ', 'Chi phí dự kiến\*', and 'Chiến dịch\*' (Sponsorship campaign) containing 'Góp lẻ xây nhà'.
- Địa điểm**: Fields for 'Chọn Tỉnh Thành\*' (Select Province/City) containing 'Tỉnh Bà Rịa - Vũng Tàu', 'Chọn Quận Huyện\*' (Select District/County) containing 'Huyện Châu Đức', and 'Chọn Phường Xã\*' (Select Ward/Village) containing 'Xã Bình Ba'.
- Bối cảnh dự án**: A rich text editor with various styling options.
- Thông tin xây dựng**: Fields for 'Tên công trình\*' (Project name) containing 'sdfasdf', 'Số lượng\*' (Quantity) containing '1', 'Đơn vị' (Unit) containing 'nhà', and 'Mô tả' (Description) containing 'ádfasdfs'.
- Ảnh dự án**: A section for uploading images, showing three placeholder photo icons and a button 'ẤN VÀO ĐÂY ĐỂ TẢI ẢNH' (Click here to upload).
- Các tài liệu liên quan**: A section for uploading related documents, showing a placeholder area and a button 'TẢI CÁC TÀI LIỆU LIÊN QUAN' (Upload related documents).
- Thành viên tham gia dự án**: A dropdown menu for selecting project members.
- Buttons**: 'THOÁT' (Logout) and 'TIẾP TỤC' (Next Step).

*Image 3.48 Create Project- step 1*

c, Screen specification

Field Name	Field Type	Description
Project Code	Text Field	Code of project, unique
Title	Text Field	Title of project
Campaign	DropList	Campaign of project
Construction	Text field	Has 4 input fields: title, quantity, category, description
Location	DropList, TextField	Has 4 input fields: province, district, ward, detail address
Background	Text field	Using CKEditor, is background of project
Image	Image	Multiple image,
Related file	Files	Multiple related file of project
Cancel button	Button	Back to List Project
Next button	Button	Move to next step

*Table 3.42 Create project step 1*

*Image 3.50 Create Project - step 2*

Field Name	Field Type	Description
Budget name	Text Field	Name of budget
Value	Number	Value
Description	Text Field	Description
Add row button	Button	Add 1 more row to input
Delete row button	Button	Delete 1 row
Back button	Button	Move to previous step
Next button	Button	Move to next step

*Table 3.43 Create project step 2*

The screenshot shows the 'Create New Project' screen in the GPM application. The left sidebar contains a navigation menu with items such as Dashboard, Danh sách quyền gõp, Quản lý dự án (with sub-options like Tất cả dự án, Tạo dự án, Quản lý thử thách, Quản lý chiến dịch, Quản lý danh mục bài viết, Quản lý bài viết, Quản lý người dùng, Quản lý tài), and others. The main content area is titled 'Tạo dự án mới' and has three tabs: 'Thông tin dự án' (selected), 'Chi phí dự kiến', and 'Xác nhận'. Under 'Thông tin dự án', there are fields for 'Tên dự án' (Project Name) containing 'Dự án góp lá', 'Tên chiến dịch' (Campaign Name) containing 'Góp lá xây nhà', and 'Bối cảnh dự án' (Background). Below these is a field for 'Tổng chi phí dự kiến' (Estimated Total Cost) with the value '10.000'. Under 'Ảnh dự án' (Project Image), it says 'Không có hình ảnh' (No image). At the bottom are two buttons: 'TRỞ LẠI' (Back) and 'TẠO MỚI' (Create).

Image 3.46 Create Project - Step 3: Check again

Field Name	Field Type	Description
Project Code	Text Field	Code of project, unique
Title	Text Field	Title of project
Campaign	DropList	Campaign of project
Background	Text field	Using CKEditor, is background of project
Image	Image	Multiple image,
Back button	Button	Move to previous step

Submit button	Button	Submit form to create project
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Table 3.44 Create project step 3

#### d, UC Specifications

##### UC-50 Create Project

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Users want to create a new project		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The application is connected to the server.		
Postconditions:	A new project is created and stored in the system.		
Normal Flow	1. The user accesses the project list page <a href="#">UC-48</a> . 2. Users click on the "Tạo dự án mới" button. 3. Users fill in the required details for the new project (e.g., Tên dự án, Chiến dịch,). 4. Users click on the "Tạo" button. 5. The system displays a success message and returns to the project list page.		
Alternative Flows:	2a. The user clicks the "Tạo dự án" button on the sidebar. 3a. Users fill in the required details for the new project (e.g., Tên dự án, Chiến dịch,). 4a. Users click on the "Tạo" button. 5a. The system displays a success message and returns to the project list page.		
Exception Flows:	3a. User enters project information incorrectly and presses "Tạo" button. 4a. The system will display the corresponding error message.		

## 2.11 Budget Management

### 2.11.1 Budget List

#### a, Screen Description

- This is the budget management screen
- Allows staff role access to views the budget of project
- Admin roles will be allowed to edit all budgets.
- The Project Manager role only allows editing of budget in projects they are assigned. **BR-53**
- Users can filter budget by title of budget.

#### b, Screen layout

The screenshot shows the 'Budget List' screen in the GPM application. The left sidebar contains navigation links for various project management modules. The main area is titled 'Chi tiết dự án' (Project Details) and displays a table of budgets. The table has columns: STT (Index), Tên Chi Phí (Budget Title), Số tiền (VND) (Amount in VND), Thông Tin Chi Phí (Budget Details), and Actions. Two rows are visible: 'Mua nguyên vật liệu' (Purchase of raw materials) worth 1.000.000.000 VND and 'Hỗ trợ chi phí di lại' (Travel expenses support) worth 2.000.000 VND. At the bottom, a summary states 'Tổng chi phí của dự án: 1.082.000.000 VND' (Total budget of the project: 1.082.000.000 VND).

Image 3.51 Budget List

#### c, Screen Specification

Field Name	Field Type	Description
Table Budgets	Table	List of budget, has columns: Id, Title, Unit Price, Description, Action.
Create button	button	Button show create form of budget
Title search	Text field	Title to search budget
Detail button	Button	Button show modal detail of budget
Delete button	Button	Button to delete budget

*Table 3.45 Budget list*

**d, UC Specifications**

**UC-51 View list budget**

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to view a list of all budgets		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. There are budget records available in the system. 3. The application is connected to the server.		
Postconditions:	The list of all budgets is displayed to the user		
Normal Flow	1. The user accesses the project details page. 2. Users click on the “Ngân sách” tab. 3. The application processes the data and displays the list of budgets to the user.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

**UC-32 Delete Budget**

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to delete a budget associated with a specific project		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The account with the Project Manager role must be in the member list in that project. 3. The project exists in the system.		

	4. The client-side application is connected to the server.
Postconditions:	The selected budget is deleted from the system.
Normal Flow	<ol style="list-style-type: none"> <li>1. Users access the project's budget list page.</li> <li>2. Click the "Xóa" button next to the budget you want to delete.</li> <li>3. The system displays a pop-up confirming deletion.</li> <li>4. Press the “Xác nhận” button to confirm deleting the budget.</li> <li>5. The application displays a confirmation message to the user indicating the budget has been successfully deleted.</li> </ol>
Alternative Flows:	<p>4a. Press the “Hủy” button to confirm not deleting the budget.</p> <p>5a. The system will return to the budget list page.</p>
Exception Flows:	N/A

### **2.11.2 Budget Detail/Update**

#### **a. Description**

- Screen display budget detail.
- Display budget information: Title, Unit Price, Description.  
Every staffs role can access and view the detail of budget
- Button “Cập nhật” will show only when the user is Project Manager who is assigned in the project or is Admin. **BR-53**

## b. Screen layout

Image 3.52 Budget Detail

## c. Screen specifications

Field Name	Field Type	Description
Update budget	Pop-up	Field: Title, Amount, Description
Title	Text box	Title of budget
Amount	Number	Amount of budget
Description	Text box	Description of budget
Update	Button	Save changed information

Table 3.46 Budget details

## d. UC Specifications

UC-53 View Detail Budget

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to view detail the budget of a specific project		

Preconditions:	<ol style="list-style-type: none"> <li>1. Users have logged into the system with appropriate permissions.</li> <li>2. The project exists in the system.</li> <li>3. The client-side application is connected to the server.</li> </ol>
Postconditions:	The budget of the selected project is updated and stored in the system.
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the budget list page <a href="#">UC-51</a>.</li> <li>2. Click the “Chi tiết” button next to the budget you want to view.</li> <li>3. The system displays detailed information of the budget.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	N/A

#### UC-54 Update Budget

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to update the budget of a specific project		
Preconditions:	<ol style="list-style-type: none"> <li>1. Users have logged into the system with appropriate permissions.</li> <li>2. The account with the Project Manager role must be in the member list in that project.</li> <li>3. The project exists in the system.</li> <li>4. The client-side application is connected to the server.</li> </ol>		
Postconditions:	The budget of the selected project is updated and stored in the system.		
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the budget list page.</li> <li>2. Click the “Chi tiết” button next to the budget you want to update.</li> <li>3. The system displays detailed information of the budget.</li> <li>4. Users change budget information.</li> <li>5. Click the “Cập nhật” button.</li> </ol>		

	6. The application displays a confirmation message to the user indicating the budget has been successfully updated.
Alternative Flows:	5a. Người dùng ấn vào bên ngoài khu vực điền dữ liệu cập nhật. 6a. Hủy lệnh cập nhật và quay trở về trang danh sách budgets.
Exception Flows:	4a. The user changed the wrong format of budget information. 5a. Click the “Cập nhật” button. 6a. The system displays the corresponding error message.

### 2.11.3 Create Budget

#### a, Description

- Screen display creates a budget form.
- Only admin or project manager is a member of project can add budget BR-53

#### b, Screen layout

Image 3.53 Create Budget

#### c, Screen specifications

Field Name	Field Type	Description
Budget name	Text Field	Name of budget
Value	Number	Value

Description	Text Field	Description
Add row button	Button	Add 1 more row to input
Delete row button	Button	Delete 1 row
Submit button	Button	Submit form to create budget

Table 3.47 Create budget

#### d, UC Specifications

##### UC-55 CreateBudget

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to create a budget for a specific project		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The account with the Project Manager role must be in the member list in that project. 3. The project exists in the system. 4. The client-side application is connected to the server.		
Postconditions:	A new budget is created and associated with the selected project in the system.		
Normal Flow	1. The user accesses the budget list page. 3. Users click on the "Tạo mới" button. 4. Users fill in the required details for the budget (e.g., budget amount, description, ...). 5. Users click on the "Tạo chi phí" button. 6. The client-side application displays a confirmation message to the user indicating the budget has been successfully created.		
Alternative Flows:	4a. Users fill in the required details for the budget (e.g., budget amount, description, ...).		

	<p>4a.1. The user presses the "Thêm" button.</p> <p>4a.2. The system displays additional boxes to add budget.</p> <p>5a. Users click on the "Tạo chi phí" button.</p> <p>6a. The client-side application displays a confirmation message to the user indicating the budget has been successfully created.</p>
Exception Flows:	<p>4a. If the user enters the wrong format and presses the "Tạo chi phí" button.</p> <p>5a. The system will display the corresponding error message.</p>

## 2.12 Expense Management

### 2.12.1 Expense List

#### a, Screen Description

- This is the expense management screen
- Allows Admin ,Project Manager,Social Staff roles to access and view expenses
- Admin roles will be allowed to edit all expenses. The Project Manager role only allows editing of expenses in projects they are assigned. **BR-53**
- Button Create will show only if user is Admin or Project Manager has been assigned
- Users can filter expenses by title of expense

#### b, Screen Layout

STT	Tên chi phí	Giá trị	Ngày Tạo	Actions
1	Thanh toán khoản 1	10.000.000	21/08/2024 03:55:51	<span>CHI TIẾT</span> <span>XÓA</span>

Image 3.54 Expense List

#### c, Screen Specification

Field Name	Field Type	Description

Table Expense	Table	List of expenses, has columns: Title, UnitPrice ,Created At, Action
Create button	button	Button show create form of expense,
Title search	Text field	Title to search expense
Detail button	Button	Button show modal detail of expense
Delete button	Button	Button to delete expense

Table 3.48 Expense list

#### d, UC Specifications

##### UC-56 View List Expense

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Admin users want to view a list of all expense records in the system.		
Preconditions:	1. The user is logged into the system with appropriate permissions to view expenses. 2. Expense records are available in the system. 3. Connected to the server.		
Postconditions:	The system displays a list of expense records to the user.		
Normal Flow	1. The user accesses the project details page. 2. Users click on the "Chi phí" tab. 3. The system will display a list of project expenses.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

### UC-57 Delete Expense

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Admin users want to delete an existing expense record from the system.		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The account with the Project Manager role must be in the member list in that project. 3. The project exists in the system. 4. The client-side application is connected to the server.		
Postconditions:	The selected expense record is permanently deleted from the system.		
Normal Flow	1. The user accesses the expense list page. 2. Click the "Xóa" button next to the expense the user wants to delete. 3. The system will display a confirmation pop-up. 4. Press the "Xóa" button to confirm deletion of that expense. 5. The system displays a successful update message and returns to the expense list page.		
Alternative Flows:	4a. Press the "Hủy" button to confirm cancelling and deleting that expense. 5a. The system returns to the expense list page.		
Exception Flows:	N/A		

#### 2.12.2 Expense Details

##### a, Description

- Screen display expenses detail
- Display expense information: Title, Unit Price, File.
- Only Admin or Project Manager can update expenses.
- Role Social Staff only can be viewed.
- Button “Cập nhật” will show only when the user is Project Manager who is assigned in the project or is Admin. **BR-53**

## b, Screen Layout

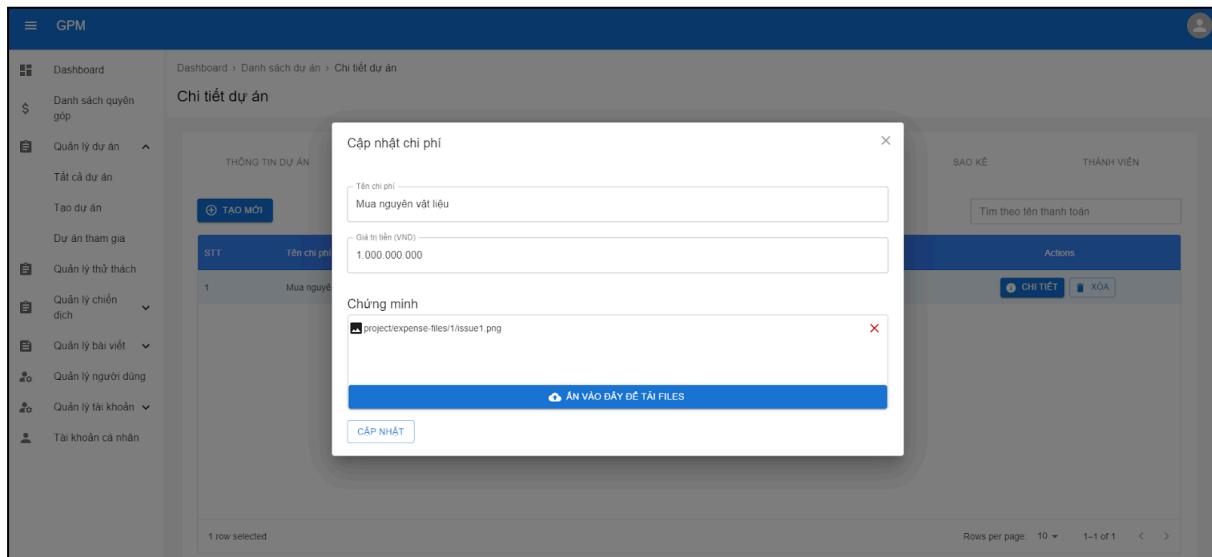


Image 3.55 Expense details

## c, Screen specifications

Field Name	Field Type	Description
Title	TextField	Title of expenses, required
Unit Price	Number	Unit price of expenses, required
File	File	Optional
Update button	Button	Submit and update expense <b>BR-51.</b>

Table 3.49 Expense details

## d, UC Specifications

UC-58 View Detail Expense

Primary Actor:	Admin. Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to update expense		
Preconditions:	1. Users have logged into the system with appropriate permissions.		

	<p>2. The project exists in the system.</p> <p>3. The client-side application is connected to the server.</p>
Postconditions:	The system displays detailed information about the costs.
Normal Flow	<p>1. The user accesses the expense list page.</p> <p>2. Click the "Chi tiết" button next to the expense that the user wants to update.</p> <p>3. The system will display a modal containing expense data.</p>
Alternative Flows:	N/A
Exception Flows:	N/A

#### UC-59 Update expense

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to update expense		
Preconditions:	<p>1. Users have logged into the system with appropriate permissions.</p> <p>2. The account with the Project Manager role must be in the member list in that project.</p> <p>3. The project exists in the system.</p> <p>4. The client-side application is connected to the server.</p>		
Postconditions:	The selected expense record is updated with the new data and saved in the system.		
Normal Flow	<p><b>1.</b> Access the expense detail screen UC-58.</p> <p><b>2.</b> Change the information.</p> <p><b>3.</b> Click the "Cập nhật" button to update the information.</p>		

	<b>4.</b> The system displays a successful update message and returns to the expense list page.
Alternative Flows:	N/A
Exception Flows:	4a. If the updated content is in the wrong format, the system displays the corresponding messages.

### 2.12.3 Create Expense

#### a, Description

- Screen display create expense form
- Only Admin or Project Manager can be accessed.
- Button “Tạo Chi Phí” will show only when the user is Project Manager who is assigned in the project or is Admin. **BR-53**

#### b, Screen Layout

The screenshot shows a modal window titled "Tạo chi phí" (Create Expense) overlaid on a project management dashboard. The dashboard includes a sidebar with various project management modules like "Dashboard", "Danh sách quyên góp", "Quản lý dự án", and "Tài khoản cá nhân". The main area shows a table of expenses with columns "STT", "Tên chi phí", and "Mua nguyên vật liệu". A specific row is selected, showing details like "Giá trị tiền (VND)" and "Chứng minh". At the bottom of the modal, there are buttons for "ẤN VÀO ĐÂY ĐỂ TẢI FILES" (Upload files) and "TAO CHI PHÍ DỰ ÁN" (Create Expense Project).

Image 3.56 Create Expense

#### c, Screen specifications

Field Name	Field Type	Description
Title	TextField	Title of expenses, required
Unit Price	Number	Unit price of expenses, required
File	File	Optional

Create button	Button	Allow to update Expense, <b>BR-51</b>
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Table 3.50 Create expense

#### d, UC Specifications

UC-60 Create Expense

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to create a payment record for a specific project		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The account with the Project Manager role must be in the member list in that project. 3. The project exists in the system. 4. The client-side application is connected to the server.		
Postconditions:	A new payment record is created and associated with the selected project in the system.		
Normal Flow	1. The user accesses the expense list page <a href="#">UC-56</a> . 3. Users click on the "Tạo mới" button. 4. Users fill in the required details. 5. Users click on the "Tạo chi phí dự án" button. 6. The system displays a success message and returns to the expense list page.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

### 2.13 Tracking Management

#### 2.13.1 Project Tracking List

##### a, Screen Description

- This is the tracking management screen
- Allows Admin ,Project Manager,Social Staff roles to access and view tracking

- Admin roles will be allowed to edit all trackings. The Project Manager role only allows editing of trackings in projects they are assigned. **BR-53**
- Button Create will show only if user is Admin or Project Manager has been assigned **BR-53**
- Users can filter trackings by title of tracking

### b, Screen Layout

Image 3.57 Project Tracking List

### c, Screen Specification

Field Name	Field Type	Description
Table Tracking	Table	List of trackings, has columns: Title, Content ,Created At, Action
Create button	Button	Button show create form of tracking,
Title search	Text field	Title to search tracking
Detail button	Button	Button show modal detail of tracking
Delete button	Button	Button to delete tracking

Table 3.51 Project tracking list

## d, UC Specifications

### UC-61 View List Tracking

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Admin users want to view a list of all expense records in the system.		
Preconditions:	1. The user is logged into the system with appropriate permissions to view expenses. 2. Expense records are available in the system. 3. Connected to the server.		
Postconditions:	The system displays a list of expense records to the user.		
Normal Flow	1. The user accesses the project details page. 2. Users click on the "Tiến độ" tab. 3. The system will display a list of project expenses.		
Alternative Flows:	N/A		
Exception Flows:	N/A		

### UC-62 Delete Tracking

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to delete an existing process tracking record for a project		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The account with the Project Manager role must be in the member list in that project. 3. The project exists in the system. 4. The client-side application is connected to the server.		
Postconditions:	The selected process tracking record is deleted from the system.		

Normal Flow	<ol style="list-style-type: none"> <li>1. Go to the tracking list page.</li> <li>2. Press the “Xóa” button next to the tracking you want to delete.</li> <li>3. The system displays a pop-up confirming deletion.</li> <li>4. Press the “Xóa” button to confirm deletion.</li> <li>5. The system displays a message of successful deletion.</li> </ol>
Alternative Flows:	<ol style="list-style-type: none"> <li>4a. Press the “Hủy” button to cancel the deletion operation.</li> <li>5a. The system returns to the tracking list page.</li> </ol>
Exception Flows:	N/A

### 2.13.2 Project Tracking Detail

#### a, Description

- Screen display trackings detail
- Display tracking information: Title, Content, Date, Images
- Only Admin or Project Manager can update trackings.
- Role Social Staff only can be viewed.
- Button “Cập nhật” will show only when the user is Project Manager who is assigned in the project or is Admin.

#### b, Screen Layout

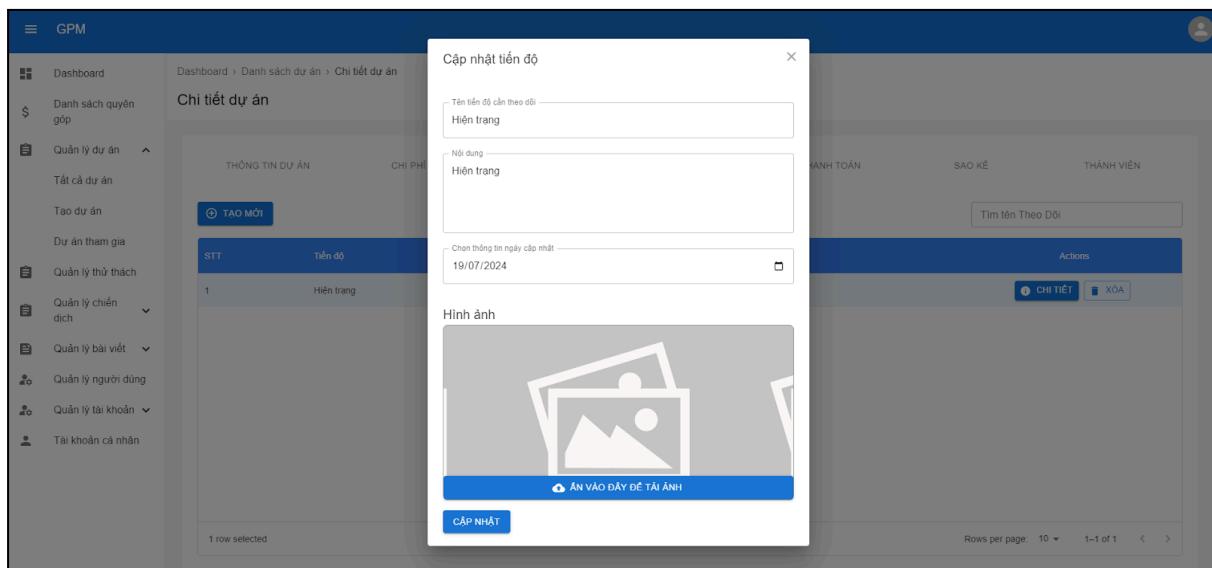


Image 3.58 Project Tracking Detail

c, Screen specifications

Field Name	Field Type	Description
Title	TextField	Title of trackings, required
Content	TextField	Content of trackings, required
Date	Date	Date of trackings, required
Images	Image	Optional
Update button	Button	Allow to update Tracking, <b>BR-51</b>

Table 3.52 Project tracking details

d, UC Specifications

UC-63 View Tracking Detail

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Users want to view the process tracking records for a specific project		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The project exists in the system. 3. The application is connected to the server.		
Postconditions:	The process tracking records for the selected project are displayed to the user on the client side.		
Normal Flow	1. The user accesses the project details page. 2. Users click on the "Tiến độ" tab. 3. The system will display a list of project tracking.		
Alternative Flows:	N/A		

Exception Flows:	N/A
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#### UC-64 Update Tracking Detail

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to update an existing process tracking record for a project		
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The project and process tracking record exist in the system. 3. The application is connected to the server.		
Postconditions:	The selected process tracking record is updated and stored in the system.		
Normal Flow	1. The user accesses the project's tracking list. 2. Click the “Chi tiết” button next to the tracking you want to update. 3. The system displays tracking details. 4. Enter the information to be edited. 5. Click the “Cập nhật” button. 6. The system displays a successful update message.		
Alternative Flows:	5a. The user clicks outside the area to fill in updated data. 6a. Cancel the update and return to the sponsor list page.		
Exception Flows:	N/A		

#### 2.13.3 Create Project Tracking

##### a, Description

- Screen display create tracking form
- Only Admin or Project Manager can be accessed.
- Button “Tạo Tiến Độ” will show only when the user is Project Manager who is assigned in the project or is Admin.

##### b, Screen Layout

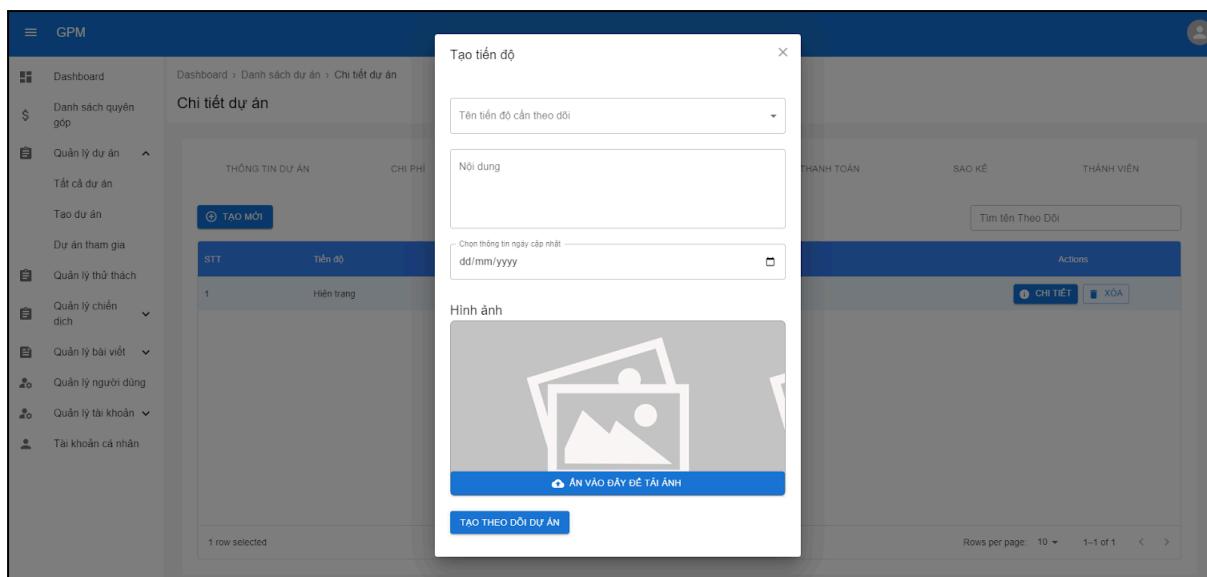


Image 3.59 Create Project Tracking

#### c, Screen specifications

Field Name	Field Type	Description
Title	TextField	Title of trackings, required
Content	TextField	Content of trackings, required
Date	date	Date of trackings, required
Images	image	Optional
Create button	Button	Submit and create tracking

Table 3.53 Create project tracking

#### d, UC Specifications

UC-65 Create Tracking

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to create a new process tracking record for a project		

Preconditions:	<ol style="list-style-type: none"> <li>1. Users have logged into the system with appropriate permissions.</li> <li>2. The account with the Project Manager role must be in the member list in that project.</li> <li>3. The project exists in the system.</li> <li>4. The client-side application is connected to the server.</li> </ol>
Postconditions:	A new process tracking record is created and associated with the selected project in the system.
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the tracking list page.</li> <li>3. Users click on the "Tạo mới" button.</li> <li>4. Users fill in the required details.</li> <li>5. Users click on the "Tạo theo dõi dự án" button.</li> <li>6. The system displays a success message and returns to the tracking list page.</li> </ol>
Alternative Flows:	2a. If the project does not exist, the client-side application displays a message "No rows".
Exception Flows:	N/A

## 2.14 Sponsor Management

### 2.14.1 Sponsor List

#### a, Description

- This is the sponsor management screen
- Allows Admin, Project Manager, Social Staff roles to access and view list sponsors
- Admin roles will be allowed to edit all sponsors
- The Project Manager role only allows editing of sponsors in projects they are assigned.
- Users can filter sponsor by company name of sponsor

#### b, Screen Layout

Image 3.60 Sponsor List

### c, Screen Specification

Field Name	Field Type	Description
Table Sponsor	Table	List of sponsors, has columns: Company Name, Representative ,Representative Email,Value,Created At, Action
Create button	button	Button show create form of sponsor,
Title search	Text field	Title to search sponsor
Detail button	Button	Button show modal detail of sponsor

Table 3.54 Sponsor list

### d, UC Specifications

#### UC-66 View Sponsor List

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
----------------	--------------------------------------	-------------------	-----

Description:	Users want to view a list of all sponsors
Preconditions:	1. Users have logged into the system with appropriate permissions. 2. The project exists in the system. 3. The client-side application is connected to the server.
Postconditions:	The list of all sponsors is displayed to the user
Normal Flow	1. The user accesses the project details page. 2. Users click on the "Tài trợ" tab. 3. The system will display a list of project sponsors.
Alternative Flows:	N/A
Exception Flows:	N/A

### 2.14.2 Sponsor Details

#### a, Description

- Screen display sponsor detail.
- Display sponsor information: Company Name, Business Field , Representative , Representative Email, Value, Created At, Contract.
- Only Admin or Project Manager can update sponsors.
- Role Social Staff only can be viewed.
- Button “Cập nhật” will show only when the user is Project Manager who is assigned in the project or is Admin.

### b, Screen Layout

The screenshot shows a software application window with a sidebar menu on the left. The main area displays a list of projects with columns for ID, Project Name, and Status. A modal dialog box is open in the center, titled 'Cập Nhật Nhà Tài Trợ' (Update Sponsor). This dialog contains several input fields: 'Tên công ty' (Company Name) with 'Nhà hảo tâm' selected; 'Loại hình doanh nghiệp' (Business Type) with 'Hỗ trợ' selected; 'Người đại diện' (Representative) with 'Nhà hảo tâm'; 'Email người đại diện' (Representative Email) with 'hadam@gmail.com'; 'Số điện thoại' (Phone Number) with '0987654321'; and 'Giá trị tài trợ' (Sponsor Value) with '80.000.000'. There is also a 'Ghi chú' (Note) field and a 'Hợp đồng' (Contract) section. At the bottom of the dialog are two buttons: a blue 'TÁI HỢP ĐỒNG' (Re-sign Contract) button and a red 'CẤP NHẬT NHÀ TÀI TRỢ' (Update Sponsor) button.

Image 3.61 Sponsor Details

### c, Screen specifications

Field Name	Field Type	Description
Company Name	TextField	Company Name of sponsor, required
Business Field	TextField	Business Field of sponsors, optional
Representative	TextField	Representative of sponsors, required
Representative Email	TextField	Representative Email of sponsors, required
Phone Number	Number	Phone Number of sponsors, required
Value	Number	Value of sponsors, required
Note	TextField	Optional
Contract	File	Contract of sponsors, optional
Update button	Button	Allow to update Tracking, <b>BR-51</b>

Table 3.55 Sponsor details

#### d, UC Specifications

##### UC-67 Update Sponsor

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to update the information of an existing sponsor		
Preconditions:	<ol style="list-style-type: none"><li>1. Users have logged into the system with appropriate permissions.</li><li>2. The account with the Project Manager role must be in the member list in that project.</li><li>3. The project exists in the system.</li><li>4. The client-side application is connected to the server.</li></ol>		
Postconditions:	The information of the selected sponsor is updated and stored in the system.		
Normal Flow	<ol style="list-style-type: none"><li>1. The user accesses the sponsor list page.</li><li>2. Click the "Chi tiết" button next to the sponsor you want to update.</li><li>3. The system displays sponsor details.</li><li>4. Enter the information to be edited.</li><li>5. Click the “Cập nhật” button.</li><li>6. The system displays a successful update message.</li></ol>		
Alternative Flows:	<ol style="list-style-type: none"><li>5a. The user clicks outside the area to fill in updated data.</li><li>6a. Cancel the update and return to the sponsor list page.</li></ol>		
Exception Flows:	<ol style="list-style-type: none"><li>6a. If the user enters invalid data, the system will display the corresponding error message.</li></ol>		

#### 2.14.3 Create Sponsor

##### a, Description

- Screen display creates sponsor form.
- Only Admin or Project Manager can be accessed.
- Button “Nhà Tài Trợ” will show only when the user is Project Manager who is assigned in the project or is Admin.

### b, Screen Layout

The screenshot shows a web-based application interface for managing projects. On the left, there is a sidebar with various menu items under 'GPM'. The main area displays a 'Chi tiết dự án' (Project Details) page with tabs for 'THÔNG TIN DỰ ÁN' (Project Information), 'CHI PHÍ' (Cost), and 'NHÀ TÀI TRỢ' (Sponsors). A modal window titled 'Thêm Nhà Tài Trợ' (Add Sponsor) is open in the center. This modal contains fields for 'Tên công ty' (Company Name), 'Lĩnh vực kinh doanh' (Business Field), 'Người đại diện' (Representative), 'Email người đại diện' (Representative Email), 'Số điện thoại' (Phone Number), 'Giá trị tài trợ' (Value), 'Ghi chú' (Note), and a 'Hợp đồng' (Contract) file input. At the bottom of the modal are two buttons: a blue 'TÌM TÀI TRỢ' (Find Sponsor) button and a red 'TẠO HỢP ĐỒNG' (Create Contract) button. In the background, a table lists sponsors with columns for 'STT', 'Tên công ty' (Company Name), 'Lĩnh vực kinh doanh' (Business Field), and 'Người đại diện' (Representative). One row is selected, showing TNHH FPT as the company name. The bottom right of the screen shows a search bar with 'Tim tên Công Ty' (Search Company Name) and a date filter '10/08/2024'.

Image 3.62 Create Sponsor

### c, Screen specifications

Field Name	Field Type	Description
Company Name	TextField	Company Name of sponsor, required
Business Field	TextField	Business Field of sponsors, optional
Representative	TextField	Representative of sponsors, required
Representative Email	TextField	Representative Email of sponsors, required
Phone Number	Number	Phone Number of sponsors, required
Value	Number	Value of sponsors, required
Note	TextField	optional
Contract	File	Contract of sponsors, Optional
Create button	Button	Submit and create Sponsors, BR-51

Table 3.56 Create sponsor

#### d, UC Specifications

##### UC-68 Create Sponsor

Primary Actor:	Admin, Project Manager	Secondary Actors:	N/A
Description:	Users want to create a new sponsor record		
Preconditions:	<ol style="list-style-type: none"><li>1. Users have logged into the system with appropriate permissions.</li><li>2. The account with the Project Manager role must be in the member list in that project.</li><li>3. The project exists in the system.</li><li>4. The client-side application is connected to the server.</li></ol>		
Postconditions:	A new sponsor record is created and stored in the system.		
Normal Flow	<ol style="list-style-type: none"><li>1. The user accesses the sponsor list page.</li><li>3. Users click on the "Nhà tài trợ" button.</li><li>4. Users fill in the required details.</li><li>5. Users click on the "Thêm nhà tài trợ" button.</li><li>6. The system displays a success message and returns to the sponsor list page.</li></ol>		
Alternative Flows:	N/A		
Exception Flows:	6a. If the user fills in invalid data, the system will display the corresponding error message.		

## 2.15 Member Management

### 2.15.1 Member List

#### a, Screen Description

- This is the member management screen.
- Allows Admin and Project Manager, Social Staff roles to access and view list members.
- Only Admin roles will be allowed to add or remove members.
- Users can filter members by email.

## b, Screen Layout

Image 3.63 Member List

## c, Screen Specification

Field Name	Field Type	Description
Table Members	Table	List of members, has columns: Email, FullName ,Phone Number, Dob, Action.
Create button	Button	Button show a form of members to add member,
Email search	Text field	Email to search member
Delete button	Button	Button to remove member

Table 3.57 Member list

## d, UC Specifications

UC-69 View List Member

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Admin can view detailed information about a specific member assigned to a project.		

Preconditions:	<ol style="list-style-type: none"> <li>1. The user is logged into the system with appropriate permissions to view member details.</li> <li>2. The project exists in the system and has assigned members.</li> </ol>
Postconditions:	The system displays detailed information about the selected member within the context of the project.
Normal Flow	<ol style="list-style-type: none"> <li>1. Users access the project details page.</li> <li>2. Click on the “Thành viên” tab.</li> <li>3. The system displays a list of members in the project.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	N/A

#### UC-70 Delete Member

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Admin can remove a member from a specific project.		
Preconditions:	<ol style="list-style-type: none"> <li>1. The user is logged into the system with appropriate permissions to delete members from a project.</li> <li>2. The project exists in the system and has assigned members.</li> </ol>		
Postconditions:	The system removes the selected member from the project and updates the database.		
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the project member list page.</li> <li>2. Users click the "Xóa" button next to the member they want to delete.</li> <li>3. The system displays a pop-up confirming deletion.</li> <li>4. Click the "Xóa" button to confirm deletion of that member.</li> <li>5. The system notifies that the member has been successfully removed from the project.</li> </ol>		

Alternative Flows:	4a. Click the "Hủy" button to cancel the member deletion order. 5a. The system returns to the member list page.
Exception Flows:	N/A

### 2.15.2 Add Member

#### a, Description

- Screen display adds member form.
- Only members whose role is Project Manager have a list available to assign.
- Button “Thêm Thành Viên” will show only when the user is Admin.

#### b, Screen Layout

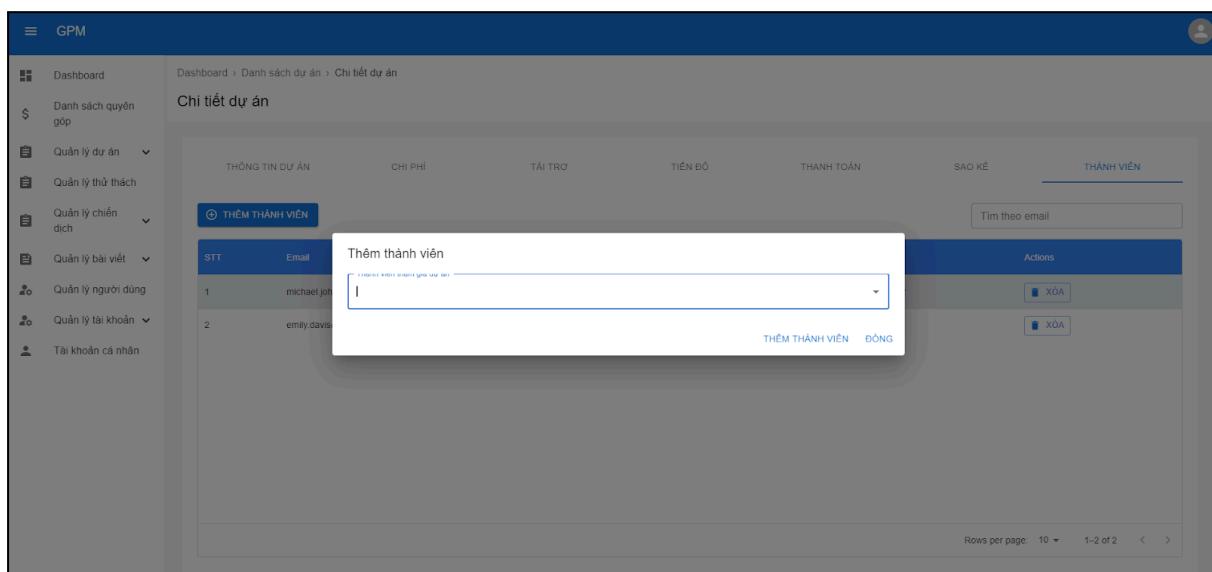


Image 3.64 Add Member

#### c, Screen specifications

Field Name	Field Type	Description
Member	List of members	List member have role Project Manager available to assign
Cancel button	Button	Cancel button, back to Members List Screen
Create button	Button	Submit and add members.

*Table 3.58 Add member*

**d, UC Specifications**

UC-71 Add Member

Primary Actor:	Admin	Secondary Actors:	N/A
Description:	Admin can add a new member to a project.		
Preconditions:	1. The user is logged into the system with appropriate permissions to add members to a project. 2. The project exists in the system and is ready to receive new members.		
Postconditions:	The system adds the new member to the project and updates the database.		
Normal Flow	1. The user accesses the project member list page. 2. Click the “Thêm thành viên” button. 3. The system displays the member addition form. 4. Enter the email of the member you want to add to the project. 5. Click the “Thêm thành viên” button. 6. The system displays a message adding successfully.		
Alternative Flows:	5a. Press the “Hủy” button. 6a. The system returns to the member list page.		
Exception Flows:	N/A		

## 2.16 Admin Challenge Feature

### 2.16.1 Challenge List

**a, Description**

- This is the challenge management screen.
- Allows Admin, Project Manager, Social Staff roles to access, view list challenges.
- Users can filter challenges by title, range of total donation.

## b, Screen Layout

STT	Người tạo	Tên thử thách	Mục tiêu	Số tiền đạt được	Ngày kết thúc	Action
1	Le Van Cuong	a	10.000.000.000	0	07/09/2024	
2	Lê Văn Khải	Góp Lê Xây Cầu - Chung Tay Vì Cộng Đồng C...	30.000.000	520.000	20/08/2024	
3	Lê Văn Khải	Góp Lê Xây Cầu - Vững Bước Tương Lai Cho Cộng ...	10.000.000	2.170.000	23/08/2024	
4	Lê Văn Khải	Góp Lê Xây Cầu - Nối Nhịp Yêu Thương Cho Cộng Đ...	200.000.000	2.780.000	16/08/2024	
5	Trần Thị Bích	Góp Lê Xây Trường - Xây Dựng Tương Lai Cho Cộng ...	9.000.000	1.590.000	18/08/2024	
6	Trần Thị Bích	Góp Lê Xây Trường - Mở Đường Tương Lai Cho Cộng ...	30.000.000	1.120.000	17/08/2024	
7	Trần Thị Bích	Góp Lê Xây Trường - Uơm Mầm Trí Thức Cho Cộng ...	110.000.000	2.490.000	28/08/2024	
8	Hoàng Văn Nam	Góp Lê Xây Nhà - Tổ Ấm Yêu Thương Cho Cộng Đồng ...	130.000.000	700.000	22/08/2024	
9	Hoàng Văn Nam	Góp Lê Xây Nhà - Nơi An Cứ Lạc Nghiệp Cho Cộng ...	20.000.000	1.080.000	27/08/2024	
10	Hoàng Văn Nam	Góp Lê Xây Nhà - Mai Ấm Cho Cộng Đồng X	120.000.000	810.000	23/08/2024	

Image 3.65 Challenge List

## c, Screen SpecificationTable

Field Name	Field Type	Description
Challenge Table	Table	List Challenges, Columns: Created By, Title , Goal, Total Donate, Finish Date, Action.
Title	TextField	Filter by title
Range of goal	Number	Filter by range of goal
Detail button	Button	Navigate to Detail Challenge

3.59 Challenge list

## d, UC Specifications

### UC-72 View Challenge List

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	User wants to see a list of challenges.		

---

## Report 7 (Final Project Report)

Preconditions:	<ol style="list-style-type: none"> <li>1. There exists a challenge in the system.</li> <li>2. The application is connected to the server.</li> </ol>
Postconditions:	The system displays a list of challenges
Normal Flow	<ol style="list-style-type: none"> <li>1. The user accesses the dashboard page.</li> <li>2. Clicks on “Quản lý thử thách”.</li> <li>3. The system displays a list of challenges.</li> </ol>
Alternative Flows:	3a. Enter a keyword in the search box and the system will display a list of suitable challenges.
Exception Flows:	N/A

## 2.16.2 Challenge Detail

### a, Description

- Screen display challenge detail.
- Allows Admin, Project Manager, Social Staff roles to access and only view detailed challenges.( **BR-53**)
- Display challenge information: Created By, Title , Goal, Total Donate, Start Date, Finish Date, Content, List companion projects, List donations of challenge.

### b, Screen Layout

The screenshot shows the 'Challenge Detail' screen of the GPM application. At the top, there's a blue header bar with the GPM logo and a user profile icon. Below the header, the main content area has a left sidebar with navigation links like 'Dashboard', 'Danh sách quyên góp', 'Quản lý dự án', etc. The main content area shows the following details:

- Challenge Summary:** 'Góp Lẻ Xây Cầu - Chung Tay Vì Cộng Đồng C' by Lê Văn Khải, created on 06/08/2024.
- Description:** 'Chiến dịch gây quỹ để xây dựng cầu cho cộng đồng C, mang lại an toàn và cải thiện đời sống'.
- Supporting Projects:** A list showing two projects: 'Cầu Dân Sinh Bản Tia Ghênh - Xã Tia Dinh - Điện Biên Đông - Điện Biên' and 'Cầu Dân Sinh Nà Làng - Xã Mông n - Huyện Bảo Lâm - Cao Bằng'.
- SAO KẾ THỬ THÁCH:** A table showing a list of donations (chuyển khoản) with columns: Ngày (Date), Số tiền (Amount), Nơi dùng CK (CK Use), Dự án đích (Target Project), Được chuyển tới (Recipient), and Ghi chú (Notes). The table lists several entries, with the last one being '0348737721 07/08/2024 22:15... 210.000 TT046 - DA022 Cầu Dân Sinh Nà Làng - ...'.

Image 3.66 Challenge Detail

**c, Screen specifications**

Field Name	Field Type	Description
Created By	TextField	Created By of challenge
Title	TextField	Title of challenge
Goal	Number	Goal of challenge
Total Donate	Number	Total Donate of challenge
Finish Date	Date	Finish Date of challenge
Finish Date	Date	Finish Date of challenge
Content	TextField	Content of challenge
List companion projects	List	Companion projects of challenge, when click will navigate to project information
List donations	List	List donations of challenge
Description	TextField	Filter by description of donation in challenge

*Table 3.60 Challenge detail*

**d, UC Specifications**

UC-73 View Challenge Detail

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	Admin users want to view a detail of all challenge		
Preconditions:	1. That challenge exists in the system. 2. The application is connected to the server.		

Postconditions:	The system displays a list of challenge
Normal Flow	<ol style="list-style-type: none"> <li>Access the list of challenges <a href="#">UC-71</a>.</li> <li>Select the challenge you want to see details about.</li> <li>The system will display detailed information of the challenge.</li> </ol>
Alternative Flows:	N/A
Exception Flows:	N/A

## 2.17 Admin Donation Feature

### 2.17.1 Donation List

#### a, Description

- This is the donation list screen
- Allows Admin, Project Manager, Social Staff roles to access, view list donations
- Users can filter donations by description of donation.

#### b, Screen Layout

Danh sách quyên góp						
<input type="text" value="Nội dung chuyển khoản..."/> <span style="float: right;">X</span>						
Tên khoản...	Ngày	Số tiền	NỘI dung CK	Dự án đích	Được chuyển tới	Ghi chú
0340737721	16/08/2024 00:25...	17	NODATA		DA023-Vàng Thị Hương - Xóm N...	Do dự án ban đang quyề...
0340737721	16/08/2024 23:31...	-2000	da023 chuyển lại tiền thừa cho uF333597-Mã GD ACS...	Vàng Thị Hương - Xóm N...		Chuyển trả khách hàng b...
0340737721	16/08/2024 23:28...	-2000	da023 chuyển tiền lại cho uF333597-Mã GD ACS...	Vàng Thị Hương - Xóm N...		Chuyển trả khách hàng b...
0340737721	16/08/2024 23:19...	2000	DA032-Mã GD ACSP/ uF333597	Nhà Hạnh Phúc: 130 - Lô Thị Ché...		
0340737721	16/08/2024 23:15...	2000	DA032-Mã GD ACSP/ uF3336619	Nhà Hạnh Phúc: 130 - Lô Thị Ché...		
0340737721	16/08/2024 22:48...	5000	DA022 TT050 ACC011 Quoc Anh Ma giao dịch Tr...	Câu Dân Sinh Nà Làng - Xã Môn...		
0340737721	15/08/2024 17:07...	11111	DA023 DA0230966915451INH 150824 1707 58	Vàng Thị Hương - Xóm N...		
0340737721	12/08/2024 21:26...	2000	64527871089-DA031 ACC011-CHUYEN TIEN-O...	Nhà Hạnh Phúc: 168 - Y Bích - Th...		
0340737721	12/08/2024 19:25...	2000	DA031 NGUYEN HOANG HIEU-Mã GD ACSP/z...	Nhà Hạnh Phúc: 168 - Y Bích - Th...		
0340737721	12/08/2024 09:52...	2000	DA031 HOANG MINH QUAN-Mã GD ACSP/vK0...	Nhà Hạnh Phúc: 168 - Y Bích - Th...		

Image 3.67 All List Donation

#### c, Screen Specification

Field Name	Field Type	Description
Donation Table	Table	List Donations, Columns:BankSubAccId, Value,CreatedAt, Description, Note, TransferredProject,Project.

Description	Date	Filter by Description
-------------	------	-----------------------

Table 3.61 All list donation

#### d, UC Specifications

##### UC-74 View Donation List

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	User wants to see a list of challenges.		
Preconditions:	1. There exists a donation in the system. 2. The application is connected to the server.		
Postconditions:	The system displays a list of challenges		
Normal Flow	1. The user accesses the dashboard page. 2. Clicks on “Danh sách quyên góp”. 3. The system displays a list of donations		
Alternative Flows:	3a. Enter a keyword in the search box and the system will display a list of suitable donations.		
Exception Flows:	N/A		

#### 2.17.2 Donation Detail

##### a, Description

- This is the Donor account list screen
- Allows Admin, Project Manager, Social Staff roles to access, view list account of donor
- Users can filter donations by range of donation, phone number and fullname
- The "Số tiền quyên góp được" column is calculated based on the amount that the account owner has directly donated to the 2000 Power projects. This refers to donations made by them personally, not through referrals or challenges.

### b, Screen Layout

Danh sách quyên góp					
Tài khoản...	Ngày	Số tiền	Chi tiết chuyển khoản		Nội dung chuyển khoản...
0348737721	20/08/2024 18:00:...	2000	Ngân hàng nhận: 0348737721		
0348737721	20/08/2024 15:11:...	2000	Số tiền: 2000		
0348737721	20/08/2024 14:59:...	2000	Ngày tạo: 20/08/2024 14:59:36		
0348737721	20/08/2024 06:24:...	20000	Nội dung CK: DA022 TT045 Quoc Anh FT24233897730866 Ma giao dịch Trace655979 Trace 655979		
0348737721	19/08/2024 23:24:...	172000	Dự án: DA022-Cầu Dân Sinh Nà Lèng - Xã Mông n - Huyện Bảo Lâm - Cao Bằng		
0348737721	18/08/2024 00:25:...	17	Tài khoản thụ hưởng: 1903889113011		
0348737721	16/08/2024 23:31:...	-2000	NODATA		
0348737721	16/08/2024 23:28:...	-2000	da023 chuyen tien thua cho dU330619- Ma G...	DA02-Điểm Trường Thôn Sùng H...	Chuyển
0348737721	16/08/2024 23:19:...	2000	da023 chuyen tien lai cho uF333597-Ma GD ACS...	DA02-Điểm Trường Thôn Sùng H...	Chuyển
			DA032- Ma GD ACS/ uF333597	DA03-Câu Số 49 Thôn Ghềnh Ng...	DA022-Cầu Dân Sinh Nà Lèng - ...

Image 3.68 User List

### c, Screen Specification

Field Name	Field Type	Description
Donation dialog	dialog	Donation field:BankSubAcclId, Value,CreatedAt, Description, Note, TransferredProject,Project.

Table 3.52 User list

### d, UC Specifications

#### UC-75 View Donation Detail

Primary Actor:	Admin, Project Manager, Social Staff	Secondary Actors:	N/A
Description:	The user wants to see details of a specific donation.		
Preconditions:	1. There exists a donation in the system. 2. The application is connected to the server.		
Postconditions:	The system displays a list of challenges		
Normal Flow	1. User accesses the donation list page. 2. Clicks on a specific donation.		

	3. The system will display the details of that donation.
Alternative Flows:	N/A
Exception Flows:	N/A

### 3. Non-Functional Requirements

#### 3.1 External Interfaces

##### 3.1.1 User Interface

- An intuitive interface that works on a variety of platforms and devices will be the highlight of the Project Management System. Features such as project management, news management, account management, registration, and login will all be supported by the interface. To maximize the user experience, the visibility and organization of information must also be clear.

##### 3.1.2 Integration Interfaces

- The handling of the backing should be handled by the system with seamless integration with reputable banks. The user experience should not jeopardize high usage time, and this integration must be built to ensure consistent performance.

#### 3.2 Quality Attributes

##### 3.2.1 Usability

- The UI should be elegant and simple.
- All title, functions are detailed, easy to understand and reflect the purpose for that function.
- All messages are floating but need to be cleared.
- Links, buttons, checkboxes are easily clickable.
- Search box is wide enough, so that users can see what they've typed.
- Search is available on every page, not just the homepage.
- Links are easily recognizable. They look clickable.
- Important commands are displayed as buttons, not links.

##### 3.2.2 Performance

- Using MySQL will help the system to import/export data with high performance.
- No restriction anytime, anywhere for using the application.

##### 3.2.3 Portability

- The system will have maintenance by time-cycle to improve quality and security.
- The User guide is a support document.

## 4. Requirement Appendix

### 4.1 Business Rules

ID	Rule Definition
BR-01	The statement information will be updated and displayed after 30s
BR-02	Campaign will show only need donate project
BR-03	If the project status is not in the form of individual donations or the total amount raised is greater than the target, the donation card item code will not be displayed
BR-04	If the challenge has ended, the QR code for donations will not be displayed
BR-05	Only when logged in with the account that created the challenge will the option 'Cập nhật thông tin cho thử thách' will be displayed
BR-06	The project list in donate now card will only display the list of projects in the donation status
BR-07	Ranking displays the list of 10 challenges that raised the most money.
BR-08	Ranking displays the list of 10 people who raised the most donations.
BR-09	Ranking displays the list of 10 people who donated the most.
BR-10	Only posts with published status will appear in client news list
BR-11	Fields marked with * are mandatory.
BR-12	Each email can only be registered for one account in the system.
BR-13	An OTP will be sent via the registered email.
BR-14	The OTP will be 6 characters long.
BR-15	The OTP is valid for 3 minutes
BR-16	The password will be encrypted before being stored in the system.
BR-17	If the correct OTP is not entered, the account will not be saved in the system.
BR-18	Transfer contents that include a project code, but the project has already met its funding goal or has changed status, will be reallocated according to the following priority order: <ol style="list-style-type: none"> <li>If the transfer content contains a valid challenge code, the donation will be prioritised and allocated to the project with the lowest amount of donations that is still in the "Cần quyên góp" status.</li> <li>Donations will be transferred to projects within the same campaign. If there are no suitable projects in the campaign, they will be transferred to other projects. If there are no projects left, the donation will be marked as a 'Wrong donation' and will be automatically updated every Sunday.</li> </ol>

BR-19	Only posts with published status will appear.
BR-20	Full names must be 1 - 100 characters and do not contain special characters.
BR-21	The “Email” field must be 1 - 50 characters.
BR-22	The email address must be unique for each user.
BR-23	The “Nhập lại mật khẩu” input must match the “Mật khẩu” input.
BR-24	Verify OTP expires in 3 minutes.
BR-25	The sent OTP code has 6-character length.
BR-26	The phone must contain only 10 digits and start with 0.
BR-27	File images are not allowed to exceed 2mb.
BR-28	The “Địa chỉ” field has a maximum length of 255 characters.
BR-29	The date of birth must be before the current time.
BR-30	The “Email” field must follow the format abc@xyz.com.
BR-31	The “Mật khẩu” field must contain from 8 to 15 characters.
BR-32	Only donor accounts are allowed to create challenges.
BR-33	The challenge name cannot be empty.
BR-34	The challenge name must be between 1 and 255 characters in length.
BR-35	The challenge end date must be after the current date.
BR-36	At least one project must be selected to accompany.
BR-37	Only challenges that have not yet expired can be updated.
BR-38	Only the “Tên thử thách”, “Số tiền mong muốn đạt được”, “Ngày hết hạn”, “Nội dung thử thách”, and “Banner” can be updated.
BR-39	Only the challenge created by the user themselves can be updated.
BR-40	Only “Họ và tên”, “Số điện thoại”, “Địa chỉ”, “Giới tính”, and “Ngày sinh” can be edited. (BR-40)
BR-41	Only admins have the right to view the staff account list.
BR-42	Only admin can create account staff
BR-43	Only the admin has the right to update a staff account.
BR-44	Only the role and status of the account can be updated.
BR-45	Only Admin can update campaign
BR-46	Only Admin can create campaign
BR-47	“Tên chiến dịch” has a maximum length of 255 characters.
BR-48	Only admin can update Category

BR-49	Only admin can create Category
BR-50	Admin role will be allowed to edit all news, SocialStaff role only allows editing of news they create.
BR-51	SocialStaff can only publish or unpublish their created news, after approved by Admin
BR-52	News created by Admin always approve if successful, created by Social Staff will need to approved by Admin
BR-53	Only Admin and Project Manager has been assign to project can edit project information
BR-54	Project when successfully created will have status 1: No sponsor yet.
BR-55	Only Admin can access and create project

Table 3.57 Business Rules

## 4.2 System Messages

#	Message code	Message Type	Context	Content
1	MSG01	Toast message	Verify email by the OTP on your email address	Mã OTP được gửi trên địa chỉ email của bạn
2	MSG02	Toast message	Email verified successfully.	Bạn đã đăng ký thành công
3	MSG03	In line	There is not any search result	No rows
4	MSG04	In red, under the text box	OTP is not valid	OTP INVALID
5	MSG05	In red, under the text box	OTP has expired	OTP đã hết hạn
6	MSG06	In red, under the text box	Enter invalid email and password	Email và mật khẩu không hợp lệ
7	MSG07	In red, under the text box	Input field blank	Vui lòng không để trống
8	MSG08	Toast message	Updating successfully	Cập nhật thành công
9	MSG09	Toast message	Create successfully	Tạo thành công
11	MSG10	Toast message	Deleting information successfully	Xóa thành công
12	MSG11	In red, under the text box	Input value length > max length	Không được vượt quá độ dài ký tự

13	MSG12	Toast message	Username or password is not correct when clicking sign-in	Tài khoản và mật khẩu không hợp lệ
14	MSG14	Toast message	When create project the field is blank	Vui lòng điền đầy đủ thông tin các trường bắt buộc (Tên dự án, Chiến dịch, Địa điểm, Thông tin xây dựng).
15	MSG15	Toast message	When login with invalid password	Mật khẩu không đúng
16	MSG16	Toast message	When the login account is disabled	Tài khoản đã bị vô hiệu hóa
17	MSG17	In red, under the text box	When the old password is incorrect	Mật khẩu cũ không đúng
18	MSG18	In red, under the text box	When the new password is the same as the old password	Mật khẩu mới phải khác mật khẩu cũ
19	MSG19	Toast message	Email has been registered	Email đã đăng ký tài khoản
20	MSG20	In red, under the text box	Input date is not valid	Ngày phải là ngày hợp lệ
21	MSG21	In red, under the text box	Input phone number is not valid	Số điện thoại phải là 10 chữ số
22	MSG22	Toast message	When login successfully	Đăng nhập thành công
23	MSG23	Toast message	When forgot password, input invalid email	Tài khoản không tồn tại
24	MSG24	Toast message	When forgot password, input valid email	Mật khẩu đã được đổi lại
25	MSG25	Toast message	When choose image large than 2MB	Ảnh vượt quá giới hạn
26	MSG26	Toast message	When choose file large than 5MB	File vượt quá giới hạn

27	MSG27	In red, under the text box	When leaving required fields when creating budget	Vui lòng nhập tên, số tiền hợp lệ
28	MSG28	In red, under the text box	When leaving required fields when creating sponsor	Tên công ty, người đại diện, email người đại diện, số điện thoại, giá trị tại trợ là bắt buộc
29	MSG29	In red, under the text box	When leaving required fields when creating tracking	Tên tiến độ cần theo dõi, nội dung, ngày là bắt buộc
30	MSG30	In red, under the text box	When leaving required fields when creating expense	Tên chi phí, giá trị tiền là bắt buộc
31	MSG31	Toast message	When leaving required fields when adding member	Bạn chưa chọn thành viên nào
32	MSG32	Toast message	When hide/browse the post successfully	Đã cập nhật trạng thái thành công
33	MSG33	Toast message	When change password successfully	Mật khẩu đã được thay đổi
34	MSG34	In red, under the text box	When creating a challenge, do not select a project	Vui lòng chọn ít nhất một dự án
35	MSG35	In red, under the text box	When leaving required fields when creating challenge	Tên thử thách, Số tiền mong muốn, Ngày kết thúc, Nội dung thử thách là bắt buộc

Table 3.58 System Messages

## IV. Software Design Description

### 1. System Design

#### 1.1 System Architecture

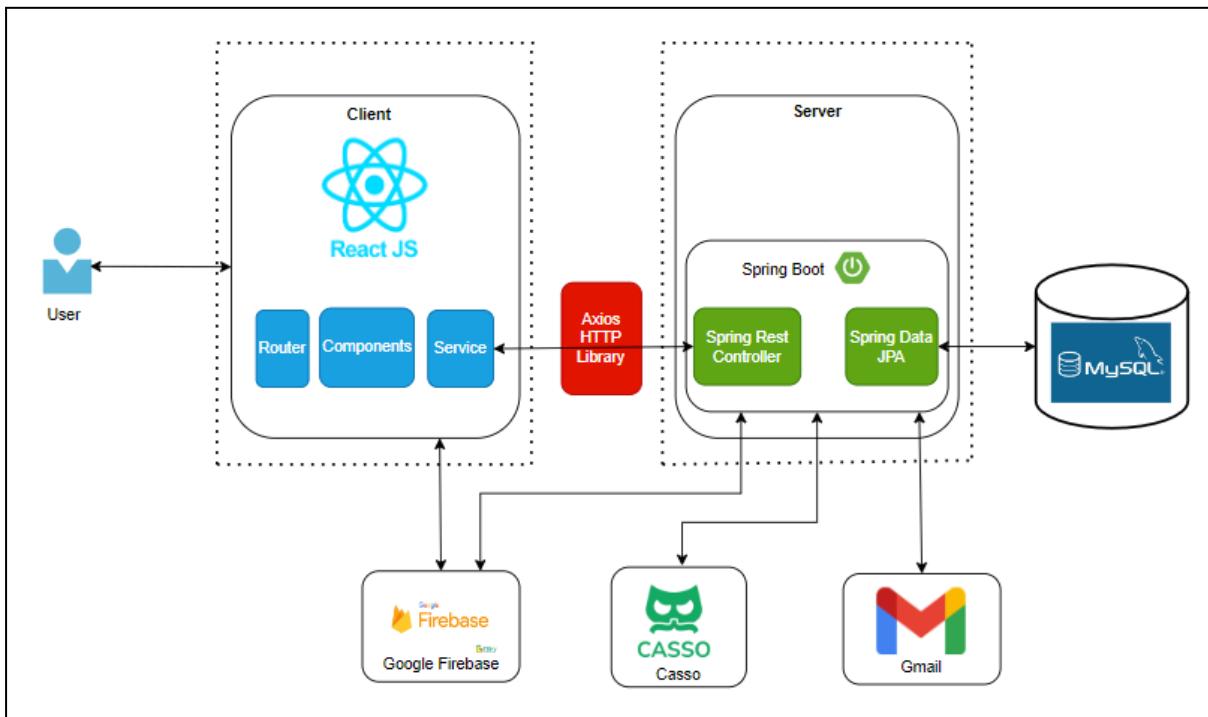


Figure 4.1 System Architecture

## 1.2 FE Package Diagram

### 1.2.1. FE Package Diagram

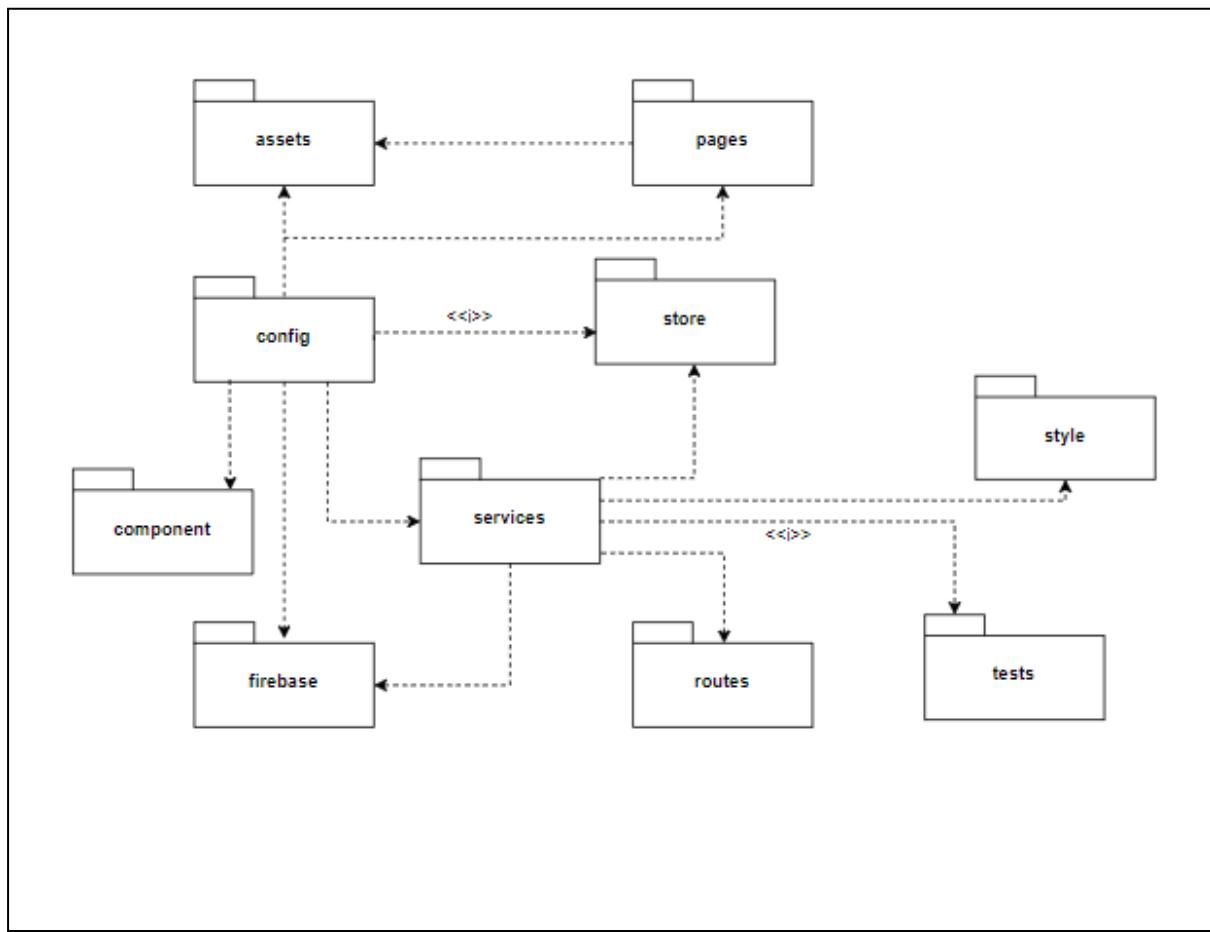


Figure 4.2 FE Package diagram

### 1.2.2. Package descriptions

No	Package	Description
01	config	Contains configuration files and settings for the application, such as environment variables, API keys, and other system-wide settings.
02	assets	Houses static files and resources used by the application, including images, fonts, icons, and other media files.
03	pages	Contains the main pages or views of the application, which typically represent different screens or routes that users can navigate to.

04	store	Manages the application's state using a state management library (such as Redux or Vuex), including actions, reducers, and state definitions.
05	component	Includes reusable UI components that are used across different pages and parts of the application, such as buttons, forms, and modals.
06	services	Contains service files that handle business logic and API calls, such as authentication, data fetching, and other background processes.
07	style	Includes styling files such as CSS, SCSS, or styled-components that define the visual appearance of the application.
08	firebase	Holds files and configurations related to Firebase services, such as authentication, Firestore, real-time database, and cloud functions.
09	routes	Manages the application's routing logic, defining how different URLs map to specific pages or components within the app.
10	tests	Contains test files and test suites for the application, including unit tests, integration tests, and end-to-end tests to ensure code quality and functionality.

*Table 4.1 FE Package descriptions*

### **1.3 BE Package Diagram**

#### ***1.3.1. BE Package Diagram***

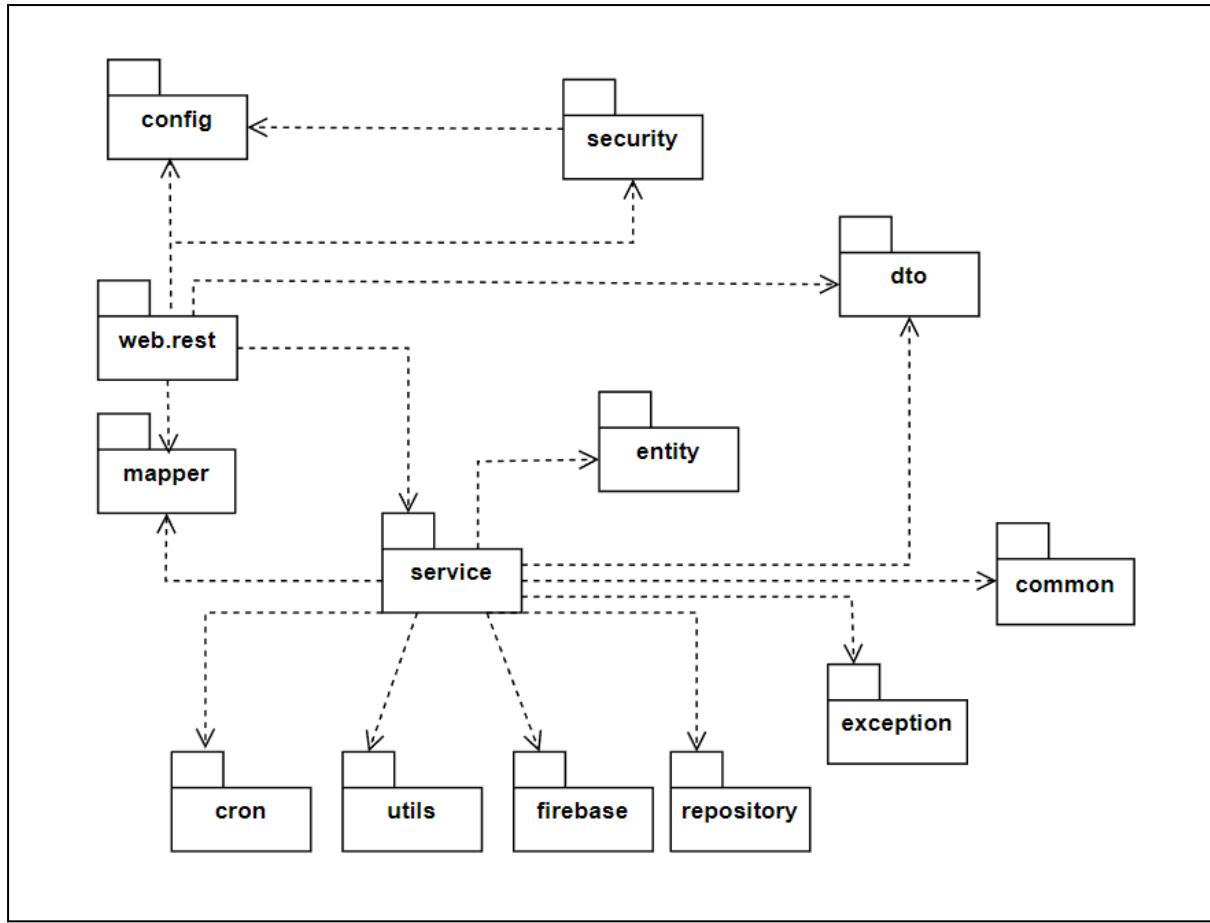


Figure 4.3 BE Package diagram

#### 1.3.2. Package descriptions

No	Package	Description
01	web.rest	The primary classes in the web.rest package are typically annotated with @RestController. These classes serve as the endpoints for HTTP requests (such as GET, POST, PUT, DELETE).
02	common	Includes shared utilities, constants, and helper functions that can be used across different parts of the application to promote code reuse.
03	config	Houses configuration files and settings for the application, such as environment variables, application properties, and other system-wide settings.

04	entity	Defines the data models or entities used by the application, representing the core objects that are persisted in the database.
05	exception	Contains custom exception classes and error-handling logic, defining how the application responds to various error conditions.
06	repository	Manages data access logic, including interfaces and implementations for interacting with the database or other data sources.
07	dto	Stands for Data Transfer Objects; includes classes that define how data is transferred between different layers of the application, such as between the service layer and the API layer.
08	service	Contains the business logic of the application, including service classes that perform operations, enforce rules, and process data according to the application's requirements.
09	security	Handles security-related functionality, including authentication, authorization, and protection of sensitive data within the application.
10	mapper	Includes classes and interfaces for mapping between different object models, such as converting between entities and DTOs, ensuring data consistency and separation of concerns.
11	cron	The primary classes in the cron package are often annotated with @Scheduled, which is used to define methods that should be executed at fixed intervals or according to a cron expression.
12	utils	This is where you'd find general-purpose static methods that perform common operations, such as string manipulation, date formatting, or mathematical calculations.
13	firebase	This section of the package would include classes responsible for configuring Firebase within the Spring Boot application, often using the Firebase Admin SDK.

Table 4.2 BE Package descriptions

## 2. Database Design

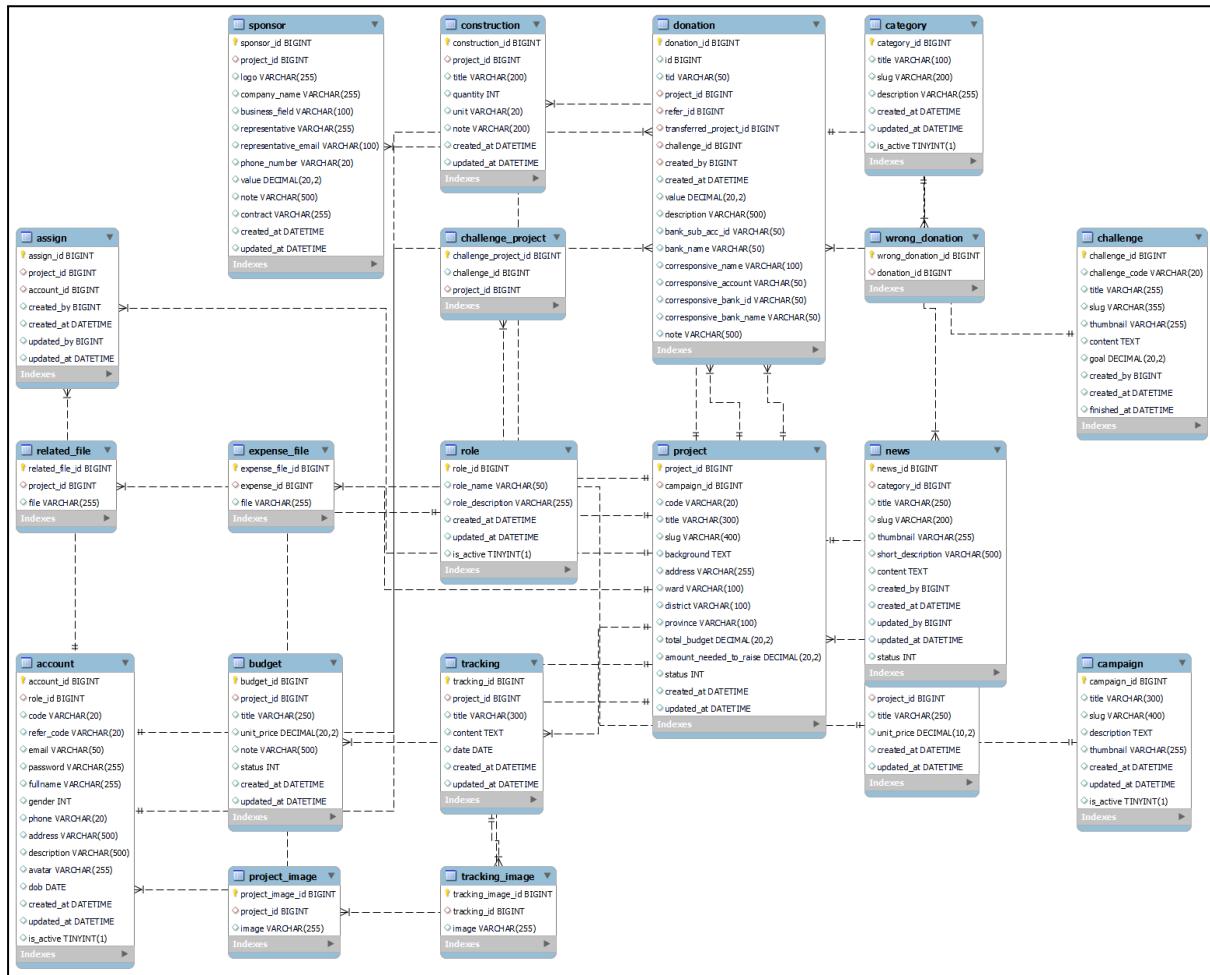


Figure 4.4 Database design

### 2.1.Table Descriptions

No	Entity	Description
01	campaign	Including individual contribution campaigns of the project.
02	project	Includes information about the project so users can view and donate
03	budget	Includes the budget to build up the project
04	role	These are decentralized roles in the system
05	account	Includes management accounts and user accounts in the system
06	assign	Let the admin assign members to the project

07	project_image	Contains images of the project
08	related_file	Contains project related files
09	construction	Include construction information when creating a project
10	challenge	These are challenges that users create to call for donations for the project
11	challenge_project	These are projects selected into the project so users can donate
12	donation	A table that records statements when users donate to a project or challenge
13	wrong_donation	To record incorrect donations and check any transfers that have not yet entered the project
14	category	These are the categories of news created
15	news	Is a list of news created so that users can read it
16	tracking	Is the progress to check the status of the project at what stage
17	tracking_image	Includes photos of the project's current status, progress, and completion
18	expense	These are costs in project expenses
19	expense_file	Includes related files of costs
20	sponsor	Are sponsors, benefactors, for the project

Table 4.3 Table descriptions

#### 2.1.1. Table “Category”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	category_id	bigint	x	x	PK	This field represents the primary key uniquely identifying each user in GPM.
02	tittle	nvarchar(300)	x			Title of category
03	slug	varchar(400)	x	x		Link to page source
04	description	text				Description of category
05	created_at	datetime				Time to create category

06	updated_at	datetime				Time to update category
07	is_active	boolean				Active of category

Table 4.4 Table “Category” descriptions

#### 2.1.2. Table “News”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	news_id	bigint	x	x	PK	Id of news
02	category_id	bigint	x	x	FK	Id of category
03	title	varchar(250)	x			Title of news
04	slug	varchar(200)	x	x		Link to page source
05	thumbnail	varchar(255)				Image to create news
06	short_description	nvarchar(500)				Short description of news
07	content	text				Content of news
08	created_by	bigint				The creator of news
09	created_at	datetime				Time to create news
10	update_by	bigint				The updater of news
11	update_at	datetime				Time to update news
12	status	int				Status of news

Table 4.5 Table “News” descriptions

#### 2.1.3. Table “Account”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	account_id	bigint	x	x	PK	Id of account
02	role_id	bigint	x	x	FK	Id of account
03	code	varchar(20)	x			Code of account
04	refer_code	varchar(20)	x			Refer code of account
05	email	varchar(50)	x			Email of account
06	password	varchar(255)				Password of account

07	fullname	nvarchar(255)				Full name of account
08	gender	int				Gender of account
09	phone	varchar(20)				Phone of account
10	address	nvarchar(500)				Address of account
11	description	nvarchar(500)				Description of account
12	avatar	nvarchar(255)				Avatar of account
13	dob	date				Date of birth of account
14	created_at	datetime				Time to create account
15	updated_at	datetime				Time to update account
16	is_active	boolean				Active of account

Table 4.6 Table “Account” descriptions

#### 2.1.4. Table “Role”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	role_id	bigint	x	x	PK	Id of role
02	role_name	nvarchar(50)	x	x		Name of role
03	role_description	nvarchar(255)				Description of role
04	created_at	datetime				Time to create role
05	updated_at	datetime				Time to update role
06	is_active	boolean				Active of role

Table 4.7 Table “Role” descriptions

#### 2.1.5. Table “Donation”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	donation_id	bigint	x	x	PK	Id of donate

02	id	bigint	x	x		Id of casso
03	tid	varchar(50)	x	x		Tid of casso
04	project_id	bigint	x	x	FK	Id of project
05	refer_id	bigint	x		FK	Id of refer
06	tranferred_project_id	bigint	x		FK	Id of transfer project
07	challenge_id	bigint	x		FK	Id of challenge
08	created_by	bigint	x		FK	The creator of donation
09	created_at	datetime				Id of account
10	value	decimal(20,2)				Value of donation
11	description	nvarchar(500)				Description of donation
12	bank_sub_acc_id	varchar(50)				Id of bank sub acc
13	bank_name	nvarchar(50)				Name of bank
14	corresponsible_name	varchar(100)				Name of corresponsible
15	corresponsible_account	varchar(50)				Account of corresponsible
16	corresponsible_bank_id	varchar(50)				If of bank corresponsible
17	corresponsible_bank_name	varchar(50)				Name of bank corresponsible
18	note	nvarchar(500)				Note for donation

Table 4.8 Table “Donation” descriptions

#### 2.1.6. Table “Assign”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	assign_id	bigint	x	x	PK	Id of assign
02	project_id	bigint	x	x	FK	Id of project

03	account_id	bigint	x	x	FK	Id of account
04	created_by	bigint				The creator of assign
05	created_at	datetime				Time to create assign
06	updated_by	bigint				The updater of assign
07	updated_at	datetime				Time to update assign

Table 4.9 Table “Assign” descriptions

#### 2.1.7. Table “Campaign”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	campaign_id	bigint	x	x	PK	Id of campaign
02	tittle	nvarchar(300)	x			Title of campaign
03	slug	varchar(400)	x	x		Slug of campaign
04	description	text				Description of campaign
05	thumbnail	nvarchar(255)				Thumbnail of campaign
06	created_at	datetime				Time to create campaign
07	updated_at	datetime				Time to update campaign
08	is_active	boolean				Time to update campaign

Table 4.10 Table “Campaign” descriptions

#### 2.1.8. Table “Project”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	project_id	bigint	x	x	PK	Id of project
02	campaign_id	bigint	x	x	FK	Id of campaign
03	code	varchar(20)	x	x		Code of project
04	tittle	nvarchar(300)	x			Tittle of project
05	slug	varchar(400)	x	x		Link to page source

06	background	text				Background of project
07	address	nvarchar(255)				Address of project
08	ward	nvarchar(100)				Ward of project
09	district	nvarchar(100)				District of project
10	province	nvarchar(100)				Province of project
11	total_budget	decimal(20,2)				Total budget of project
12	amount_need ed_to_raise	decimal(20,2)				Amount needed to raise of project
13	status	int				Status of project
14	created_at	datetime				Time to create project
15	updated_at	datetime				Time to update project

Table 4.11 Table “Project” descriptions

#### 2.1.9. Table “Project\_Image”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	project_image _id	bigint	x	x	PK	Id of project image
02	project_id	bigint	x	x	FK	Id of project
03	image	varchar(255)				Image of project image

Table 4.12 Table “Project\_image” descriptions

#### 2.1.10. Table “Budget”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	budget_id	bigint	x	x	PK	Id of budget
02	project_id	bigint	x	x	FK	Id of project
03	tittle	nvarchar(250)				Title of budget

04	unit_price	decimal(20,2)		x		Unit price of budget
05	note	nvarchar(500)				Note of budget
06	status	int				Status of budget
07	create_at	datetime				Time to create budget
08	update_at	datetime				Time to update budget

Table 4.13 Table “Budget” descriptions

#### 2.1.11. Table “Tracking”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	tracking_id	bigint	x	x	PK	Id of tracking
02	project_id	bigint	x	x	FK	Id of project
03	tittle	nvarchar(300)				Id of tracking
04	content	text				Content of tracking
05	date	date				Date of tracking
06	create_at	date				Time to create tracking
07	update_at	date				Time to update tracking

Table 4.14 Table “Tracking” descriptions

#### 2.1.11. Table “Tracking\_Image”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	tracking_image_id	bigint	x	x	PK	Id of tracking image
02	tracking_id	bigint	x	x	FK	Id of tracking
03	image	varchar(255)				Image of tracking image

Table 4.15 Table “Tracking\_Image” descriptions

#### 2.1.13. Table “Expense”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	expense_id	bigint	x	x	PK	Id of expense

02	project_id	bigint	x	x	FK	Id of project
03	tittle	nvarchar(250)				Title of expense
04	unit_price	decimal(10,2)		x		Unit price of expense
05	create_at	datetime				Time to create expense
06	update_at	datetime				Time to update expense

Table 4.16 Table “Expense” descriptions

#### 2.1.14. Table “Expense\_File”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	expense_file_id	bigint	x	x	PK	Id of expense file
02	expense_id	bigint	x	x	FK	Id of expense
03	file	varchar(255)				File of expense file

Table 4.17 Table “Expense\_File” descriptions

#### 2.1.15. Table “Sponsor”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	sponsor_id	bigint	x	x	PK	Id of sponsor
02	project_id	bigint	x	x	FK	Id of project
03	company_name	nvarchar(255)				Name of company
04	business_field	nvarchar(100)				Field of business
05	representative	nvarchar(255)				Representative of sponsor
06	representative_email	varchar(100)				Representative email of sponsor
07	phone_number	varchar(20)				Phone number of sponsor
08	value	decimal(20,2)				Value of sponsor

09	note	nvarchar(500)				Note of sponsor
10	contract	varchar(255)		x		File up load from sponsor
11	created_at	datetime				Time to create sponsor
12	updated_at	datetime				Time to update sponsor

Table 4.18 Table “Sponsor” descriptions

#### 2.1.16. Table “Challenge”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	challenge_id	bigint	x	x	PK	Id of challenge
02	challenge_code	varchar(20)	x	x		Code of challenge
03	title	nvarchar(255)	x			Title of challenge
04	slug	varchar(355)	x	x		Link to page source
06	thumbnail	nvarchar(255)				
07	content	text				Content of challenge
08	goal	decimal(20,2)				Goal of challenge
09	created_by	bigint				The creator of challenge
08	created_at	datetime				Time to create challenge
10	finished)_at	datetime				

Table 4.19 Table “Challenge” descriptions

#### 2.1.17. Table “Challenge\_project”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	challenge_project_id	bigint	x	x	PK	Id of challenge project
02	challenge_id	bigint	x	x		Id of challenge

03	project_id	bigint	x	x	FK	Id of project
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Table 4.20 Table “Tracking” descriptions

#### 2.1.18. Table “Related\_file”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	related_file_id	bigint	x	x	PK	Id of challenge project
02	project_id		x	x	FK	Id of project
03	file	varchar(255)				File of related

Table 4.21 Table “Related\_file” descriptions

#### 2.1.19. Table “Construction”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	construction_id	bigint	x	x	PK	Id of challenge project
02	project_id	bigint	x	x	FK	Id of project
03	title	nvarchar(200)				Title of construction
04	quantity	int				Quantity of construction
05	unit	nvarchar(20)				Unit of construction
06	note	nvarchar(200)				Note of construction
07	created_at	datetime				The creator of construction
08	updated_at	datetime				Time to update construction

Table 4.22 Table “Construction” descriptions

#### 2.1.20. Table “Wrong donation”

No	Field Name	Type	Unique	Not Null	PK/FK	Description
01	wrong_donation_id	bigint	x	x	PK	Id of wrong donation
02	donation_id	bigint	x	x	FK	Id of donation

Table 4.23 Table “Wrong\_donation” descriptions

### 3. Detailed Design

#### 3.1 Authentication

##### 3.1.1 Class Diagram

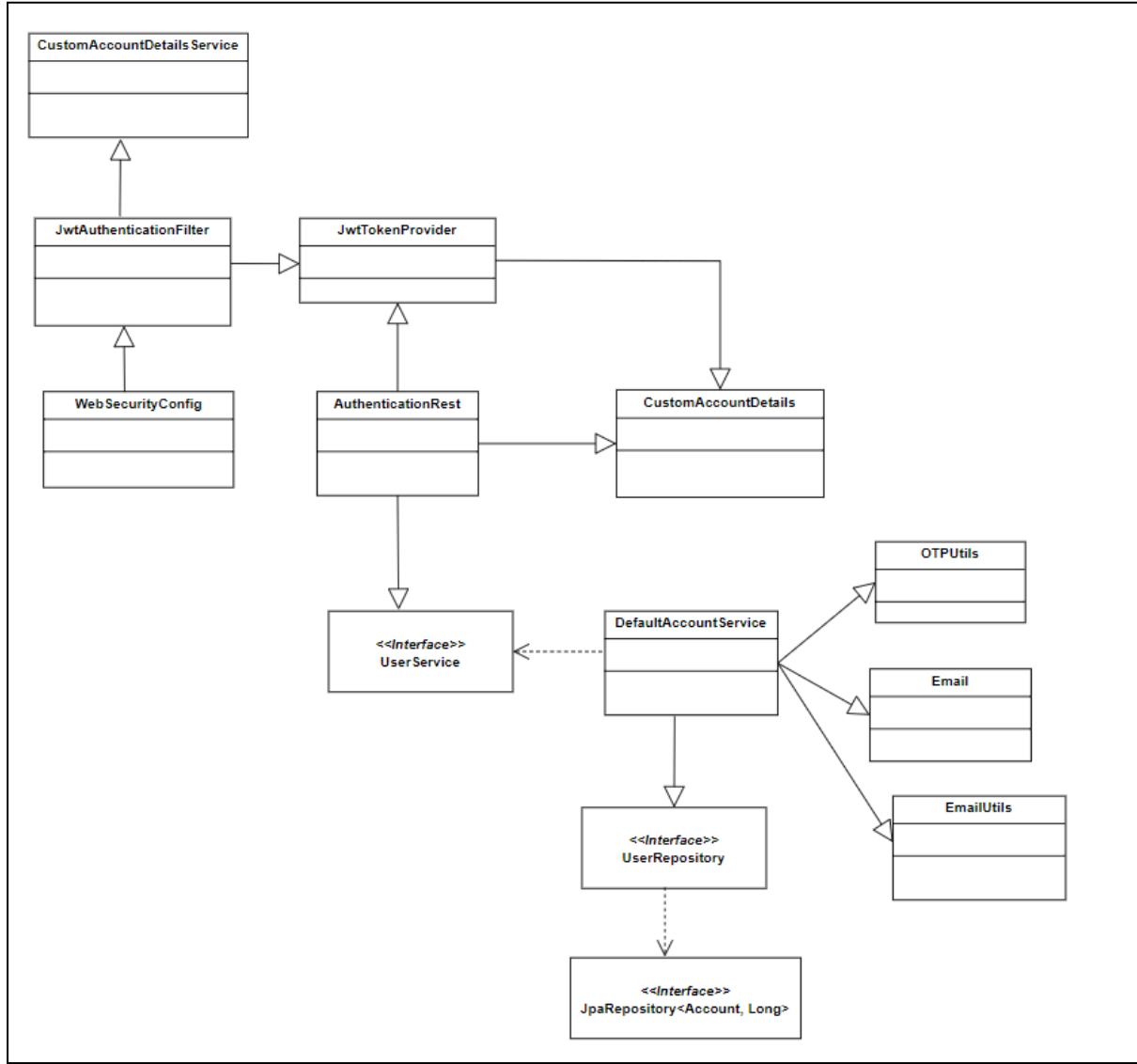


Figure 4.5 Class diagram

### 3.1.2 Sequence Diagram of "Sign in"

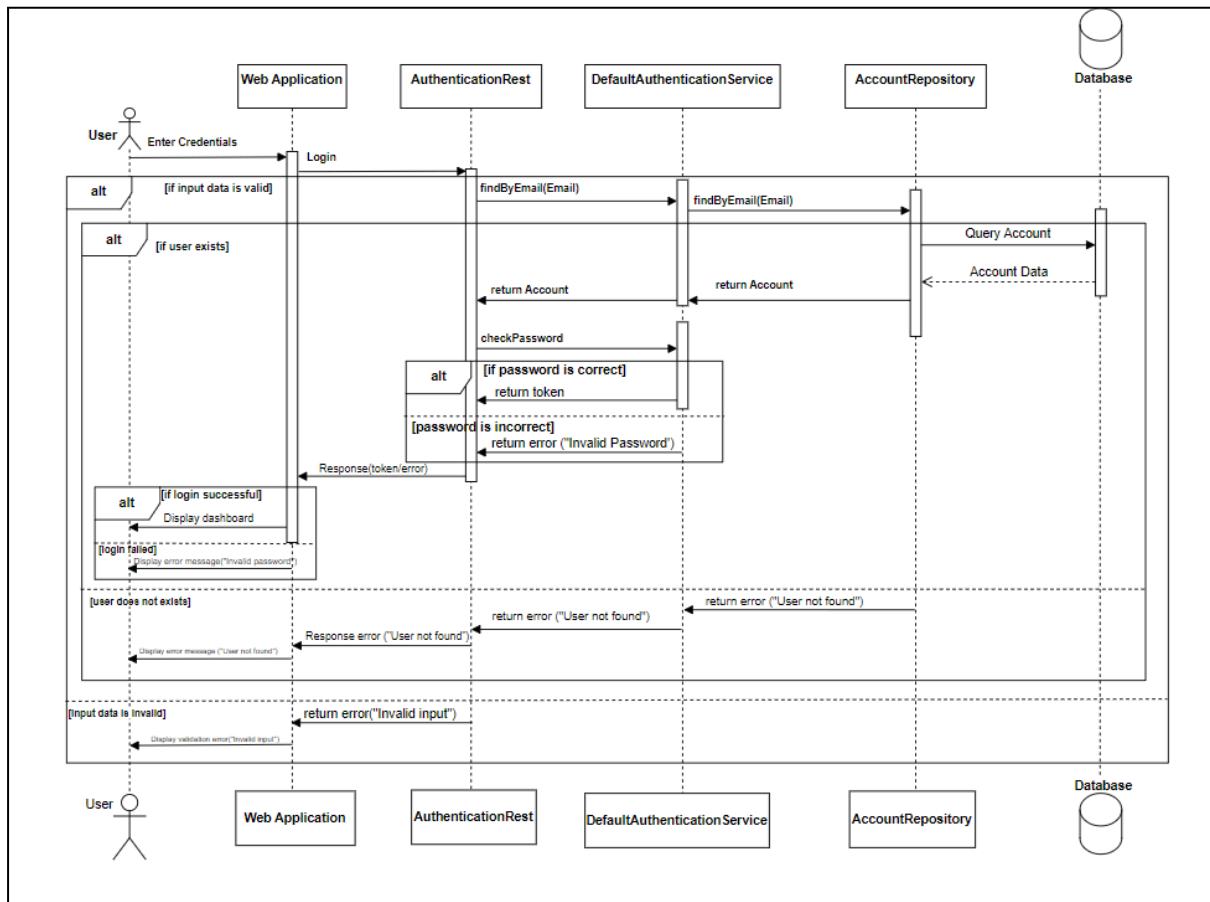


Figure 4.6 Sequence Diagram of "Sign Up"

### 3.1.3 Sequence Diagram of "Register"

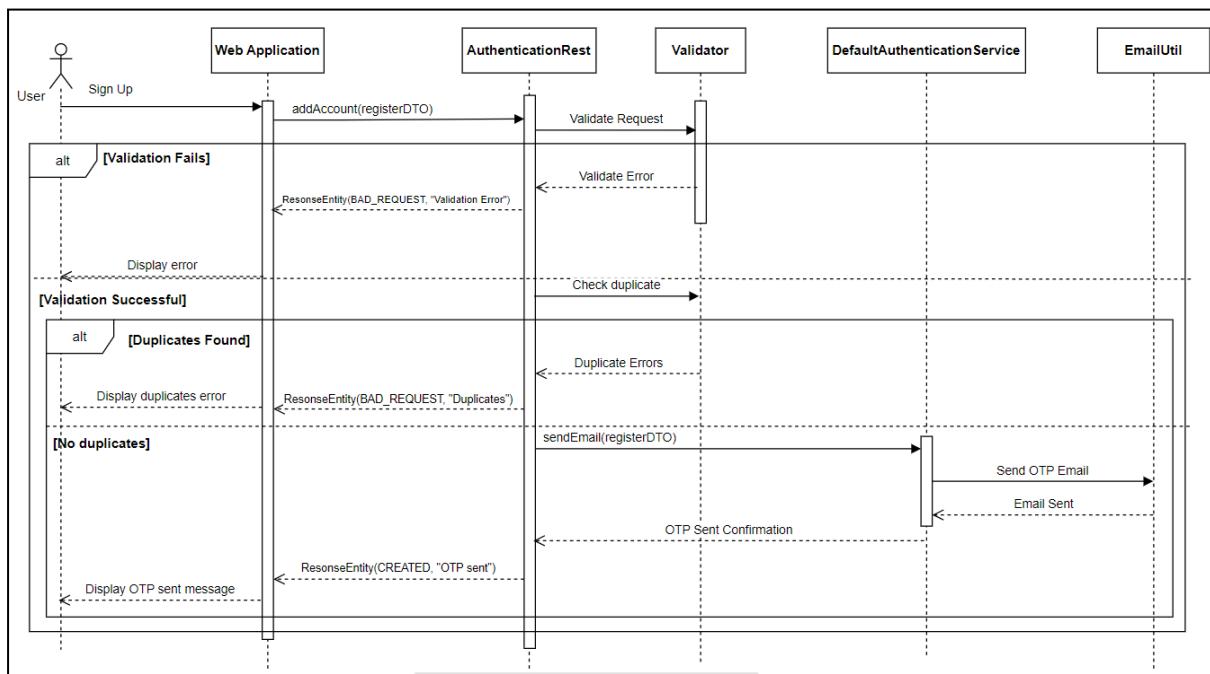


Figure 4.7 Sequence Diagram of “Register”

### 3.1.4 Sequence Diagram of “Forgot Password”

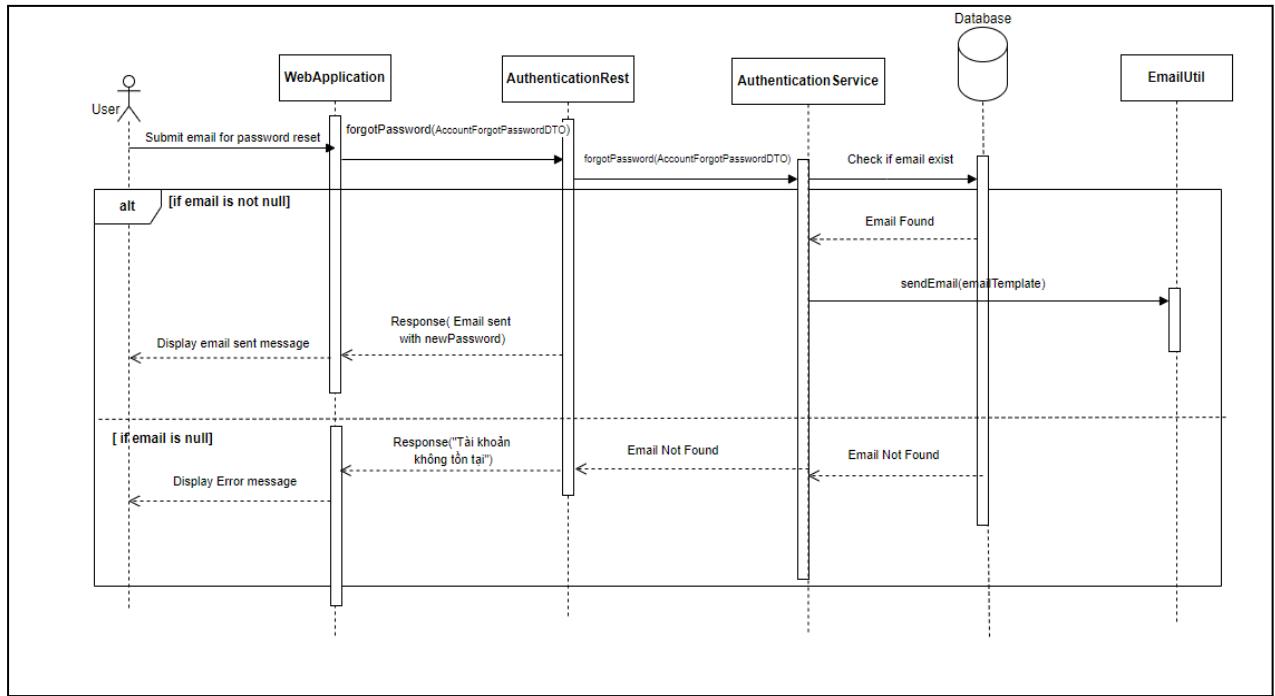


Figure 4.8 Sequence Diagram of “Forgot password”

## 3.2 Campaign Management

### 3.2.1 Class Diagram

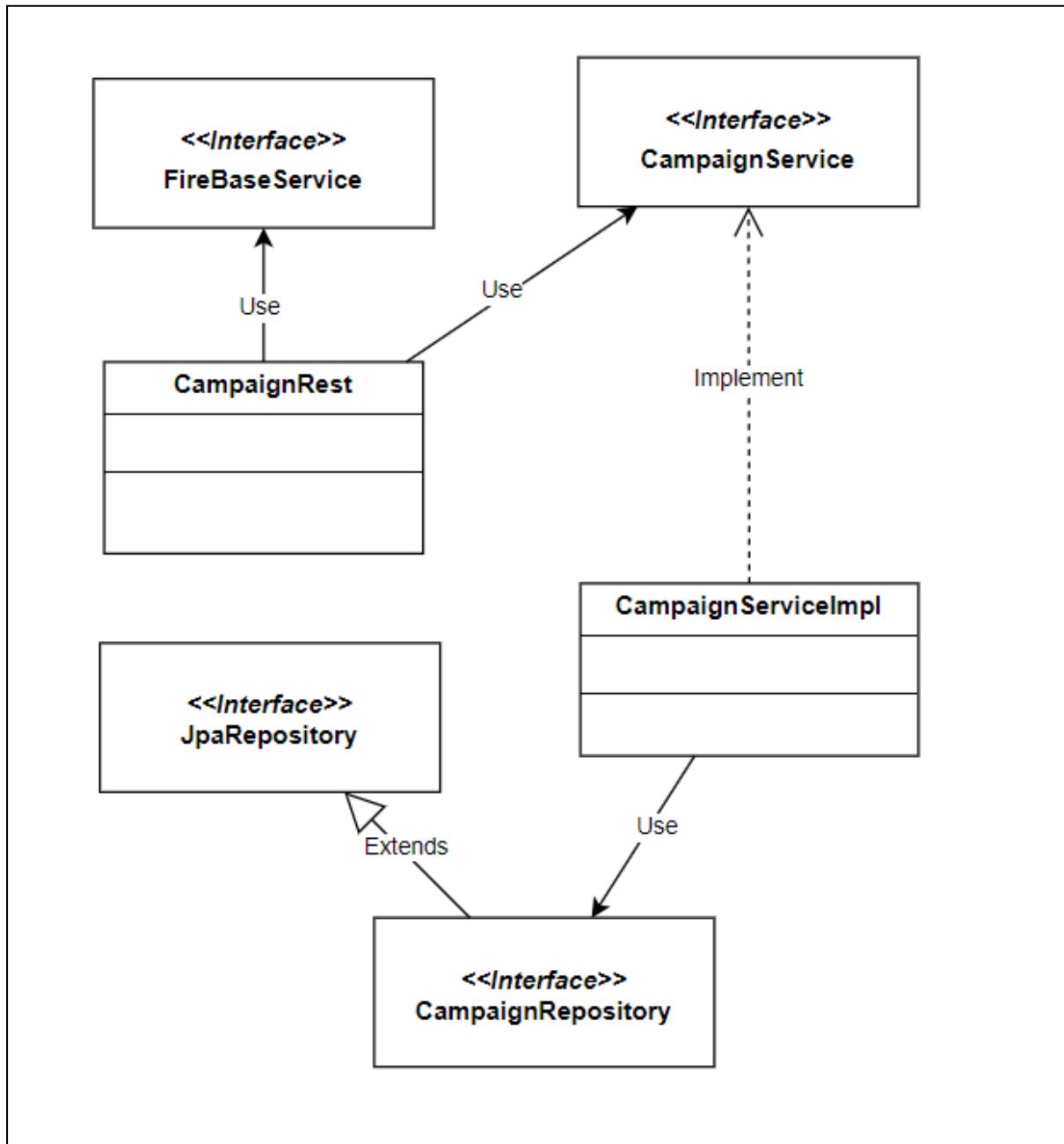


Figure 4.9 Class diagram of campaign management

### 3.2.2 Sequence Diagram of “View Campaign List”

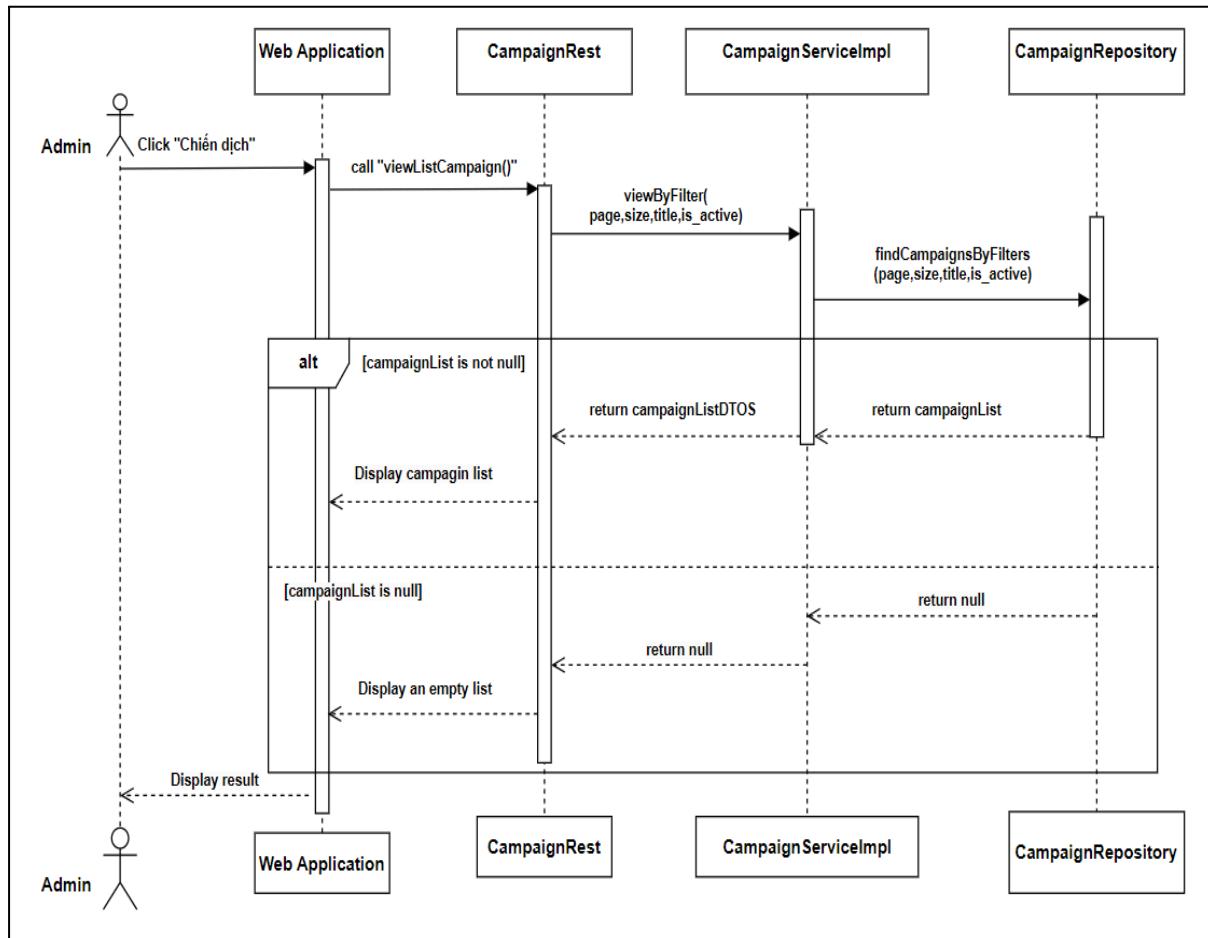


Figure 4.10 Sequence Diagram of “View campaign list”

### 3.2.3 Sequence Diagram of “Create Campaign”

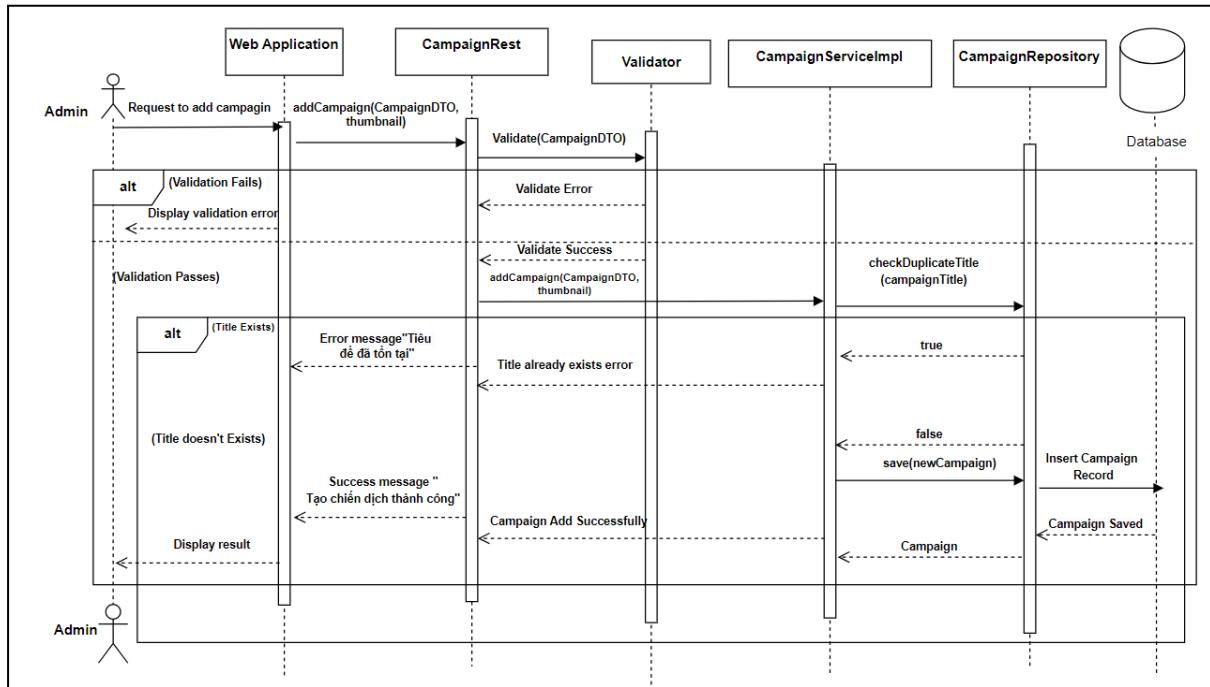


Figure 4.11 Sequence Diagram of “Create campaign”

### 3.2.4 Sequence Diagram of “View Detail Campaign”

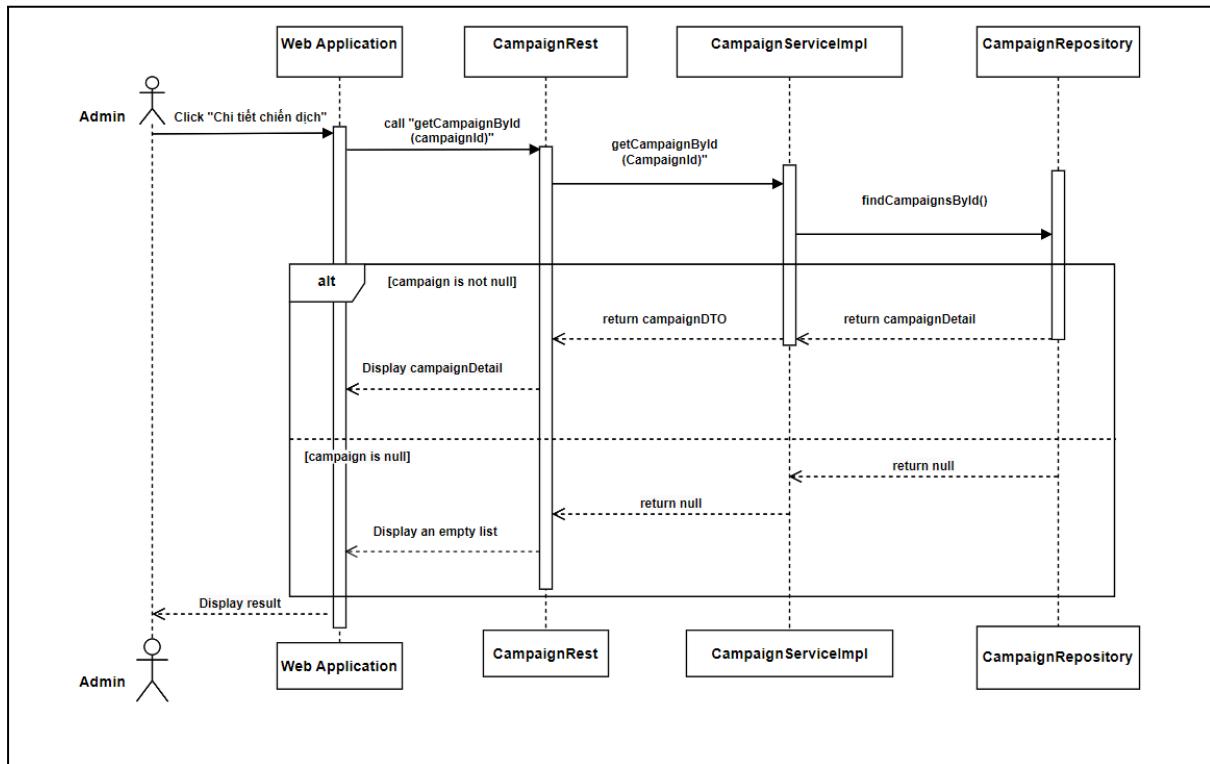


Figure 4.12 Sequence Diagram of “View Detail Campaign”

### 3.2.5 Sequence Diagram of “Update Campaign”

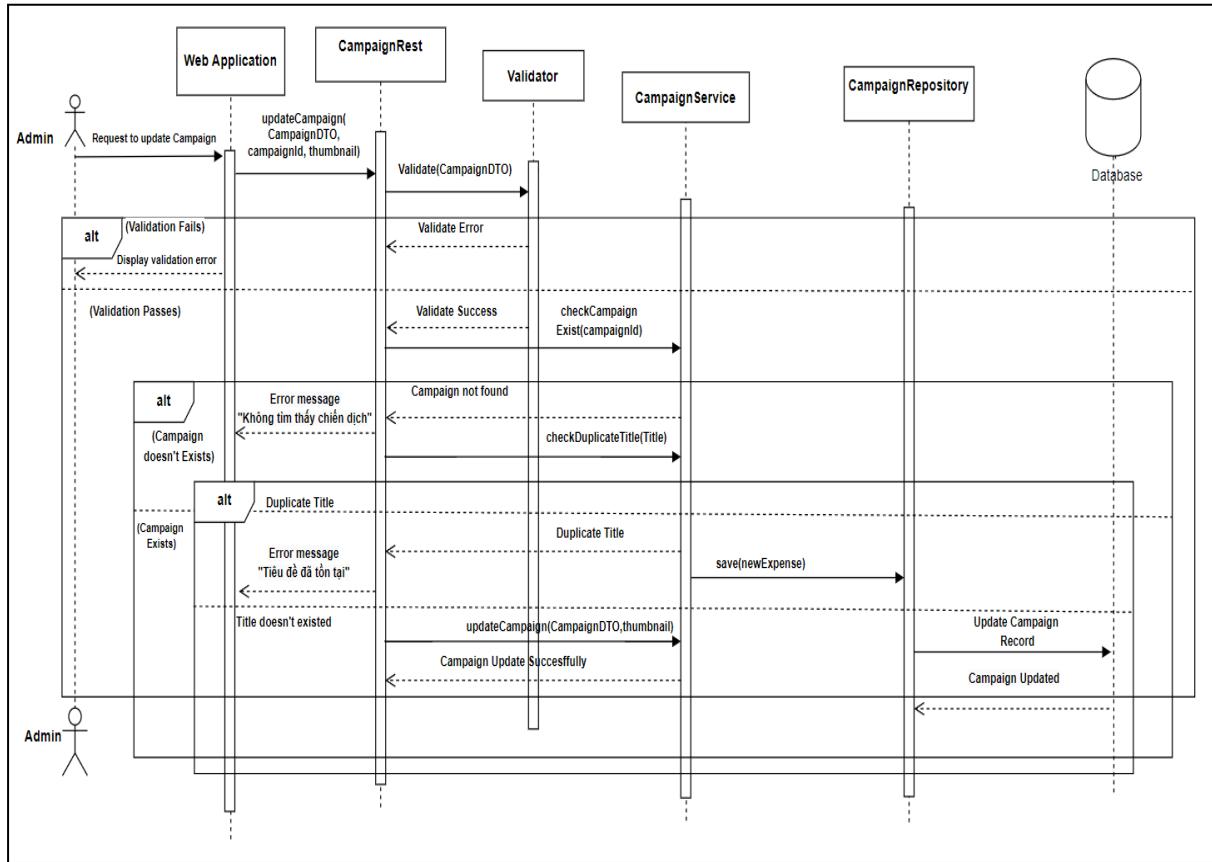


Figure 4.13 Sequence Diagram of “Update campaign”

### 3.3 Profile Management

#### 3.3.1 Class Diagram

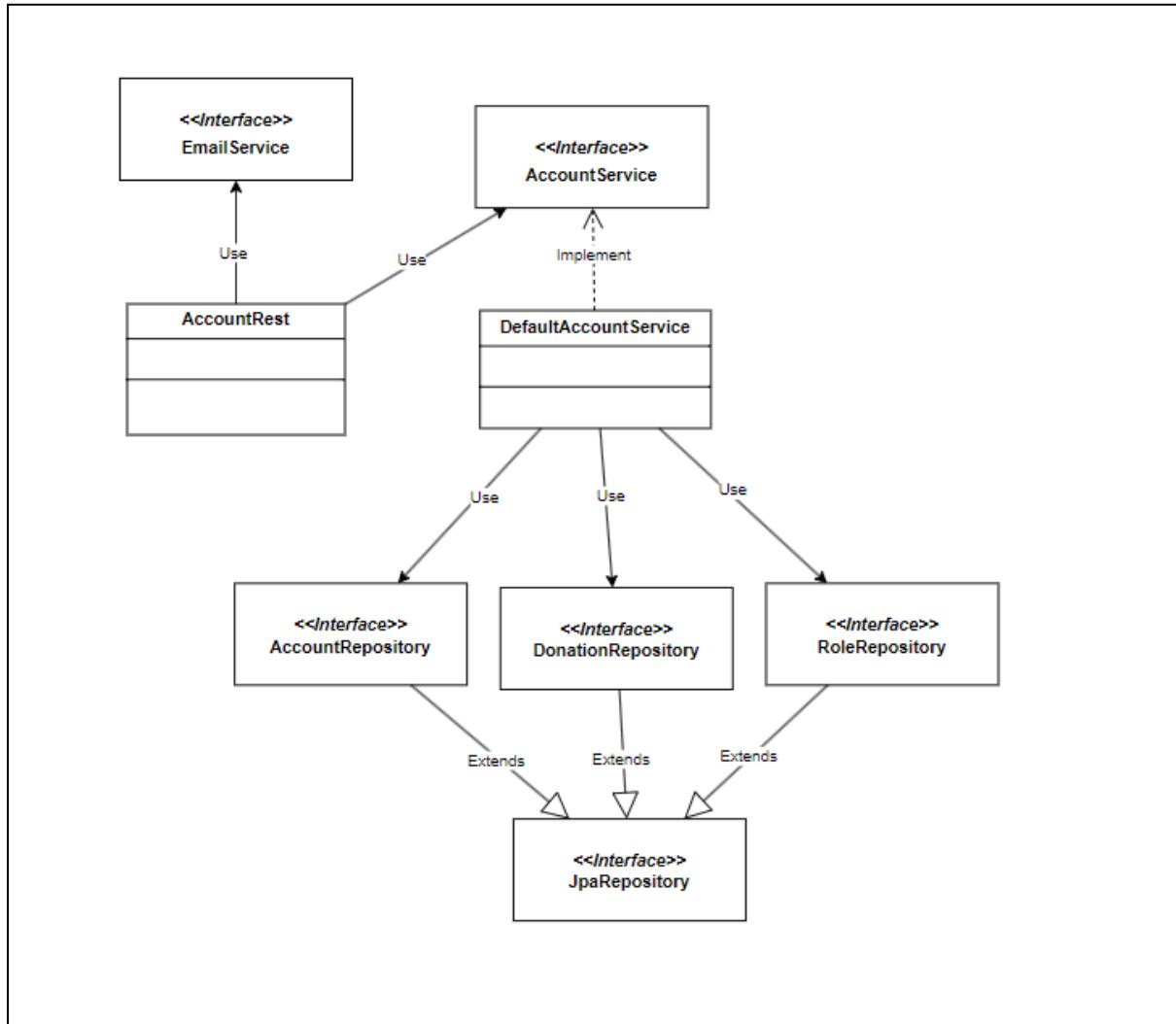


Figure 4.14 Class diagram of profile management

### 3.3.2 Sequence Diagram of “Edit Profile”

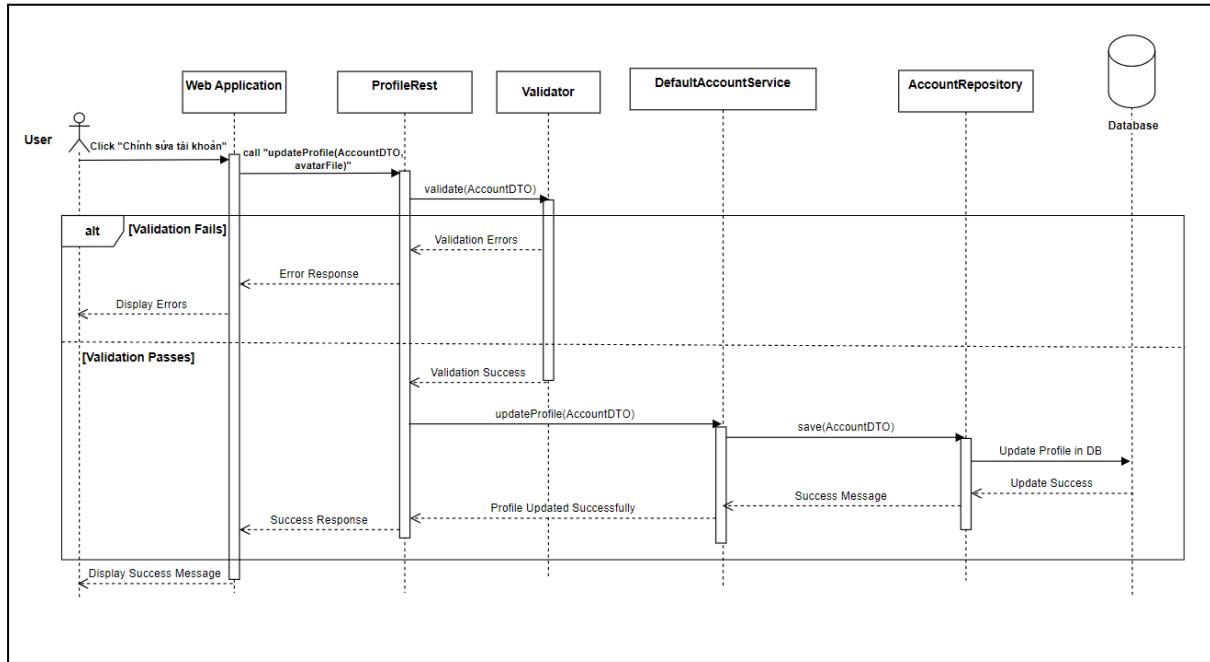


Figure 4.15 Sequence Diagram of “Edit profile”

### 3.3.3 Sequence Diagram of “Change Password”

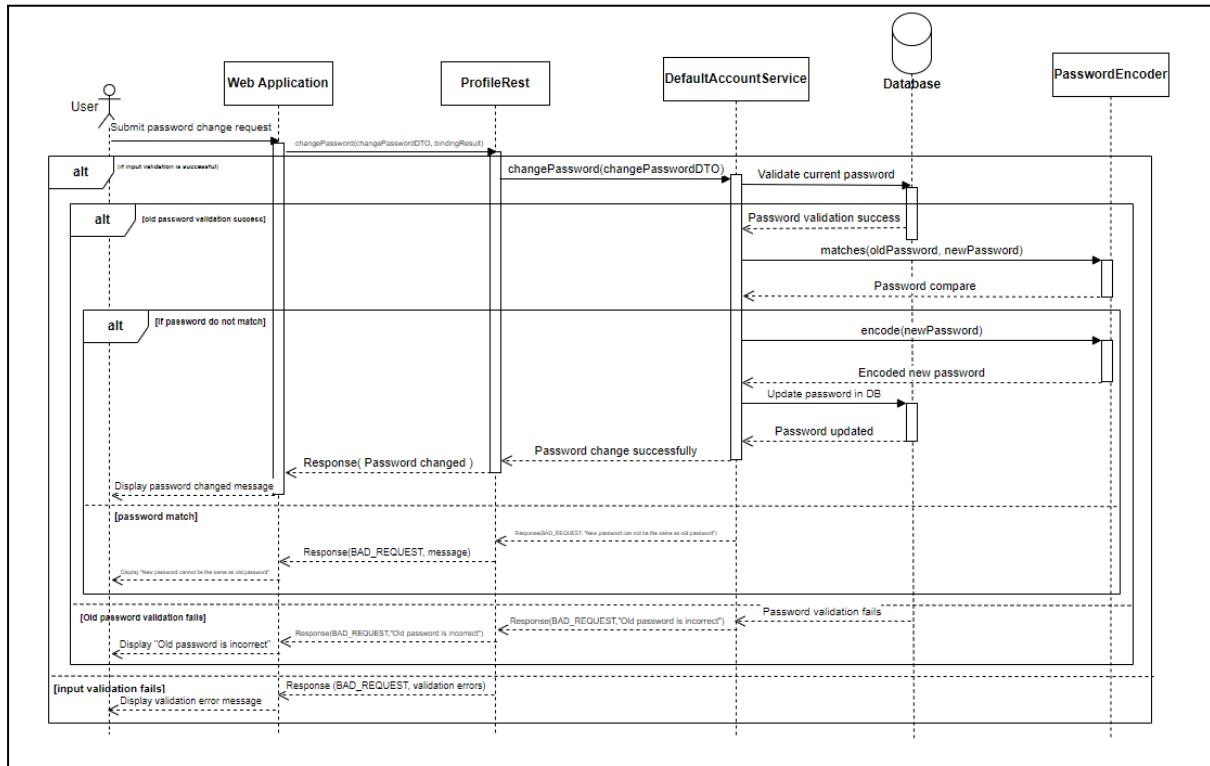


Figure 4.16 Sequence Diagram of “Change password”

## 3.4 News Management

### 3.4.1 Class Diagram

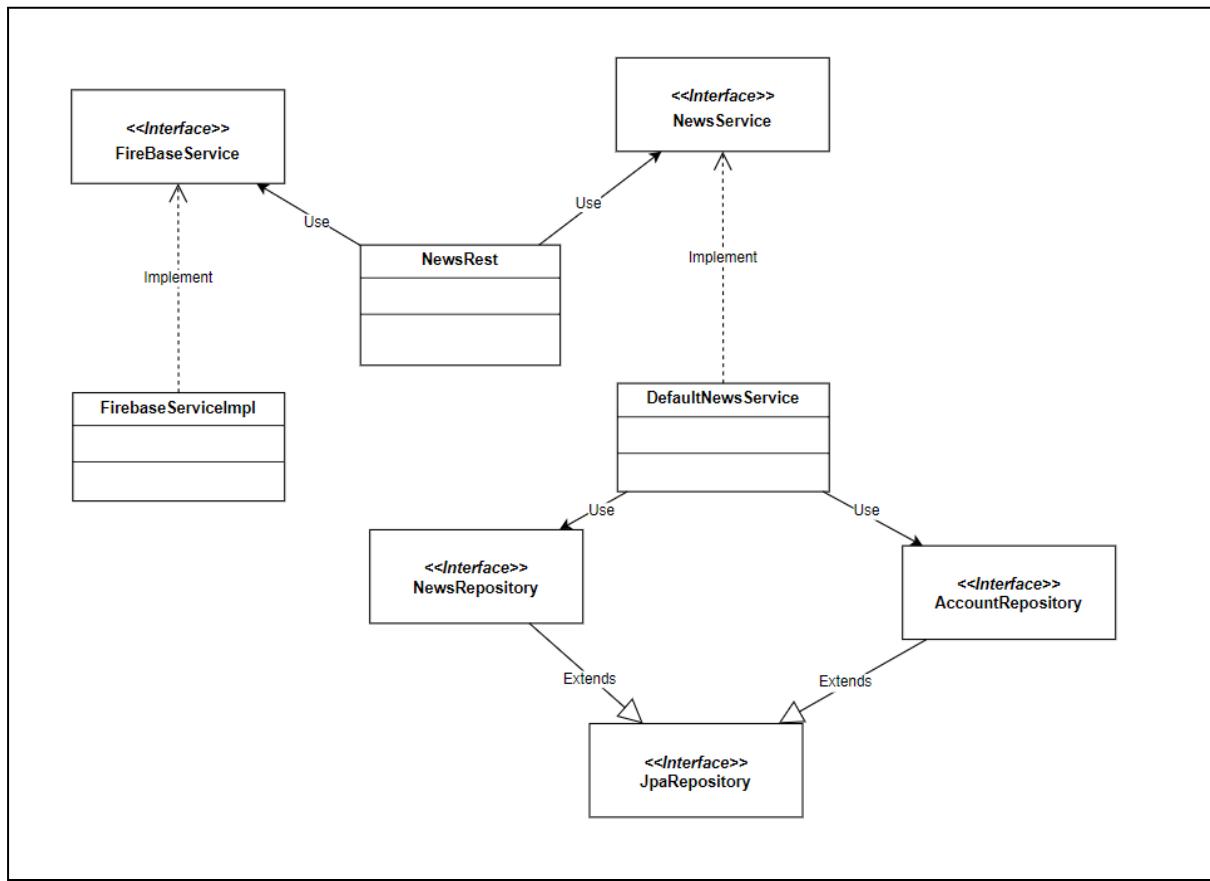


Figure 4.17 Class diagram of news management

### 3.4.2 Sequence Diagram of “View List News”

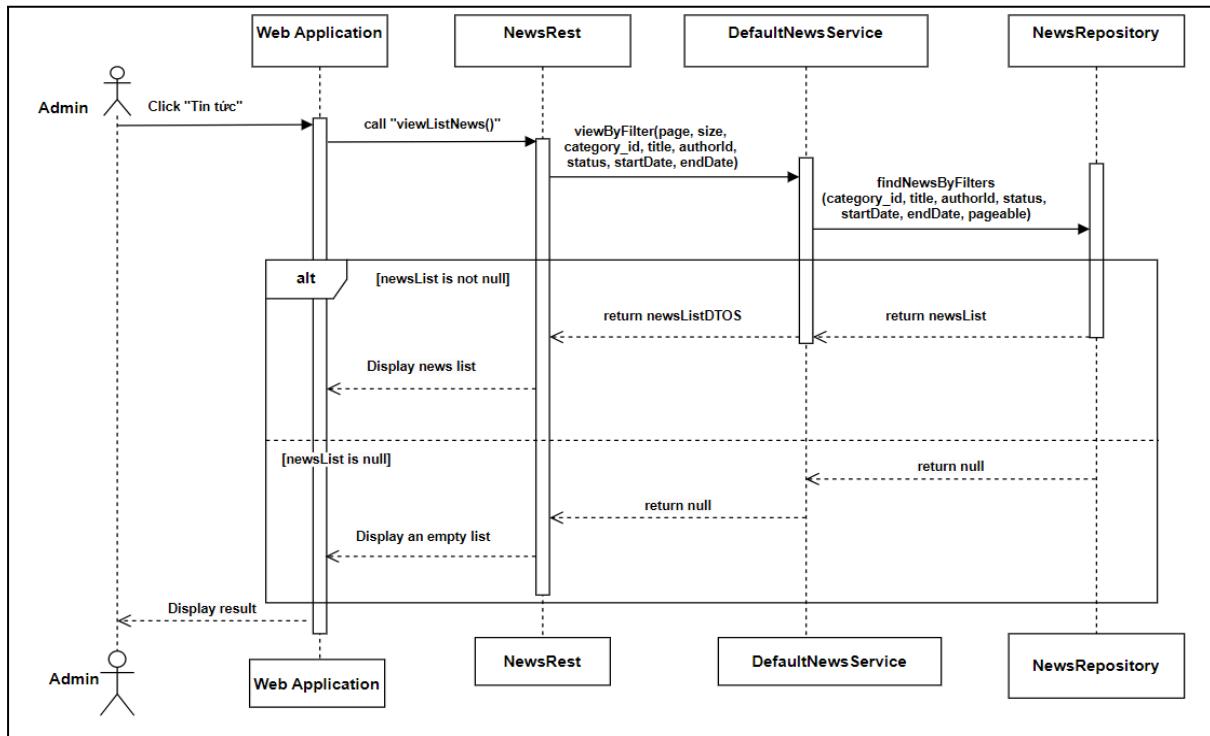


Figure 4.18 Sequence Diagram of “View list news”

### 3.4.3 Sequence Diagram of “View Detail News”

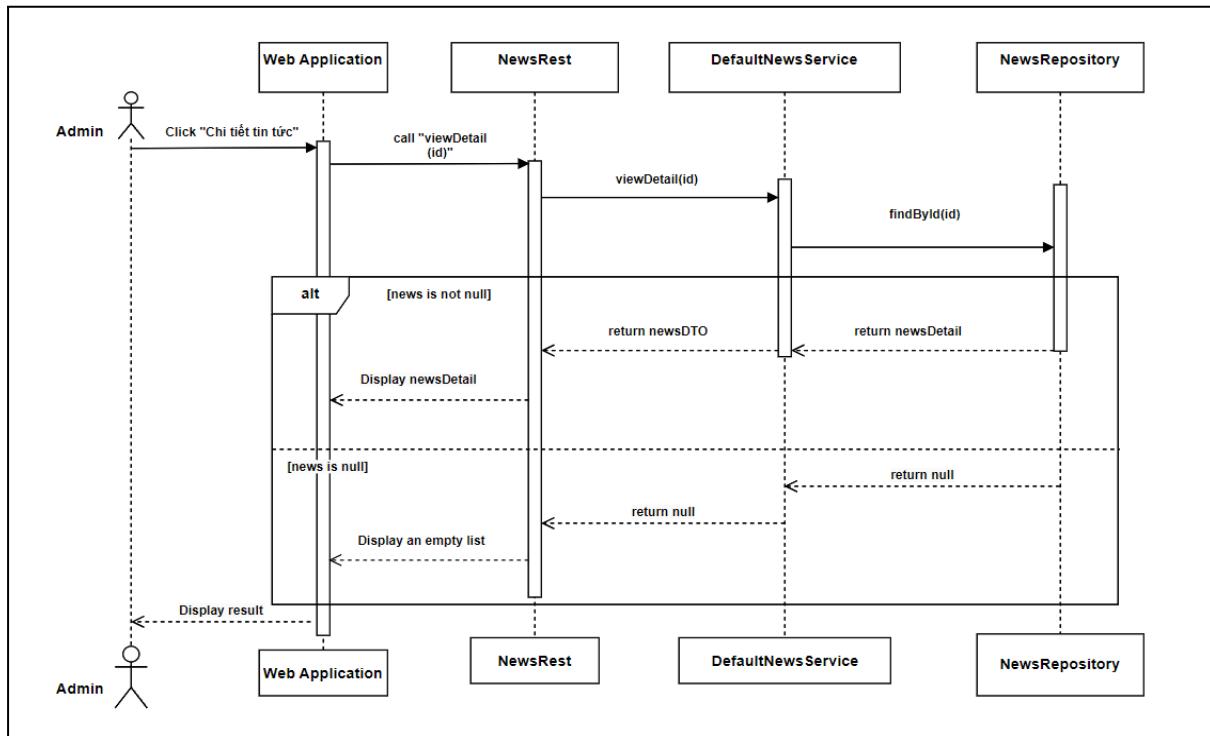


Figure 4.19 Sequence Diagram of “View detail news”

### 3.4.4 Sequence Diagram of “Create News”

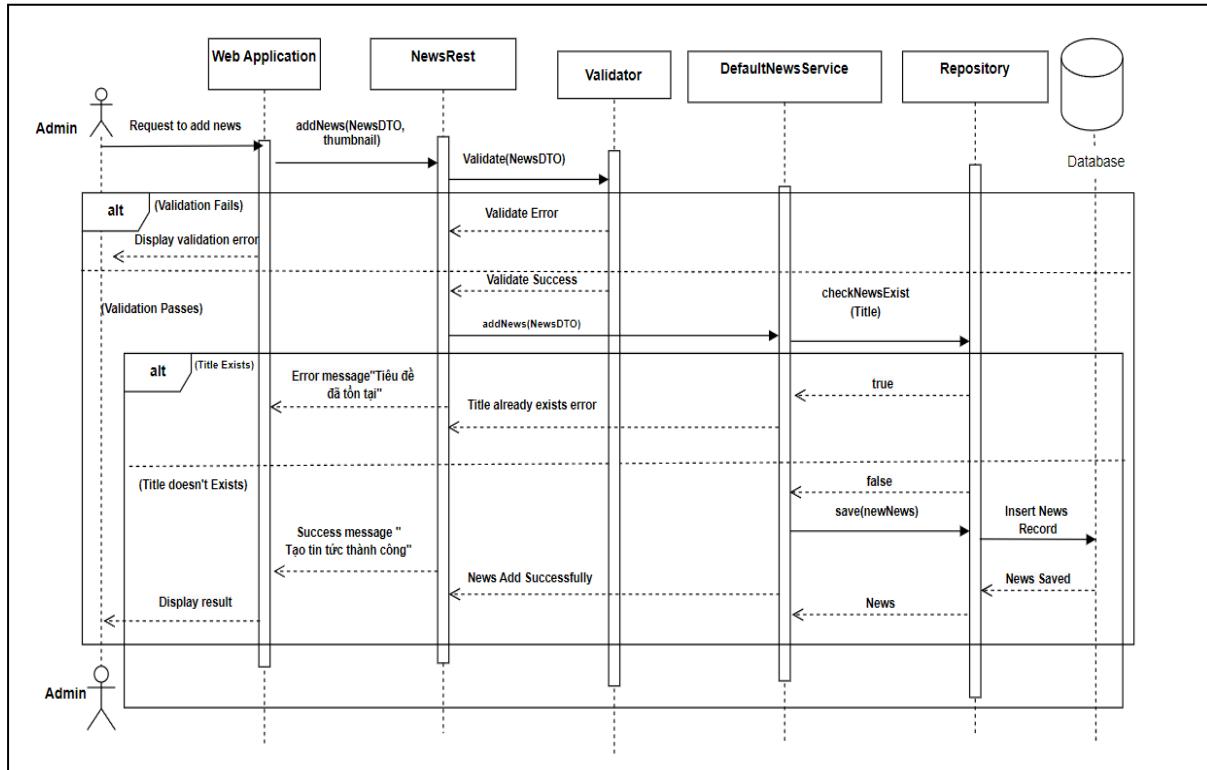


Figure 4.20 Sequence Diagram of “Create news”

### 3.4.5 Sequence Diagram of “Update News”

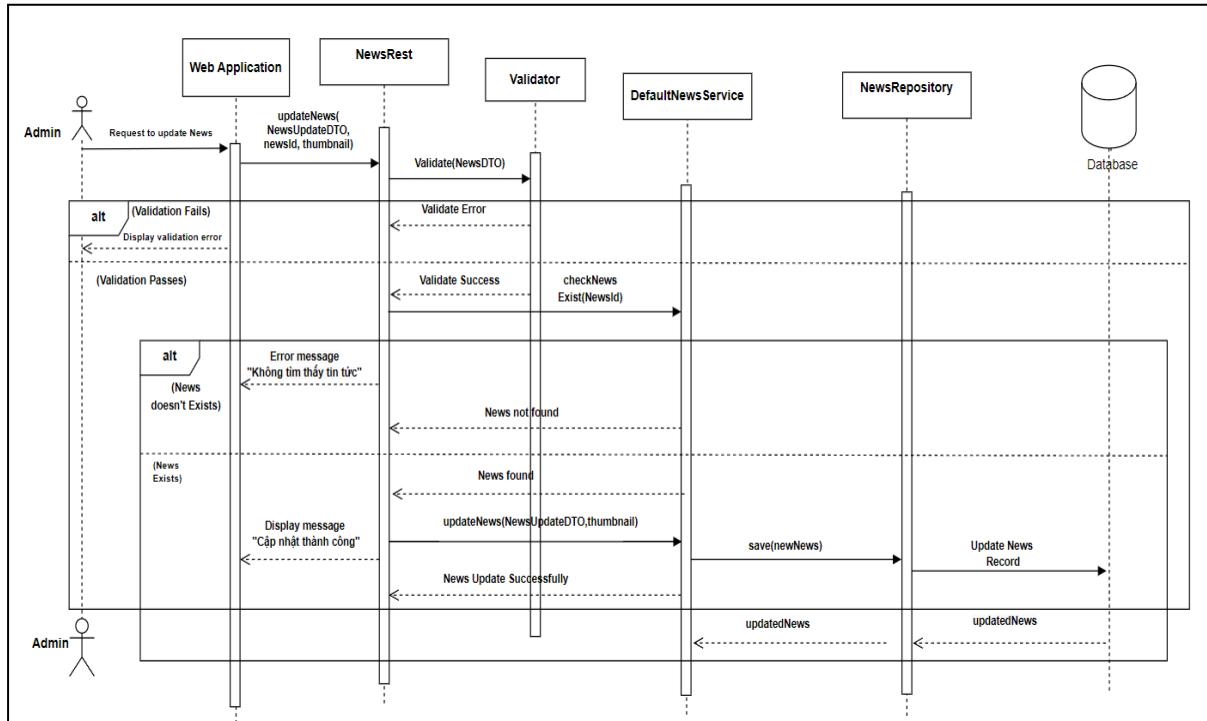


Figure 4.21 Sequence Diagram of “Update news”

## 3.5 Account Management

### 3.5.1 Class Diagram

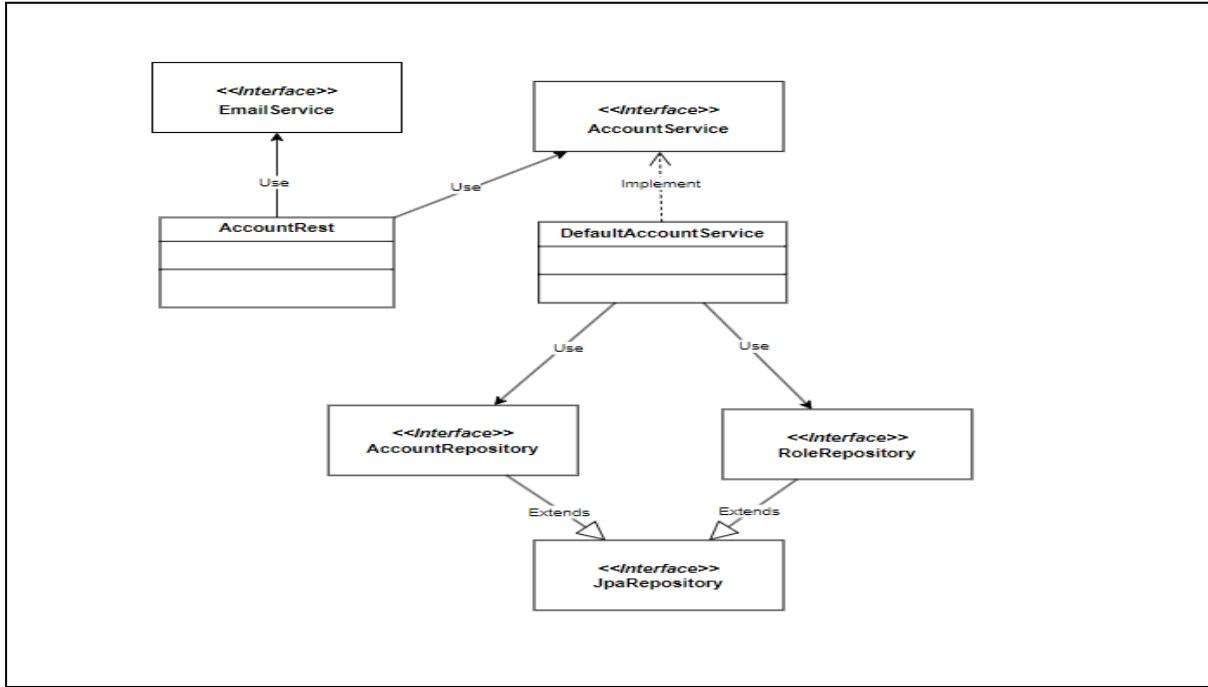


Figure 4.22 Class diagram of account management

### 3.5.2 Sequence Diagram of “View List Account”

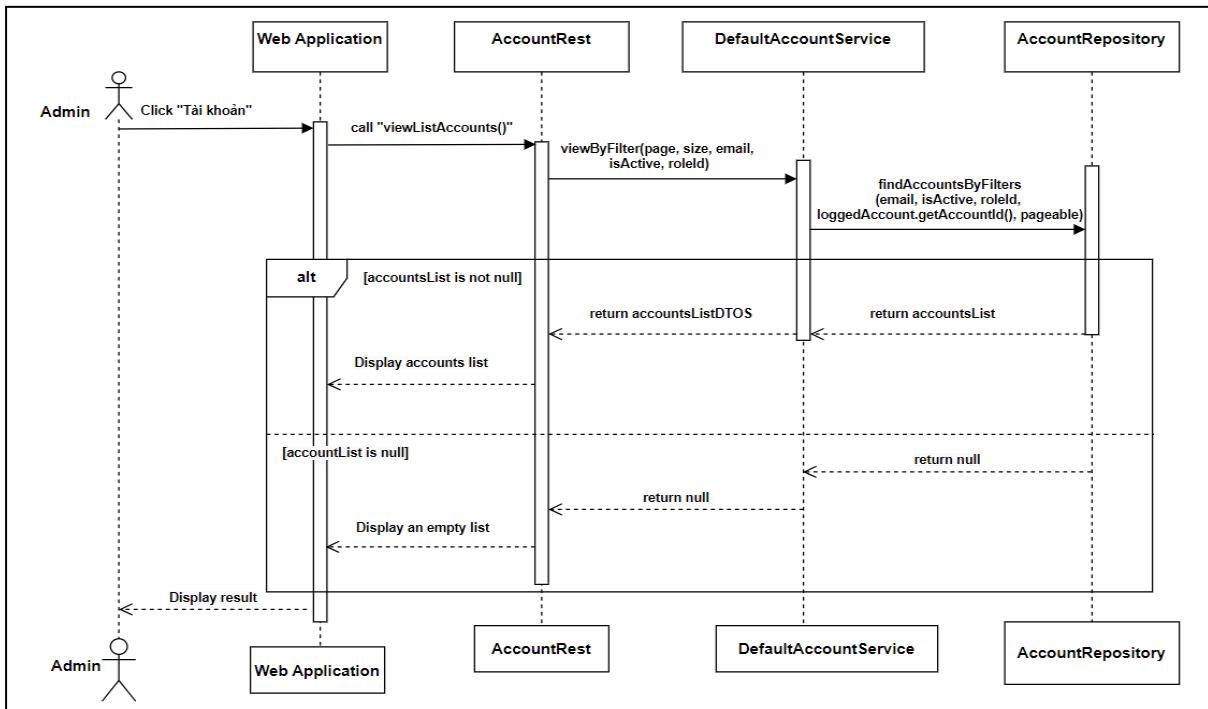


Figure 4.23 Sequence Diagram of “View list account”

### 3.5.3 Sequence Diagram of "View Detail Account"

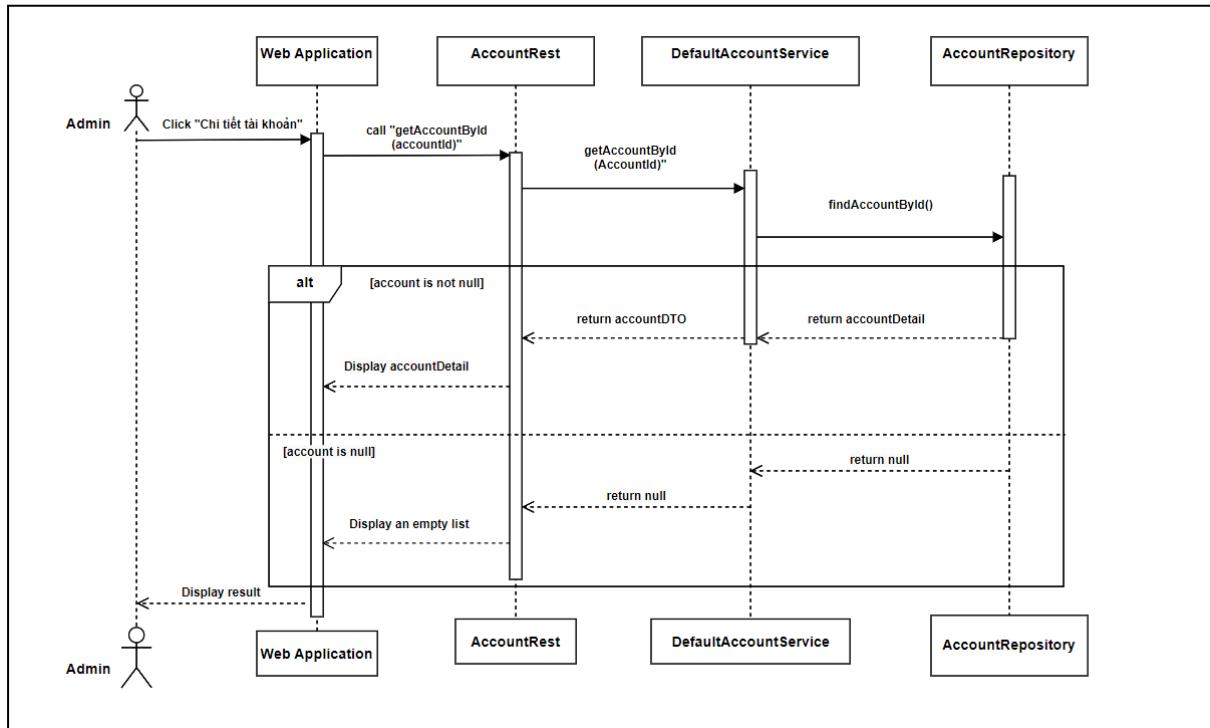


Figure 4.24 Sequence Diagram of "View detail account"

### 3.5.4 Sequence Diagram of "Create Account"

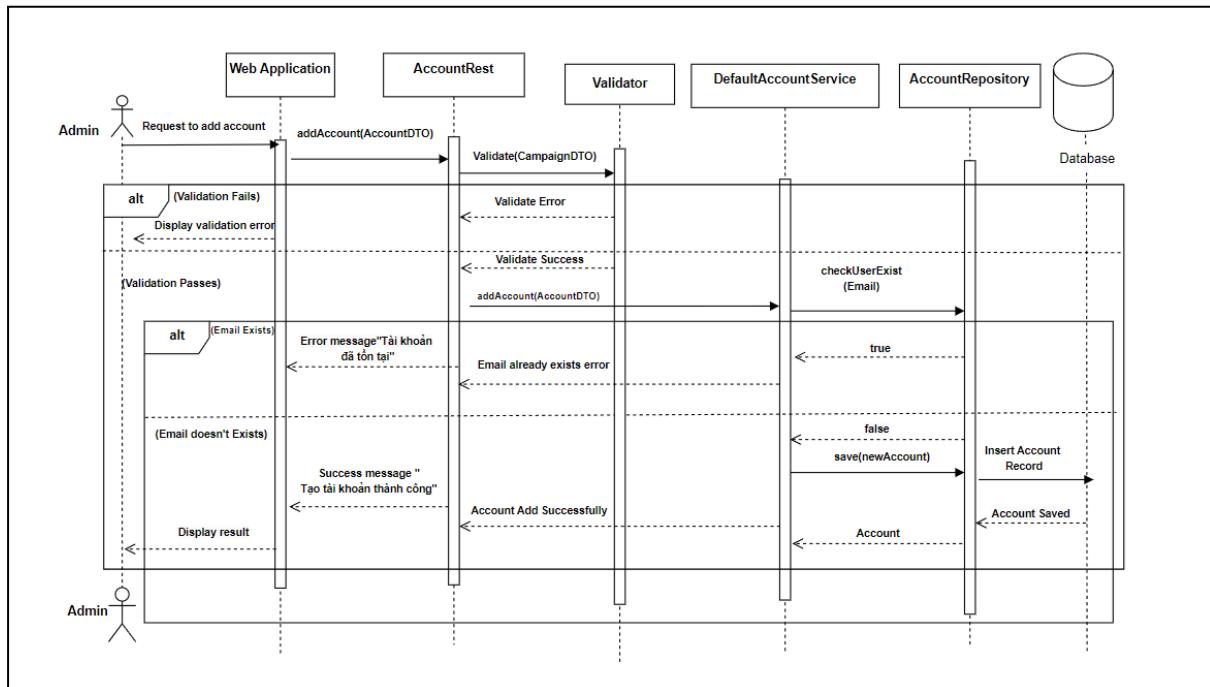


Figure 4.25 Sequence Diagram of "Create account"

### 3.5.5 Sequence Diagram of “Update Account”

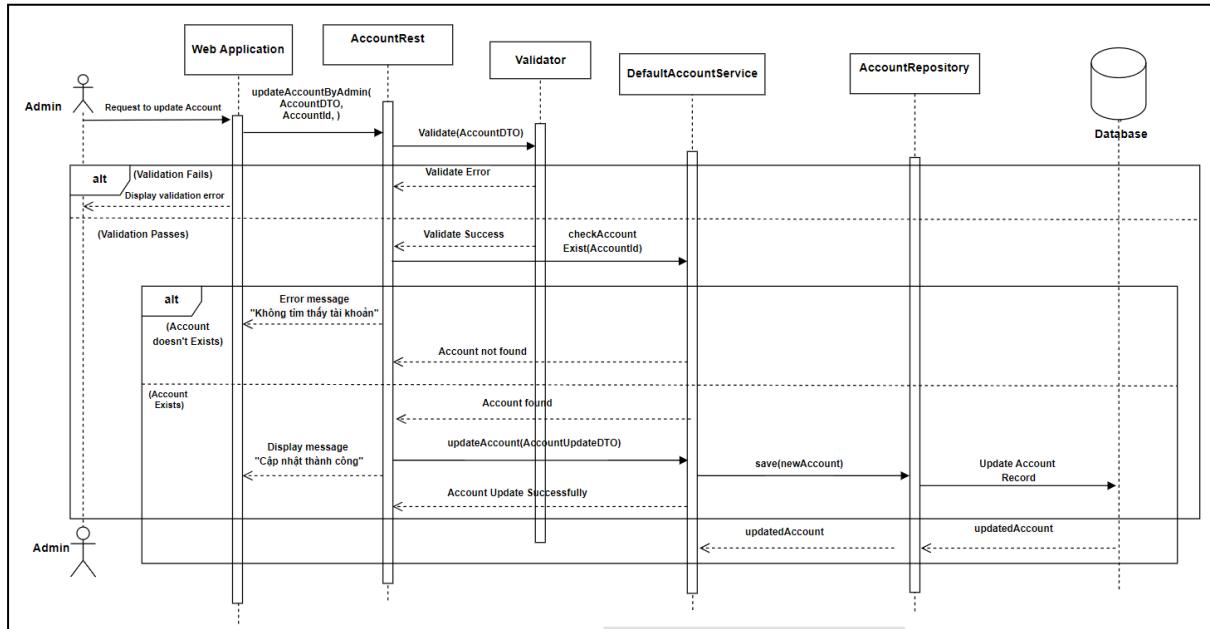


Figure 4.26 Sequence Diagram of “Update account”

## 3.6 Project Management

### 3.6.1 Class Diagram

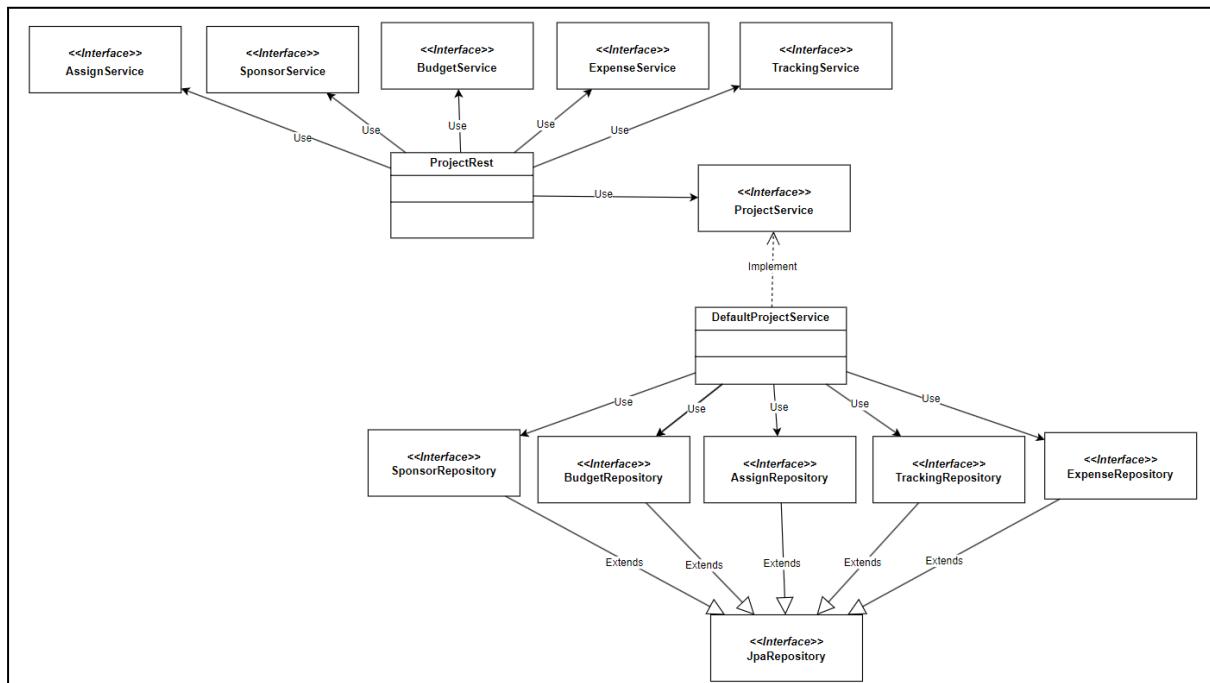


Figure 4.27 Class diagram of project management

### 3.6.2 Sequence Diagram of “View List Project”

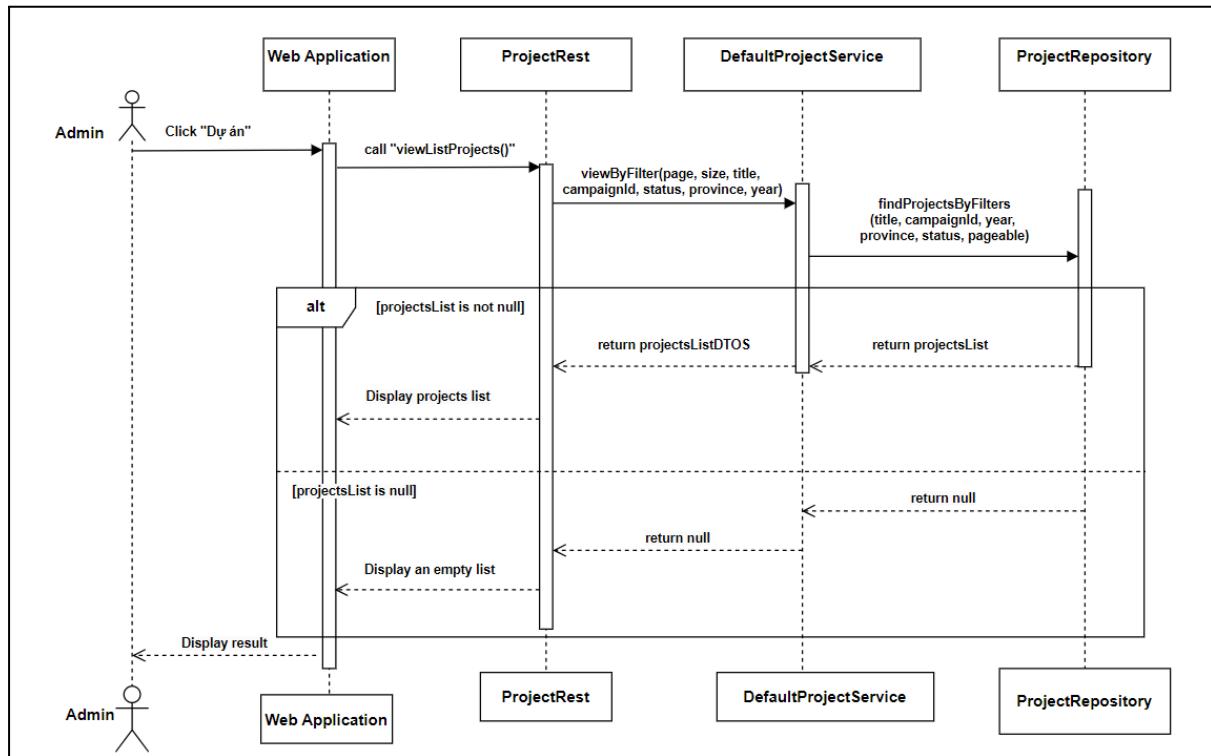


Figure 4.28 Sequence Diagram of “View list project”

### 3.6.3 Sequence Diagram of “View Detail Project”

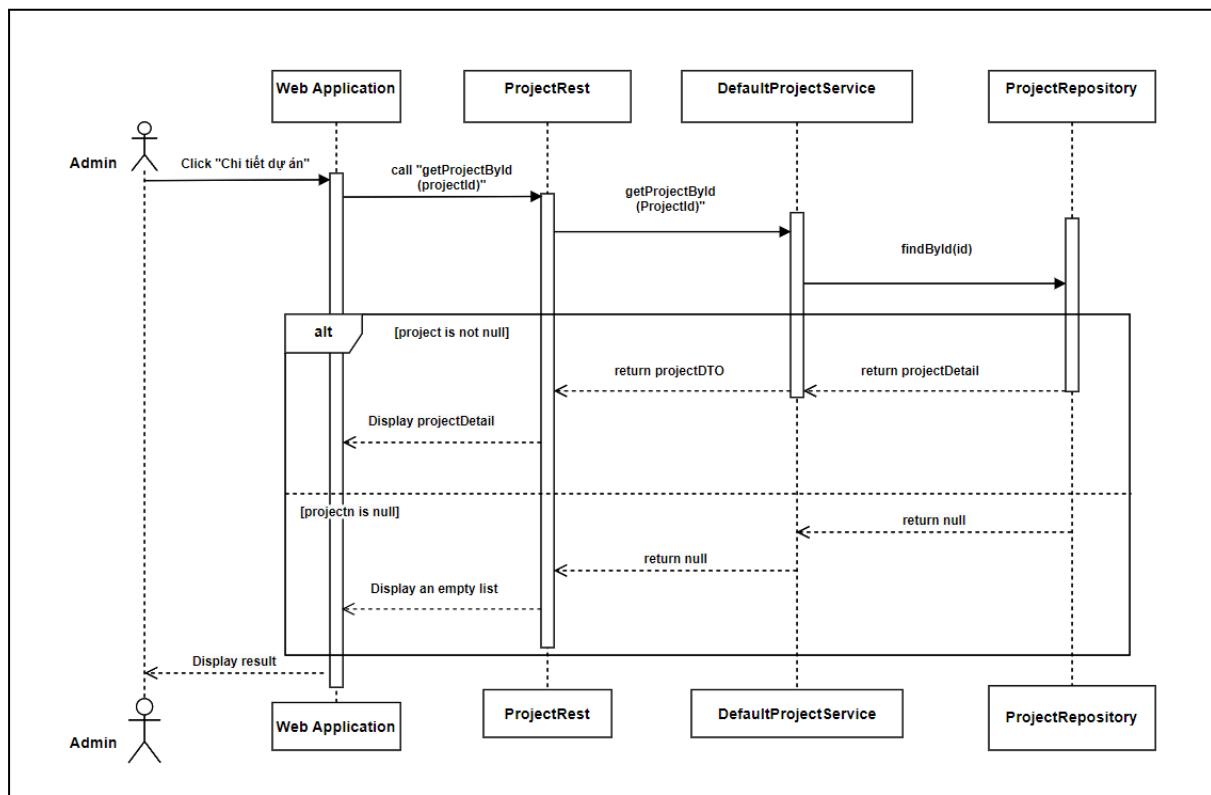


Figure 4.29 Sequence Diagram of “View detail project”

### 3.6.4 Sequence Diagram of “Create Project”

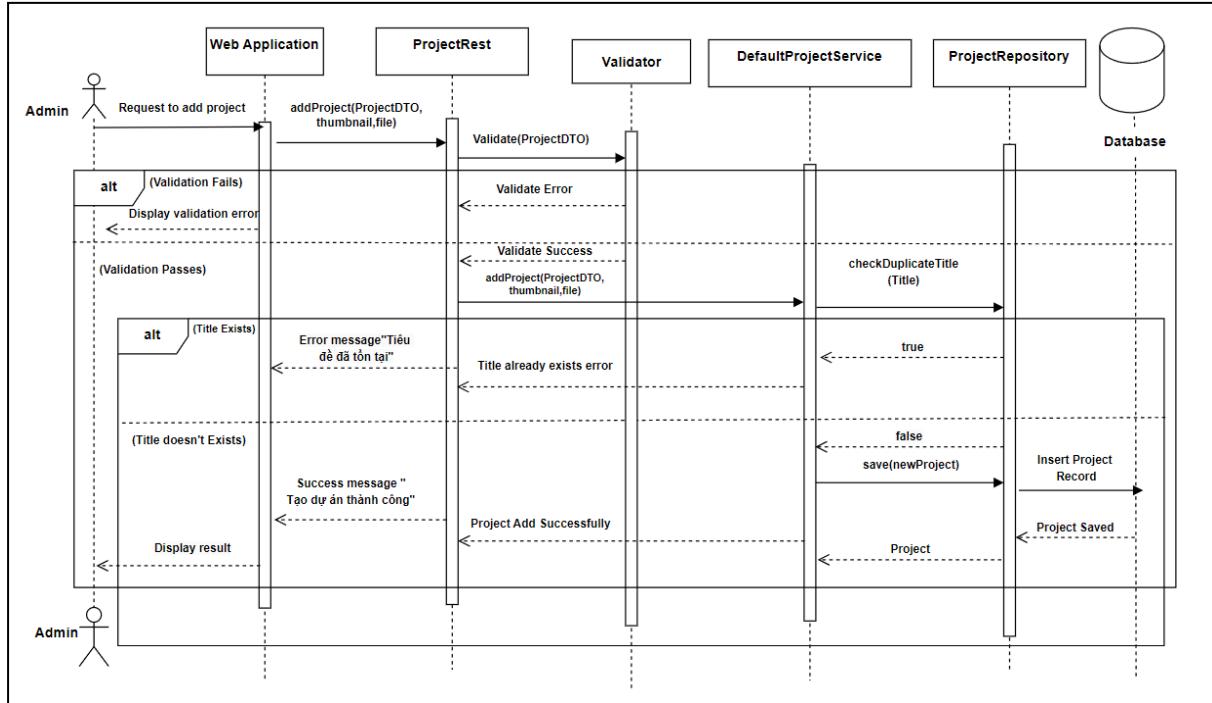


Figure 4.30 Sequence Diagram of “Create project”

### 3.6.5 Sequence Diagram of “Update Project”

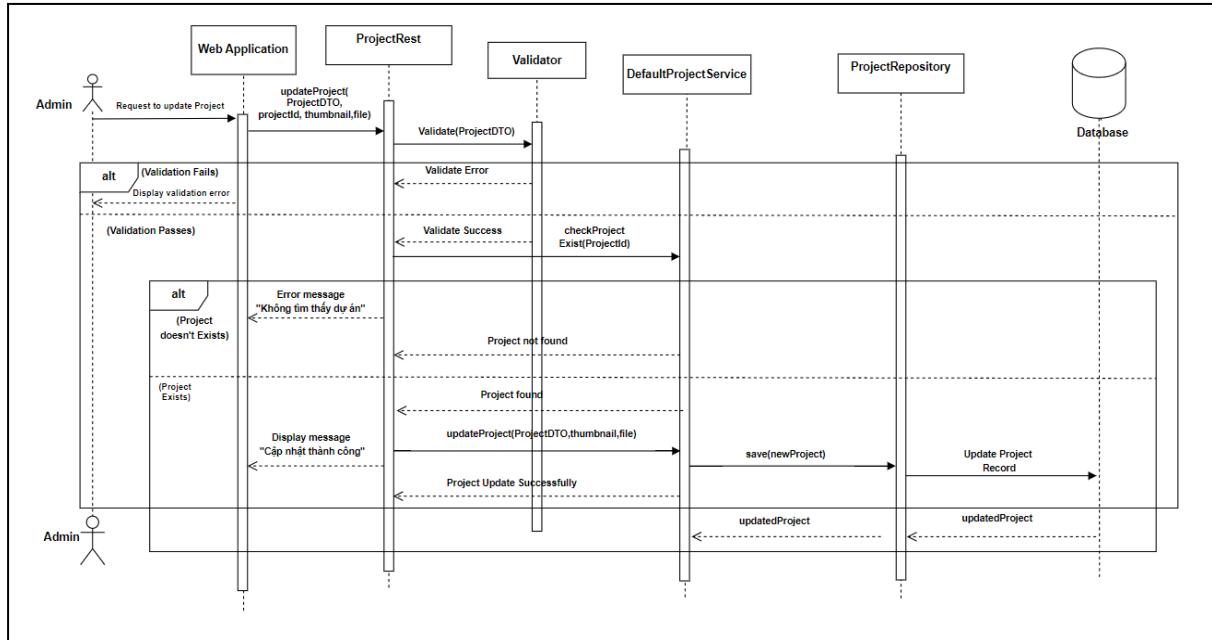


Figure 4.31 Sequence Diagram of “Update project”

### 3.6.6 Sequence Diagram of “View List Budget”

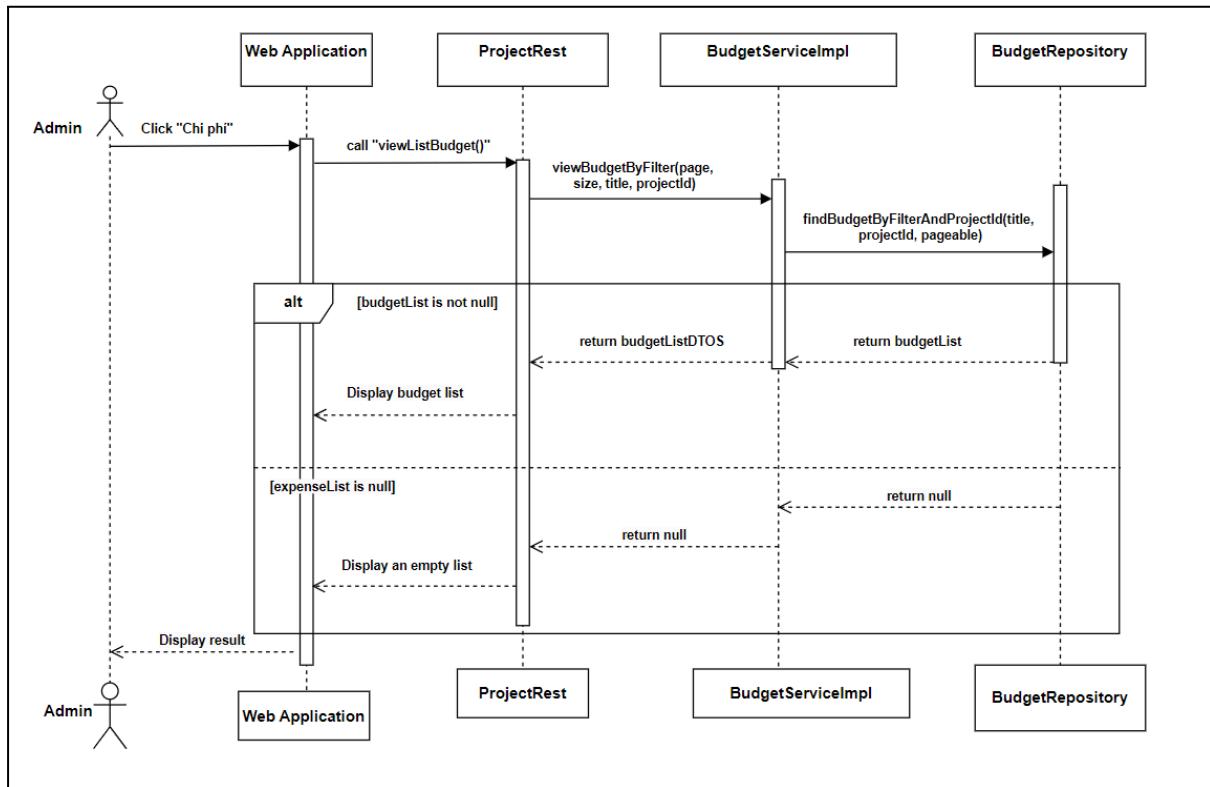


Figure 4.32 Sequence Diagram of “View list budget”

### 3.6.7 Sequence Diagram of “Create Budget”

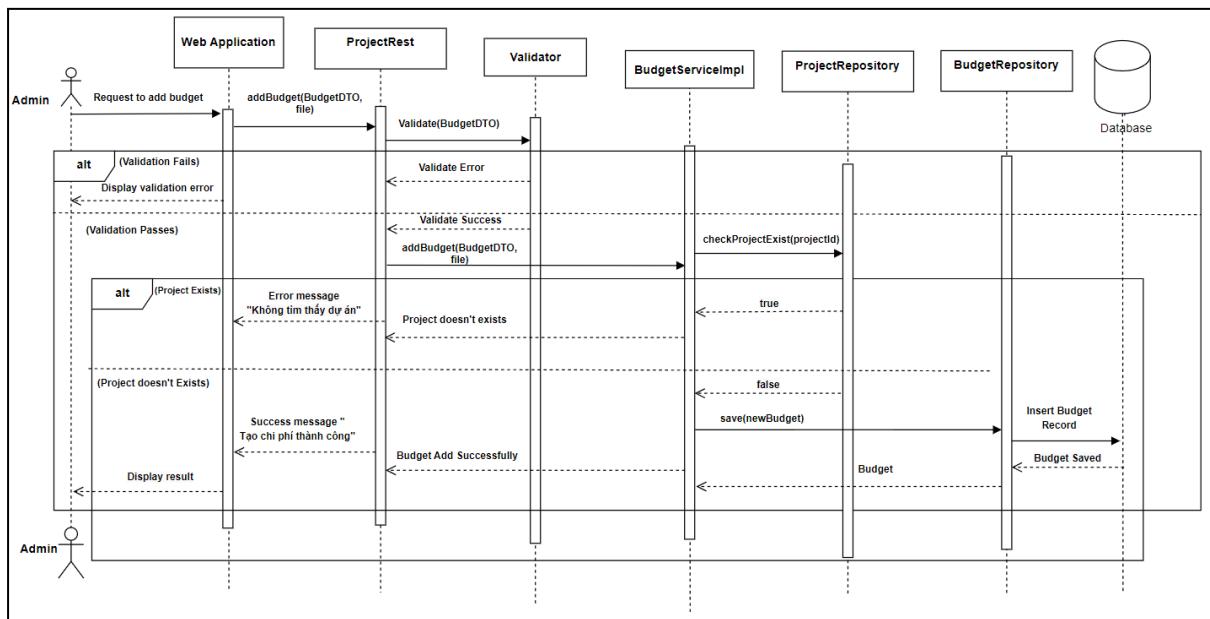


Figure 4.33 Sequence Diagram of “Create budget”

### 3.6.8 Sequence Diagram of “View Detail Budget”

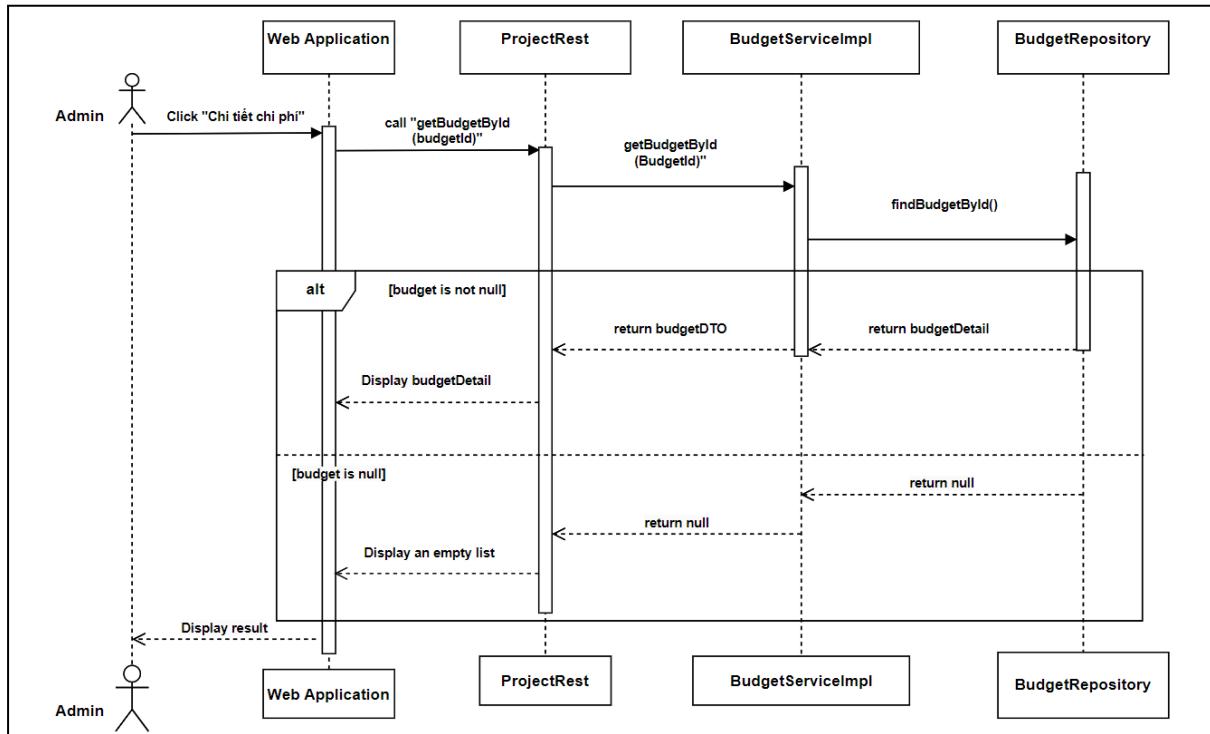


Figure 4.34 Sequence Diagram of “View detail budget”

### 3.6.9 Sequence Diagram of “Update Budget”

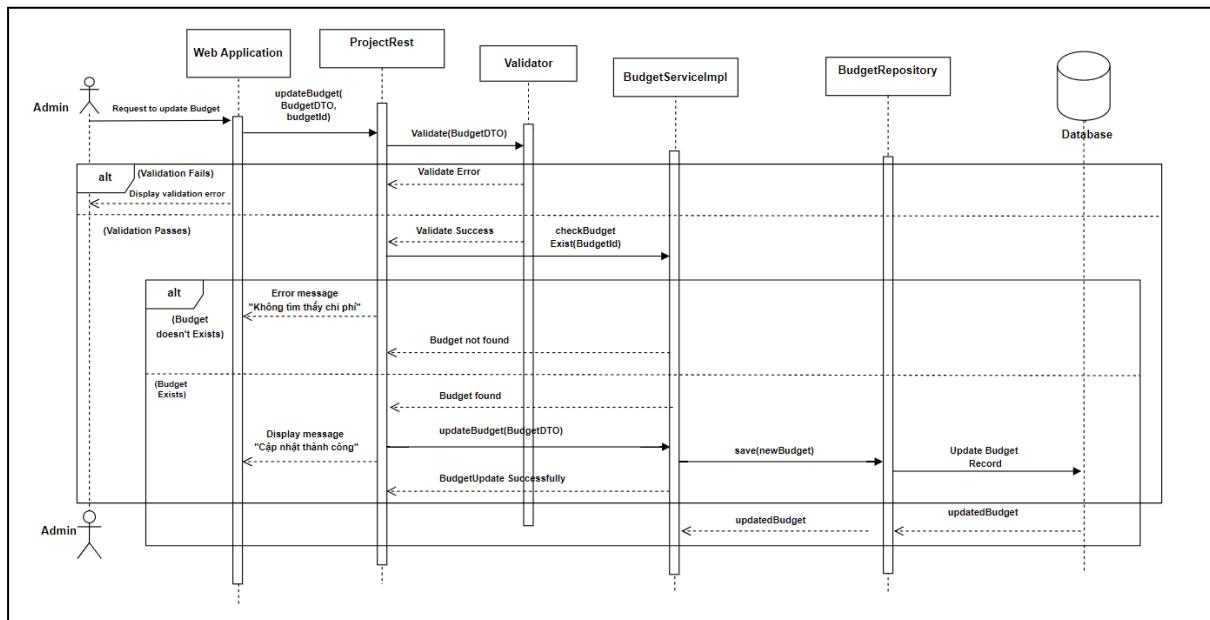


Figure 4.35 Sequence Diagram of “Update budget”

### 3.6.10 Sequence Diagram of “Delete Budget”

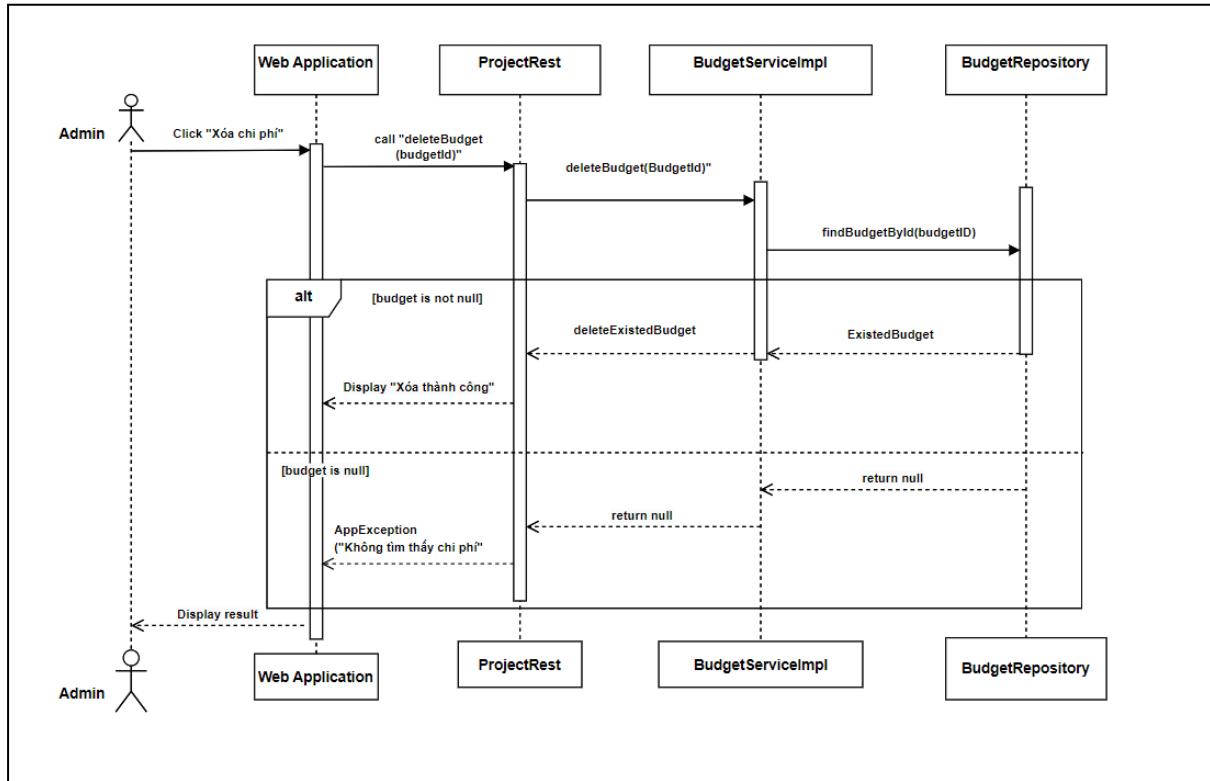


Figure 4.36 Sequence Diagram of “Delete budget”

### 3.6.11 Sequence Diagram of “View List Expense”

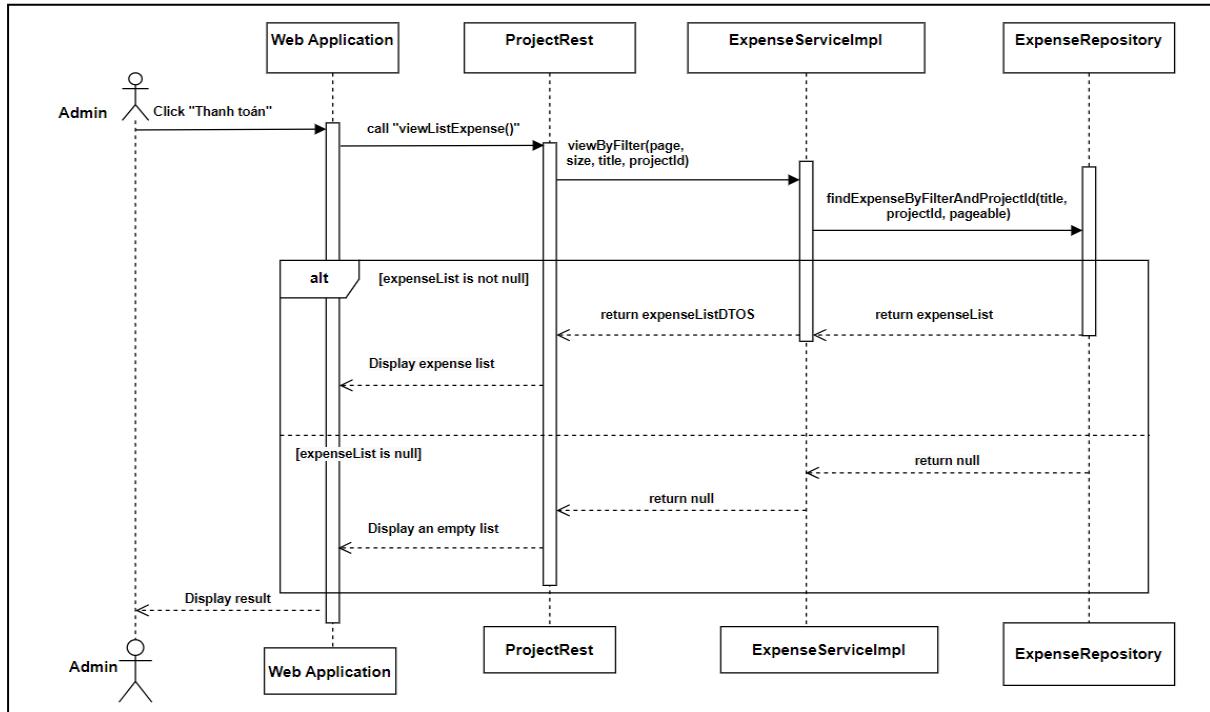


Figure 4.37 Sequence Diagram of “View list expense”

### 3.6.12 Sequence Diagram of “Create Expense”

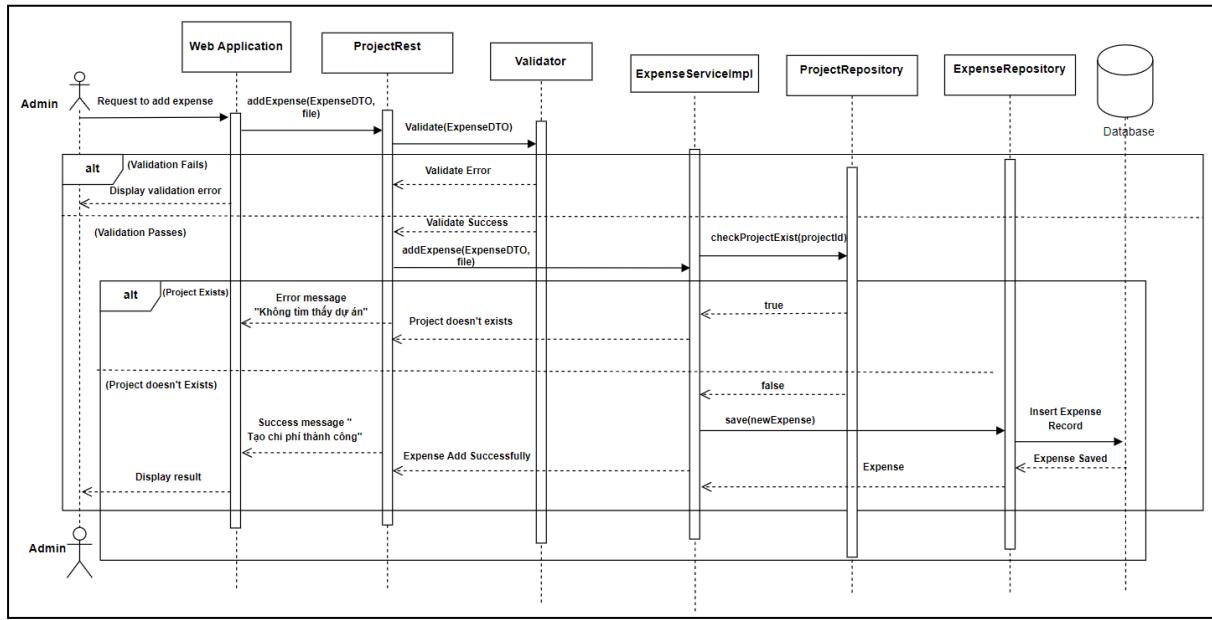


Figure 4.38 Sequence Diagram of “Create expense”

### 3.6.13 Sequence Diagram of “View Detail Expense”

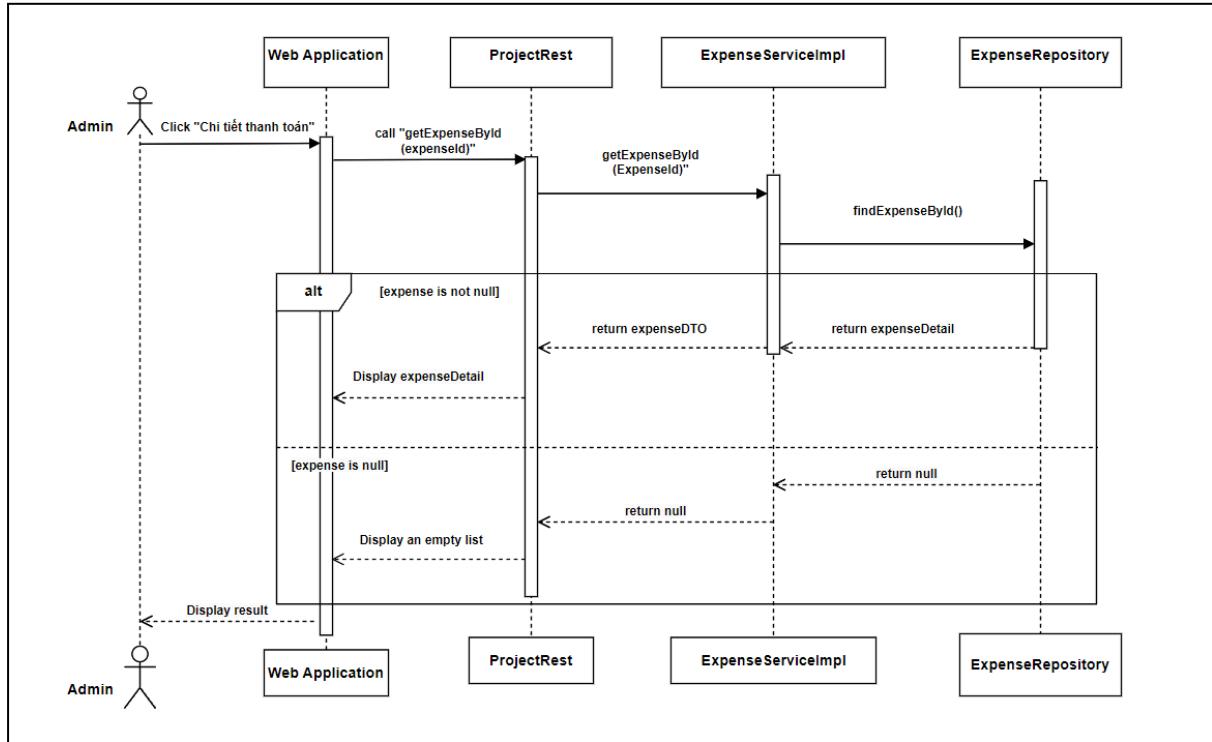


Figure 4.39 Sequence Diagram of “View detail expense”

### 3.6.14 Sequence Diagram of “Update Expense”

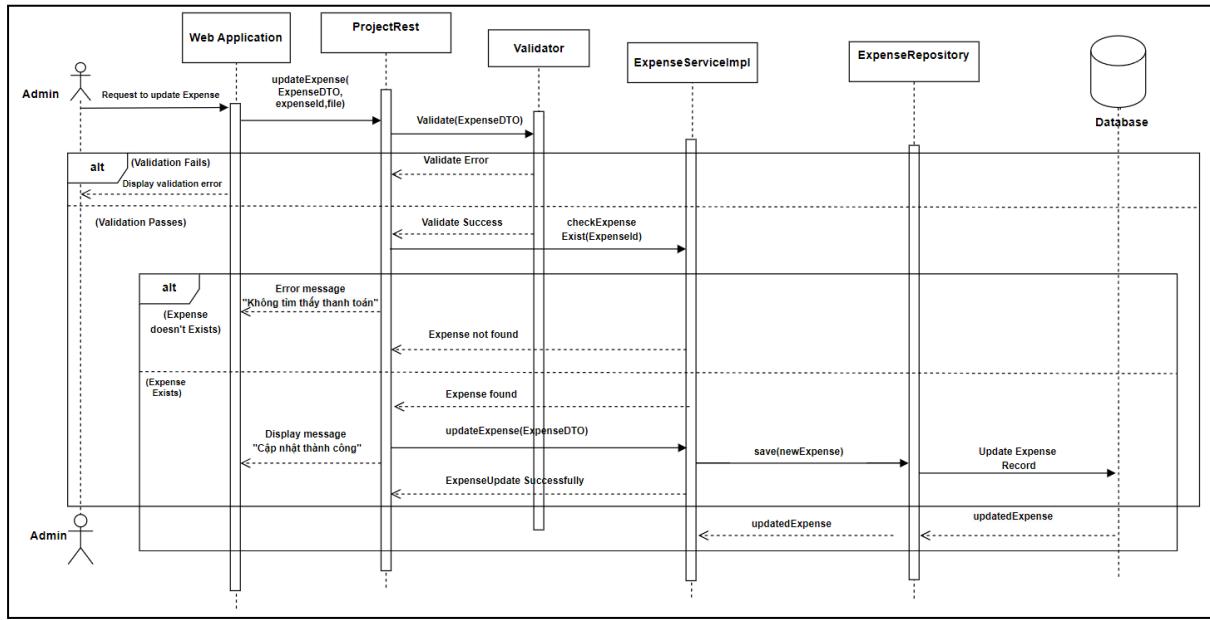


Figure 4.40 Sequence Diagram of “Update expense”

### 3.6.15 Sequence Diagram of “Delete Expense”

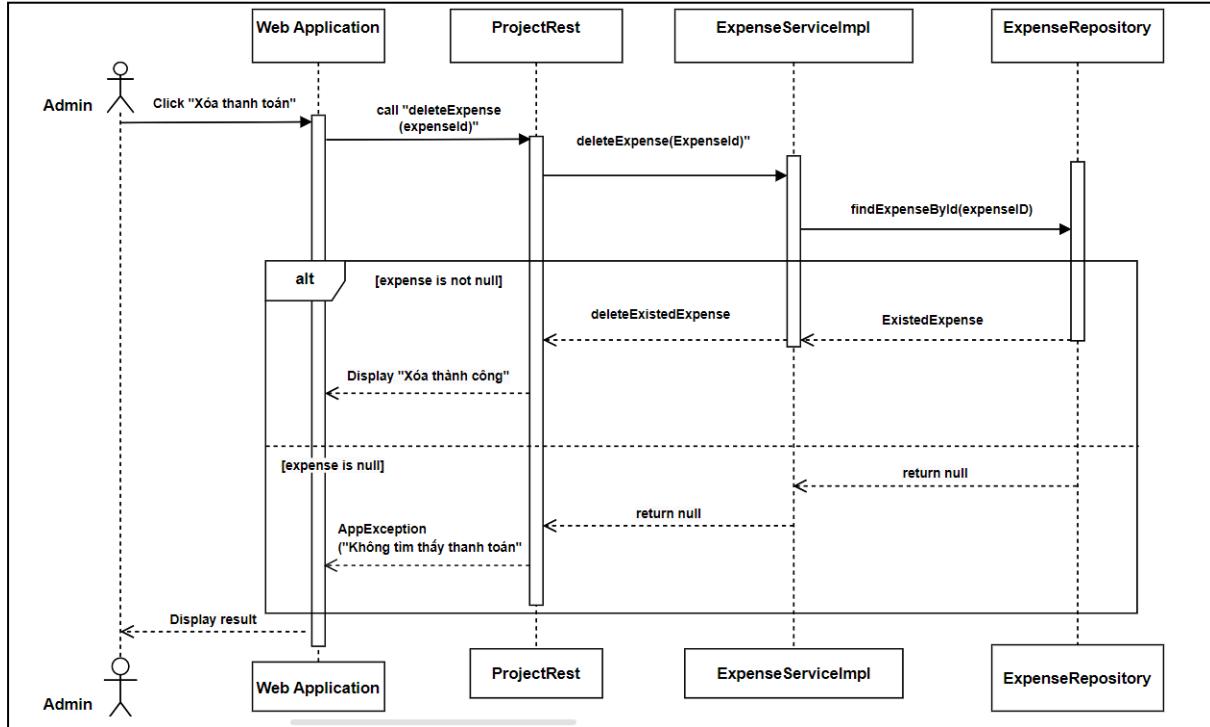


Figure 4.41 Sequence Diagram of “Delete expense”

### 3.6.16 Sequence Diagram of “View List Sponsor”

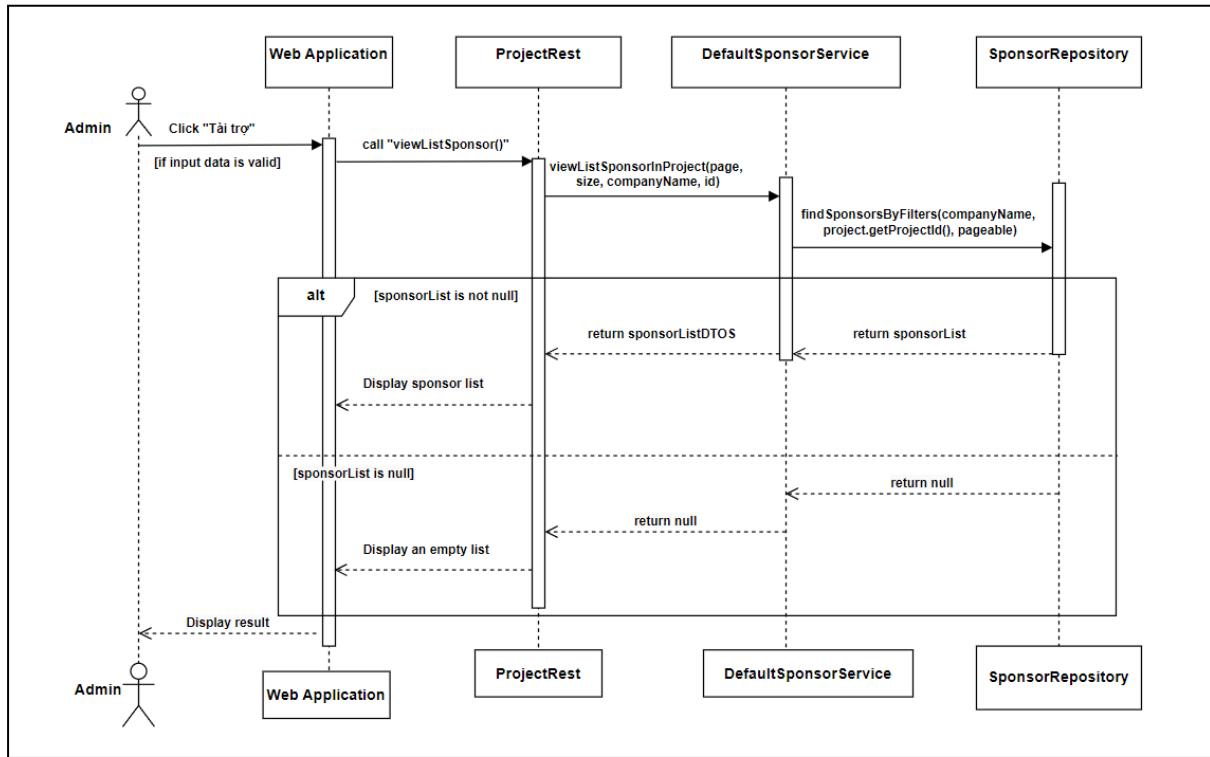


Figure 4.42 Sequence Diagram of “View list sponsor”

### 3.6.17 Sequence Diagram of “Create Sponsor”

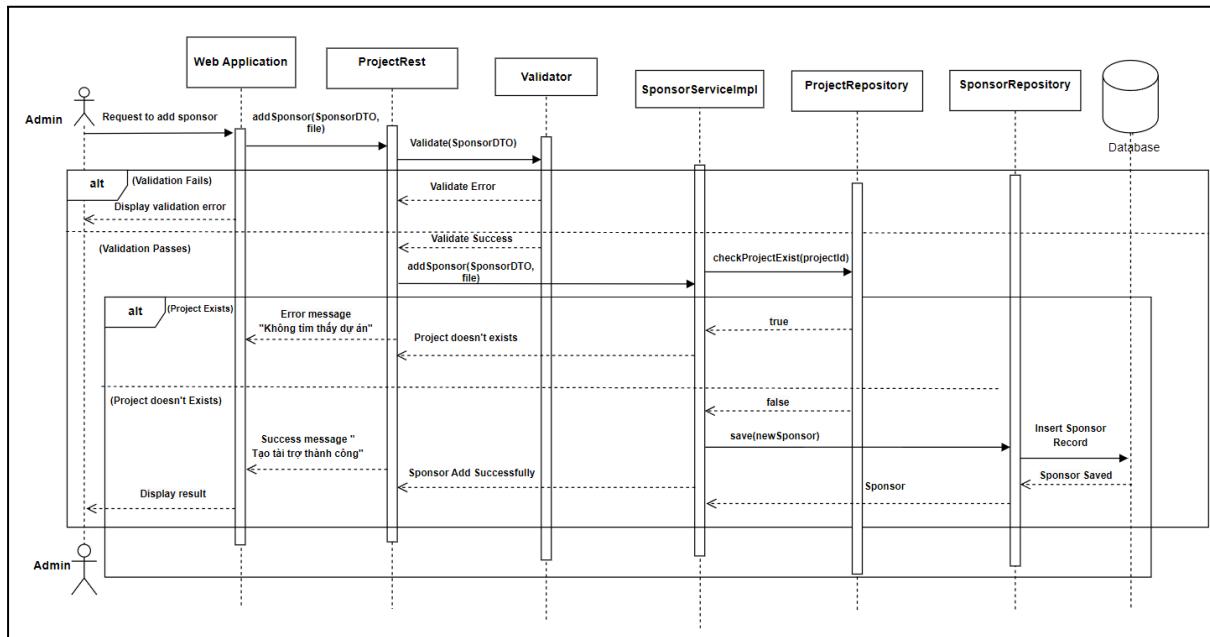


Figure 4.43 Sequence Diagram of “Create sponsor”

### 3.6.18 Sequence Diagram of “View Detail Sponsor”

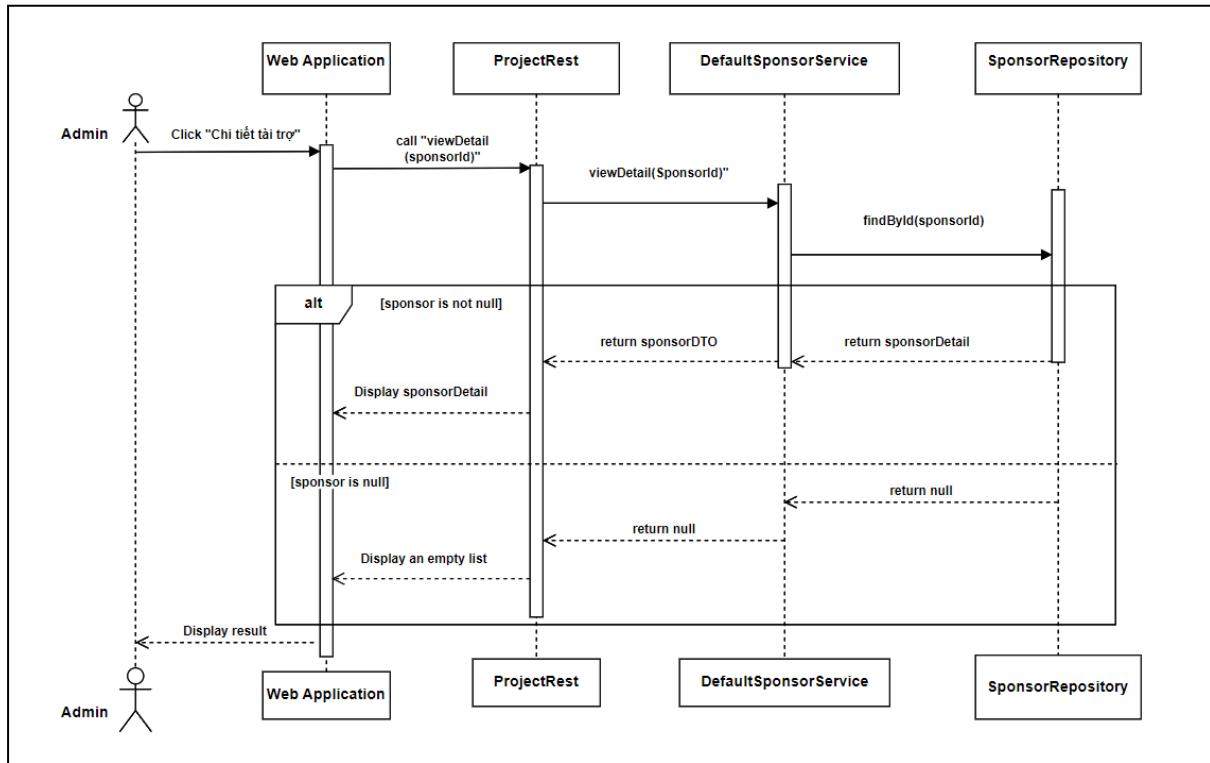


Figure 4.44 Sequence Diagram of “View detail sponsor”

### 3.6.19 Sequence Diagram of “Update Sponsor”

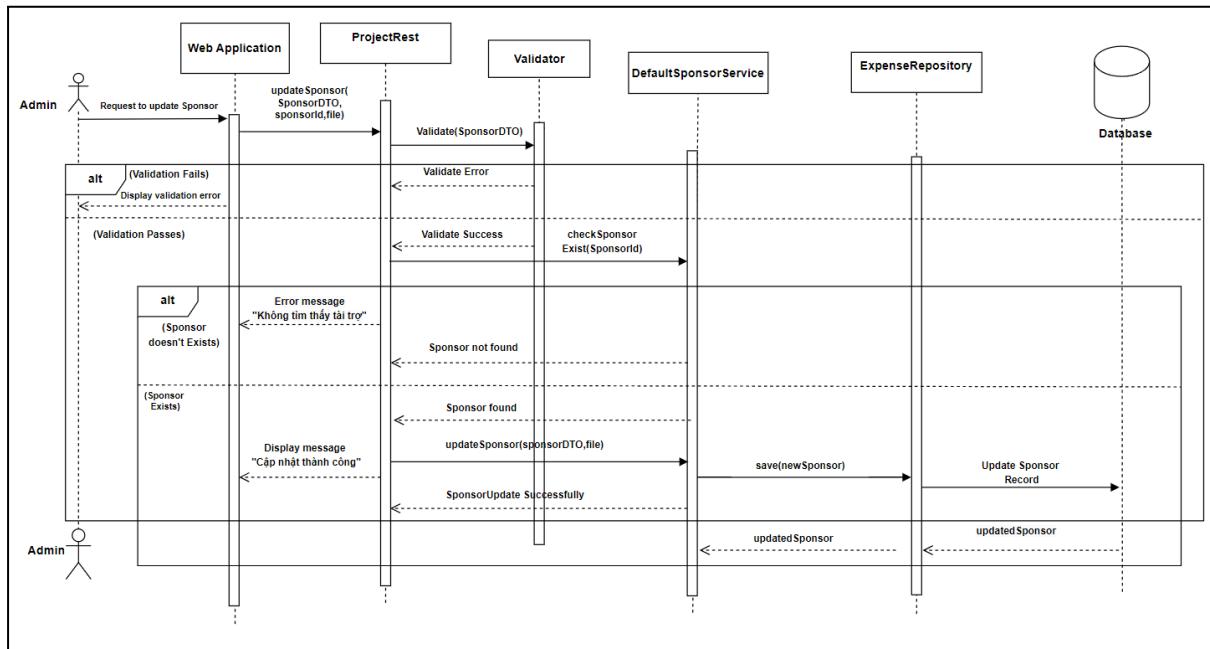


Figure 4.45 Sequence Diagram of “Update sponsor”

### 3.6.20 Sequence Diagram of "Delete Sponsor"

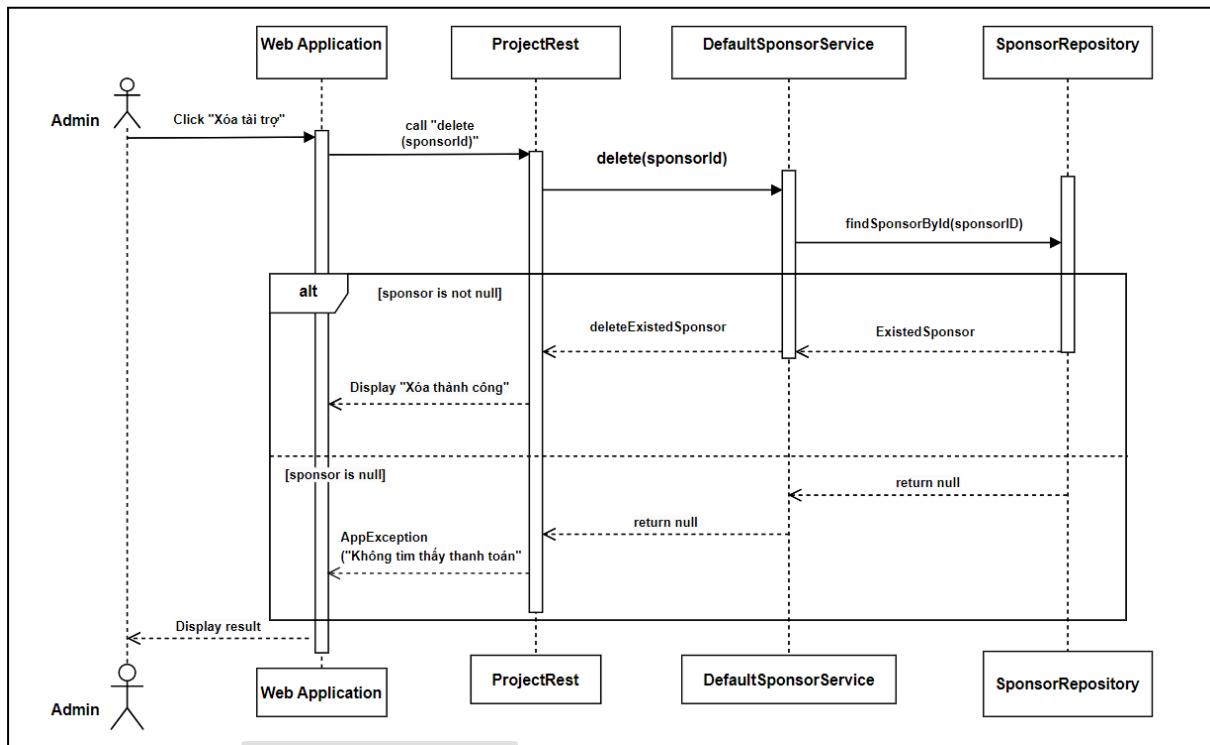


Figure 4.46 Sequence Diagram of "Delete sponsor"

### 3.6.21 Sequence Diagram of "View List Tracking"

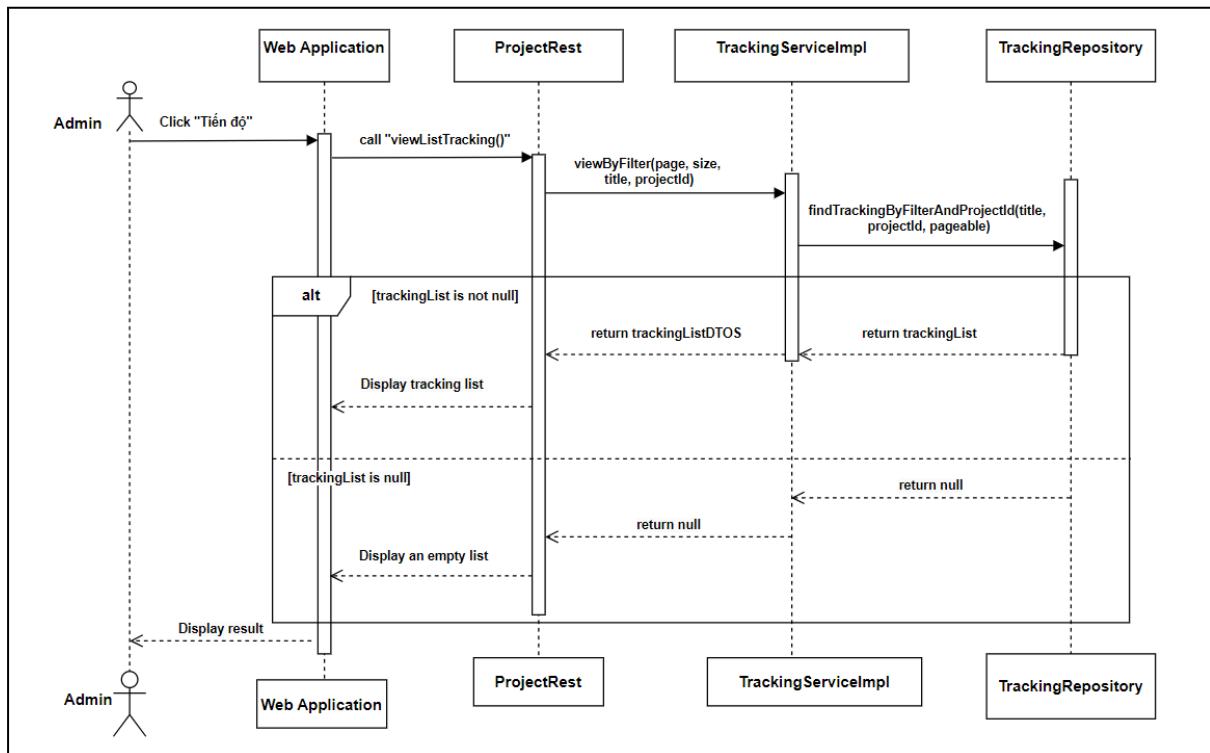


Figure 4.47 Sequence Diagram of "View list tracking"

### 3.6.22 Sequence Diagram of “Create Tracking”

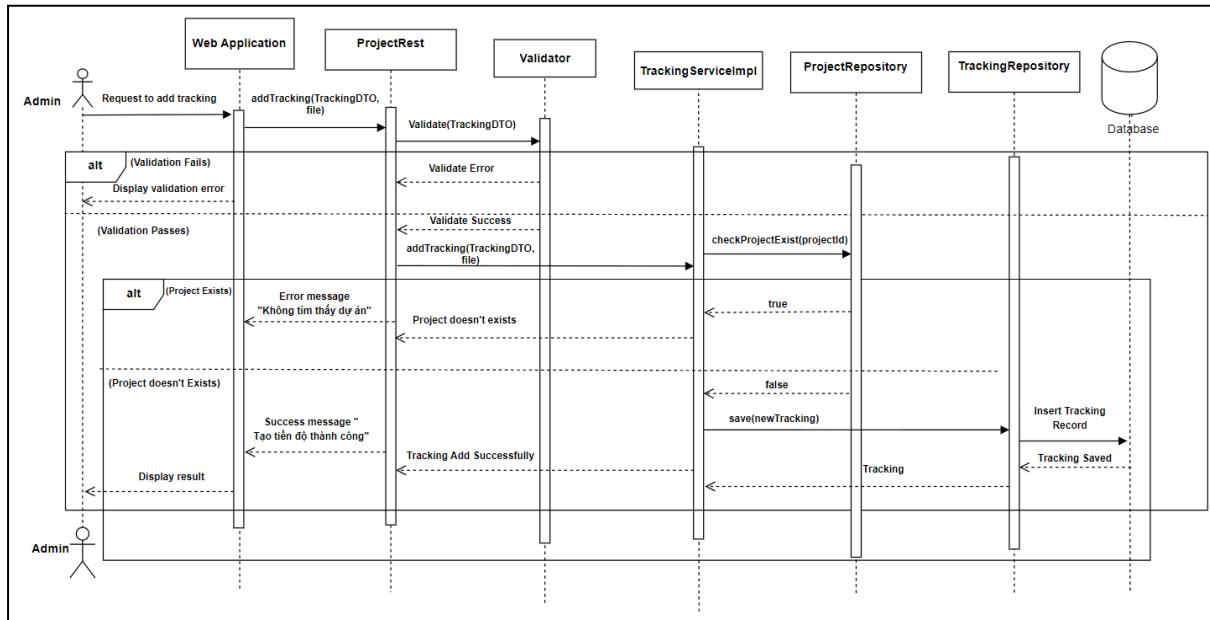


Figure 4.48 Sequence Diagram of “Create tracking”

### 3.6.23 Sequence Diagram of “View Detail Tracking”

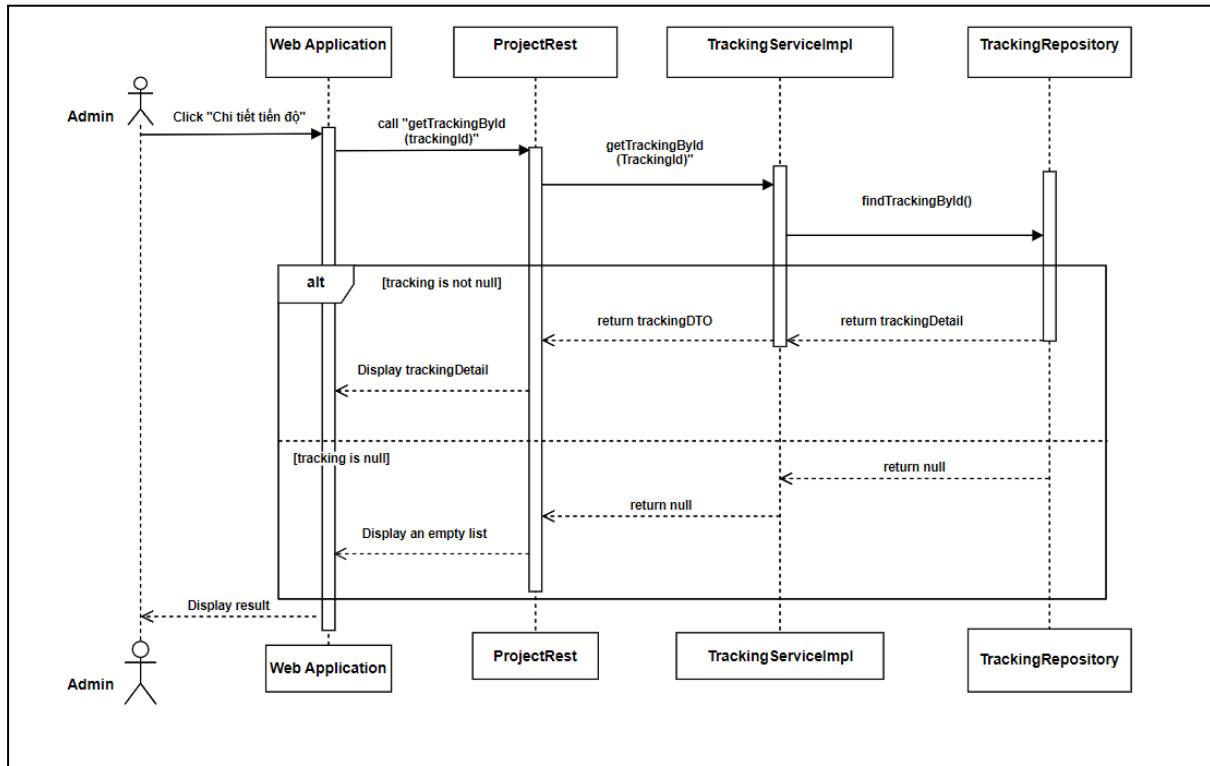


Figure 4.49 Sequence Diagram of “View detail tracking”

### 3.6.24 Sequence Diagram of “Update Tracking”

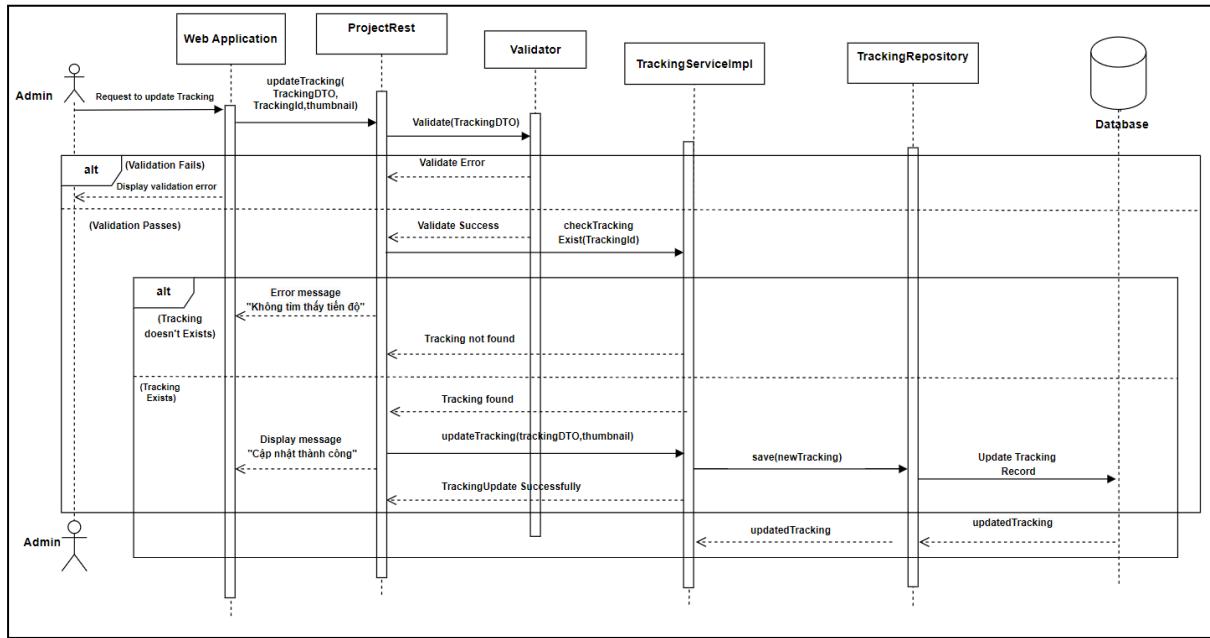


Figure 4.50 Sequence Diagram of “Update tracking”

### 3.6.25 Sequence Diagram of “Delete Tracking”

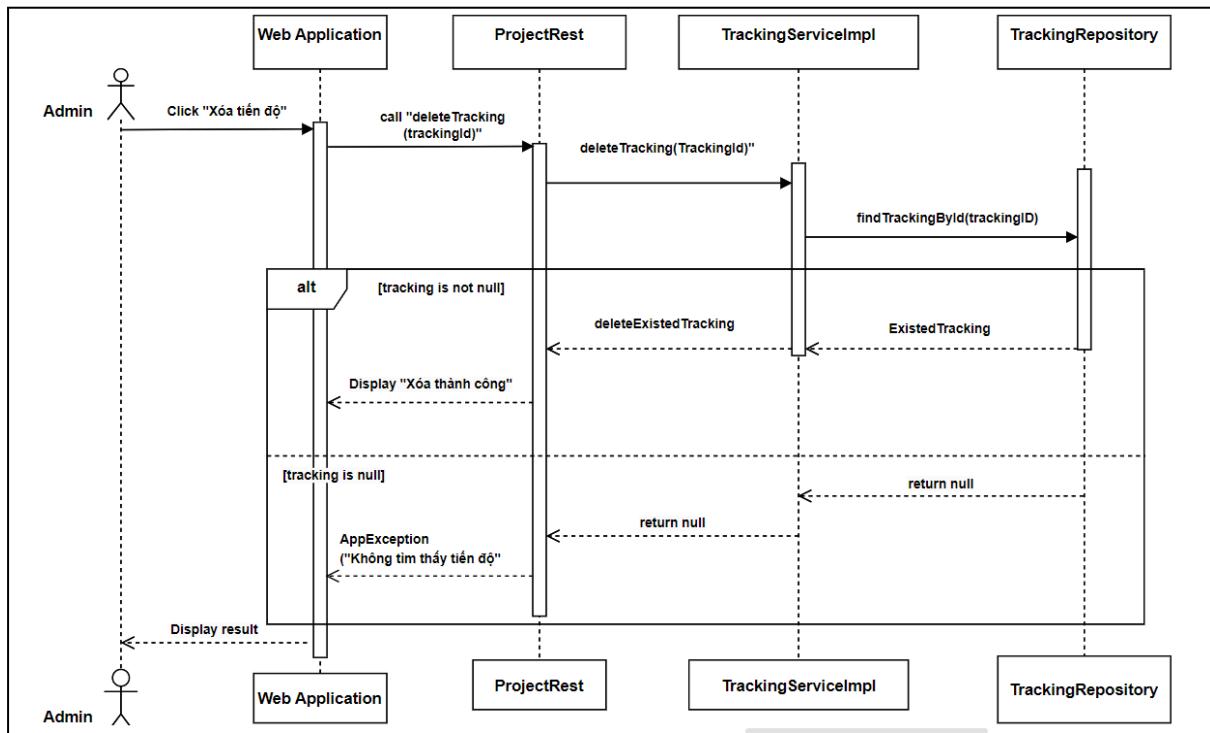


Figure 4.51 Sequence Diagram of “Delete tracking”

## 3.7 Assign Management

### 3.7.1 Class Diagram

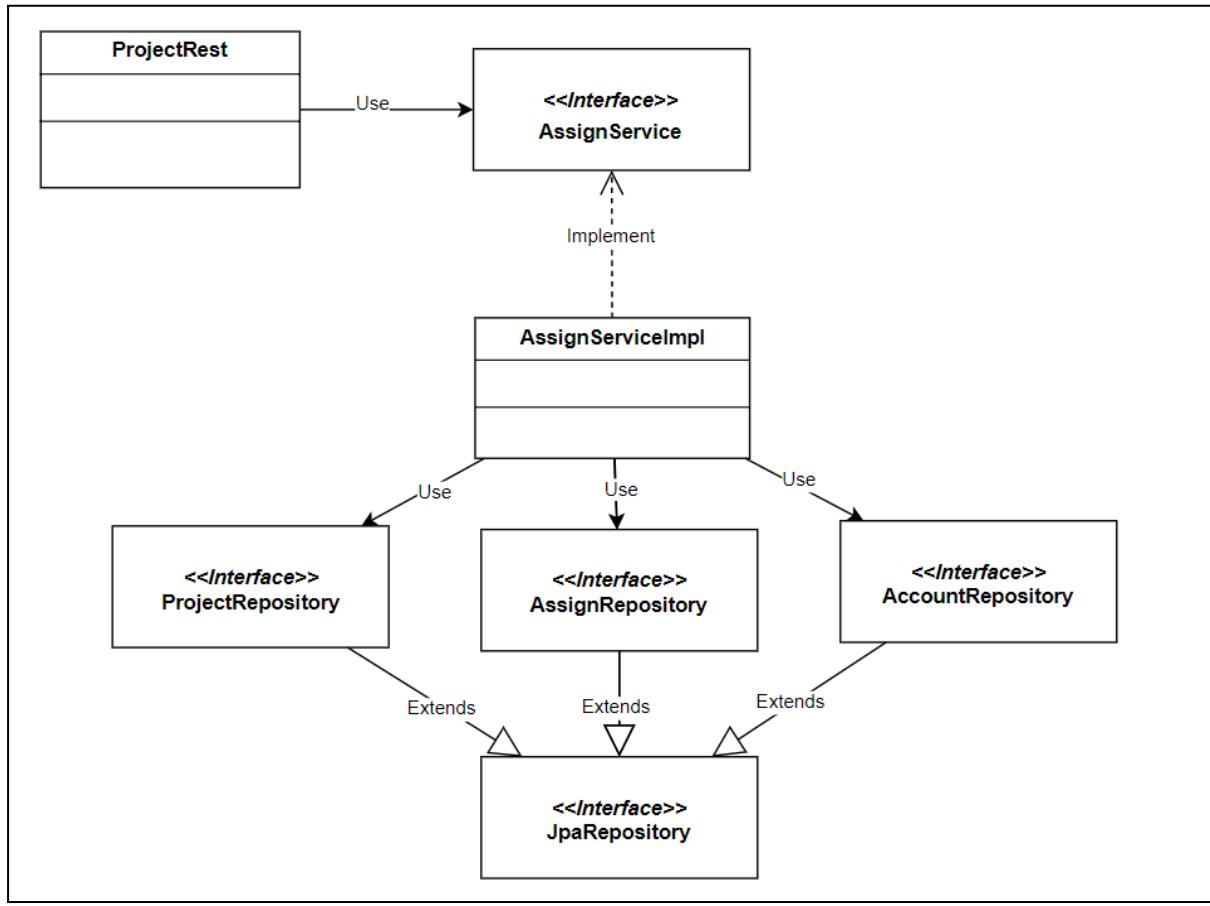


Figure 4.52 Class diagram of assign management

### 3.7.2 Sequence Diagram of “View List Assign”

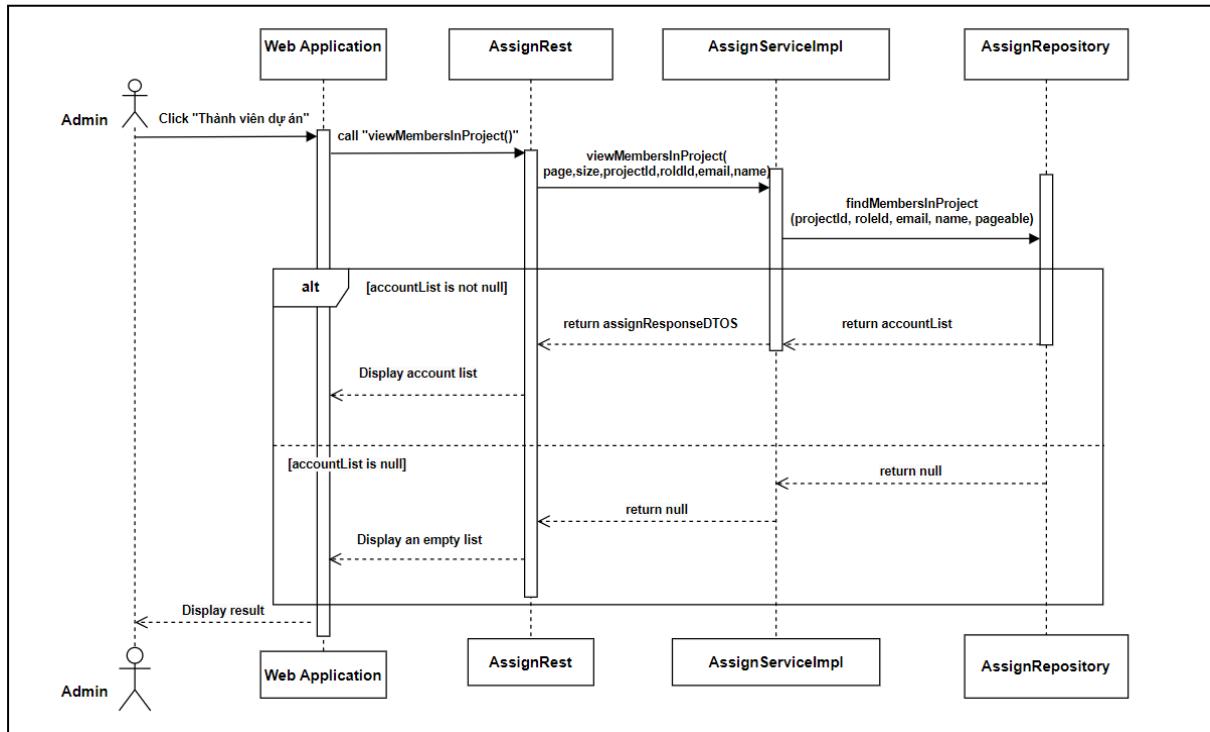


Figure 4.53 Sequence Diagram of “View list assign”

### 3.7.3 Sequence Diagram of “Add Assign”

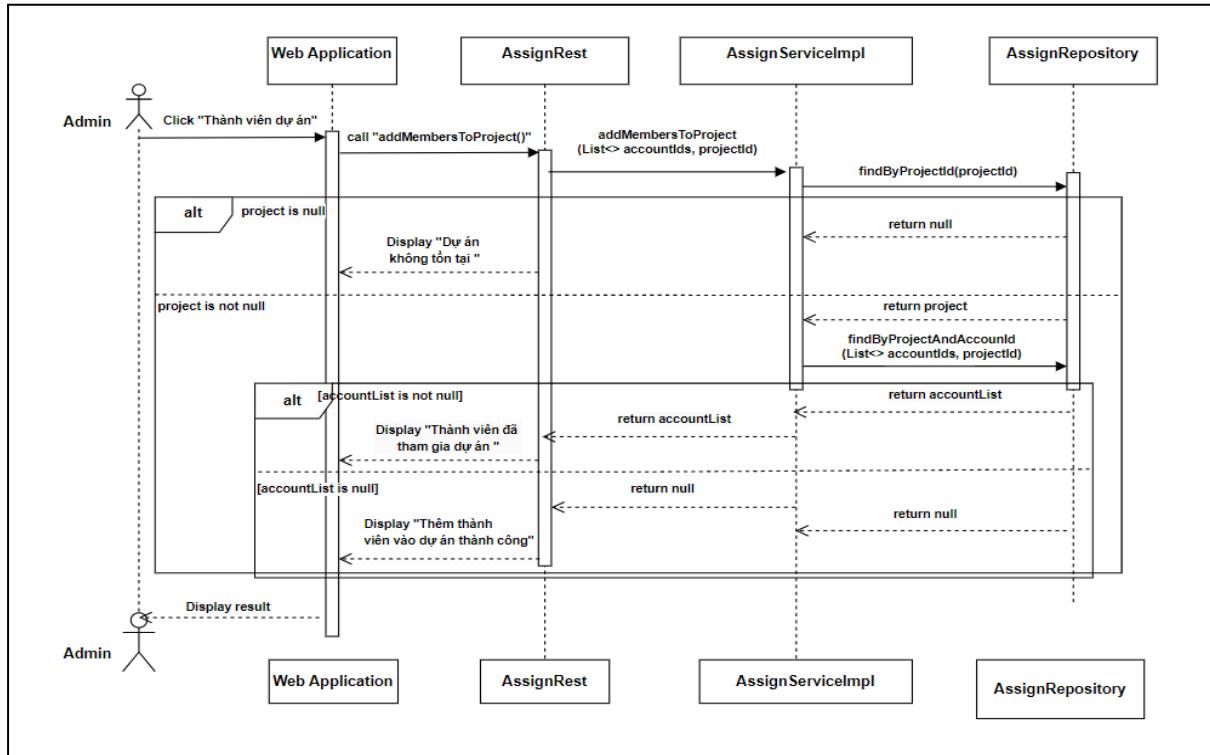


Figure 4.54 Sequence Diagram of “Add assign”

### 3.7.4 Sequence Diagram of "Delete Assign"

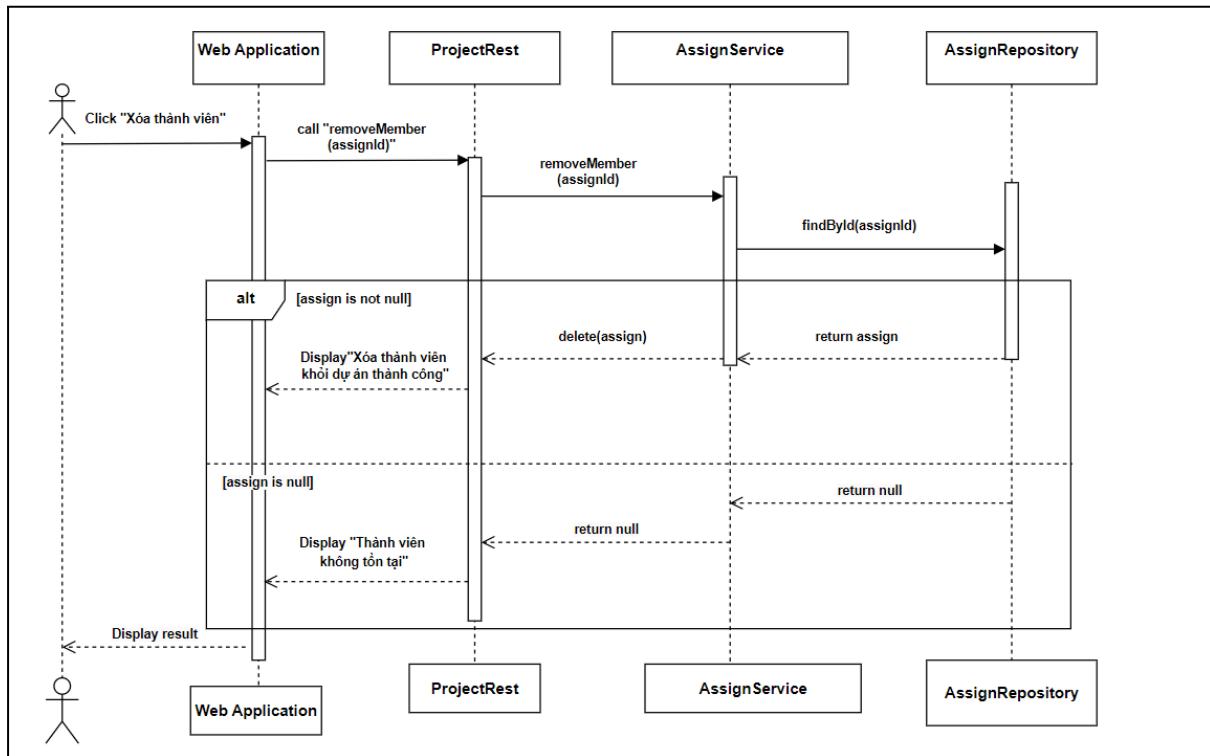


Figure 4.55 Sequence Diagram of "Delete assign"

## 3.8 Challenge Management

### 3.8.1 Class Diagram

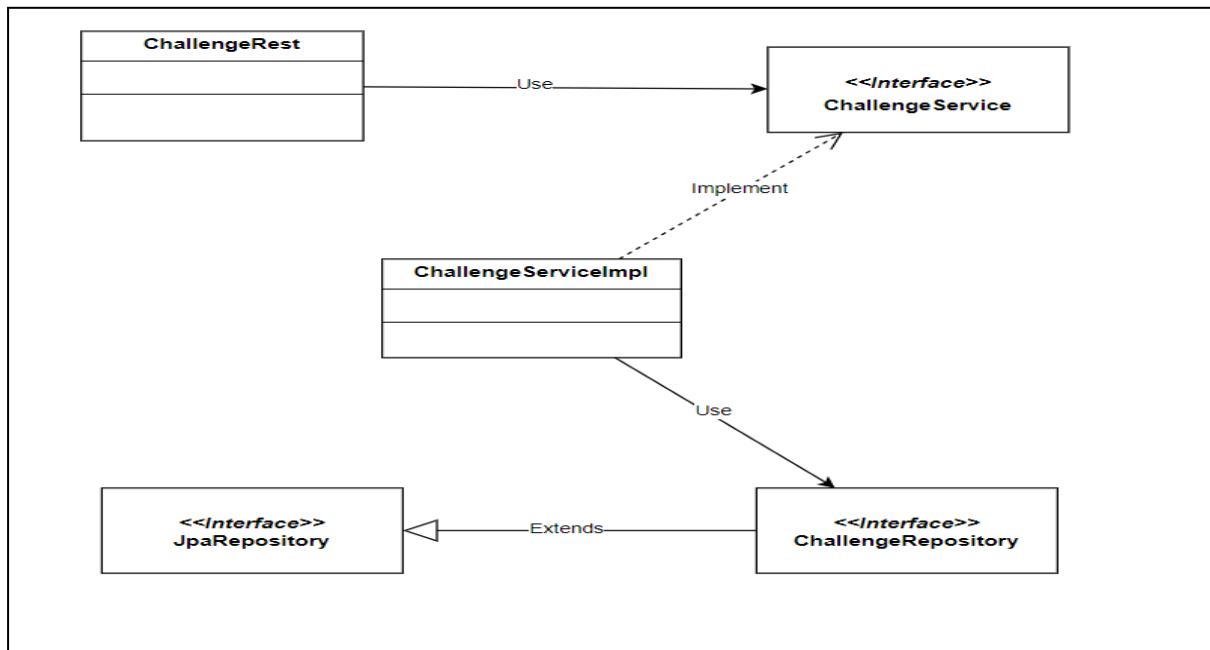


Figure 4.56 Class diagram of challenge management

### 3.8.2 Sequence Diagram of "View List Challenge"

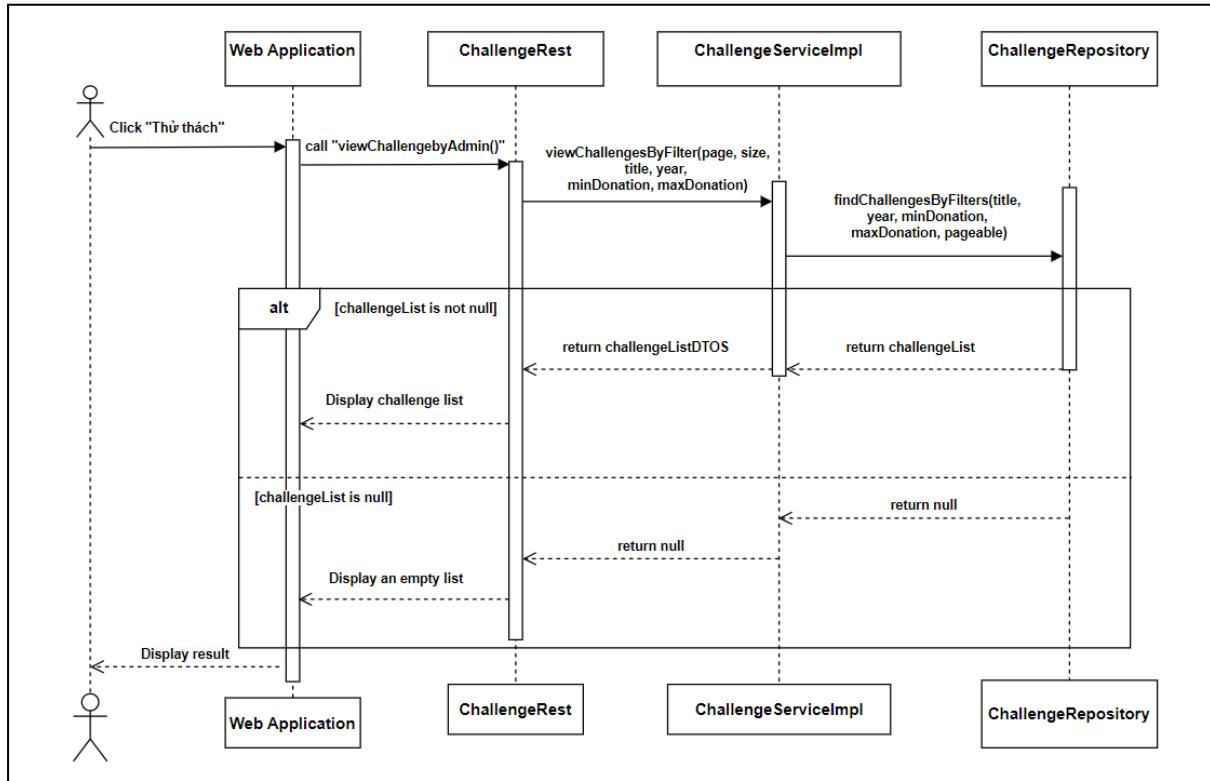


Figure 4.57 Sequence Diagram of "View list challenge"

### 3.8.3 Sequence Diagram of "Create Challenge"

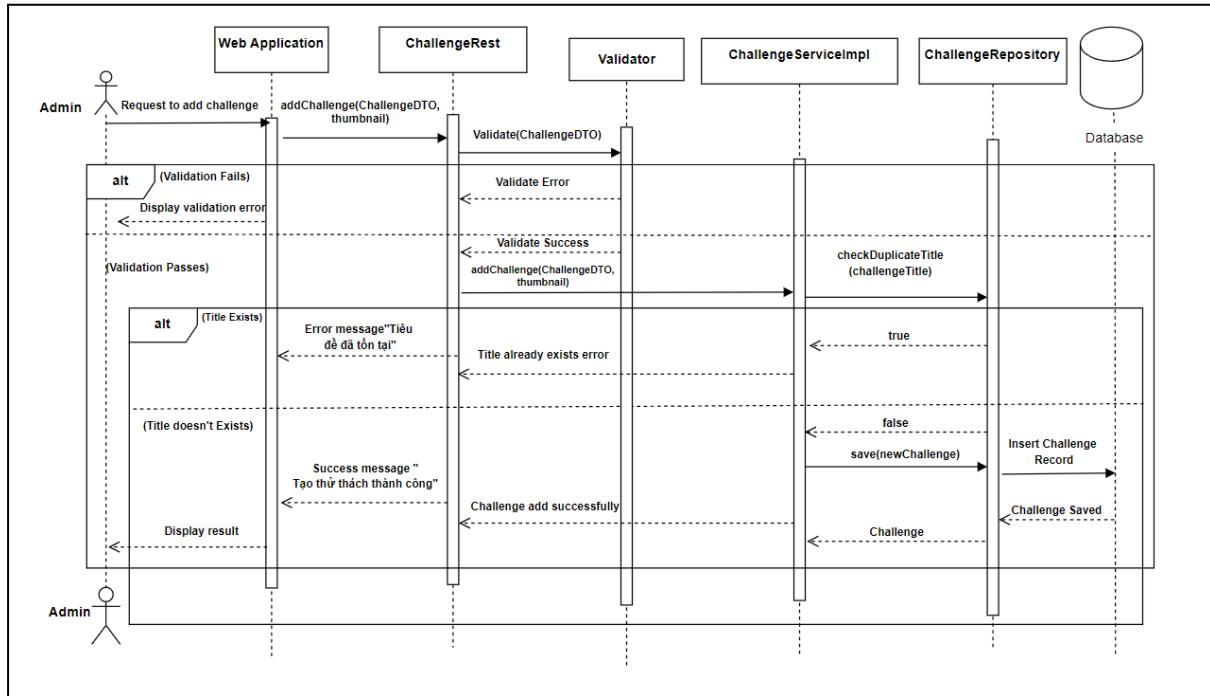


Figure 4.58 Sequence Diagram of "Create challenge"

### 3.8.4 Sequence Diagram of “Update Challenge”

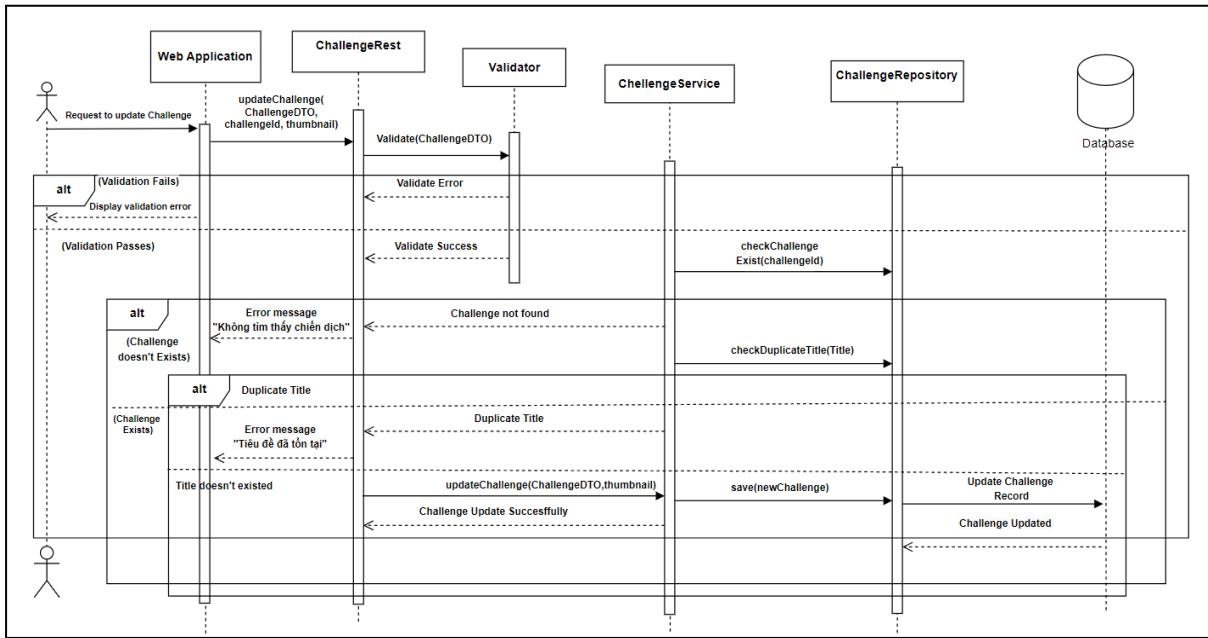


Figure 4.59 Sequence Diagram of “Update challenge”

## V. Software Testing Documentation

### 1. Scope of Testing

The testing scope for the Gop Le Project Management (GPM) includes defining the objectives and steps of the testing process. Here is a general overview of the testing scope:

- Functional testing is conducted to ensure accuracy and compliance with feature requirements, including user authentication verification processes and the management of roles and permissions.
- Integration testing focuses on ensuring smooth interaction between different modules and efficient data exchange. System testing aims to identify logical flow and user interaction.
- Compatibility testing is performed across multiple browsers and mobile devices, confirming adaptability to accessibility standards.
- Documentation testing for users confirms the accuracy and integrity of user manuals and software requirements documentation. Performance testing ensures that updates or new features do not introduce regressions.
- User acceptance testing helps confirm the accuracy and effectiveness of the system in real world scenarios.

This testing scope encompasses various aspects of GPM to ensure that the system provides an optimal and reliable software product for use.

### 2. Test Strategy

#### 2.1 Testing Types

No	Type of Tests	Description
1	Unit testing	Unit testing is executed during iterations 1, 2, 3 and 4 to assess the functionality of the smallest units within the source code.
2	Integration testing	Integration testing is executed during iterations 1, 2, 3 and 4. This testing phase involves integrating and testing software features in a logical group.

3	System testing	System testing is executed in iteration 3. This testing method involves monitoring and evaluating the behavior of an entire fully integrated product or software system.
4	Performance testing	Performance testing is executed in iteration 4. This testing method evaluates how a system performs in terms of responsiveness and stability under a specific workload, performance testing is typically performed to test speed, robustness, reliability, and application size.
5	Acceptance testing	Acceptance testing is performed in the final iteration. This phase evaluates the system's performance using real-world data to determine if it meets the software requirements.

Table 5.1 Testing types

## 2.2 Test Levels

Type of Tests	Test Level				
	Unit	Integration	Performance	System	Acceptance
Function Testing	X	X		X	X
UI Testing		X		X	X
Load Testing			X		
API Testing		X			

Table 5.2 Test levels

## 2.3 Supporting Tools

Purpose	Tool	Vendor/In-house	Version
Test APIs	Postman	Postman.Inc	Lastest
Test function	IntelliJ	JetBrain	Lastest
Test Report	Microsoft Excel	Microsoft Excel	Office 16
Test Case	Microsoft Excel	Microsoft Excel	Office 16
Test Result	Microsoft Excel	Microsoft Excel	Office 16
Front-end test	Chrome	Google	1.75.1
Manage Bug	GitLab	GitLab.Inc	Lastest
Database Management	My SQL	Oracle Corporation	Lastest

Table 5.3 Supporting tools

### 3. Test Plan

#### 3.1 Human Resources

Worker/Doer	Role	Specific Responsibilities/Comments
TuanLD	Team Leader, BE Developer	✓ Fix bugs ✓ Unit Test
HieuNH	API Developer, FE Developer	✓ Fix bugs ✓ Unit Test
TruongVX	FE Developer, Tester	✓ Fix bugs ✓ Unit Test ✓ Performance Test
AnhTQ	API Developer, BE Developer	✓ Fix bugs ✓ Unit Test
AnhHT	Tester and Developer	✓ Fix bugs ✓ Unit Test ✓ System Test
CuongLV	Tester	✓ Fix bugs ✓ Unit Test ✓ Integration Test ✓ System Test

Table 5.4 Human resources

#### 3.2 Test Environment

Purpose	Tool	Provider	Version
Manage Test Cases	Google sheets	Google	Lastest
Write Unit Test Documents	Google sheets	Google	Lastest
Write Test Report Documents	Google sheets, Google docs	Google	Lastest
Test API	Postman	Postdot Technologies	Lastest
Perform Unit Testing	IntelliJ	JetBrains	Lastest

Tracking any database transaction (evaluate the performance of the SQL queries)	MySQL Workbench	Oracle	Lastest
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Table 5.5 Test environment

### 3.3 Test Milestones

Milestone Task		Effort (md)	Start Date	End Date
Iteration 1	Create test case	2	10/6/2024	12/06/2024
	Execution Unit Case	2	13/06/2024	15/06/2024
	Execute Integration Test	4	13/06/2024	17/06/2024
	Create Test Report	1	18/06/2024	19/06/2024
Iteration 2	Create test case	2	21/06/2024	23/06/2024
	Execution Unit Case	2	24/06/2024	26/06/2024
	Execute Integration Test	4	24/06/2024	28/06/2024
	Create Test Report	1	29/06/2024	30/06/2024
Iteration 3	Create test case	2	01/07/2024	03/07/2024
	Execution Unit Case	2	04/07/2024	06/07/2024
	Execute Integration Test	4	04/07/2024	08/07/2024
	Create Test Report	1	09/07/2024	10/07/2024

Iteration 4	Create test case	2	11/07/2024	13/07/2024
	Execution Unit Case	2	14/07/2024	16/07/2024
	Execute Integration Test	4	14/07/2024	18/07/2024
	Create Test Report	1	19/07/2024	20/07/2024
	System Testing	6	14/07/2024	20/07/2024
	User Acceptance Testing	4	02/08/2024	06/08/2024
	Performance Testing	4	20/07/2024	24/07/2024
	Security Testing	4	20/07/2024	24/07/2024
	Usability Testing	4	24/07/2024	28/07/2024
	Compatibility Testing	4	28/07/2024	31/07/2024

Table 5.6 Test milestones

## 4. Test Cases

In this section, we provide details on the test case in test report

### 4.1. Unit Testing

- The methods that will be tested through the unit testing phases are the main methods of the above. Each UT is designed in the following order:
  - Design Test Script: Set up necessary conditions include initialise objects, determine the input domain, boundary value analysis,..
  - Write Test Case on IDE: Call methods to be tested according to design. Runs each test case in an isolated manner, with “mocks” used to simulate external dependencies. Does not test every line of code, focusing on critical features of the unit under test
  - Check the correct operation of the methods: Verifies each test case using criteria determined in code, known as “assertions”. The testing framework

uses these to run the test and report failed tests. Then record the test results into the test script.

**Example:**

Please click on the following link to see details: [G28\\_GPM\\_UnitTest](#)

	A	B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S														
1	<b>Code Module</b>	<i>DefaultAccountService</i>		<b>Method</b>													register															
2	<b>Created By</b>	AnhHT		<b>Executed By</b>	AnhHT																											
3	<b>Test requirement</b>	<Brief description about requirements which are tested in this function>																														
4	<b>Passed</b>		<b>Failed</b>		<b>Untested</b>				<b>N/A/B</b>			<b>Total Test Cases</b>																				
5	7		0		0				3 4 0			7																				
6																																
7																																
8	<b>Condition</b>	<b>Precondition</b>																														
9	Can connect with server		o	o	o	o	o	o	o	o	o	o	o	o	o	o	o															
10	OTP is valid		o	o	o	o	o	o	o	o	o	o	o	o	o	o	o															
11																																
12	<b>Fullname</b>																															
13	"Hoàng Thị Anh"		o	o	o	o	o	o	o	o	o	o	o	o	o	o	o															
14	null														o																	
15	<b>Email</b>																															
16	"newuser@gmail.com"		o	o	o	o	o	o	o	o	o	o	o	o	o	o	o															
17	null														o																	
18																																
19	<b>password</b>																															
20	"password"		o	o	o	o	o	o	o	o	o	o	o	o	o	o	o															
21	"123456"		o																													
22	null														o																	
23																																
24	<b>confirmPassword</b>																															
25	"password"		o	o	o	o	o	o	o	o	o	o	o	o	o	o	o															
26	"123456"		o	o	o	o	o	o	o	o	o	o	o	o	o	o	o															

Image 5.1 Example of unit testing

```

    @Test -> admin
    void register_Success() {
        AccountRegisterDTO registerDTO = AccountRegisterDTO.builder()
            .email("newuser@example.com")
            .password("password")
            .confirmPassword("password")
            .otp("123456")
            .build();

        when(otpUtils.get(anyString())).thenReturn("123456");
        when(passwordEncoder.encode(anyString())).thenReturn("encodedPassword");
        when(roleRepository.findRoleByRoleName(anyString())).thenReturn(Optional.of(role));
        when(accountRepository.save(any(Account.class))).thenReturn(account);
        when(codeUtils.genCode(anyString(), any())).thenReturn("ACC123");

        ApiResponse<?> response = accountService.register(registerDTO);

        assertNotNull(response);
        assertEquals(expected: "200", response.getCode());
        verify(accountRepository, times(wantedNumberOfInvocations: 2)).save(any(Account.class));
        verify(otpUtils, times(wantedNumberOfInvocations: 1)).delete(anyString());
    }
}

```

Image 5.2 Example of code for unit testing

## 4.2. Integration Testing

- Integration testing of a build indicates separate testing units of a system as one. Integration Test is done by testers to ensure that combined units work correctly and that the system functions as intended.

### Example:

Please click on the following link to see details: [G28\\_GPM\\_IntegrationTest](#)

Feature	Manage campaign															
Test requirement Number of TCs	19															
Testing Round	Passed	Failed	Pending	N/A												
Round 1	14	5	0	0												
Round 2	15	4	0	0												
Round 3	19	0	0	0												
<ViewCampaign_2>	View list all campaign without data	1. User sign in to the system 2. Click "Quản lý chiến dịch" in sidebar 3. Click "Chiến dịch"	1. Display Dashboard screen 3. Notify "no rows"	1. User signed in with Admin role 2. API is loaded 3. Internet connection is available	Passed	-	19/06/2024	CuongLV	Passed	-	19/07/2024	CuongLV	Passed	-	11/08/2024	CuongLV
<ViewCampaign_3>	View details campaign	1. User sign in to the system 2. Click "Quản lý chiến dịch" in sidebar 3. Click "Chiến dịch" 4. Click "chi tiết" button in campaign	1. Display Dashboard screen 3. Display campaign list with pagination 4. Display campaign details screen	1. User signed in with Admin role 2. API is loaded 3. Internet connection is available	Passed	-	19/06/2024	CuongLV	Passed	-	19/07/2024	CuongLV	Passed	-	11/08/2024	CuongLV
<ViewCampaign_4>	Filter campaign with "Tên chiến dịch"	1. User sign in to the system 2. Click "Quản lý chiến dịch" in sidebar 3. Click "Chiến dịch" 4. Click "Tim kiếm tên chiến dịch" 5. Enter "Tên chiến dịch": "nhà"	2. Display list campaign 5. Campaign with the word "Nhà" in the title are displayed.	1. User signed in with Admin role 2. API is loaded 3. Internet connection is available	Passed	-	19/06/2024	CuongLV	Passed	-	19/07/2024	CuongLV	Passed	-	11/08/2024	CuongLV
<ViewCampaign_5>	Filter campaign with wrong "Tên chiến dịch": "á"	1. User sign in to the system 2. Click "Quản lý chiến dịch" in sidebar 3. Click "Chiến dịch" 4. Click "Tim kiếm tên chiến dịch" 5. Enter "Tên chiến dịch": "á"	2. Display list campaign 5. Display "No row"	1. User signed in with Admin role 2. API is loaded 3. Internet connection is available	Passed	-	19/06/2024	CuongLV	Passed	-	19/07/2024	CuongLV	Passed	-	11/08/2024	CuongLV
<viewCampaign_6>	Paging campaign successfully	1. User is signed in as admin, manager 2. Scroll down to the bottom of page 3. Click the next page button. 4. Click the previous page button.	3.The next set of campaign is displayed. 4.The previous set of campaign is displayed.	1. User signed in with Admin role 2. API is loaded 3. Internet connection is available	Passed	-	19/06/2024	CuongLV	Passed	-	19/07/2024	CuongLV	Passed	-	11/08/2024	CuongLV
<viewCampaign_7>	Paging campaign unsuccessfully	1. User is signed in as admin, manager 2. Scroll down to the bottom of page 3. Click the next page button. 4.Click the previous page button.	Popup error: "Đã có lỗi xảy ra, xin vui lòng thử lại sau"	1. User signed in with Admin role 2. API is loaded	Passed	-	19/06/2024	CuongLV	Passed	-	19/07/2024	CuongLV	Passed	-	11/08/2024	CuongLV

Figure 5.3 Example for integration testing

---

## Report 7 (Final Project Report)

### 4.3. System Testing

- This testing method involves monitoring and evaluating the performance of an entire system. This testing method combines multiple management flows to deliver the user's desired results.
- Test cases define what must be done to test a system, including the steps executed in the system, the input data values that are entered into the system and the results that are expected throughout test case execution.

#### Example:

Please click on the following link to see details: [G28\\_GPM\\_SystemTest](#)

Test Case ID	Test Case Description	Test Case Procedure	Expected Results	Pre-conditions	Round 1	Test date	Tester	Round 2	Test date	Test
TC01	Donated project in campaign successfully	<p><b>User a guest</b></p> <ol style="list-style-type: none"><li>1. User go to website <a href="https://ft.sucmanh2000.com">https://ft.sucmanh2000.com</a></li><li>2. Click "Góp Lé" in header. Ex: Choose "Gop le xay nha"</li><li>3. Scroll down the page and select the project you want to donate to, enter your information and the amount want to donate. Ex: Dự án "DA023"</li><li>4. Scan qr by app bank</li><li>5. Confirm and agree</li><p><b>User a donation</b></p><ol style="list-style-type: none"><li>6. User go to website website "Gop Le"</li><li>7. Click "Đăng nhập" in the header of homepage</li><li>8. Enter account valid</li><li>9. Click "Góp Lé" in header. Ex: Choose "Gop le xay nha"</li><li>10. Scroll down the page and select the project you want to donate to, enter your information and the amount want to donate.</li><li>11. Scan qr by app bank</li><li>12. Confirm and agree</li><p><b>User a manager</b></p><ol style="list-style-type: none"><li>13. User go to website website "Gop Le"</li><li>14. Click "Đăng nhập" in header. Ex: Choose "Gop le xay nha"</li><li>15. Enter account valid</li><li>16. Click "Góp Lé" in header. Ex: Choose "Gop le xay nha"</li><li>17. Scroll down the page and select the project you want to donate to, enter your information and the amount want to donate.</li><li>18. Scan qr by app bank</li><li>19. Confirm and agree</li></ol></ol></ol>	<ol style="list-style-type: none"><li>1. Show homepage screen</li><li>2. Show project in campaign with status "Còn gõi Lé" screen</li><li>3. Show screen project selected donate</li><li>4. Display qr code[ include information and amount you want to donate]</li><li>5. After successful, after 30s successful transaction display in table's transaction</li><li>6. Show homepage screen</li><li>7. Show login page</li><li>8. Show homepage screen with role donation</li><li>9. Show project in campaign with status "Còn gõi Lé" screen</li><li>10. Show screen project information selected donate</li><li>11. Display qr code[ include information and amount you want to donate]</li><li>12. Donate successfully, after 30s successful transaction display in table's transaction</li><li>13. Show login page</li><li>14. Show homepage screen with role admin</li><li>15. Show list project</li><li>16. After 30s successful transaction display in table's transaction admin screen</li></ol>	<ol style="list-style-type: none"><li>1. Device must be connected internet.</li><li>2. Have an account of GPM.</li></ol>	Passed	4 - August	TruongVX	Passed	9 - August	TruongVX

Image 5.4 Example for System testing

### 4.4. Acceptance Testing

- Acceptance Testing in the system is a crucial phase where the system is evaluated for its adherence to business requirements and readiness for delivery.

#### Example:

Please click on the following link to see details: [G28\\_GPM\\_AcceptanceTest](#)

ACCEPTANCE CRITERIA TEST MATRIX						
#	Acceptance criteria description	Test Result		Comment		
		Accept	Reject			
1	Test functions flow: Guest: View Homepage - View Public Campaign - View Detail Campaign - Donate For Project In CamPaign - View Donation History	✓	□			
2	Test functions flow: Guest: View Homepage - View Public Project - View Detail Project - Donate For Project - View Donation History	✓	□			
3	Test functions flow: Guest: View Homepage - View Challenger And Ambassador - View List Ranking - View All Ambassador	✓	□			
4	Test functions flow: Guest: View Homepage - View Public News - View Detail News	✓	□			
5	Test functions flow: System User: View Homepage - View Public Campaign - View Detail Campaign - Donate For Project in Campaign - View Donation History	✓	□			
6	Test functions flow: System User: View Homepage - View Public Project - View Detail Project - Donate For Project - View Donation History	✓	□			
7	Test functions flow: System User: View Homepage - View Challenger And Ambassador - View List Ranking - View All Ambassador	✓	□			
8	Test functions flow: System User: View Homepage - View Public News - View Detail News	✓	□			

Figure 5.5 Example for Acceptance testing

## 5. Test Reports

### 5.1. Unit testing report

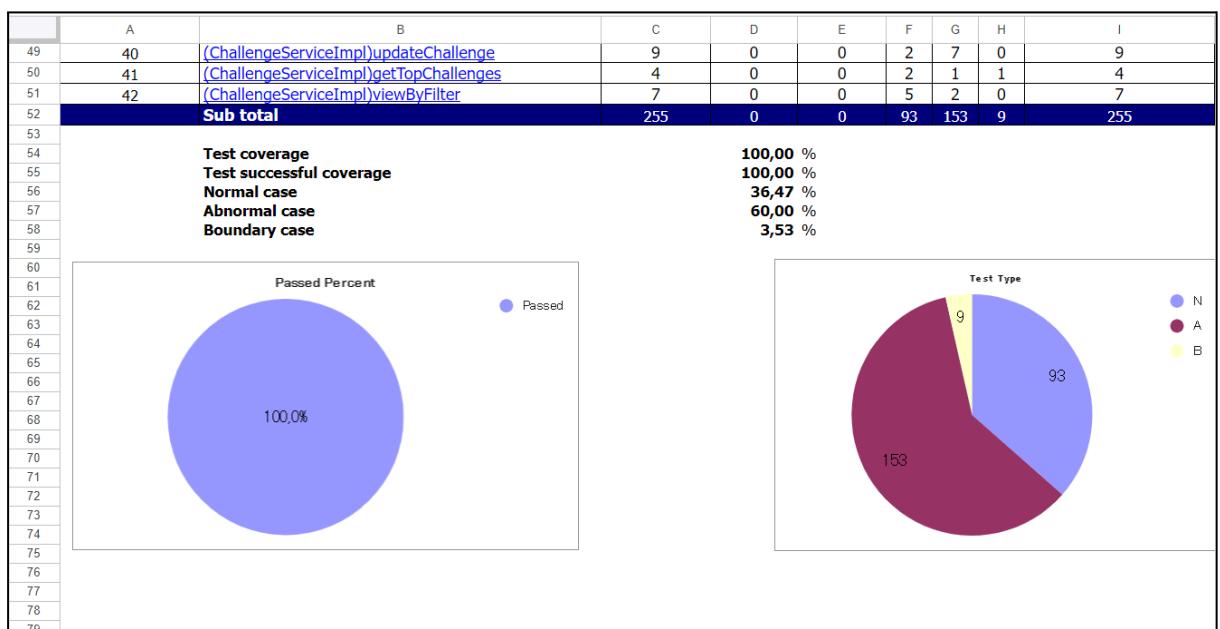


Image 5.6 Report of unit testing



## 5.2. Integration testing report

TEST STATISTICS						
Project Name	Gop Le Project Management		Creator	CuongLV		
Project Code	GPM		Reviewer/Approver	TuanLD		
Document Code	GPM Test Report v0.5		Issue Date			
Notes						
No	Module code	Passed	Failed	Pending	N/A	Number of test cases
1	User Authentication	22	0	1	0	23
2	Manage campaign	19	0	0	0	19
3	Manage project	28	0	0	0	28
4	Manage account	18	0	0	0	18
5	Manage news	29	0	0	0	29
6	Manage budget	17	0	0	0	17
7	Manage sponsor	22	0	0	0	22
8	Manage tracking	18	0	0	0	18
9	Manage expense	15	0	0	0	15
10	Manage member	8	0	0	0	8
11	Manage profile	22	0	0	0	22
12	Manage user	9	0	0	0	9
13	Manage challenge	9	0	0	0	9
14	Donation history	2	0	0	0	2
15	Client campaign	9	0	0	0	9
16	Client news	11	0	0	0	11
17	Client project	9	0	0	0	9
18	User profile	27	1	0	0	28
<b>Sub total</b>		<b>294</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>296</b>
<b>Test coverage</b>			<b>99,66 %</b>			
<b>Test successful coverage</b>			<b>99,32 %</b>			

Image 5.7 Report of integration testing

## 5.3. System testing report

### a. Functional testing

TEST STATISTICS						
Project Name	Gop Le Project Management		Creator	TruongVX		
Project Code	GPM		Reviewer/Approver	KienNT		
Document Code	GPM Test Report_v1.0		Issue Date			4/8/2024
Notes	Workflow: - User Account - Donation Management - Project Management - New Management - Challenge Management - Campaign Management - Account Management					
No	Module code	Passed	Failed	Pending	N/A	Number of test cases
1	User Account	2	0	0	0	2
2	Donation Management	5	0	0	0	5
3	Project Management	9	0	0	0	9
4	News Management	4	0	0	0	4
5	Challenge Management	7	0	0	0	7
6	Campaign Management	2	0	0	0	2
7	Account Management	2	0	0	0	2
<b>Sub total</b>		<b>33</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>33</b>
<b>Test coverage</b>			<b>100.00 %</b>			
<b>Test successful coverage</b>			<b>100.00 %</b>			

*Image 5.8 Report of system testing*

### b. Load Testing

- Load testing assesses the GPM's ability to handle a specific volume of users and interactions without compromising performance. It ensures that the app remains responsive and stable even during peak usage periods, preventing crashes or slowdowns.



*Image 5.9 Report of load testing*

### 5.4. Acceptance testing report

82	Test functions flow: Admin: Sign In - View List Account - Create Account - View Detail Account - Search Account	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
83	Test functions flow: Admin: Sign In - Create Manager Account	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
84	Test functions flow: Admin: Sign In - View Personal Page - Edit Profile - ChangePassword - Sign Out	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
85	Total	84	0	
	<b>Test coverage</b>	100,00 %		
	<b>Test successful coverage</b>	100,00 %		

*Image 5.10 Report of Acceptance Testing*

## VI. Release Package & User Guides

### 1. Deliverable Package

No	Deliverable Item	Description
<b>Code Package</b>		
1	Source Codes	
<b>Database</b>		
2	Database Script(s)	
<b>Documents</b>		
3	Project Introduction	Report1_Project introduction_G28
4	Project management plan	Report2_Project Management Plan_G28
5	Software Requirement Specification	Report3_Software Requirement Specification_G28
6	Software Design Document	Report4_Software Design Document_G28
7	Software User Guide	Report6_Software User Guides_G28
8	Final report	Report7_Final Report_G28
<b>Testing</b>		
9	Testing Document	Report5.0_Test Documentation_G28
10	Unit Test	G28_GPM_Unit Test
	Integration Test	G28_GPM_Integration Test
	System Test	G28_GPM_System Test

	Acceptance Test	G28_GPM_AcceptanceTest
<b>Slide</b>		
11	Presentation Slide	

Table 6.1 Deliverable package

## 2. Installation Guides

### 2.1 System Requirements

- Minimum system requirements:
- Windows 10 or higher, 32-bit or 64-bit
- MacOS Ventura 13.2
- JDK v8.0.2
- Minimum software version requirements:
- JDK v21.0.4
- Java 21
- IntelliJ IDEA Ultimate Latest
- Gitlab
- MySQL
- Visual Studio Code

### 2.2 Installation Instruction

#### 2.2.1. Database installation

- Download and install MySQL Workbench 8.0 CE at: <https://dev.mysql.com/downloads/workbench>

#### 2.2.2. Backend installation

Use IntelliJ IDEA:



*Figure 6.5 IntelliJ installation*

- On the server side, we will be using IntelliJ IDEA for the installation. Download IntelliJ IDEA directly from the official IntelliJ IDEA website.

**Open IntelliJ IDEA:**



*Figure 6.6 IntelliJ installation*

- Launch IntelliJ IDEA after installation.

**Import project**

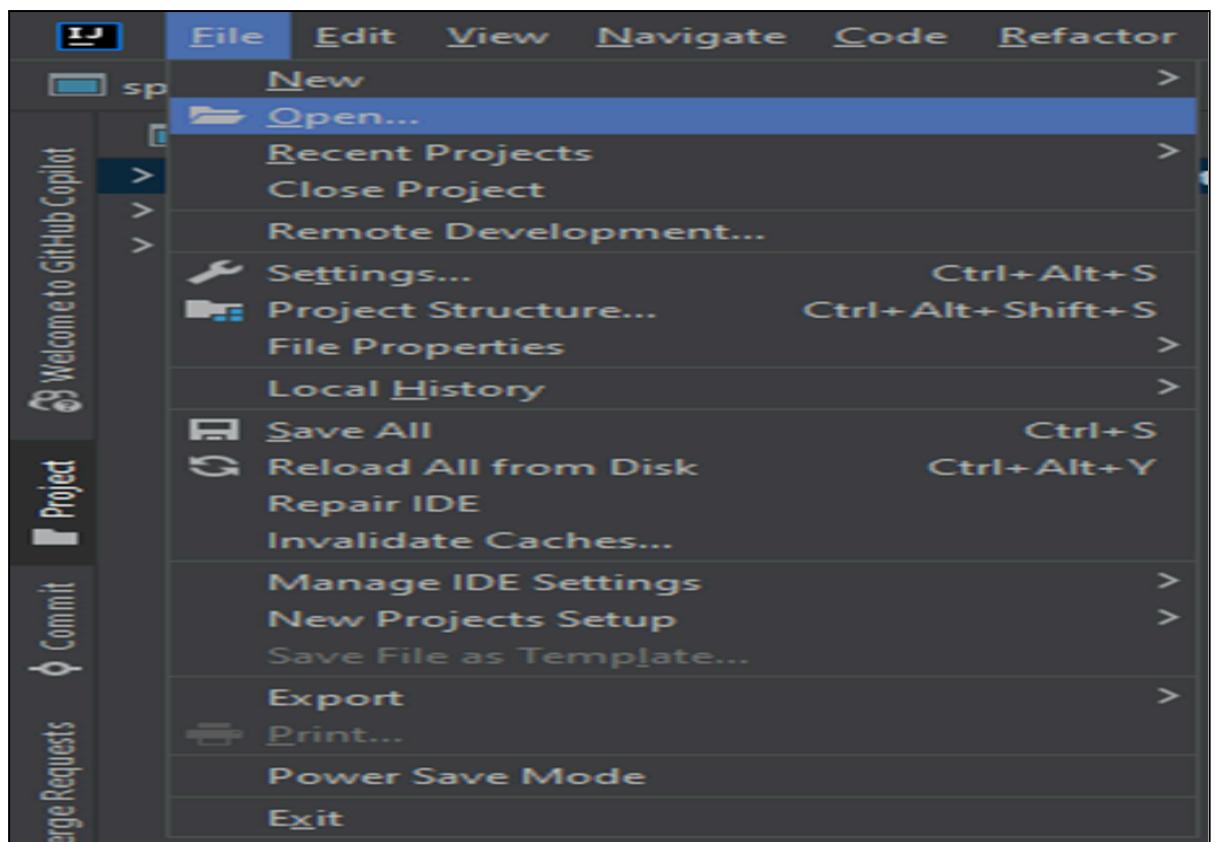


Figure 6.5 IntelliJ installation

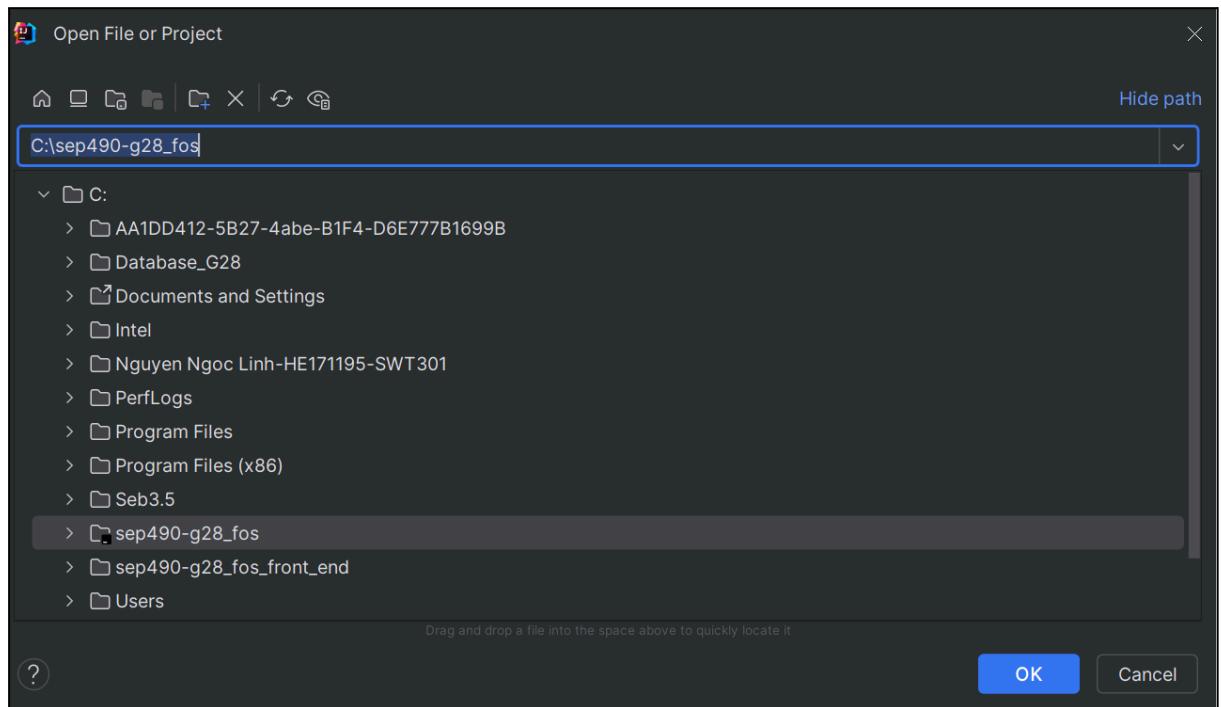
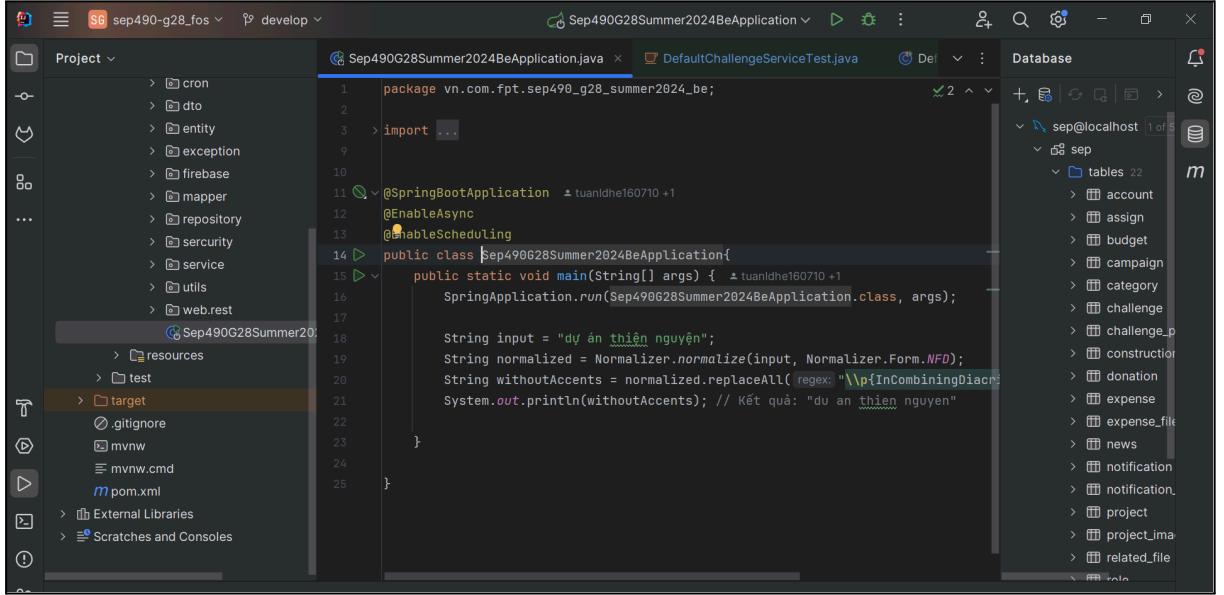


Figure 6.6 Run project

- Choose "Open" then click to the unzipped folder of the "sep490-g28\_fos" project and click OK

### Run the project



```
package vn.com.fpt.sep490_g28_summer2024_be;
import ...;
@SpringBootApplication
@EnableAsync
@EnableScheduling
public class Sep490G28Summer2024BeApplication {
    public static void main(String[] args) {
        SpringApplication.run(Sep490G28Summer2024BeApplication.class, args);
        String input = "đã ăn thiên nguyên";
        String normalized = Normalizer.normalize(input, Normalizer.Form.NFD);
        String withoutAccents = normalized.replaceAll(regex "\\\p{InCombiningDiacritics}");
        System.out.println(withoutAccents); // Kết quả: "da an thien nguyen"
    }
}
```

Figure 6.7 Run project

- Press Shift + F10 or click run on toolbar

### 2.2.3. Frontend installation

#### Running Frontend

Open project file with Visual Studio Code. You should see screen like the image below (in your case might not have the "node\_modules" folder but we will install that folder in next few steps)

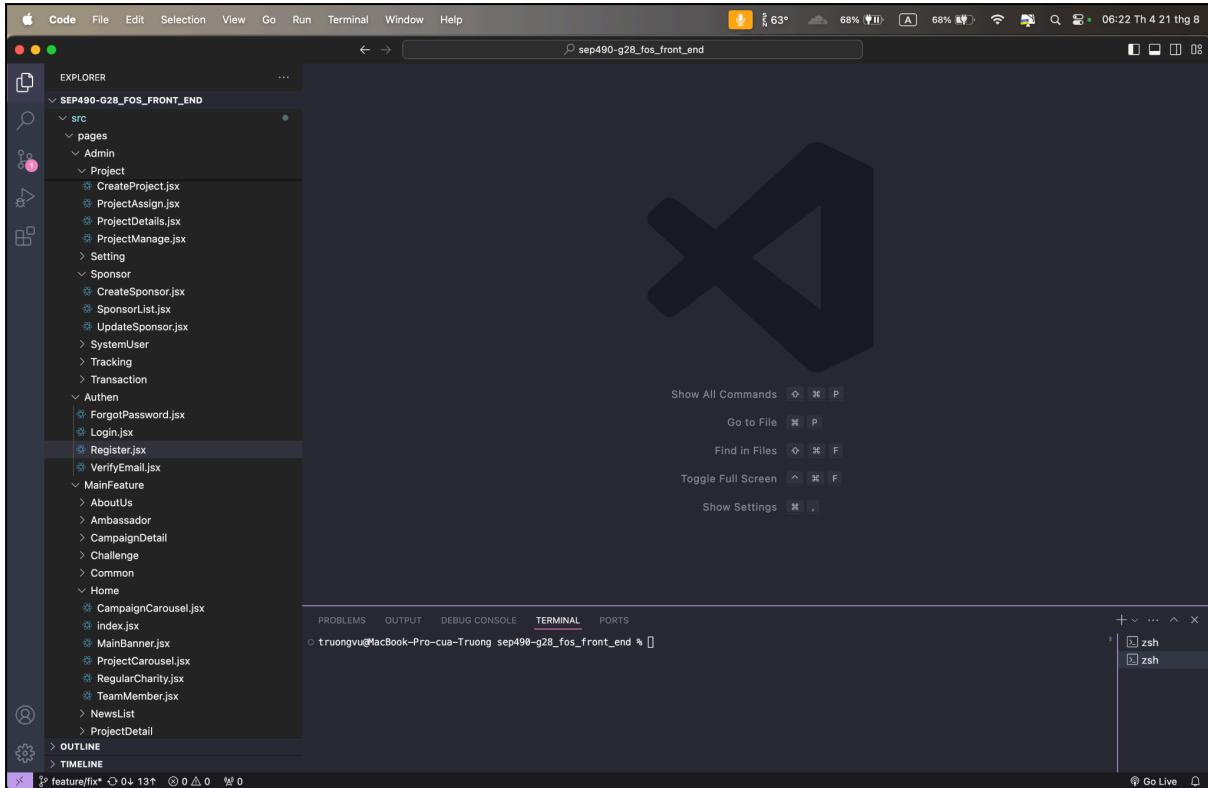


Figure 6.8 Running front end

Now open the terminal (you can use terminal in Window or just press **Ctrl + J**)

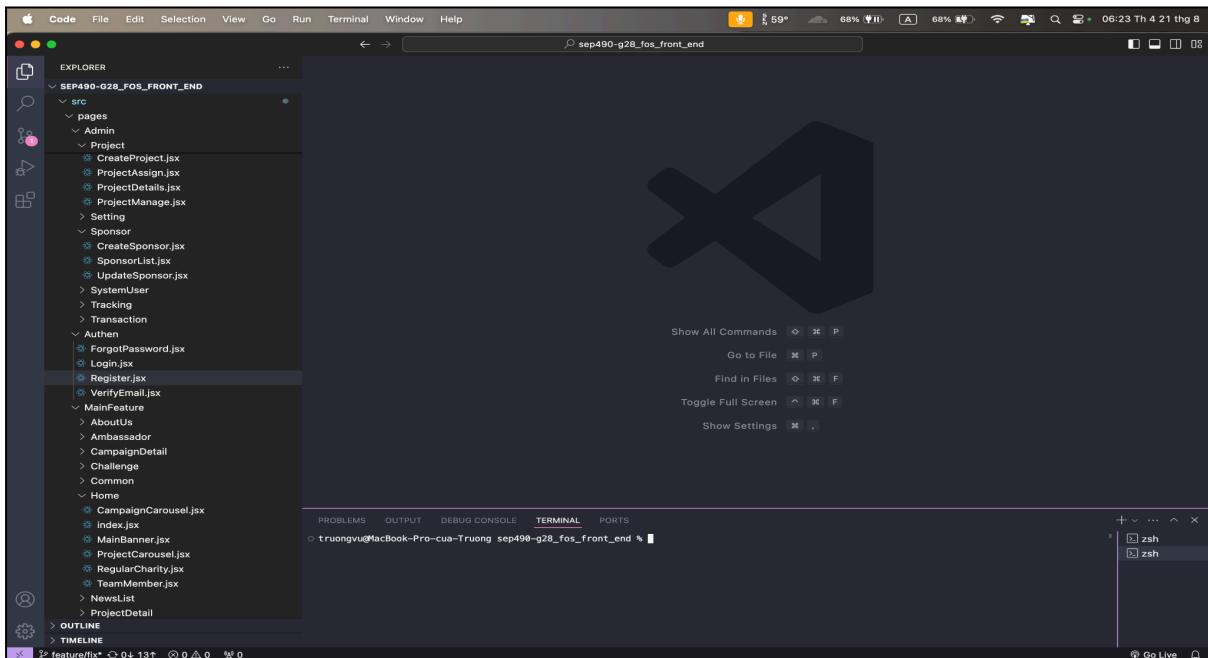


Figure 6.9 Running front end

---

## Report 7 (Final Project Report)

Before running all the command below, you should ensure that your machine already have Nodejs

If you done have, download here: [Node.js](#)

Now run following commands (**NodeJS required**):

1. **npm i --force** (this will install all dependencies necessary for project)

2. **npm run dev** (this will start the project)

If successfully, you will see the project screen appear like below

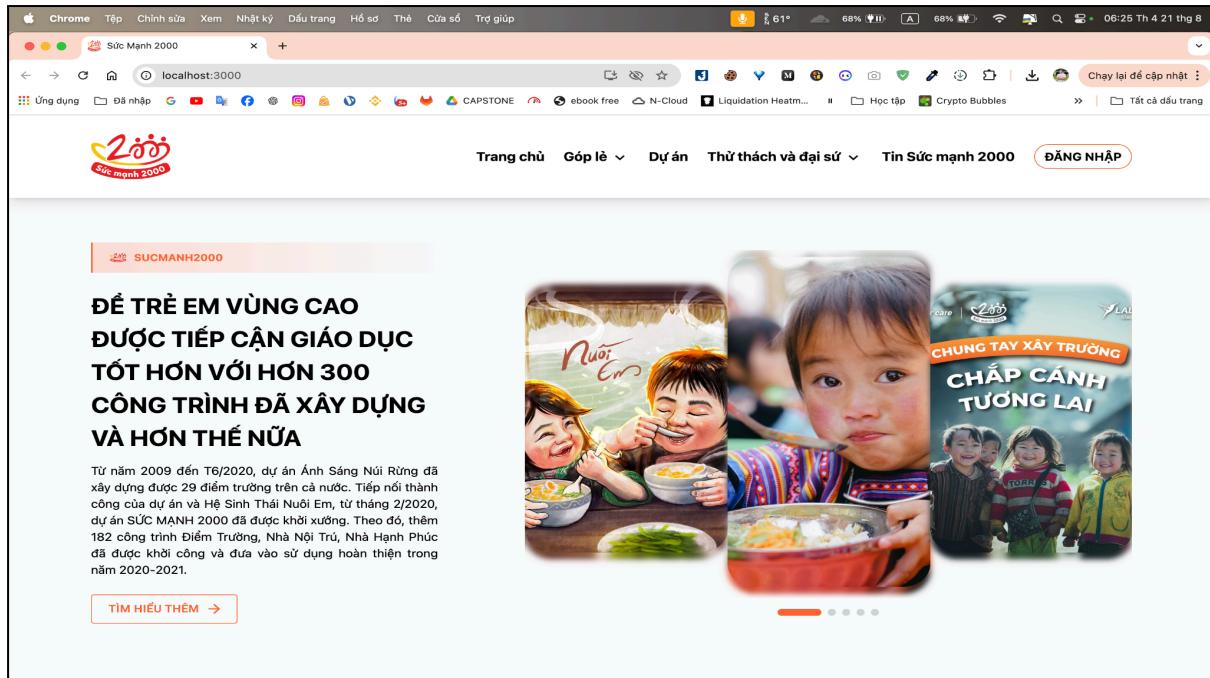


Figure 6.10 Run project successfully

### 3. User Manual

#### 3.1 Overview

##### Project Overview:

This project is a charitable crowdfunding website designed to encourage people to participate in charity by making small but impactful donations. The platform provides a convenient, transparent, and user-friendly environment for individuals and organisations to engage in or organise charitable activities. Users can choose projects, challenges, or charitable activities that interest them and make online contributions.

The website not only facilitates easy donations but also offers detailed information about various charitable projects, tracks progress, and shares success stories to spread the spirit of community support.

##### Feature Workflow:

1. Registration and Login:

- Users create an account or log in with their existing credentials.
  - Once logged in, users can access and manage their personal information, track donation history, and participate in challenges.
2. Explore Charitable Projects:
- Users can browse through a list of ongoing charitable projects on the website.
  - Projects are categorised based on criteria such as goals, location, and completion time.
  - Users can view detailed information about each project, including descriptions, goals, funds raised, and progress reports.
3. Join Challenges and Contribute:
- Users can participate in charitable challenges.
  - Each challenge has specific goals and a completion timeline.
  - Users can make immediate contributions or pledge donations on a set schedule.
4. Manage Charitable Projects:
- Charitable organisations can create and manage their projects.
  - Features include creating new projects, updating information, and tracking donations.
  - Organisations can also share progress reports and success stories to build trust within the community.
5. Progress Tracking and Reporting:
- Users can track the progress of the projects they have contributed to.
  - Periodic reports are updated so users can stay informed about how funds are being used.
6. Quick and Convenient QR Code Payments:\*\*
- The system supports quick and convenient payments through QR code scanning.
  - Users can choose to make donations using QR codes linked to their preferred payment methods, ensuring a fast and secure transaction process.
7. Sharing and Spreading Awareness:
- Users can share information about projects and challenges on social media to encourage more participation from the community.
  - This feature helps spread the spirit of charity and encourages more people to get involved.

This website aims to create a vibrant charitable community where even the smallest contributions are valued and help make a significant difference in the lives of those in need.

### 3.2. User Authorization

#### 3.2.1. Sign in

Step 1: Access the Website and click on the “Đăng nhập” button.

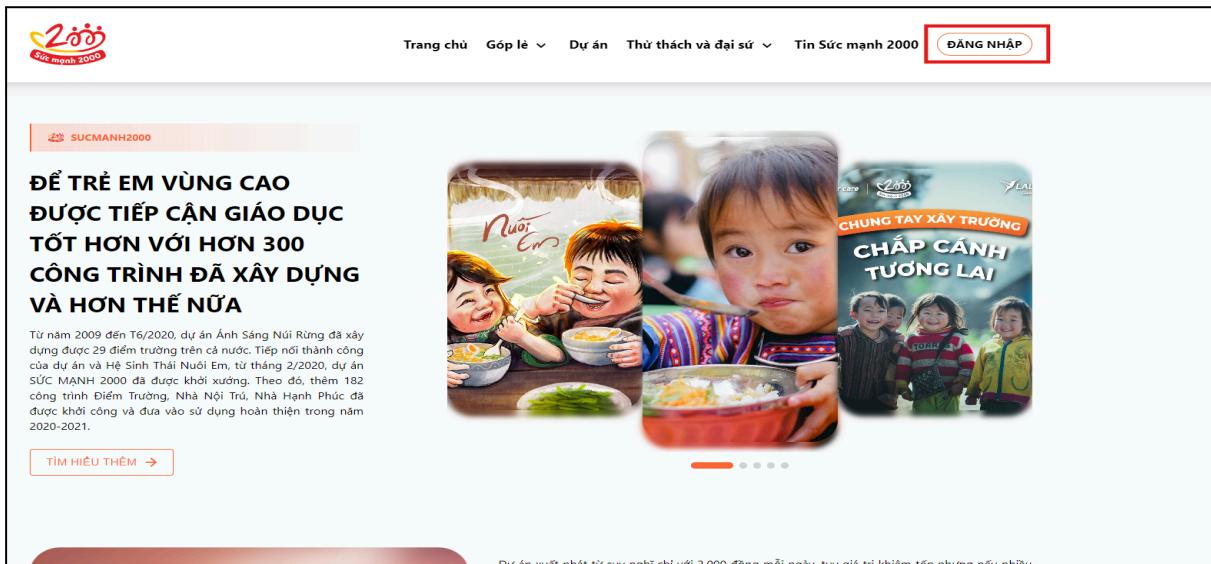


Image 6.1 Home page screen

Step 2: Enter your account and password and click the “Đăng nhập” button.

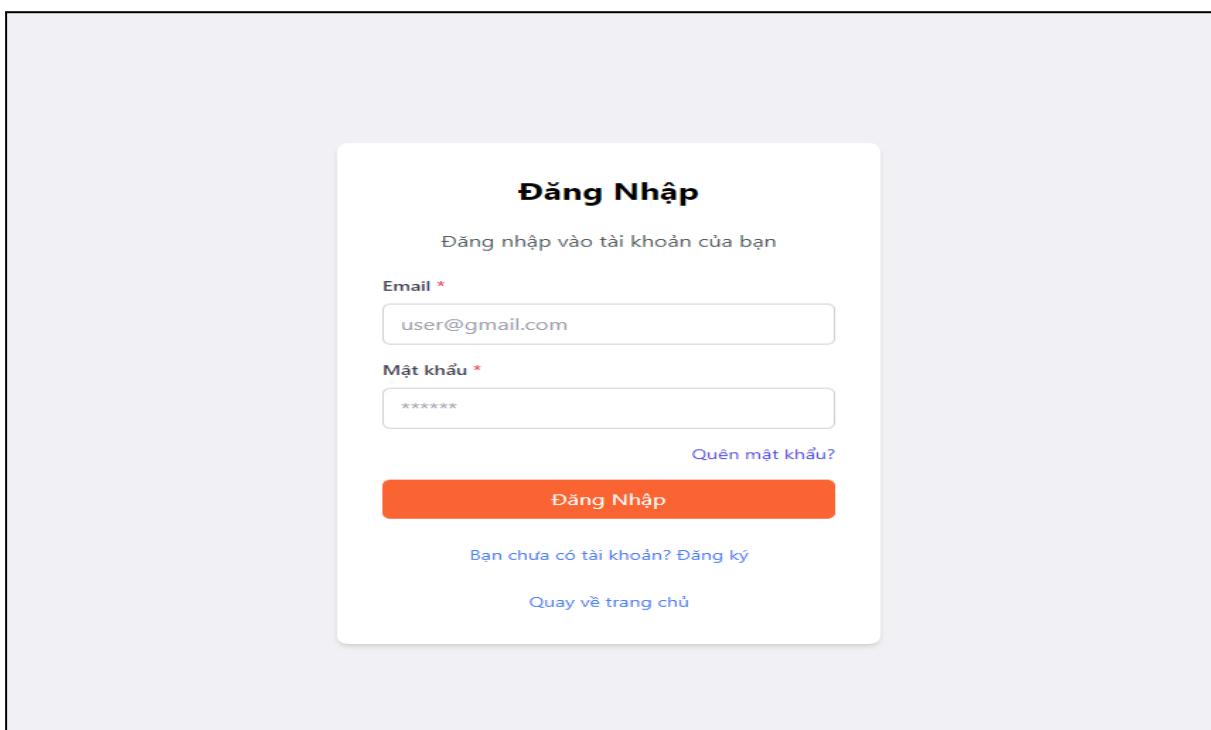


Image 6.2 Login screen

### 3.2.2. Sign up

Step 1: Access to the Website.

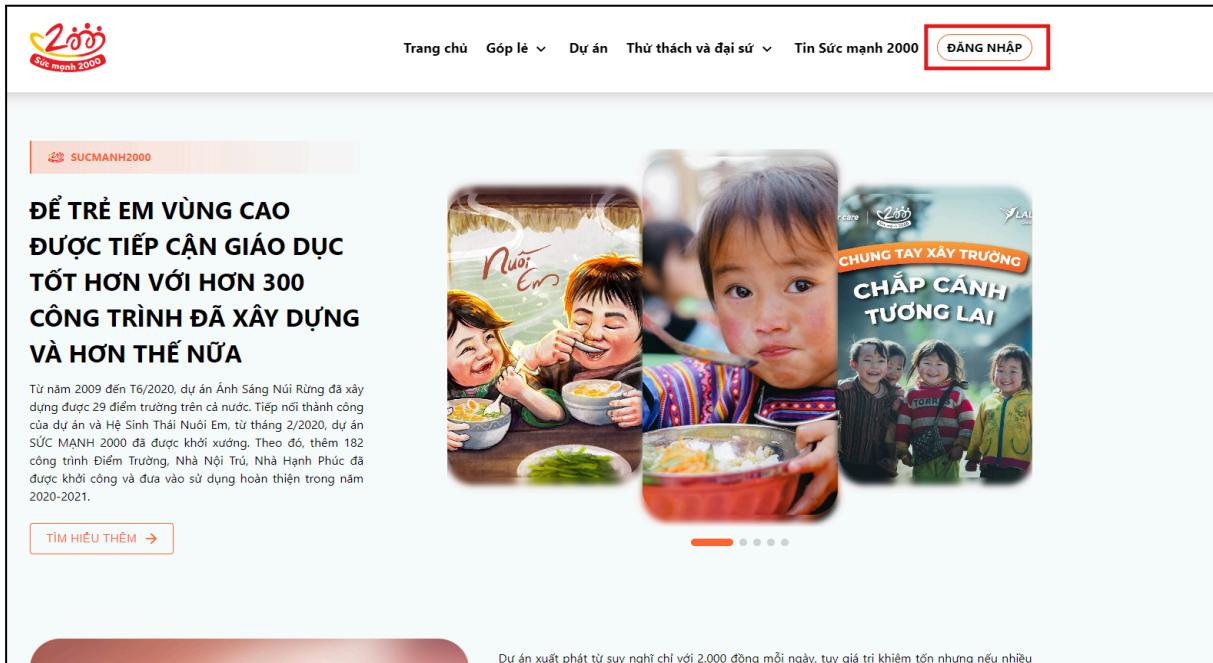


Image 6.3 Home page

Step 2: Click the “Đăng nhập” button and navigate to the Sign-In Screen.

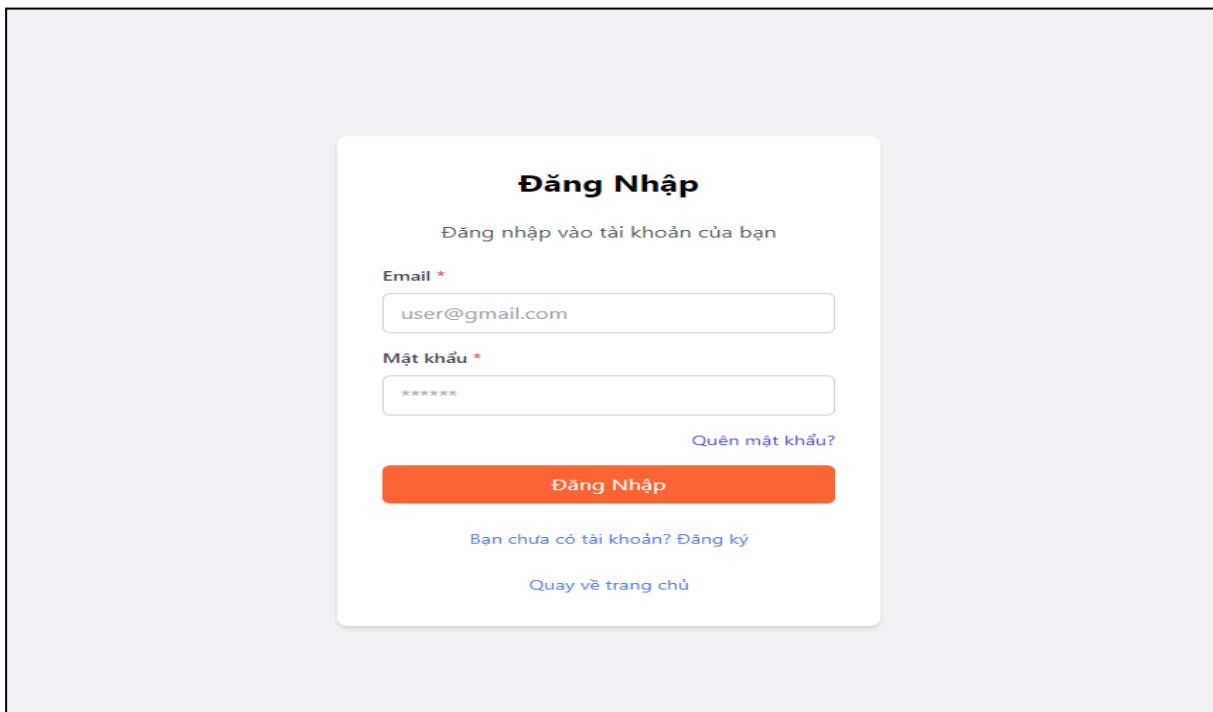
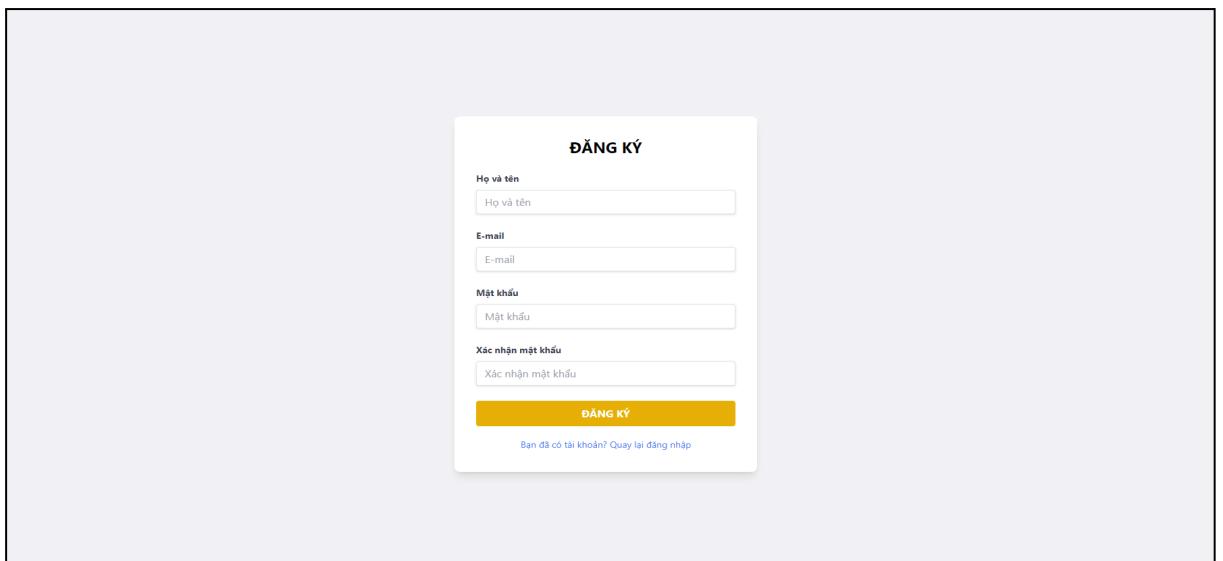


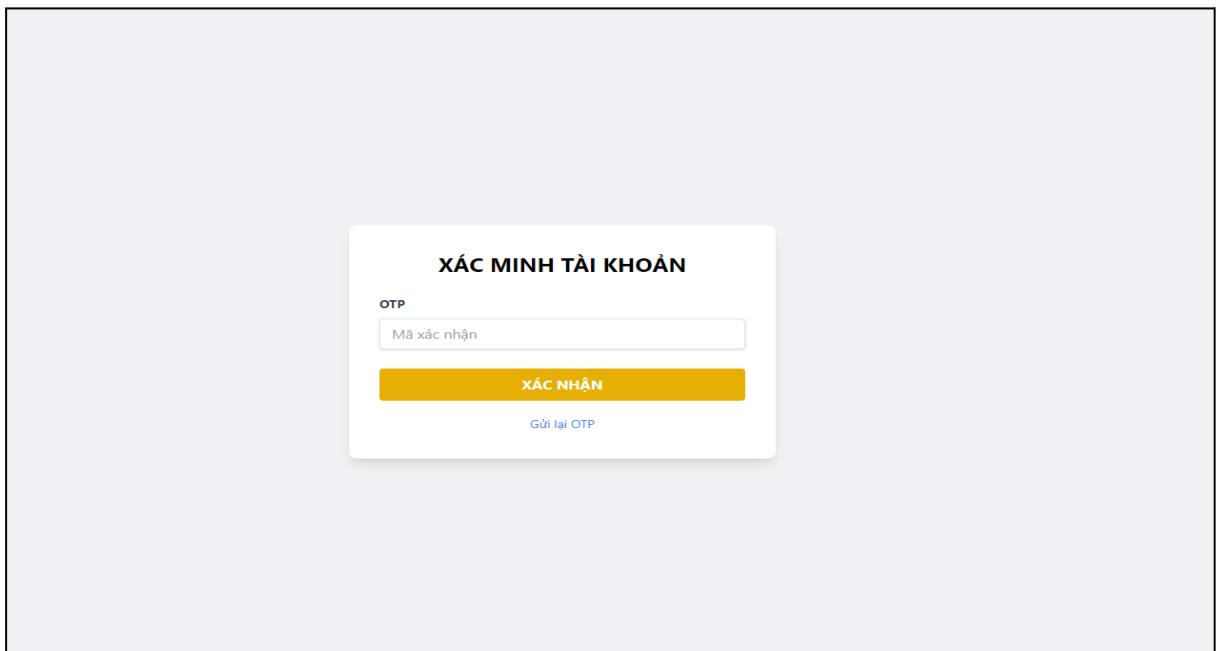
Image 6.4 Login screen

**Step 3:** Click “Bạn chưa có tài khoản? Đăng ký” button and navigate to the Sign-Up Screen.



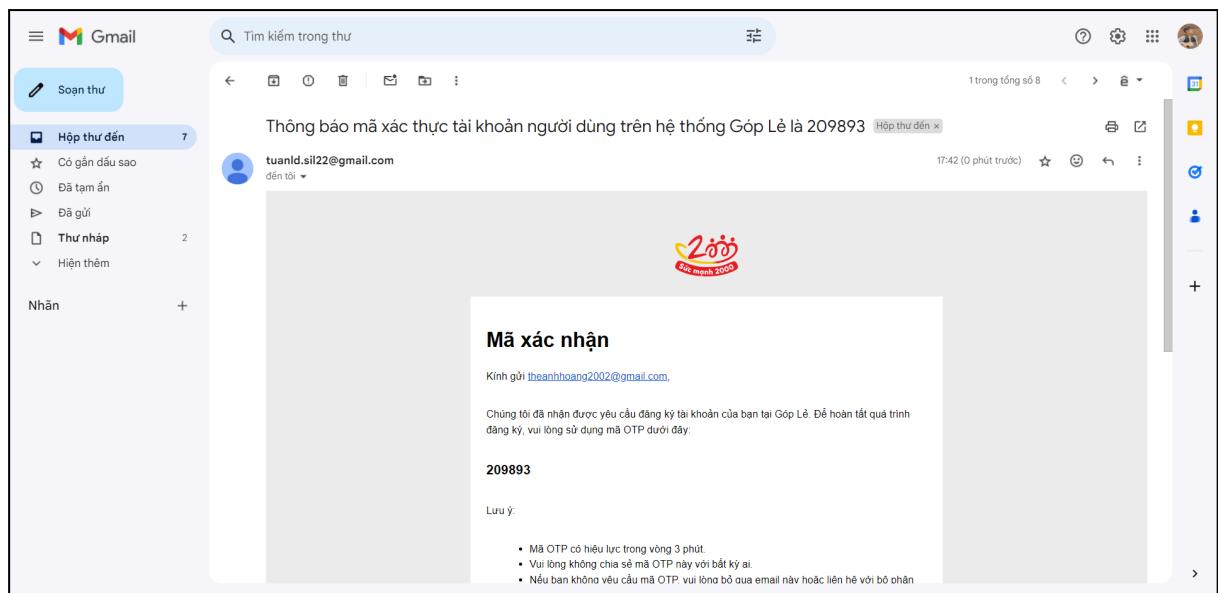
*Image 6.5 Register screen*

**Step 4:** User fills up the Sign-up form and redirects to Email Verification Screen.



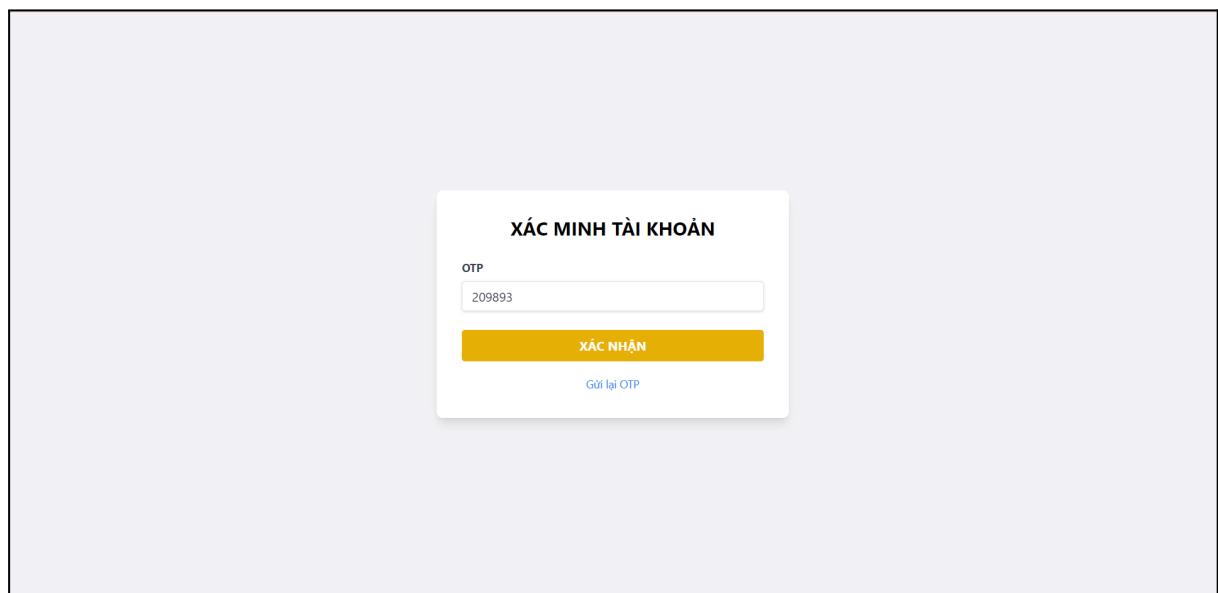
*Image 6.6 Verify OTP screen*

**Step 5:** Check your Email and enter the correct OTP to verify your email.



*Image 6.7 OTP received email screen*

**Step 6:** Enter the OTP code received from email and click “Xác nhận”



*Image 6.8 Enter OTP screen*

**Step 7:** Successfully and return to the login page

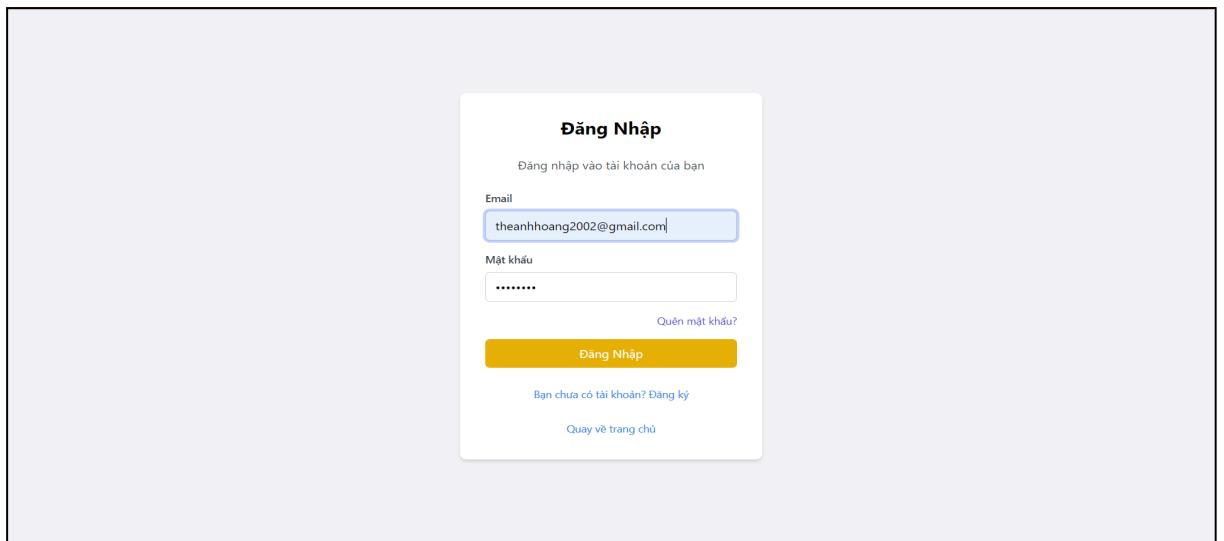


Image 6.9 Enter account

### 3.2.3. Sign out

**Step 1:** The user logs into the system, taps on their name and then has a dropdown that appears. The user clicks the "Đăng xuất" button.



Image 6.10 Click "Trang cá nhân" screen

**Step 2 :** The user returns to client



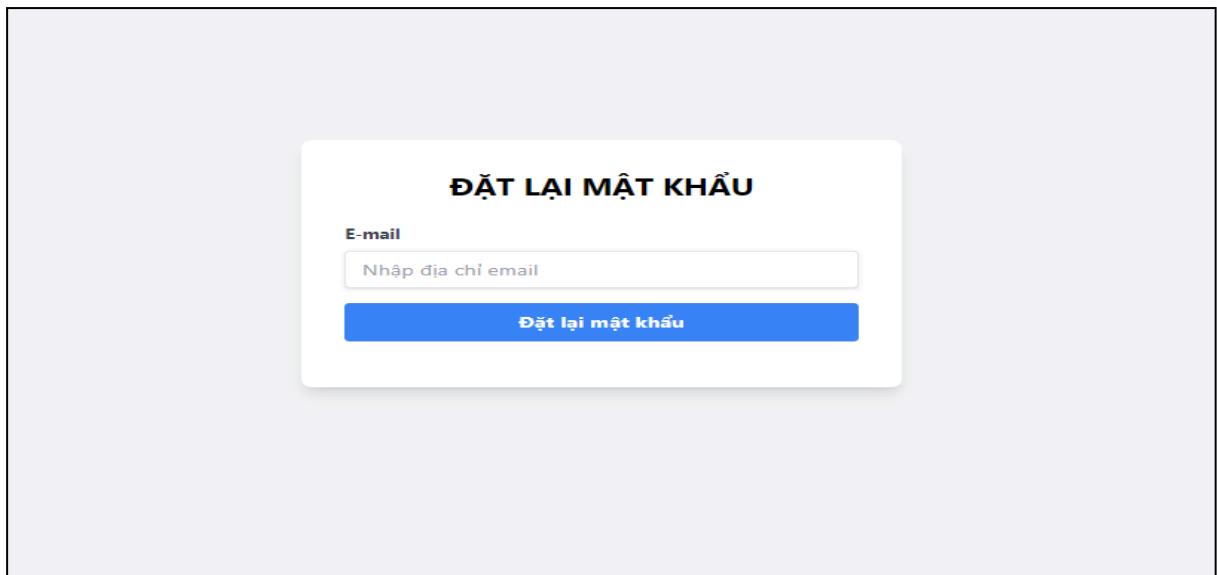
Image 6.11 Home page screen

### 3.2.4. Password reset

**Step 1:** Access the website.

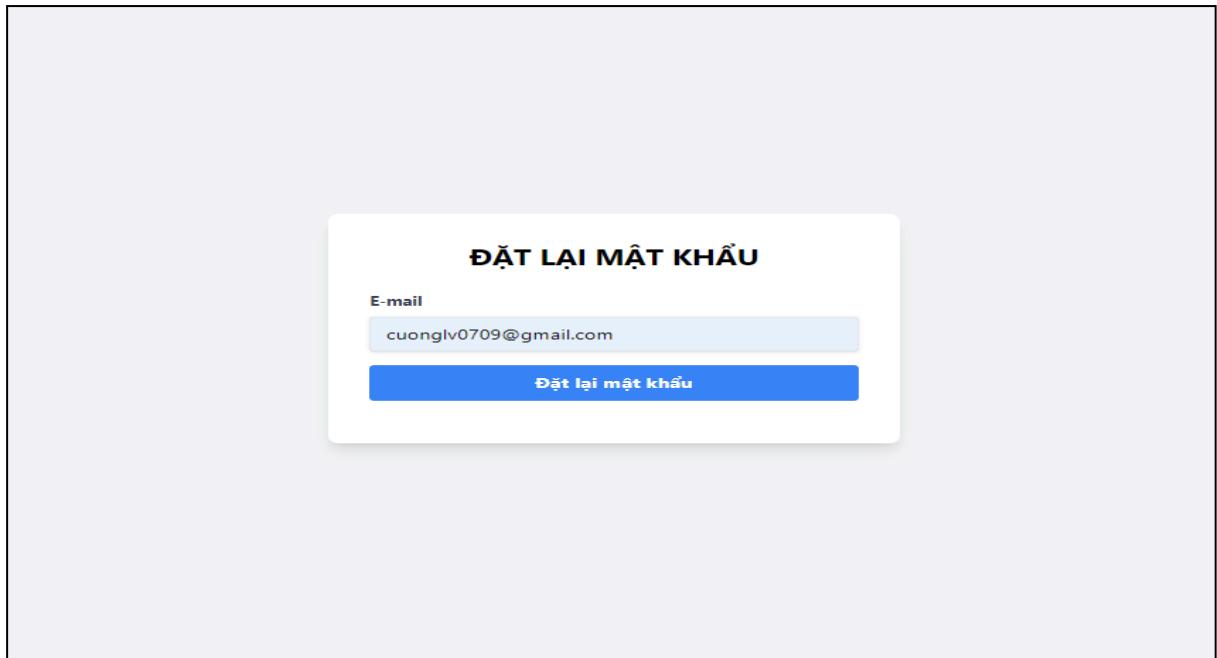
Image 6.12 Login screen

**Step 2:** Click to “Quên mật khẩu” link.



*Image 6.13 Reset password screen*

**Step 3:** Enter email to reset password



*Image 6.14. Enter email address to reset password*

#### Step 4: Check your email



Image 6.15 Check your email

#### Step 5: Enter account and new password click “Login”

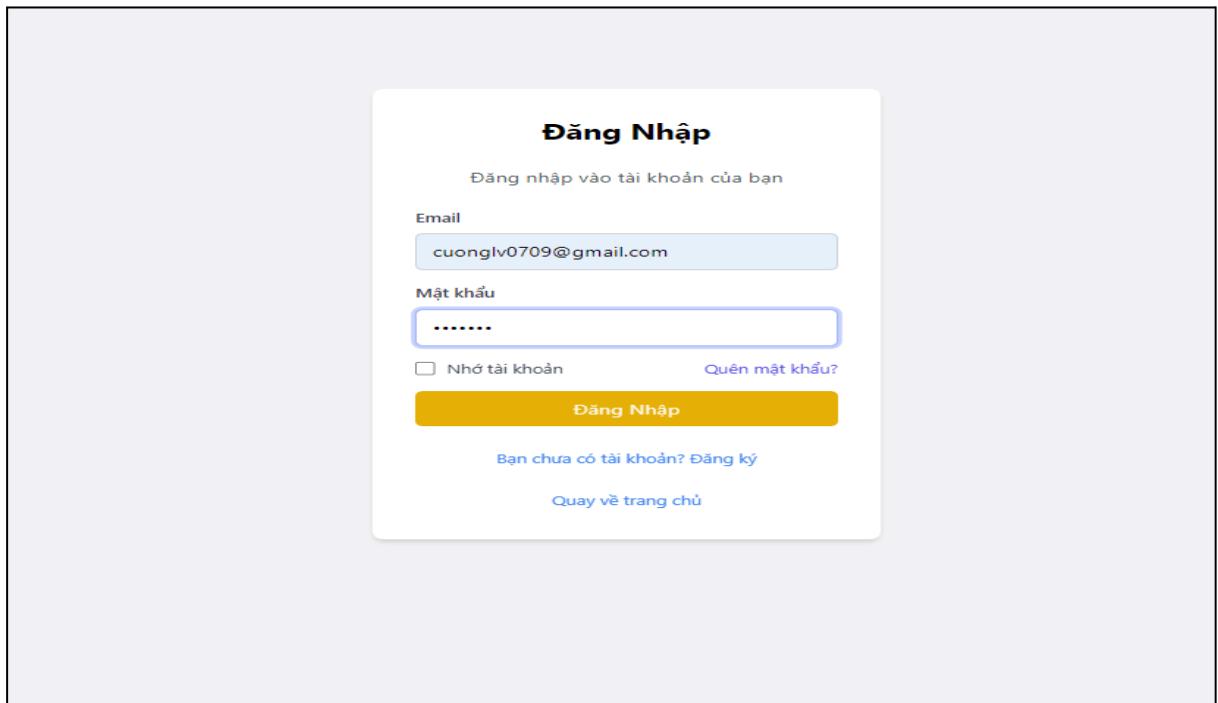


Image 6.16 Enter account to sign in

**Step 6:** After successful login, the user is redirected to the client

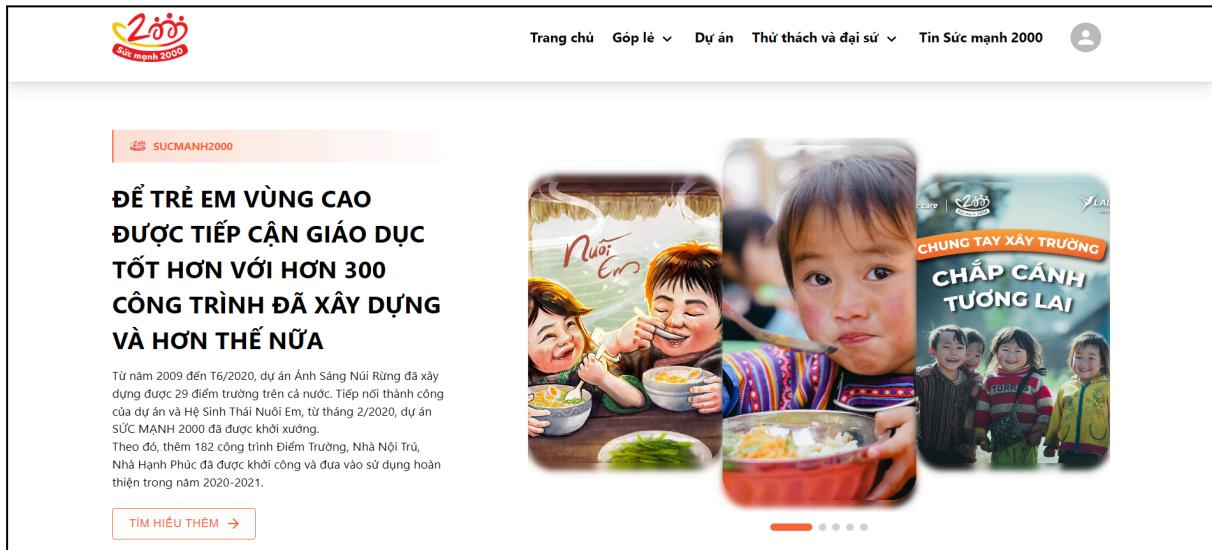


Image 6.17 Homepage screen

### 3.2.5. Password change

**Step 1:** Login

Do the same as [3.2.1. Sign in](#)

**Step 2:** Click to your name in top bar and click to option ‘Chỉnh sửa tài khoản’ in dropdown

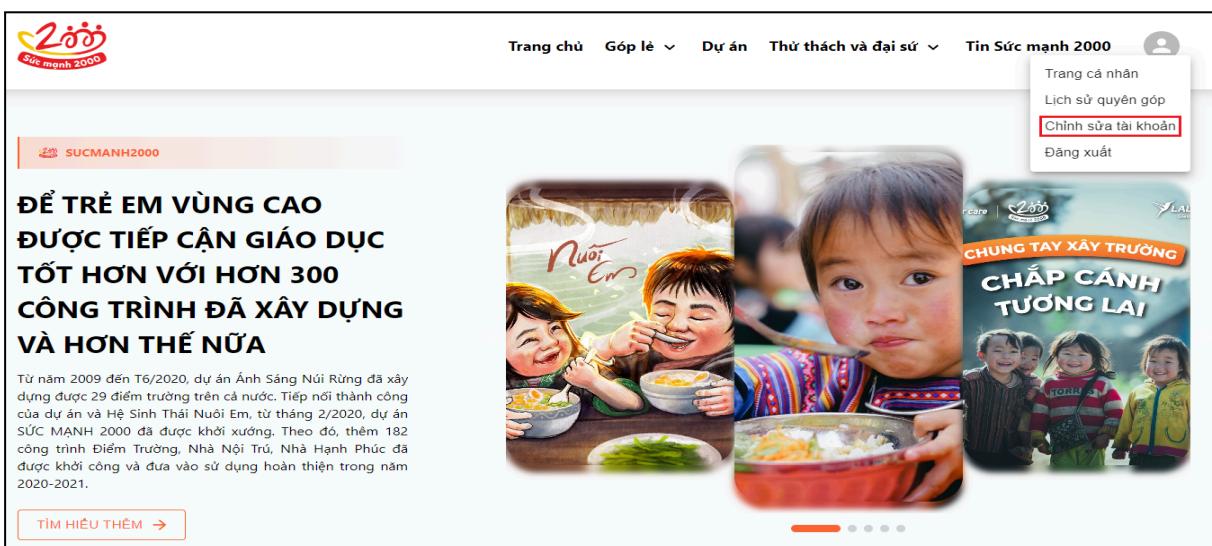


Image 6.18 Click “Chỉnh sửa tài khoản”

**Step 3:** Click to “Đổi mật khẩu”

The screenshot shows a user profile page titled 'Thông tin cá nhân'. It includes fields for Email (cuonglv0709@gmail.com), Họ và Tên (Le Van Cuong), Số điện thoại, Địa chỉ, Ngày sinh (dd/mm/yyyy), and gender selection (Nam or Nữ). Below these fields are two buttons: 'SỬA THÔNG TIN' and 'ĐỔI MẬT KHẨU', with the latter being highlighted by a red border.

Image 6.19 Change password screen

**Step 4:** Enter “Mật khẩu cũ” and “Mật khẩu mới & Xác nhận mật khẩu mới” and click “Đổi mật khẩu”

A modal dialog box titled 'Đổi Mật Khẩu' (Change Password) is displayed over the main form. It contains three input fields: 'Mật khẩu cũ' (Old Password), 'Mật khẩu mới' (New Password), and 'Xác nhận mật khẩu mới' (Confirm New Password). The 'Xác nhận mật khẩu mới' field is highlighted with a blue border. Below the fields is a large 'ĐỔI MẬT KHẨU' button, which is also outlined in blue. The background of the main form is dimmed.

Image 6.20 Enter current password and new password

### 3.2.6. Edit Profile

#### Step 1 : Login

Do the same as [3.2.1 Sign in](#)

Step 2: Click to your name in top bar and click to option ‘ Chỉnh sửa tài khoản’

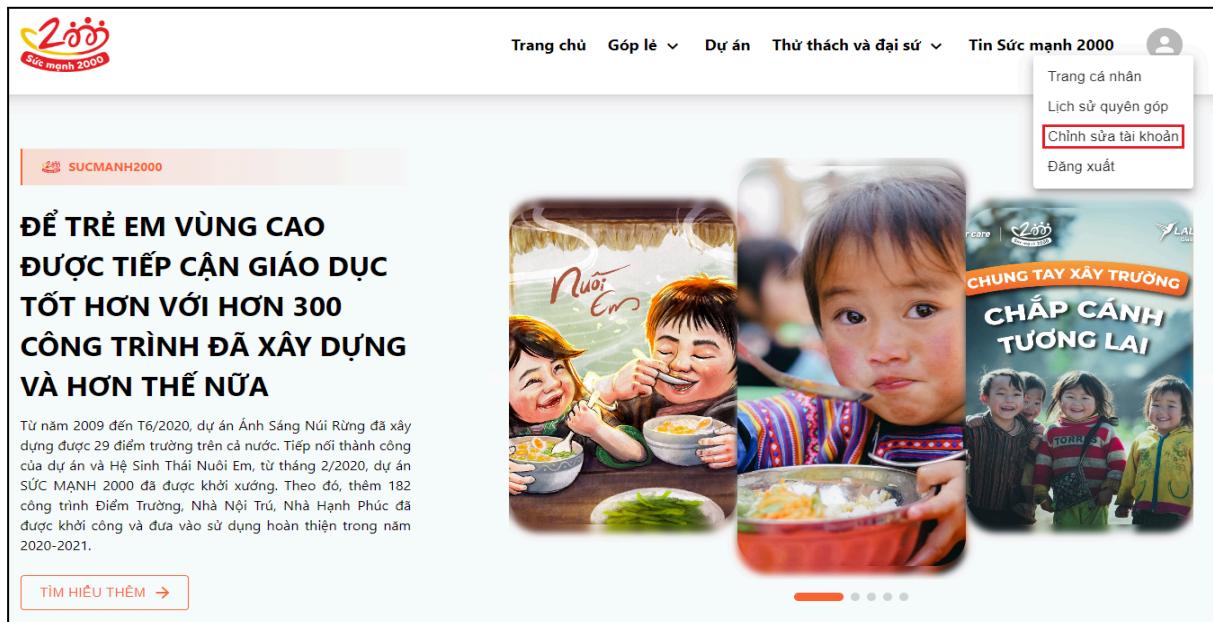


Image 6.21 Click “Chỉnh sửa tài khoản”

#### Step 3 : Click to “ Sửa thông tin”

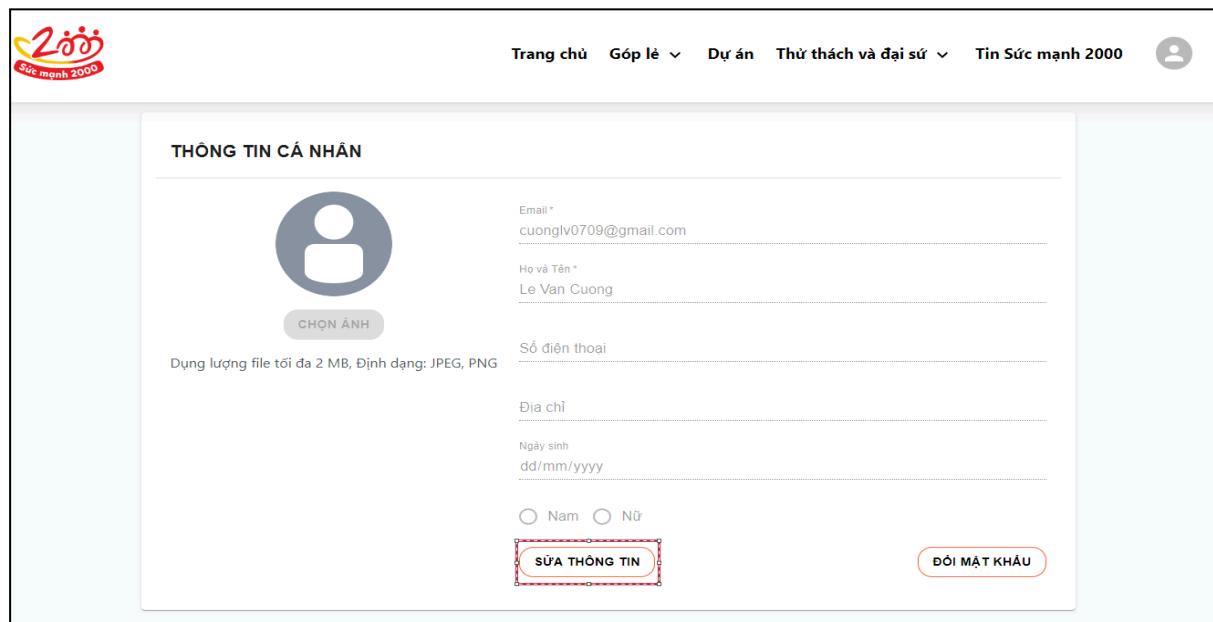


Image 6.22 Edit profile page

**Step 4:** Enter the informations that need be changed and click “Lưu”

THÔNG TIN CÁ NHÂN

CHỌN ẢNH

Dung lượng file tối đa 2 MB, Định dạng: JPEG, PNG

Email  
cuonglv0709@gmail.com

Họ và Tên  
Le Van Cuong

Số điện thoại

Địa chỉ

Nam  Nữ

Ngày sinh  
dd/mm/yyyy

LƯU HỦY ĐỔI MẬT KHẨU

*Image 6.23 Save change profile page*

### 3.3. Guest

The screenshot shows the homepage of the Lotte Foundation Vietnam website. At the top, there's a navigation bar with links to 'Trang chủ', 'Góp Lé', 'Dự án', 'Thử thách và giải đấu', 'Tin tức mới nhất 2020', and a user profile icon.

**ĐẾ TRẺ EM VÙNG CAO  
ĐƯỢC TIẾP CẬN GIÁO DỤC  
TỐT HƠN VỚI HƠN 300  
CÔNG TRÌNH ĐÃ XÂY DỰNG  
VÀ HƠN THẾ NỮA**

A large image on the left features two children eating from bowls, with text overlaid: 'Nhà trại trẻ em vùng cao là một khát vọng đã bị dừng lại sau 22 năm thương yêu của nước. Nhập với niềm tin rằng dù khó khăn có thể bắt đầu từ con đường, điểm đến là EDUCATION 2000 sẽ được khởi động. Nhờ đó, hàng nghìn con đường đến trường, con đường hòa nhập xã hội, con đường hạnh phúc sẽ được khởi động và đưa về sứ mệnh của mình: hoàn thiện vùng cao'.

**ĐỒNG HÀNH CÙNG VỚI GÓP LÉ**

Four boxes below explain different ways to support:

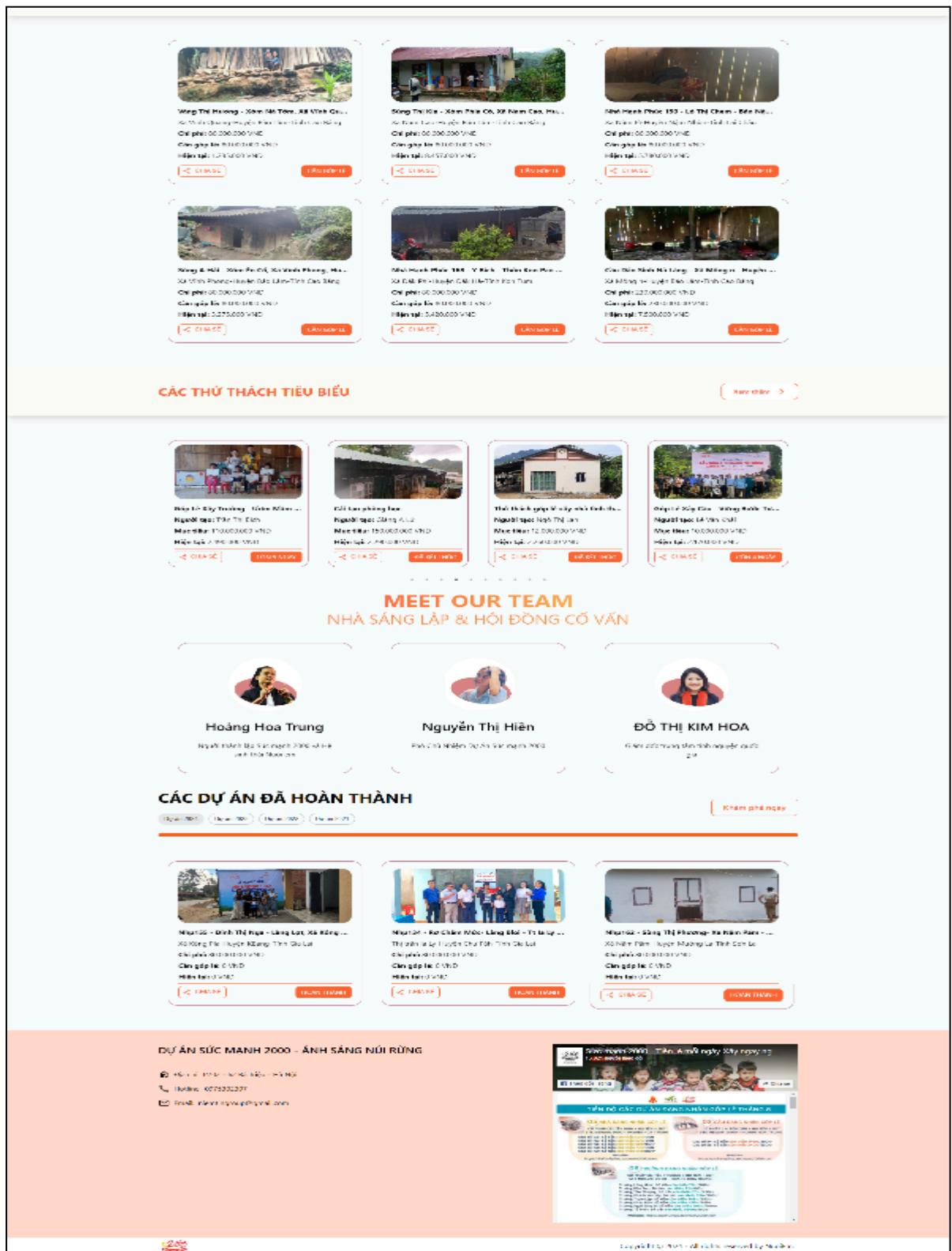
- Góp Lé**: 'Góp Lé là cách để bạn chia sẻ những điều tốt đang thực hiện.'
- Lập tài khoản**: 'Lập tài khoản tài chính cá nhân và đồng hành cùng Sắc Mạnh Việt.'
- Tạo thử thách**: 'Tạo thử thách cho bạn cộng với bất kỳ dự án nào chúng tôi đang thực hiện.'
- Chia sẻ thử thách**: 'Chia sẻ thử thách của bạn với bạn bè, người thân và cộng đồng thông qua mạng xã hội không chỉ khích lệ mà còn đồng hành cùng họ.'

**Mỗi người 2.000 đồng/ngày  
Chúng tôi đã xây dựng trong năm 2024**

<b>34</b> Số lượng hoàn thành 2 đồng/ngày	<b>58.042.000</b> Tổng số tiền quyên góp được từ đầu năm	<b>245</b> Tổng số lượt chia sẻ 2.000 đồng/ngày
--	---	--

Image 6.24 Home page

**Step 2:** Scroll down to see projects



### *Image 6.25 Home page*

Report 7 (Final Project Report)

**Step 3:** Click on the project to see details and donate to the project if the project is in need of individual contributions

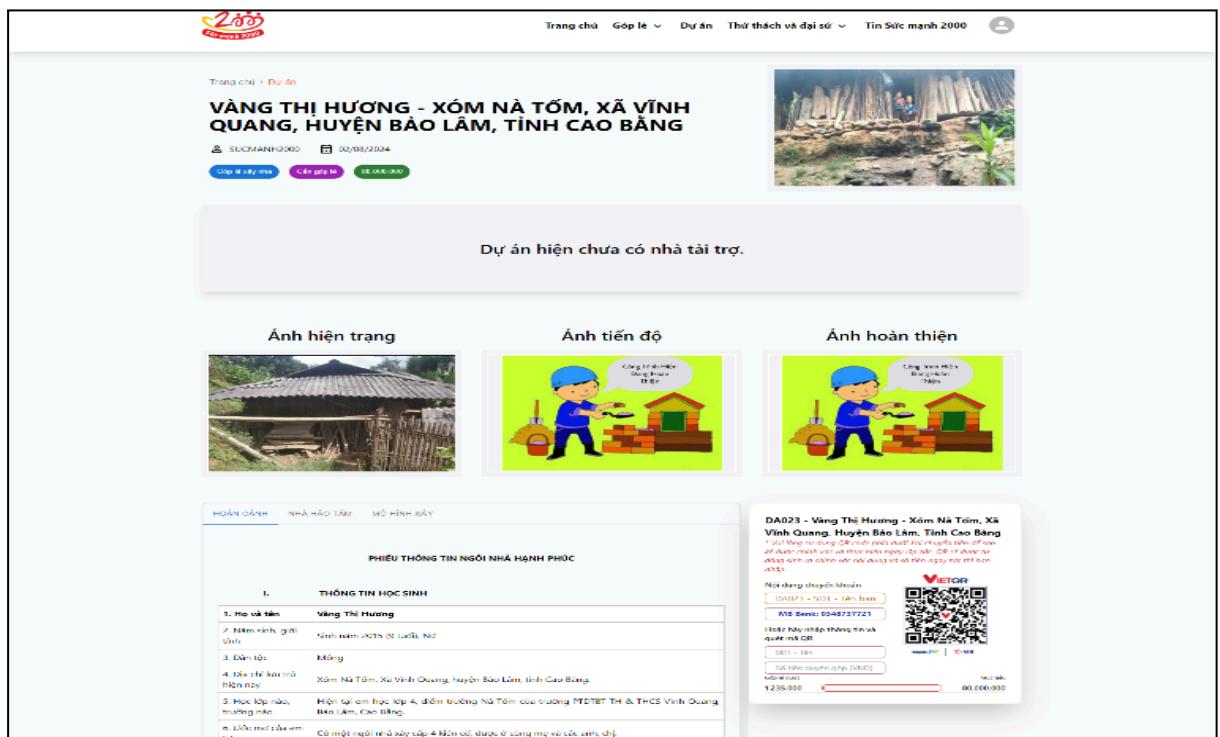


Image 6.26 Detail Project page

**Step 4:** After the guest successfully donates, it will appear on the statement.

CẬP NHẬT SAO KÊ					
<input type="text" value="Nội dung chuyển khoản..."/> <input type="button" value="X"/>					
Tài Khoản...	Ngày	số tiền	Nội dung CK	Tiền dư được chuyển tới	Ghi chú
0348737721	07/08/2024 21:45:00	120.000	TT039 - DA023		
0348737721	07/08/2024 20:45:00	190.000	TT039 - DA023		
0348737721	07/08/2024 15:41:00	120.000	TT034 - DA023		
0348737721	07/08/2024 14:32:00	120.000	TT019 - DA023		
0348737721	07/08/2024 12:32:00	110.000	TT019 - DA023		

Image 6.27 Statement

### 3.3.1. Donate for project through campaign

You can access this page directly through the page link.

---

Report 7 (Final Project Report)

Here is another way you can access it

**Step 1:** Access the campaign details page through the navigation bar in the header. Click "Góp lẻ" and choose one of the ongoing campaigns

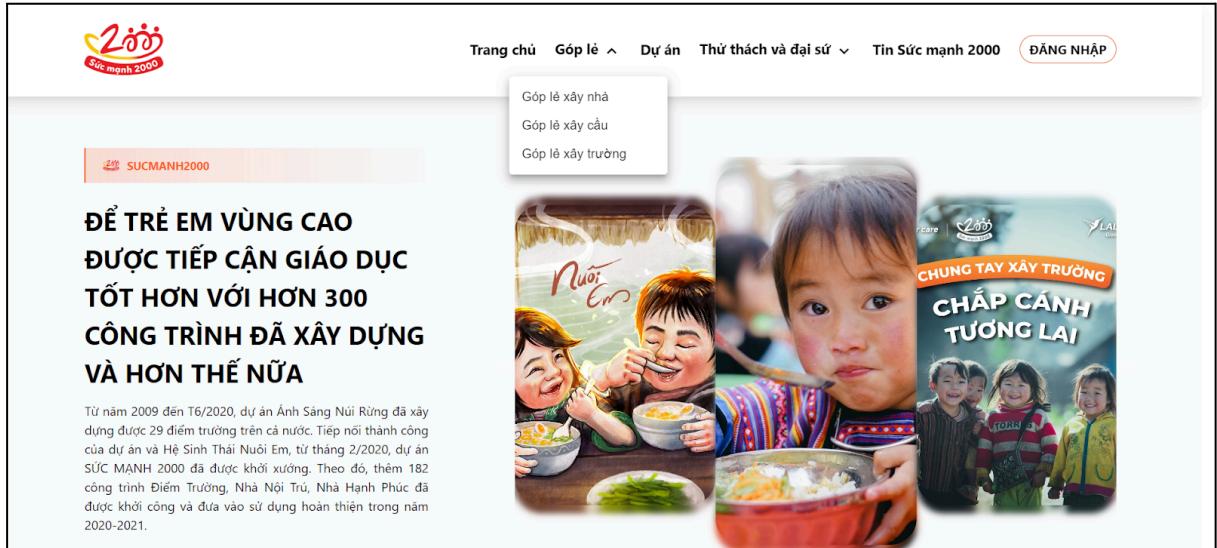


Image 6.28 Homepage screen

**Step 2:** On the campaign detail page, there will be many projects that we are calling for donations. Below is an image of a project with full information such as project image, transfer information, project content, statement. Please scroll and select a project that you want to donate to.

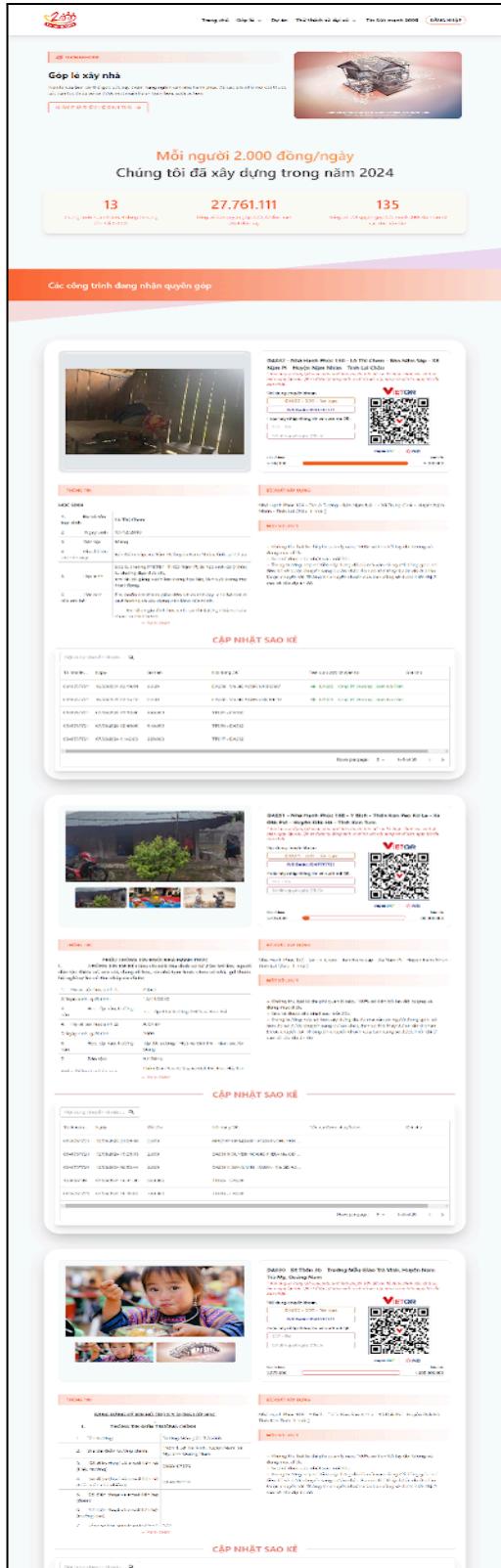


Image 6.29 Campaign screen

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## Report 7 (Final Project Report)

**Step 3:** You have 2 options to transfer money, which are to transfer money to the account number we mentioned. 1 is to transfer money to the bank yourself with the correct content so that we can make a statement accurately. 2 is to enter your name and use the QR code, this ensures that the content of your transfer is correct.



Image 6.30 Donate screen

**Step 4:** Check the statement at the bottom of the card. The statement will be updated every 30 seconds. If you have any questions about the statement, you can contact the page via

Facebook and it will be handled.

CẬP NHẬT SAO KÊ					
Tài khoản...	Ngày	Số tiền	Nội dung CK	Tiền dư được chuyển tới	Ghi chú
0348737721	07/08/2024 14:41:00	119.000	TT001 - DA030		
0348737721	07/08/2024 13:13:00	113.000	TT001 - DA030		
0348737721	07/08/2024 12:41:00	120.000	TT025 - DA030		
0348737721	07/08/2024 11:41:00	131.000	TT001 - DA030		
0348737721	07/08/2024 07:14:00	120.000	TT035 - DA030		

Image 6.31 Statement

### 3.3.2. Donate for project in Project Detail page

\*If you log in to the system, the system can save your donation history.

**Step 1:** Go to the homepage

Trang chủ Góp lè ▾ Dự án Thủ thách và đại sứ ▾ Tin Sức mạnh 2000 ĐĂNG NHẬP

SỨC MẠNH 2000

ĐỀ TRÈ EM VÙNG CAO  
ĐƯỢC TIẾP CẬN GIÁO DỤC  
TỐT HƠN VỚI HƠN 300  
CÔNG TRÌNH ĐÃ XÂY DỰNG  
VÀ HƠN THẾ NỮA

Từ năm 2009 đến T6/2020, dự án Anh Sáng Núi Rồng đã xây dựng được 29 điểm trường trên cả nước. Tiếp nối thành công của dự án và Hệ Sinh Thái Nuôi Em, từ tháng 2/2020, dự án SỨC MẠNH 2000 đã được khởi xưởng.  
Theo đó, thêm 182 công trình Điểm Trường, Nhà Nội trú, Nhà Hành Phủ đã được khởi công và đưa vào sử dụng hoàn thiện trong năm 2020-2021.

TÌM HIỂU THÊM →

CHUNG TAY XÂY TRƯỜNG  
CHẮP CÁNH TƯƠNG LAI

Image 6.32 Home page

**Step 2:** Scroll down and you will see the projects that need donations.

Các dự án đang góp lẻ  
TỪ 1000Đ TRIỆU NGƯỜI CHUNG TAY NGHÌN TRƯỜNG CÓ NGAY



Xem ngay →



Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Nậm...  
Xã Nậm Pi-Huyện Nậm Nhùn-Tỉnh Lai Châu

Chi phí: 5.700.000 VND

Cần góp lẻ: 5.700.000 VND

Hiện tại: 5.784.000 VND

[CHIA SẺ](#)

[CẦN GÓP LẺ](#)



Sùng A Hải - Xóm Én Cố, Xã Vĩnh Phong, Huyện...  
Xã Vĩnh Phong-Huyện Bảo Lâm-Tỉnh Cao Bằng

Chi phí: 80.000.000 VND

Cần góp lẻ: 80.000.000 VND

Hiện tại: 3.275.000 VND

[CHIA SẺ](#)

[CẦN GÓP LẺ](#)



Nhà Hạnh Phúc 168 - Y Bích - thôn Kon Pao ...  
Xã Đák Pxi-Huyện Đák Hà-Tỉnh Kon Tum

Chi phí: 80.000.000 VND

Cần góp lẻ: 80.000.000 VND

Hiện tại: 5.426.000 VND

[CHIA SẺ](#)

[CẦN GÓP LẺ](#)



Image 6.33 Project Page

**Step 3:** You can click on the card to go directly to the project detail page to view the information of the project.

Trang chủ / Dự án

VÀNG THỊ HƯƠNG - XÓM NÀ TỐM, XÃ VĨNH QUANG, HUYỆN BẢO LÂM, TỈNH CAO BẰNG

SUCMANH2000 02/08/2024

Góp lẻ xây nhà Cần góp lẻ 1.000.000

Dự án hiện chưa có nhà tài trợ.

Ảnh hiện trạng Ảnh tiến độ Ảnh hoàn thiện

Image 6.34 Project Detail

**Step 4:** Scroll down and you will see the QR code and bank account information.

Report 7 (Final Project Report)

HOÀN CÁNH		NHÀ HÀO TÂM	MÔ HÌNH XÂY														
<b>PHIẾU THÔNG TIN NGÔI NHÀ HẠNH PHÚC</b>																	
<b>I. THÔNG TIN HỌC SINH</b> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">1. Họ và tên</td> <td>Vàng Thị Hương</td> </tr> <tr> <td>2. Năm sinh, giới tính</td> <td>Sinh năm 2015 (9 tuổi). Nữ</td> </tr> <tr> <td>3. Dân tộc</td> <td>Mông</td> </tr> <tr> <td>4. Địa chỉ lưu trú hiện nay</td> <td>Xóm Nà Tốm, Xã Vĩnh Quang, huyện Bảo Lâm, tỉnh Cao Bằng.</td> </tr> <tr> <td>5. Học lớp nào, trường nào</td> <td>Hiện tại em học lớp 4, điểm trường Nà Tốm của trường PTDTBT TH &amp; THCS Vĩnh Quang, Bảo Lâm, Cao Bằng.</td> </tr> <tr> <td>6. Ước mơ của em bé:</td> <td>Có một ngôi nhà xây cấp 4 kiên cố, được ở cùng mẹ và các anh, chị.</td> </tr> <tr> <td>7. Đầu mối liên hệ:</td> <td>Đại diện trưởng xóm Nà Tốm là ông: Sầm Văn Định, điện thoại 0823 676 648. Bí thư chi bộ xóm là ông: Tô Văn Thắng, điện thoại 0911 025 654 PCT xã: Liên Văn Vinh dt:</td> </tr> </table>				1. Họ và tên	Vàng Thị Hương	2. Năm sinh, giới tính	Sinh năm 2015 (9 tuổi). Nữ	3. Dân tộc	Mông	4. Địa chỉ lưu trú hiện nay	Xóm Nà Tốm, Xã Vĩnh Quang, huyện Bảo Lâm, tỉnh Cao Bằng.	5. Học lớp nào, trường nào	Hiện tại em học lớp 4, điểm trường Nà Tốm của trường PTDTBT TH & THCS Vĩnh Quang, Bảo Lâm, Cao Bằng.	6. Ước mơ của em bé:	Có một ngôi nhà xây cấp 4 kiên cố, được ở cùng mẹ và các anh, chị.	7. Đầu mối liên hệ:	Đại diện trưởng xóm Nà Tốm là ông: Sầm Văn Định, điện thoại 0823 676 648. Bí thư chi bộ xóm là ông: Tô Văn Thắng, điện thoại 0911 025 654 PCT xã: Liên Văn Vinh dt:
1. Họ và tên	Vàng Thị Hương																
2. Năm sinh, giới tính	Sinh năm 2015 (9 tuổi). Nữ																
3. Dân tộc	Mông																
4. Địa chỉ lưu trú hiện nay	Xóm Nà Tốm, Xã Vĩnh Quang, huyện Bảo Lâm, tỉnh Cao Bằng.																
5. Học lớp nào, trường nào	Hiện tại em học lớp 4, điểm trường Nà Tốm của trường PTDTBT TH & THCS Vĩnh Quang, Bảo Lâm, Cao Bằng.																
6. Ước mơ của em bé:	Có một ngôi nhà xây cấp 4 kiên cố, được ở cùng mẹ và các anh, chị.																
7. Đầu mối liên hệ:	Đại diện trưởng xóm Nà Tốm là ông: Sầm Văn Định, điện thoại 0823 676 648. Bí thư chi bộ xóm là ông: Tô Văn Thắng, điện thoại 0911 025 654 PCT xã: Liên Văn Vinh dt:																
<b>DA023 - Vàng Thị Hương - Xóm Nà Tốm, Xã Vĩnh Quang, Huyện Bảo Lâm, Tỉnh Cao Bằng</b> * Vui lòng chuyển khoản đúng nội dung để chúng tôi có thể sao kê một cách chính xác																	
Nội dung chuyển khoản DA023 - SDT - Tên bạn MB Bank: 0348737721 Hoặc hãy nhập thông tin và quét mã QR  napas 247   MB SDT - Tên Số tiền quyên góp (VND) Góp lẻ được 45.000 Mục tiêu 80.000.000																	

Image 6.35 Project Detail

**Step 6:** Do the same as 3.3.1 step 3

**Step 7:** Check the statement at the bottom of the card. The statement will be updated every 30 seconds. If you have any questions about the statement, you can contact the page via Facebook and it will be handled.

<b>CẬP NHẬT SAO KÊ</b>					
Nội dung chuyển khoản... <input type="text"/>					
Tài khoản...	Ngày	Số tiền	Nội dung CK	Tiền dư được chuyển tới	Ghi chú
0348737721	16/08/2024 23:31:37	-2.000	da023 chuyen lai tien thua cho uJ330619...		
0348737721	16/08/2024 23:28:33	-2.000	da023 chuyen tien lai cho uF333597-Ma ...		
0348737721	16/08/2024 23:19:01	2.000	DA032- Ma GD ACSP/ uF333597	➔ DA023 - Vàng Thị Hương - Xóm Nà Tốm	
0348737721	16/08/2024 23:15:42	2.000	DA032- Ma GD ACSP/ du330619	➔ DA023 - Vàng Thị Hương - Xóm Nà Tốm	
0348737721	15/08/2024 17:07:59	11.111	DA023 DA0230965915481LINH 150824 ...		
Rows per page: 5 ▾ 1–5 of 14 < >					

Image 6.36 Statement

Report 7 (Final Project Report)

### 3.3.3. Donate through an ambassador

**Step 1:** Visit the profile page of an ambassador you like. You can access it directly through the ambassador's profile link. Or you can access the "Ambassador" page through the navigation bar in the header.



Image 6.37 Home Page

**Step 2:** Find your favourite ambassador. You can search by name. Clicking on "Trang cá nhân" on each profile card will redirect to that ambassador's personal page.

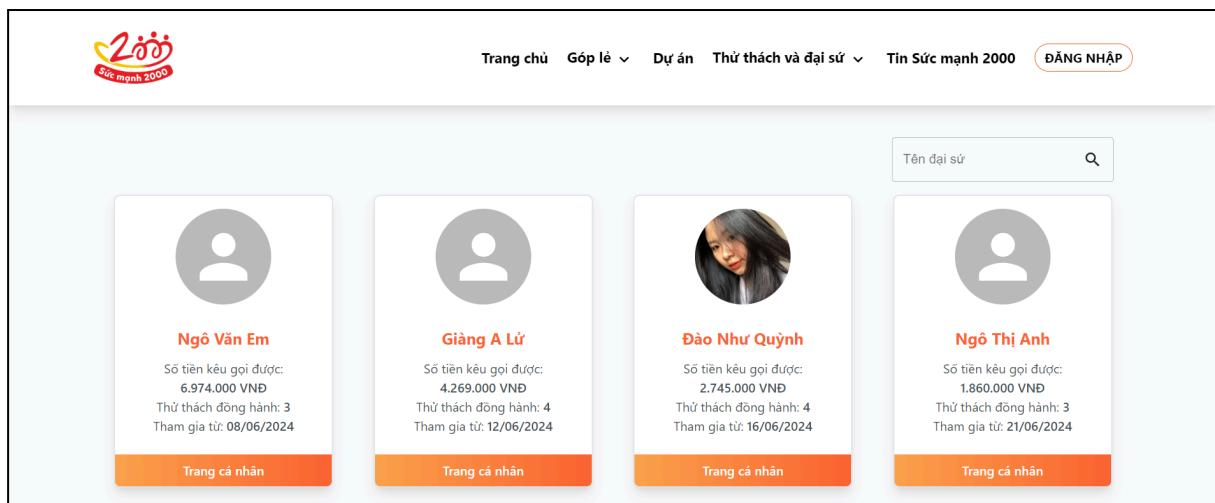


Image 6.38 Ambassador page

**Step 3:** On the donor profile screen, click “Quyên góp ngay” to donate to our projects through this ambassador.

The screenshot shows a donor profile page for 'Ngô Văn Em'. At the top, there's a logo with the text '2000' and 'Sức mạnh 2000'. The navigation bar includes links for 'Trang chủ', 'Góp lè', 'Dự án', 'Thử thách và đại sứ', 'Tin Sức mạnh 2000', and a login button ('ĐĂNG NHẬP'). Below the navigation is a large banner image of a cloudy sky at sunset. On the left, there's a placeholder for a user profile picture. The main content area features the ambassador's name, 'Ngô Văn Em', in bold black text. To the right of the name are the total amount donated, '6.974.000 VND', and the number of supporters, '16'. Below this, a note in Vietnamese encourages users to contribute to building a house for the ambassador. A prominent orange button labeled 'QUYÊN GÓP NGAY' is located below the note. To the right of the note, the text 'Cộng đồng của Ngô Văn Em' and 'Số lượt quyên góp' are displayed. Below the main content, there's a section titled 'Chiến dịch đồng hành gây quỹ' (Fundraising campaign) with a thumbnail image of a traditional wooden house. Below the thumbnail, there's a summary of the campaign's goal and current status: 'Thử thách xây nhà mái ấm', 'Mục tiêu: 120.000.000 VND', and 'Hiện tại: 4.570.000 VND'. Buttons for 'CHIA SẺ' and 'CỘNG TÌNH' are shown. At the bottom of the page, there's a section titled 'CẬP NHẬT SAO KÊ' (Update Log) with a table showing transaction details. The table has columns for 'Tài khoản...', 'Ngày', 'Số tiền', 'Nội dung CK', 'Dự án đích', and 'Tiền dư đư'. The table displays 'No rows' and includes pagination controls and a 'Rows per page' dropdown set to 5.

*Image 6.39 Ambassador page*

**Step 4:** A modal will appear. Here you can choose the project you want to donate to. Then scan the QR code or donate directly similar to 3.11.1 step 3

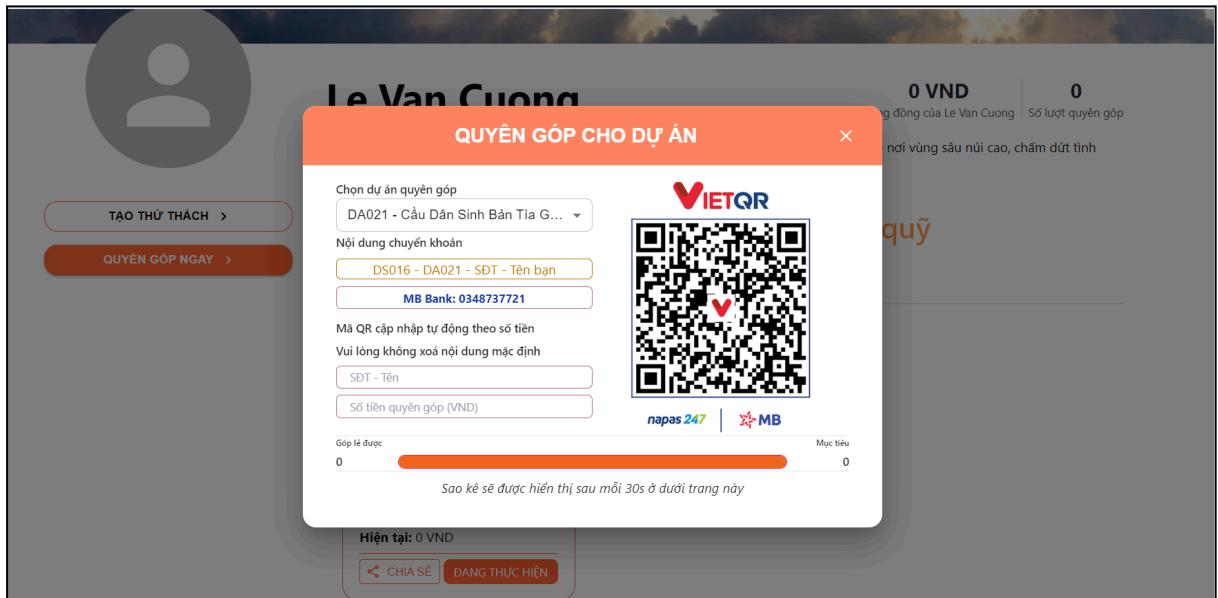


Image 6.40 Donate for project

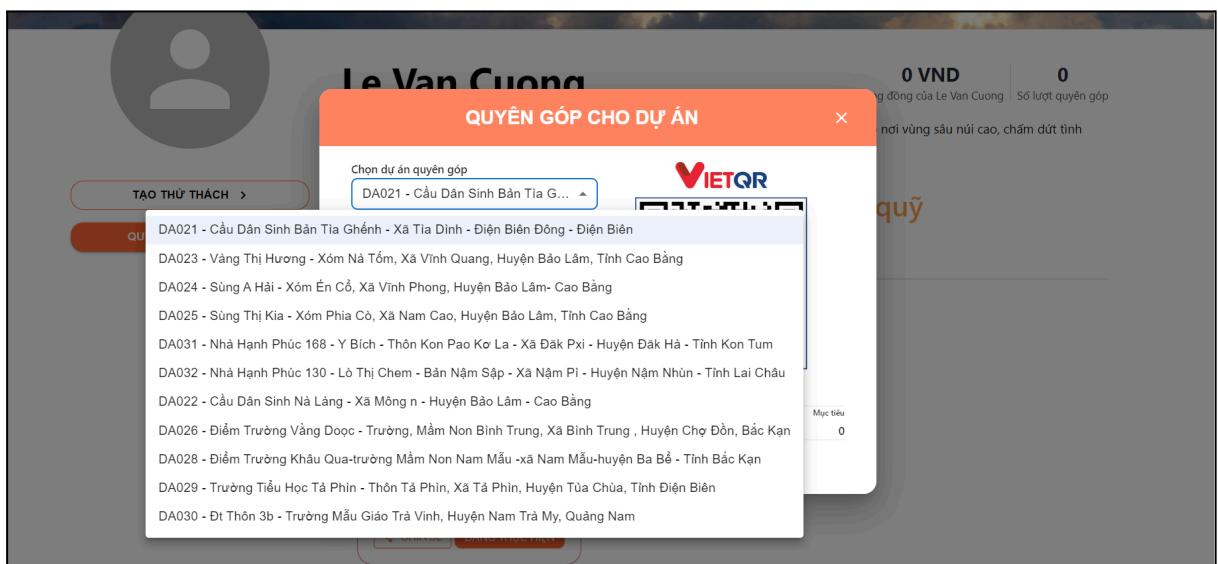


Image 6.41 Donate project screen

**Step 5:** The statement will be updated right below the ambassador's profile page every 30 seconds. And the amount of money that the ambassador has raised will be updated at the same time

The screenshot shows a crowdfunding platform interface. At the top, there's a circular profile picture placeholder for 'Ngô Văn Em'. To the right of the picture, the name 'Ngô Văn Em' is displayed in bold black text. Next to the name are two numerical values: '6.974.000 VND' and '16'. Below these, a descriptive text reads: 'Tiền lè của bạn có thể góp sức xây thêm hàng nghìn điểm trường để thấp thoáng ước mơ học tập nơi vùng sâu núi cao, chấm dứt tình trạng phải dậy và học trong căn nhà sập xệ, dột nát'. Below this text is an orange button labeled 'QUYÊN GÓP NGAY >'. Underneath the button are two tabs: 'ĐANG THỰC HIỆN' (highlighted in blue) and 'ĐÃ KẾT THÚC'. In the center, the text 'Chiến dịch đồng hành gây quỹ' is displayed in orange. Below this, there's a section titled 'CẬP NHẬT SAO KÊ' in red. This section contains a search bar with placeholder text 'Nội dung chuyên khoán...' and a magnifying glass icon. Below the search bar is a table with columns: 'Tài khoản...', 'Ngày', 'Số tiền', 'Nội dung CK', 'Dự án đích', and 'Tiền dư đư'. The table body displays the message 'No rows'. At the bottom of the table area, there are navigation controls: 'Rows per page: 5 ▾', '0–0 of 0', and arrows for pagination.

Image 6.42 Statement in profile

### 3.3.4. Donate through a challenge

**Step 1:** Go to the detail page of a challenge you like. You can go directly through the shared link of the challenge. Or you can go to the “Thử thách” page through the navigation bar in the header.



Image 6.43 Home page

**Step 2:** On the challenge list page you can search by creator name, challenge name and click on the card to access the challenge details page.

Tên người tạo	Tên thử thách
Đào Như Quỳnh	Góp lè xây nhà
Nguyễn Hoàng Hiếu	Đồng hành xây trường
Nguyễn Hoàng Hiếu	Test tạo thử thách
Hoàng Hoa Trung	Cùng góp Nam Trà My

Mục tiêu	Hiện tại	Chia sẻ	Đã kết thúc
1.000.000 VND	5.000 VND	<a href="#">chia sẻ</a>	<a href="#">ĐÃ KẾT THÚC</a>
1.000.000 VND	0 VND	<a href="#">chia sẻ</a>	<a href="#">ĐÃ KẾT THÚC</a>
1.000.000 VND	0 VND	<a href="#">chia sẻ</a>	<a href="#">ĐÃ KẾT THÚC</a>
40.000.000 VND	0 VND	<a href="#">chia sẻ</a>	<a href="#">CÒN 14 NGÀY</a>

Mục tiêu	Người tạo	Tên thử thách
30.000.000.VND	Lê Văn Khải	Góp Lè Xây Cầu - Chung Tay Vì C...
10.000.000.VND	Lê Văn Khải	Góp Lè Xây Cầu - Vững Bước Tư...
200.000.000.VND	Lê Văn Khải	Góp Lè Xây Cầu - Nối Nhịp Yêu T...
9.000.000.VND	Trần Thị Bích	Góp Lè Xây Trường - Xây Dựng ...

Image 6.44 Challenge page

**Step 4:** Click the challenge and challenge details will appear. This page will include the details of a challenge, creator information, goal, end date.

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#### Report 7 (Final Project Report)

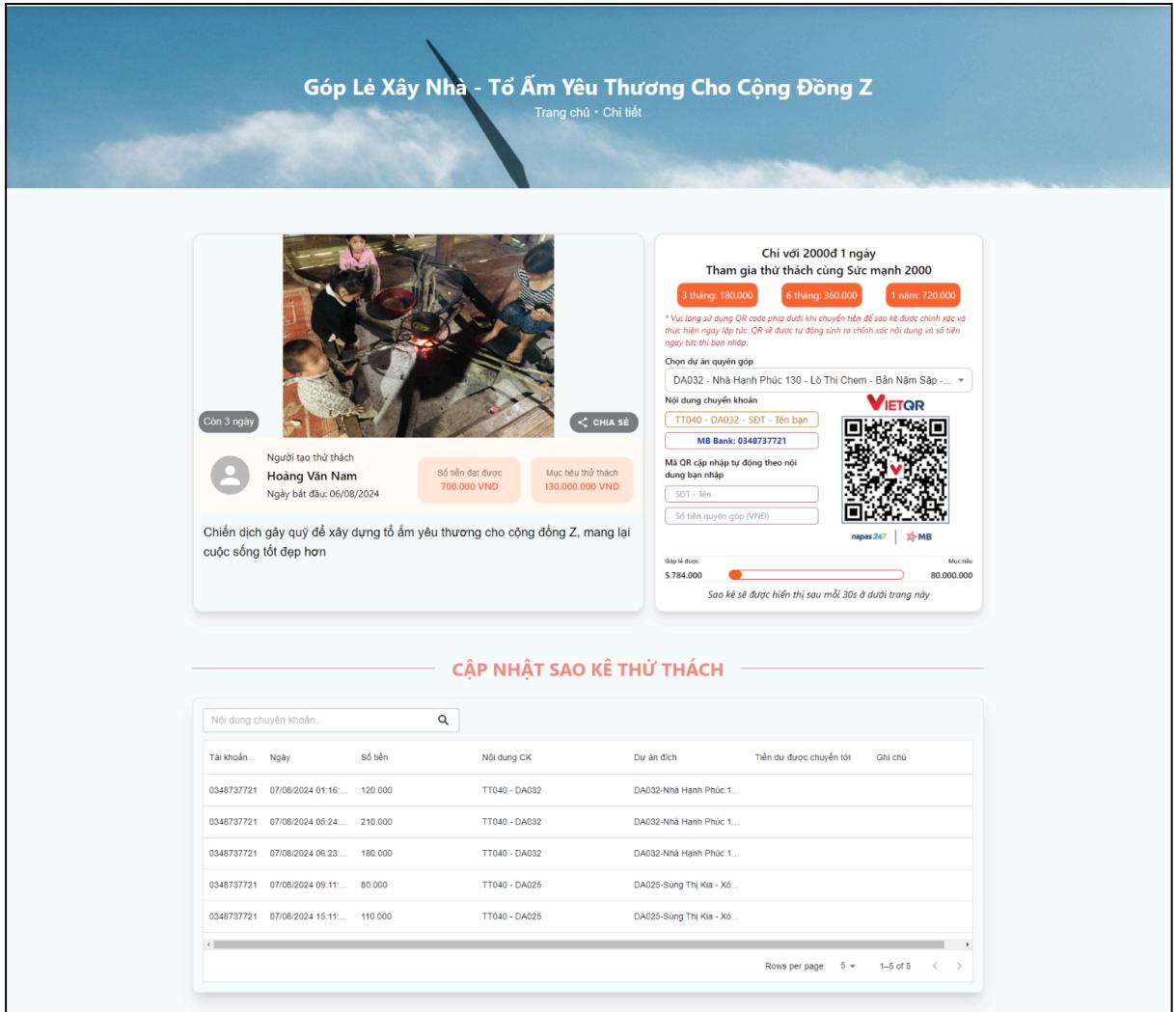


Image 6.45 Project in Challenge

## Report 7 (Final Project Report)

**Step 5:** Select a project you want to transfer money to from the drop list in the donate card. Do the same as 3.11.1 step 3

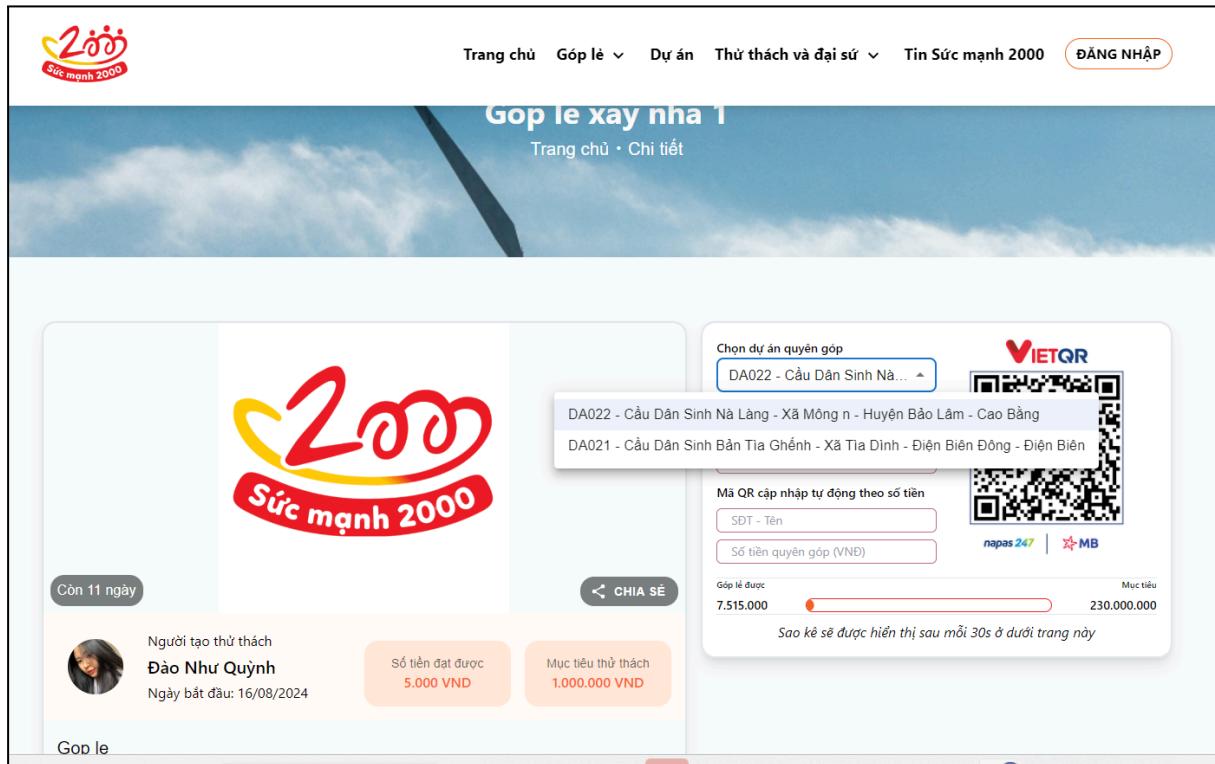


Image 6.46 Donate Project in Challenge

**Step 6:** Track your transfer in the statement section below, the statement will be updated every 30 seconds. If you have any questions, please message the facebook page for resolution.

CẬP NHẬT SAO KÊ THỬ THÁCH						
Tài khoản...	Ngày	Số tiền	Nội dung CK	Dự án đích	Tiền dư được chuyển tới	Ghi chú
0348737721	16/08/2024 22:48:...	5.000	DA022 TT050 ACC011 Quoc Anh ...	Cầu Dân Sinh Nà Làng - ...		
Rows per page: 5 ▾ 1-1 of 1 < >						

Image 6.47 Statement

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## Report 7 (Final Project Report)

### 3.3.5. Ranking page

This is the page where we will honour the top 10 ambassadors who raised the most money for our charity projects. The amount will be calculated through donations through challenges, donations through the referral portal “Donate now”. There are also typical challenges that raise the most money.

Rank	Đại sứ	Số tiền kêu gọi được	Số lượt quyên góp kêu gọi
1	N Ngô Văn Em	6.974.000 VNĐ	16
2	T Trần Văn Bình	5.510.000 VNĐ	15
3	L Lê Văn Khải	5.470.000 VNĐ	16
4	T Trần Thị Bích	5.200.000 VNĐ	15
5	P Phạm Văn Dũng	4.760.000 VNĐ	15
6	G Giàng A Lử	4.269.000 VNĐ	20
7	N Nguyễn Thị Lan	3.680.000 VNĐ	15
8	N Ngô Thị Lan	3.720.000 VNĐ	15
9	P Phạm Thế Vinh	3.670.000 VNĐ	15
10	H Hoàng Văn Minh	2.830.000 VNĐ	15

Image 6.48 Raking

**Step 4:** After successful transfer in the campaign, donation history will be displayed on the statement below.

CẬP NHẬT SAO KÊ THỦ THÁCH						
Tài khoản...	Ngày	Số tiền	Nội dung CK	Dự án đích	Tiền dư được chuyển tới	Ghi chú
0348737721	07/08/2024 05:15:....	210.000	TT045 - DA022	DA022-Cầu Dân Sinh Nà ...		
0348737721	07/08/2024 07:25:....	90.000	TT045 - DA022	DA022-Cầu Dân Sinh Nà ...		
0348737721	07/08/2024 08:12:....	190.000	TT045 - DA022	DA022-Cầu Dân Sinh Nà ...		
0348737721	07/08/2024 09:47:....	790.000	TT045 - DA022	DA022-Cầu Dân Sinh Nà ...		
0348737721	07/08/2024 17:12:....	890.000	TT045 - DA022	DA022-Cầu Dân Sinh Nà ...		

*Image 6.49 Statement*

### 3.3.6. View News

**Step 1:** Click on the news on the navigation header

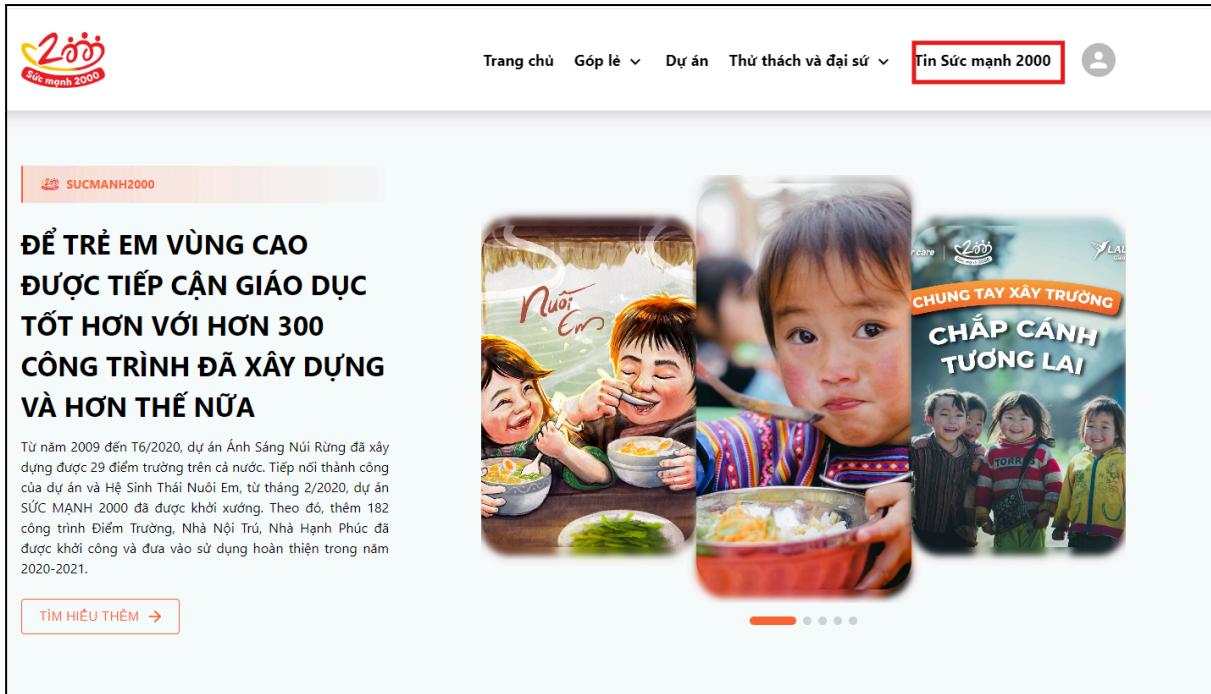


Image 6.50 Home page

**Step 2:** The website will display a news page, guests can filter news by categories on the left

Thể loại	Số lượng
Tất cả	26
Tiến độ xây dựng	6
Báo cáo tài chính	5
Báo chí - truyền hình đưa tin	5
Câu chuyện	5
Tài trợ	5

Tin mới nhất

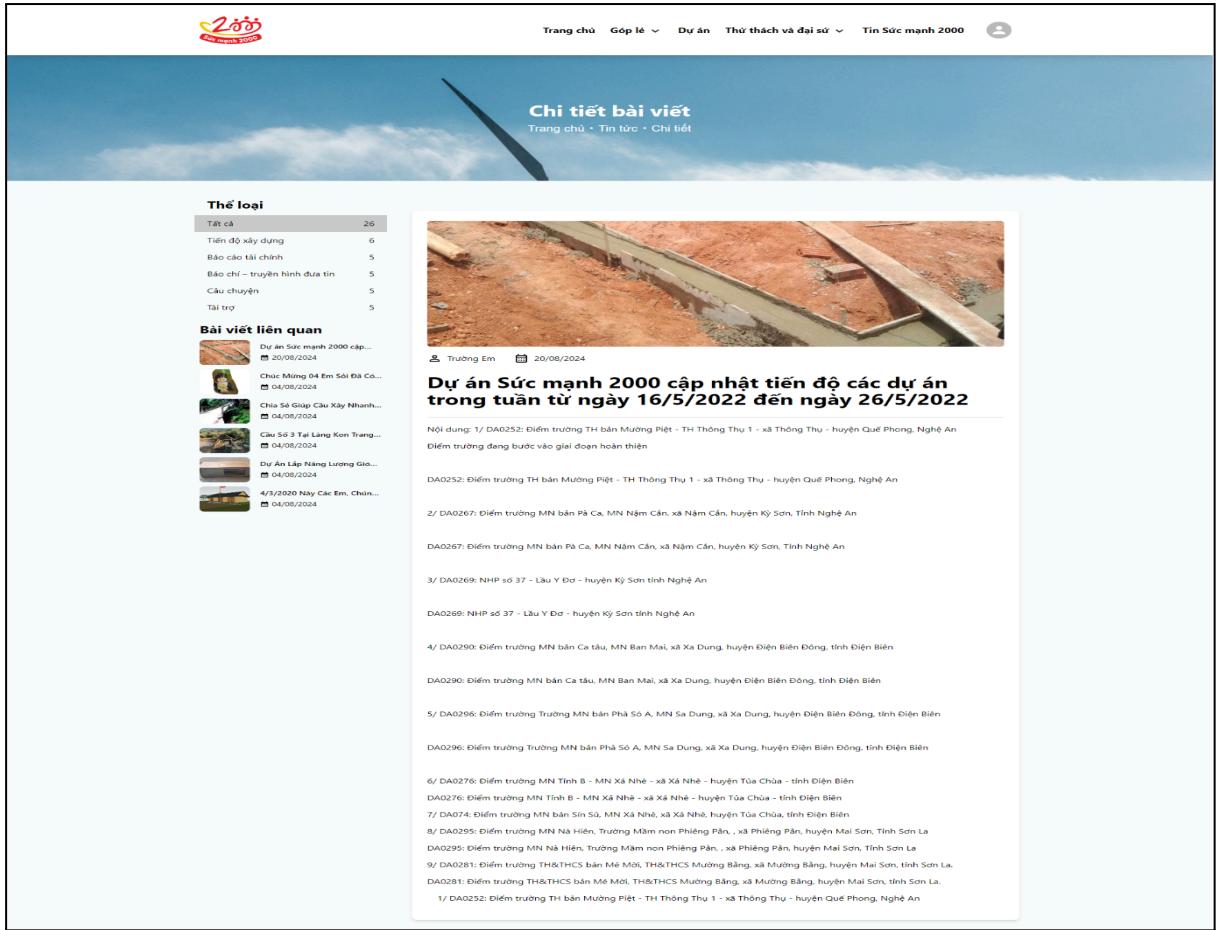
*Image 6.51 News page*

**Step 3:** When the user clicks on any news, detailed information about that news will be displayed.

The screenshot shows a news website interface. On the left, there is a sidebar titled "Thể loại" (Categories) with a list of categories and their counts: Tất cả (All) 26, Tiến độ xây dựng (Construction progress) 6, Báo cáo tài chính (Financial reports) 5, Báo chí – truyền hình đưa tin (Media coverage) 5, Câu chuyện (Stories) 5, and Tài trợ (Sponsorship) 5. The main area is titled "Tin mới nhất" (Latest news) and displays five news items in cards. The first card, which is highlighted with a red border, contains an image of a construction site, the date 20/08/2024, and the title "Dự án Sức mạnh 2000 cập nhật tiến độ các dự án trong tuần từ ngày 16/5/2022 đến ngày 26/5/2022". The other four cards show images of children, a bridge, a pile of wood, and a building, each with a date (04/08/2024) and a title related to a project or event.

*Image 6.52 News page*

**Step 4:** Detailed information of the news will be displayed.



*Image 6.53 News Detail*

### 3.4. Donor

Sign in: The same part [3.2.1. Sign in](#)

Donors will be able to use the same functions as guests, in addition donors can also use the following functions:

#### 3.4.1. Create a challenge

**Step 1:** After the user accesses the personal page in the avatar on the right corner of the screen, the user will be redirected to that user's personal page. User clicks create challenge

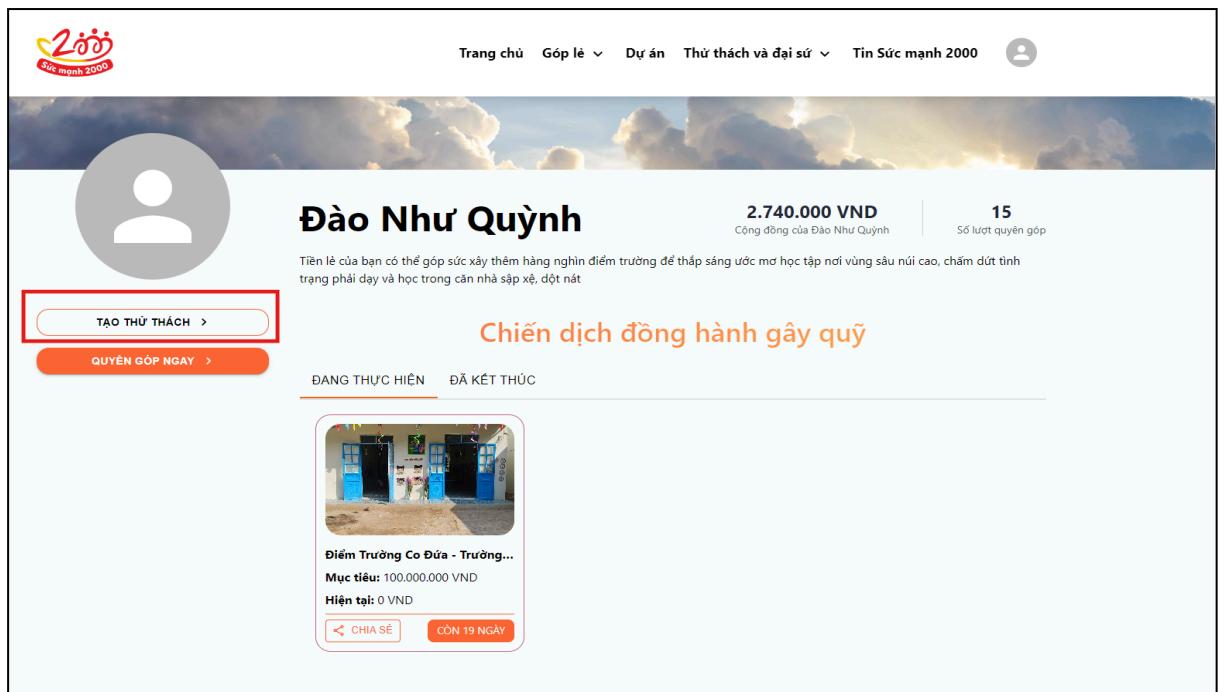


Image 6.54 Profile page

**Step 2:** The user enters full challenge information and clicks create challenge.

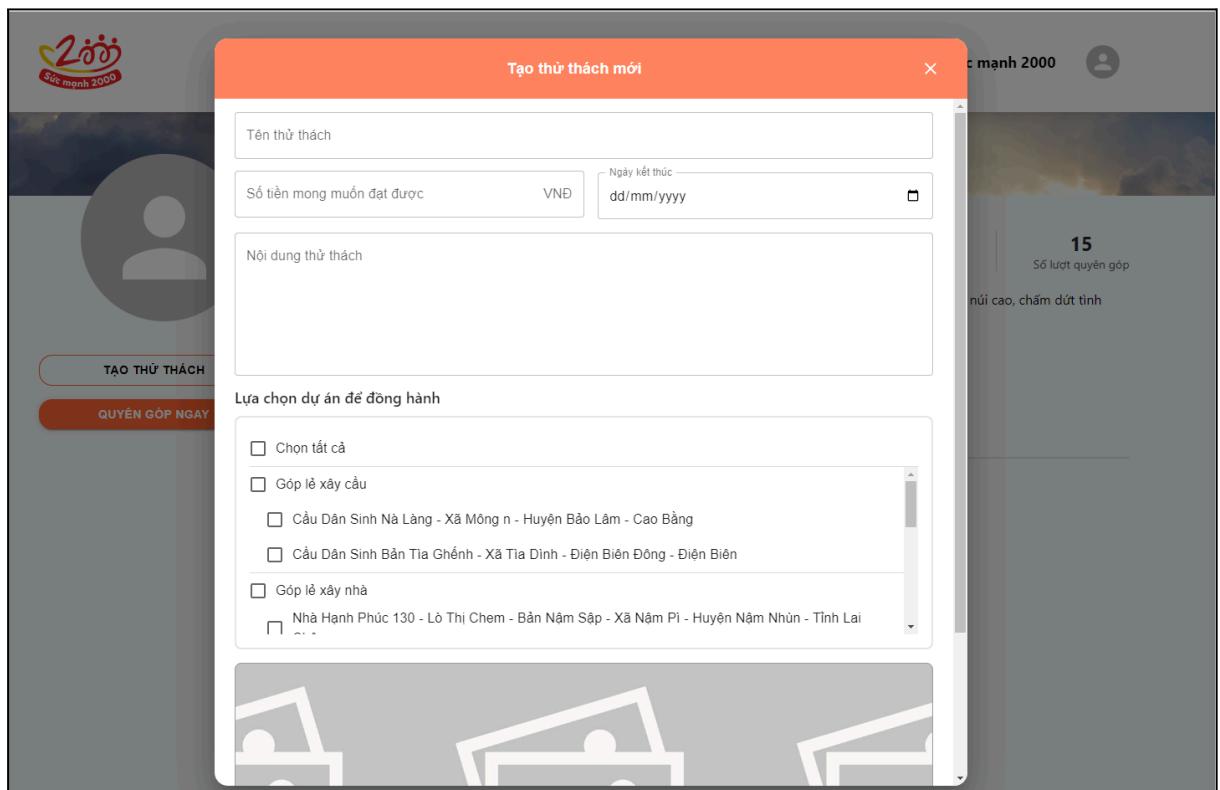


Image 6.55 Create challenge page

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Report 7 (Final Project Report)

### 3.4.2. Update challenge

**Step 1:** Users click to update information for the challenge below the challenge image.

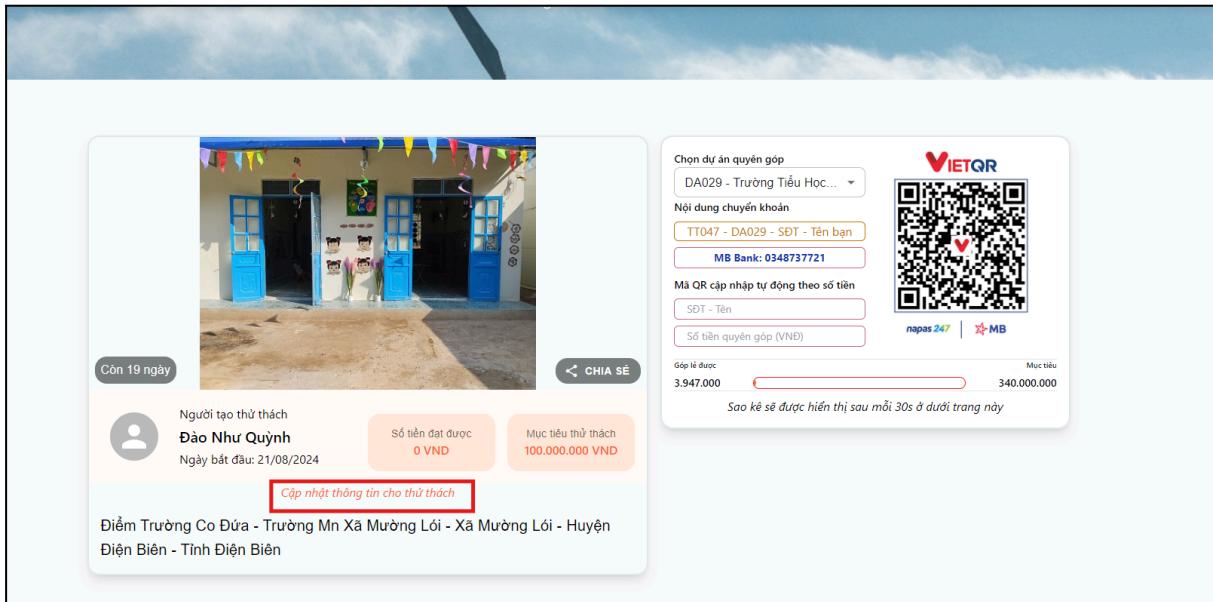


Image 6.56 Challenge page

**Step 2:** The user changes the challenge information and clicks update challenge.

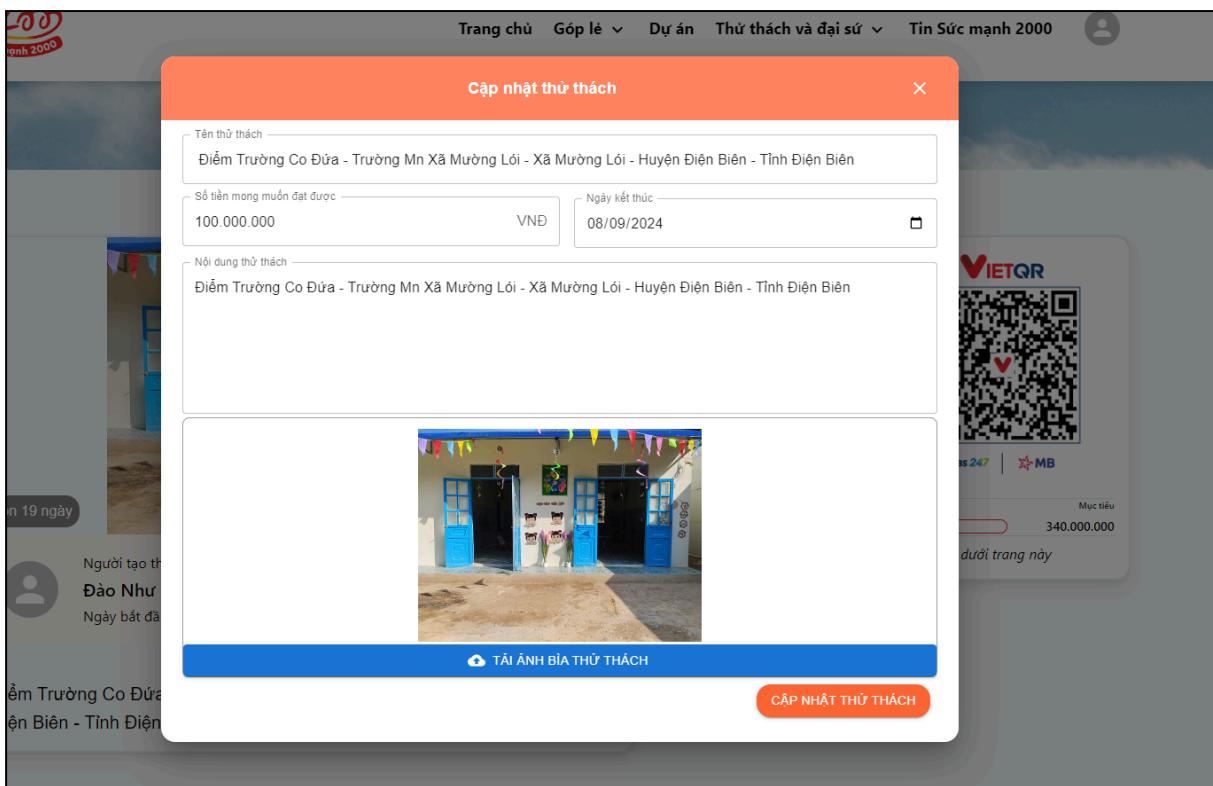


Image 6.57 Update Challenge page

### 3.4.3. View Donation History

The user clicks on the donation history on the profile on the top right and will display that user's donation history.

The screenshot shows a user profile page for 'Đào Như Quỳnh'. At the top, there is a logo for 'Sức mạnh 2000' with a heart icon. The main title is 'Đào Như Quỳnh' with a balance of '0 VND'. Below the title, there is a brief description: 'Tiền lẻ của bạn có thể góp sức xây thêm hàng nghìn điểm trường để thắp sáng ước mơ học tập nơi vùng sâu vùng xa, chấm dứt tình trạng phải dạy và học trong căn nhà sập xé, đột nát'. A dropdown menu is open on the top right, showing options: 'Trang cá nhân', 'Lịch sử quyên góp' (which is highlighted with a red box), 'Chỉnh sửa tài khoản', and 'Đăng xuất'. The main content area is titled 'LỊCH SỬ QUYÊN GÓP' and contains a search bar and a table with columns: Tài khoản..., Ngày, Số tiền, Nội dung CK, Dự án đích, Tiền dư được chu..., and Ghi chú. The table displays 'No rows'.

Image 6.58 Profile page

## 3.5. Staff

Sign in: The same part [3.2.1. Sign in](#)

### 3.5.1 View List Project

Staff access the system using the staff account, then in the navbar they will click on all projects.

TẤT CẢ	CHUA CÓ NHÀ TÀI TRỢ	CẨN GÓP LẺ	DANG THI CÔNG	HOÀN THÀNH			
STT	Dự án	Địa chỉ	Tổng chi phí	Cần quyên góp	Đã quyên góp được	Trạng thái	Hành động
1	DA034 - Đ/c Huổi Lồng A, Bản Cò Đứa, Xã Phi Nhứt Na Sang, H.mường Chà, T.diện Biên Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Điện Biên Huyện Mường Chà Xã Na Sang	80.000.000	80.000.000	0	Chưa có NTT	<button>CHI TIẾT</button>
2	DA033 - Nhà Hạnh Phúc 129 - Tào A Tường - Bản Năm Nô 1 - Xã Trung Chải - Huyện Năm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Năm Nhùn Xã Trung Chải	80.000.000	0	0	Đang thi công	<button>CHI TIẾT</button>
3	DA032 - Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Năm Sập - Xã Năm Pi - Huyện Năm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Năm Nhùn Xã Năm Pi	80.000.000	80.000.000	5.780.000	Cần gộp lẻ	<button>CHI TIẾT</button>
4	DA031 - Nhà Hạnh Phúc 168 - Y Bích - Thôn Kon Pao Ko La - Xã Đák Pxi - Huyện Đák Hà - Tỉnh Kon Tum Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Kon Tum Huyện Đák Hà Xã Đák Pxi	80.000.000	80.000.000	5.420.000	Cần gộp lẻ	<button>CHI TIẾT</button>
5	DA030 - Đ/c Thôn 3b - Trường Mẫu Giáo Trà Vinh, Huyện Nam Trà My, Quảng Nam Chiến dịch: Góp lẻ xây trường Năm: 2024	Tỉnh Quảng Nam Huyện Nam Trà My Xã Trà Vinh	1.285.000.000	1.285.000.000	3.573.000	Cần gộp lẻ	<button>CHI TIẾT</button>

Image 6.59 List Project

### 3.5.2 View Project Detail

Step 1: Staff click on details to view detailed project information.

TẤT CẢ	CHUA CÓ NHÀ TÀI TRỢ	CẨN GÓP LẺ	DANG THI CÔNG	HOÀN THÀNH			
STT	Dự án	Địa chỉ	Tổng chi phí	Cần quyên góp	Đã quyên góp được	Trạng thái	Hành động
1	DA034 - Đ/c Huổi Lồng A, Bản Cò Đứa, Xã Phi Nhứt Na Sang, H.mường Chà, T.diện Biên Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Điện Biên Huyện Mường Chà Xã Na Sang	80.000.000	80.000.000	0	Chưa có NTT	<button>CHI TIẾT</button>
2	DA033 - Nhà Hạnh Phúc 129 - Tào A Tường - Bản Năm Nô 1 - Xã Trung Chải - Huyện Năm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Năm Nhùn Xã Trung Chải	80.000.000	0	0	Đang thi công	<button>CHI TIẾT</button>
3	DA032 - Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Năm Sập - Xã Năm Pi - Huyện Năm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Năm Nhùn Xã Năm Pi	80.000.000	80.000.000	5.780.000	Cần gộp lẻ	<button>CHI TIẾT</button>
4	DA031 - Nhà Hạnh Phúc 168 - Y Bích - Thôn Kon Pao Ko La - Xã Đák Pxi - Huyện Đák Hà - Tỉnh Kon Tum Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Kon Tum Huyện Đák Hà Xã Đák Pxi	80.000.000	80.000.000	5.420.000	Cần gộp lẻ	<button>CHI TIẾT</button>
5	DA030 - Đ/c Thôn 3b - Trường Mẫu Giáo Trà Vinh, Huyện Nam Trà My, Quảng Nam Chiến dịch: Góp lẻ xây trường Năm: 2024	Tỉnh Quảng Nam Huyện Nam Trà My Xã Trà Vinh	1.285.000.000	1.285.000.000	3.573.000	Cần gộp lẻ	<button>CHI TIẾT</button>

Image 6.60 List Project

Step 2: On the first page, staff will see relevant information about the project.

Report 7 (Final Project Report)

THÔNG TIN DỰ ÁN

NGÂN SÁCH

TÀI TRỢ

TIỀN ĐỘ

CHI PHÍ

SAO KÊ

THÀNH VIÊN

**Thông tin xây dựng**

Tên công trình\*: Nhà Hạnh Phúc 130 - Lò Thị Chem - Bί

Số lượng\*: 1

Đơn vị: nhà

Mô tả

**Địa điểm**

Chọn Thành Phố: Tỉnh Kon Tum

Chọn Quận Huyện: Huyện Đăk Hà

Chọn Phường Xã: Xã Đăk Pxi

Địa chỉ chi tiết: thôn Kon Pao Kơ La - Xã Đăk Pxi - Huyện Đăk Hà - Tỉnh Kon Tum

Bối cảnh dự án

**PHIẾU THÔNG TIN NGÔI NHÀ HẠNH PHÚC**

I. THÔNG TIN EM BÉ (Tiêu chí xét) Gia đình có từ 2 bé trở lên, người dân tộc thiểu số, mồ côi, đang đi học, có nhà tạm hoặc chưa có nhà, gđ thuộc hộ nghèo/ ko có thu nhập ổn định

1. Họ và tên học sinh 1:	Y Bích
2.Ngày sinh, giới tính:	13/11/2010
3. Học lớp nào, trường nào:	học lớp 8 tại trường THCS xã Đăk Pxi
4. Họ và tên học sinh 2:	A Chiến
5.Ngày sinh, giới tính:	2009

Image 6.61 Detail Project

**Step 3:** On the second tab, staff will see the project's budget and information about that budget.

Dashboard > Danh sách dự án > Chi tiết dự án

Chi tiết dự án

THÔNG TIN DỰ ÁN

NGÂN SÁCH

TÀI TRỢ

TIỀN ĐỘ

CHI PHÍ

SAO KÊ

THÀNH VIÊN

Tim tên chi phí

STT

Tên Chi Phi

Số tiền (VND)

Thông Tin Chi Phi

Actions

1. cản góp lẻ

80.000.000

CHI TIẾT

Rows per page: 10 ▾ 1–1 of 1 < >

Tổng chi phí của dự án: 80.000.000 VND

Image 6.62 List Budget

**Step 4:** On the third tab, staff will see the project's sponsor and that sponsor's information.

STT	Tên công ty	Người đại diện	Email người đại diện	Số tiền	Ngày tạo	Actions
No rows						
Rows per page: 10 ▾ 0-0 of 0 < >						

Image 6.63 List Sponsor

**Step 5:** On the 4th tab, staff will see the project's tracking and details within that tracking.

STT	Tiến độ	Nội dung	Ngày Tạo	Actions
1	Hoàn thiện	ht	2024-08-02	<button>CHI TIẾT</button>
2	Tiến độ	td	2024-08-02	<button>CHI TIẾT</button>
3	Hiện trạng	ht	2024-08-02	<button>CHI TIẾT</button>

Image 6.64 List Tracking

**Step 6:** On the 5th page, staff will see the cost of the project and detailed information about that project.

*Image 6.65 List Expense*

**Step 7:** On the 6th page, staff will see the list of statements of users donating to that project and can export the statement information to an Excel file.

*Image 6.66 List Donation History*

**Step 8:** On the 7th page, staff will see a list of project members and can view that member's information.

*Image 6.67 List Member*

### 3.5.3 View List News

Staff clicks on the list of news in the navbar, which will display a list of news on the system.

Tiêu đề	Thể loại	Người viết	Trạng thái	Chỉnh sửa	Hành động
Dự án Sức mạnh 2000 cập nhật tiến độ các dự án trong tuần từ ngày 16/5/2022 đến ngày 26/5/2022	Tiến độ xây dựng	Trưởng Em Ngày tạo: 20/08/2024	Đang hoạt động	Hoàng Thị Anh	Lần cuối: 20/08/2024
Chúc Mừng 04 Em Sỏi Đăk Cò Chủ Mới Dự Án Em Sỏi Và Trường Gagy Quỹ Thành Công 15.558.888đ	Tài trợ	Trưởng Em Ngày tạo: 04/08/2024	Đang hoạt động	Trường Em	Lần cuối: 04/08/2024
Chia Sẻ Giúp Cầu Xây Nhanh  Cầu Số 8 - Trà Vinh	Tài trợ	Hoàng Thị Anh Ngày tạo: 04/08/2024	Đang hoạt động	Hoàng Thị Anh	Lần cuối: 04/08/2024
Cầu Số 3 Tại Làng Kon Trang - Kbang - Giá Lai Cần 191 Triệu Cầu Sắt	Tài trợ	Trưởng Em Ngày tạo: 04/08/2024	Đang hoạt động	Trường Em	Lần cuối: 04/08/2024
Dự Án Lắp Năng Lượng Gió Mát Trời Cho Các Điểm Trường Chưa Bảo Giả Có Điện	Tài trợ	Hoàng Thị Anh Ngày tạo: 04/08/2024	Đang hoạt động	Hoàng Thị Anh	Lần cuối: 04/08/2024

*Image 6.68 List News*

### 3.5.4 View News Detail

**Step 1:** Staff click the details button to view detailed information of that news.

Image 6.69 List News

**Step 2:** Detailed information of the news will be displayed.

Image 6.70 Detail News

## Report 7 (Final Project Report)

### 3.5.5 View List Donor

Staff click on user management in the navbar, a list of donors will be displayed

STT	Họ tên	Số điện thoại	Email	Ngày sinh	Số tiền đã quyên góp	Ngày tạo tài khoản
1	Giảng A Lử	0973890123	theanhhoang11...	1998-09-09	5.000	12/06/2024
2	Nguyễn Văn Tùng	0950567891	user5@gmail.com	1992-04-15	2.000	21/06/2024
3	Ngô Văn Em	0940567890	user1@gmail.com	1994-05-05	0	08/06/2024
4	Đào Như Quỳnh	0916123456	quynhdaoskgb...	2002-01-13	0	16/06/2024
5	Ngô Thị Anh	0950567895	user4@gmail.com	1996-09-08	0	21/06/2024
6	Lê Thị Mai	0950567892	user6@gmail.com	1993-05-20	0	21/06/2024
7	Phạm Thế Vinh	0950567893	user7@gmail.com	1994-07-28	0	21/06/2024
8	Hoàng Văn Minh	0950567894	user8@gmail.com	1991-08-07	0	21/06/2024
9	Ngô Thị Lan	0950567895	user9@gmail.com	1995-09-08	0	21/06/2024
10	Trần Văn Bình	0950567896	user10@gmail.c...	1988-10-10	0	21/06/2024

Image 6.71 User Management

### 3.5.6 View List Challenge

Staff click on manage challenges in the navbar, a list of challenges will be displayed

STT	Người tạo	Tên thử thách	Mục tiêu	số tiền đạt được	Ngày kết thúc
1	Đào Như Quỳnh	Điểm Trường Cỏ Dứa - Trường Mầm non Mường Lòi - X...	100.000.000	0	08/09/2024
2	Lê Văn Khải	Góp Lê Xây Cầu - Chung Tay Vì Cộng Đồng C...	30.000.000	520.000	20/08/2024
3	Lê Văn Khải	Góp Lê Xây Cầu - Vững Bước Tương Lai Cho Cộng Đ...	10.000.000	2.170.000	23/08/2024
4	Lê Văn Khải	Góp Lê Xây Cầu - Nối Nhịp Yêu Thương Cho Cộng Đ...	200.000.000	2.780.000	16/08/2024
5	Trần Thị Bích	Góp Lê Xây Trường - Xây Dựng Tương Lai Cho Cộng ...	9.000.000	1.590.000	18/08/2024
6	Trần Thị Bích	Góp Lê Xây Trường - Mở Đường Tương Lai Cho Cộn...	30.000.000	1.120.000	17/08/2024
7	Trần Thị Bích	Góp Lê Xây Trường - Uơm Mầm Trí Thức Cho Cộng ...	110.000.000	2.490.000	28/08/2024
8	Hoàng Văn Nam	Góp Lê Xây Nhà - Tổ Ấm Yêu Thương Cho Cộng Đồn...	130.000.000	700.000	22/08/2024
9	Hoàng Văn Nam	Góp Lê Xây Nhà - Nơi An Cư Lạc Nghiệp Cho Cộng Đ...	20.000.000	1.080.000	27/08/2024
10	Hoàng Văn Nam	Góp Lê Xây Nhà - Mái Ấm Cho Cộng Đồng X...	120.000.000	810.000	23/08/2024

Image 6.72 List Challenge

### 3.5.7 View Challenge Detail

Step1: Staff click on details to see detailed information of that challenge.

Image 6.73 List Challenge

**Step 2:** The challenge information will be displayed.

Image 6.74 Detail Challenge

### 3.5.8 View List Category

Staff click on manage news categories in the navbar, then the categories will be displayed.

GPM																									
<ul style="list-style-type: none"> <li>Dashboard</li> <li>\$ Danh sách quyên góp</li> <li>Quản lý dự án</li> <li>Quản lý thử thách</li> <li>Quản lý chiến dịch</li> <li>Quản lý danh mục bài viết</li> <li>Quản lý bài viết</li> <li>Quản lý người dùng</li> <li>Tài khoản cá nhân</li> </ul>	<p>Dashboard &gt; Danh mục tin tức</p> <h3>Danh mục tin tức</h3> <table border="1"> <thead> <tr> <th>STT</th> <th>Tiêu đề</th> <th>Số lượng bài viết</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Tiền đồ xây dựng</td> <td>6</td> <td></td> </tr> <tr> <td>2</td> <td>Báo cáo tài chính</td> <td>5</td> <td></td> </tr> <tr> <td>3</td> <td>Báo chí – truyền hình đưa tin</td> <td>5</td> <td></td> </tr> <tr> <td>4</td> <td>Câu chuyện</td> <td>5</td> <td></td> </tr> <tr> <td>5</td> <td>Tài trợ</td> <td>5</td> <td></td> </tr> </tbody> </table> <p>Rows per page: 10 ▾ 1–5 of 5 &lt; &gt;</p>	STT	Tiêu đề	Số lượng bài viết	Actions	1	Tiền đồ xây dựng	6		2	Báo cáo tài chính	5		3	Báo chí – truyền hình đưa tin	5		4	Câu chuyện	5		5	Tài trợ	5	
STT	Tiêu đề	Số lượng bài viết	Actions																						
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3	Báo chí – truyền hình đưa tin	5																							
4	Câu chuyện	5																							
5	Tài trợ	5																							

Image 6.75 List Category

### 3.5.9 View All Donation

Staff clicks on the donation list, the system's list of donation history will be displayed.

GPM																																																																																									
<ul style="list-style-type: none"> <li>Dashboard</li> <li>\$ Danh sách quyên góp</li> <li>Quản lý dự án</li> <li>Quản lý thử thách</li> <li>Quản lý chiến dịch</li> <li>Quản lý danh mục bài viết</li> <li>Quản lý bài viết</li> <li>Quản lý người dùng</li> <li>Tài khoản cá nhân</li> </ul>	<p>Dashboard &gt; Danh sách quyên góp</p> <h3>Danh sách quyên góp</h3> <table border="1"> <thead> <tr> <th>Tài khoản...</th> <th>Ngày</th> <th>Số tiền</th> <th>Nội dung CK</th> <th>Dự án đích</th> <th>Tiền dư được chuyển tới</th> <th>Trạng thái</th> <th>Ghi chú</th> </tr> </thead> <tbody> <tr> <td>0348737721</td> <td>07/08/2024 22:18...</td> <td>890000</td> <td>TT044 - DA022</td> <td>DA022-Cầu Dân Sinh Nà Làng - ...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 18:18...</td> <td>190000</td> <td>TT044 - DA022</td> <td>DA022-Cầu Dân Sinh Nà Làng - ...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 17:17...</td> <td>160000</td> <td>TT044 - DA022</td> <td>DA022-Cầu Dân Sinh Nà Làng - ...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 12:41...</td> <td>560000</td> <td>TT044 - DA022</td> <td>DA022-Cầu Dân Sinh Nà Làng - ...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 09:34...</td> <td>690000</td> <td>TT044 - DA021</td> <td>DA021-Cầu Dân Sinh Bản Tia Gh...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 05:12...</td> <td>290000</td> <td>TT044 - DA021</td> <td>DA021-Cầu Dân Sinh Bản Tia Gh...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 17:12...</td> <td>890000</td> <td>TT045 - DA022</td> <td>DA022-Cầu Dân Sinh Nà Làng - ...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 09:47...</td> <td>790000</td> <td>TT045 - DA022</td> <td>DA022-Cầu Dân Sinh Nà Làng - ...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 08:12...</td> <td>190000</td> <td>TT045 - DA022</td> <td>DA022-Cầu Dân Sinh Nà Làng - ...</td> <td></td> <td></td> <td></td> </tr> <tr> <td>0348737721</td> <td>07/08/2024 07:25...</td> <td>90000</td> <td>TT045 - DA022</td> <td>DA022-Cầu Dân Sinh Nà Làng - ...</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Nội dung chuyển khoản... &lt; &gt;</p> <p>Rows per page: 10 ▾ 1–10 of 245 &lt; &gt;</p>	Tài khoản...	Ngày	Số tiền	Nội dung CK	Dự án đích	Tiền dư được chuyển tới	Trạng thái	Ghi chú	0348737721	07/08/2024 22:18...	890000	TT044 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...				0348737721	07/08/2024 18:18...	190000	TT044 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...				0348737721	07/08/2024 17:17...	160000	TT044 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...				0348737721	07/08/2024 12:41...	560000	TT044 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...				0348737721	07/08/2024 09:34...	690000	TT044 - DA021	DA021-Cầu Dân Sinh Bản Tia Gh...				0348737721	07/08/2024 05:12...	290000	TT044 - DA021	DA021-Cầu Dân Sinh Bản Tia Gh...				0348737721	07/08/2024 17:12...	890000	TT045 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...				0348737721	07/08/2024 09:47...	790000	TT045 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...				0348737721	07/08/2024 08:12...	190000	TT045 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...				0348737721	07/08/2024 07:25...	90000	TT045 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...			
Tài khoản...	Ngày	Số tiền	Nội dung CK	Dự án đích	Tiền dư được chuyển tới	Trạng thái	Ghi chú																																																																																		
0348737721	07/08/2024 22:18...	890000	TT044 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...																																																																																					
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0348737721	07/08/2024 07:25...	90000	TT045 - DA022	DA022-Cầu Dân Sinh Nà Làng - ...																																																																																					

Image 6.76 List Donation

### 3.5.10: View All Donation

Staff click on the dashboard, information related to project parameters will be displayed in numbers and charts.

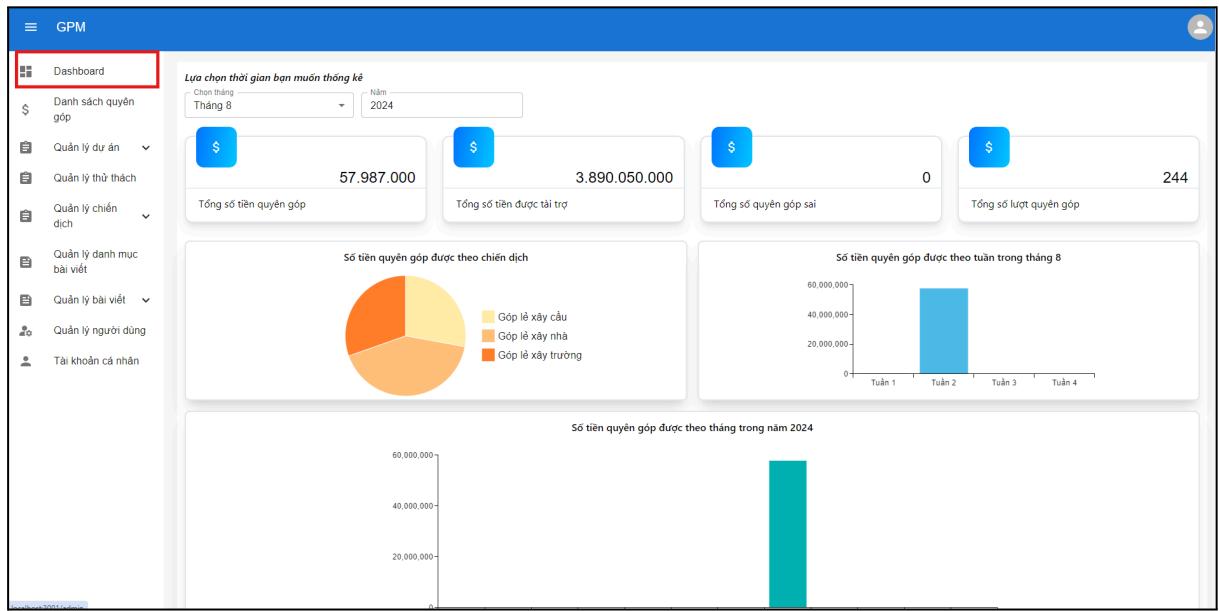


Image 6.77 Dashboard

## 3.6. Social Staff

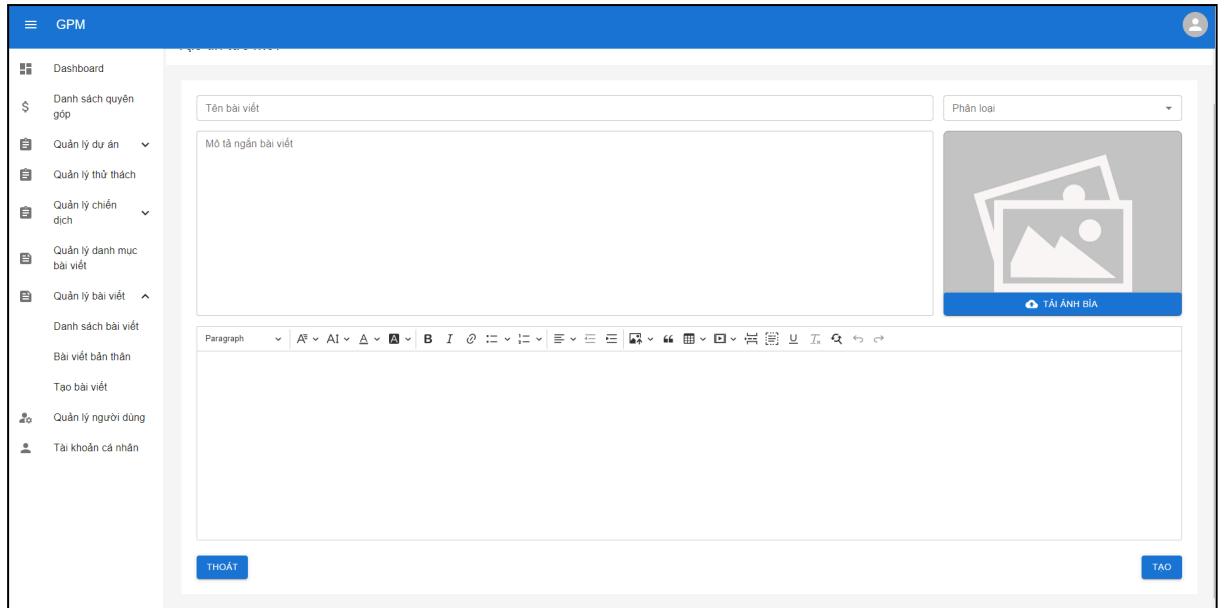
Sign in: The same part [3.2.1. Sign in](#)

Social staff can do everything in the list of staff 3.5

### 3.6.1 Update Status

Extend view list news from Staff role, Social Staff can update news status after being approved by admin.

GPM		Danh sách tin tức					
Quản lý bài viết	Dashboard	Dashboard > Danh sách tin tức					
	Danh sách quyền göp						
	Quản lý dự án						
	Quản lý thử thách						
	Quản lý chiến dịch						
	Quản lý danh mục bài viết						
	Bài viết						
	Danh sách bài viết						
	Bài viết bản thân						
Bài viết	Bài viết						
Quản lý người dùng	Quản lý người dùng						
Tài khoản cá nhân	Tài khoản cá nhân						



*Image 6.80 Detail News*

### 3.6.3 Update News

**Step 1:** Extend view list news, Social Staff can only click update news created by themselves.

GPM		Danh sách tin tức					
		BÀI VIẾT MỚI					
		TẤT CẢ	ĐANG XÉT DUYỆT	ĐANG HOẠT ĐỘNG	ĐANG ẨN	TÙ CHỌI	
Tiêu đề	Thể loại	Người viết	Trạng thái	Chỉnh sửa	Hành động		
Dự án Sức mạnh 2000 cập nhật tiến độ các dự án trong tuần từ ngày 16/5/2022 đến ngày 26/5/2022	Tiến độ xây dựng	Trường Em Ngày tạo: 20/08/2024	Đang hoạt động	Hoàng Thế Anh Lần cuối: 20/08/2024			
Chúc Mừng 04 Em Sỏi Đá Cố Chủ Mới Dự Án Em Sỏi Và Trường Gây Quỹ Thành Công 15.558.888đ	Tài trợ	Trường Em Ngày tạo: 04/08/2024	Đang hoạt động	Trường Em Lần cuối: 04/08/2024			
Cầu Số 3 Tại Làng Kon Trang - Khang - Gia Lai Cần 191 Triệu Cầu Sắt	Tài trợ	Trường Em Ngày tạo: 04/08/2024	Đang hoạt động	Trường Em Lần cuối: 04/08/2024			
4/3/2020 Ngày Các Em, Chúng Minh Lại Có Điểm Trường Mới. Cảm Ơn Bác Chí Nhánh Đại La	Tài trợ	Trường Em Ngày tạo: 04/08/2024	Đang hoạt động	Trường Em Lần cuối: 04/08/2024			
Dự Án Sức Mạnh 2000 Cập Nhật Tiến Độ Các Dự Án Trong Tuần Từ Ngày 11/10/2022 Đến Ngày 18/10/2022	Câu chuyện	Trường Em Ngày tạo: 04/08/2024	Đang hoạt động	Trường Em Lần cuối: 04/08/2024			

*Image 6.81 ListNews*

**Step 2:** After successfully updating, Social Staff will click Save to save the updated information.

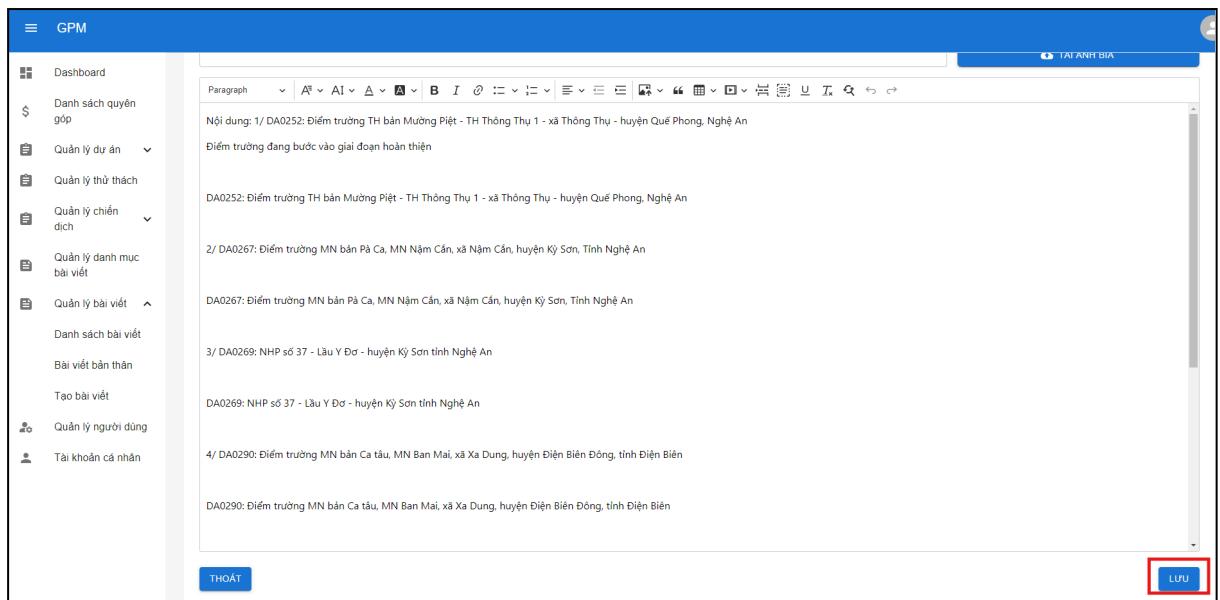


Image 6.82 Detail News

### 3.7 Project Manager

Sign in: The same part [3.2.1. Sign in](#)

Project manager can do everything in the list of staff 3.5

#### 3.7.1 View participating projects

Project manager will be able to view participating projects, these projects are assigned by the admin.

Danh sách dự án						
		TÌM TÊN DỰ ÁN	NĂM	CHIẾN ĐỊCH	LỌC	
TẤT CẢ		CHUA CÓ NHÀ TÀI TRỢ	CẨM GÓP LẺ	DANG THI CÔNG	HOÀN THÀNH	
STT	DỰ ÁN	Địa chỉ	Tổng chi phí	Cần quyên góp	Đã quyên góp được	Hành động
1	Nhà Hành Phúc 169 – Nguyễn Hồng Sơn – Xóm Tráng, Xã Bình Thành, Huyện Cao Phong, Tỉnh Hòa Bình Chiến dịch: Góp lè xây nhà Năm: 2024	Tỉnh Hòa Bình Huyện Cao Phong Xã Bình Thành	80.000.000	0	0	<button>CHI TIẾT</button>

Image 6.83 List Project Participants

### 3.7.2 Update Project Detail

**Step 1:** Extend view list project, Project manager clicks on the details to modify project information, and is only updated when assigned to the project by the admin.

STT	Dự án	Địa chỉ	Tổng chi phí	Cần quyên góp	Đã quyên góp được	Hành động
1	Nhà Hạnh Phúc 169 – Nguyễn Hồng Sơn – Xóm Tráng, Xã Bình Thành, Huyện Cao Phong, Tỉnh Hòa Bình Chiết khấu: Góp lè xây nhà Năm: 2024	Tỉnh Hoà Bình Huyện Cao Phong Xã Bình Thành	80.000.000	0	0	<button>CHI TIẾT</button>

Image 6.84 List Project Participants

**Step 2:** Project manager can change information related to budget.

STT	Tên Chi Phí	Số tiền (VND)	Thông Tin Chi Phí	Actions
1	Đang xây dựng	80.000.000		<button>CHI TIẾT</button> <button>XÓA</button>

Image 6.85 List Budget

**Step 3:** Project manager clicks the create button to create a budget.

GPM																														
<ul style="list-style-type: none"> <li>Dashboard</li> <li>Danh sách quyền góp</li> <li>Quản lý dự án           <ul style="list-style-type: none"> <li>Tất cả dự án</li> <li>Dự án tham gia</li> </ul> </li> <li>Quản lý thử thách</li> <li>Quản lý chiến dịch</li> <li>Quản lý danh mục bài viết</li> <li>Quản lý bài viết</li> <li>Quản lý người dùng</li> <li>Tài khoản cá nhân</li> </ul>	Dashboard > Danh sách dự án > Chi tiết dự án <b>Chi tiết dự án</b> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">THÔNG TIN DỰ ÁN</th> <th style="text-align: left;">NGÂN SÁCH</th> <th style="text-align: left;">TÀI TRỢ</th> <th style="text-align: left;">TIỀN ĐỘ</th> <th style="text-align: left;">CHI PHÍ</th> <th style="text-align: left;">SAO KÉ</th> <th style="text-align: left;">THÀNH VIÊN</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><a href="#">+ TẠO MỚI</a></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td colspan="7" style="text-align: right; padding-right: 10px;"> <input type="text" value="Tim tên chi phí"/> </td></tr> </tbody> </table> <p style="margin-top: 10px;"> <b>STT</b>    <b>Tên Chi Phí</b>    <b>Số tiền (VND)</b>    <b>Thông tin Chi Phí</b>    <b>Actions</b> </p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="width: 10%;">1</td> <td style="width: 40%;">Đang xây dựng</td> <td style="width: 20%;">80.000.000</td> <td style="width: 20%; text-align: right;"> <a href="#">+ CHI TIẾT</a>    <a href="#">XÓA</a> </td> </tr> <tr> <td colspan="4" style="text-align: right; padding-top: 5px;">           Rows per page: 10 ▾    1–1 of 1    &lt; &gt;         </td> </tr> </tbody> </table> <p style="text-align: right; margin-top: 5px;">Tổng chi phí của dự án: 80.000.000 VND</p>	THÔNG TIN DỰ ÁN	NGÂN SÁCH	TÀI TRỢ	TIỀN ĐỘ	CHI PHÍ	SAO KÉ	THÀNH VIÊN	<a href="#">+ TẠO MỚI</a>							<input type="text" value="Tim tên chi phí"/>							1	Đang xây dựng	80.000.000	<a href="#">+ CHI TIẾT</a> <a href="#">XÓA</a>	Rows per page: 10 ▾    1–1 of 1    < >			
THÔNG TIN DỰ ÁN	NGÂN SÁCH	TÀI TRỢ	TIỀN ĐỘ	CHI PHÍ	SAO KÉ	THÀNH VIÊN																								
<a href="#">+ TẠO MỚI</a>																														
<input type="text" value="Tim tên chi phí"/>																														
1	Đang xây dựng	80.000.000	<a href="#">+ CHI TIẾT</a> <a href="#">XÓA</a>																											
Rows per page: 10 ▾    1–1 of 1    < >																														

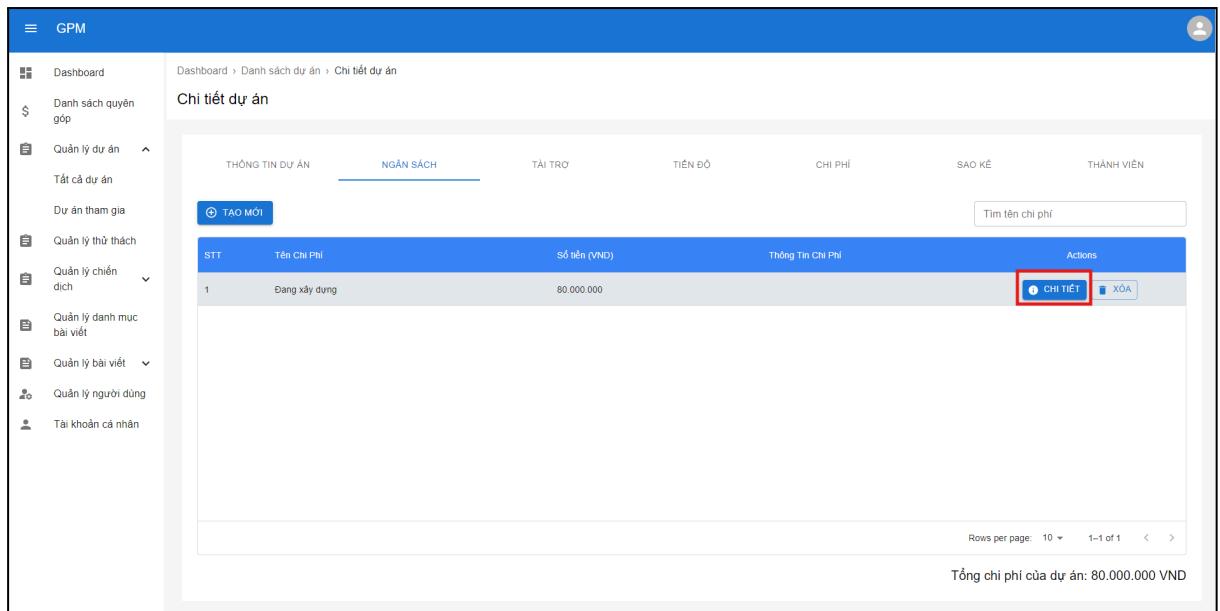
*Image 6.86 List Budget*

**Step 4:** After entering all information, clicking create will create costs for the project.

GPM																														
<ul style="list-style-type: none"> <li>Dashboard</li> <li>Danh sách quyền góp</li> <li>Quản lý dự án           <ul style="list-style-type: none"> <li>Tất cả dự án</li> <li>Dự án tham gia</li> </ul> </li> <li>Quản lý thử thách</li> <li>Quản lý chiến dịch</li> <li>Quản lý danh mục bài viết</li> <li>Quản lý bài viết</li> <li>Quản lý người dùng</li> <li>Tài khoản cá nhân</li> </ul>	Dashboard > Danh sách dự án > Chi tiết dự án <b>Chi tiết dự án</b> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">THÔNG TIN DỰ ÁN</th> <th style="text-align: left;">NGÂN SÁCH</th> <th style="text-align: left;">TÀI TRỢ</th> <th style="text-align: left;">TIỀN ĐỘ</th> <th style="text-align: left;">CHI PHÍ</th> <th style="text-align: left;">SAO KÉ</th> <th style="text-align: left;">THÀNH VIÊN</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;"><a href="#">+ TẠO MỚI</a></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td colspan="7" style="text-align: right; padding-right: 10px;"> <input type="text" value="Tim tên chi phí"/> </td></tr> </tbody> </table> <p style="margin-top: 10px;"> <b>STT</b>    <b>Tên Chi Phí</b>    <b>Số tiền (VND)</b>    <b>Thông tin Chi Phí</b>    <b>Actions</b> </p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="width: 10%;">1</td> <td style="width: 40%;">Đang xây dựng</td> <td style="width: 20%;">80.000.000</td> <td style="width: 20%; text-align: right;"> <a href="#">+ CHI TIẾT</a>    <a href="#">XÓA</a> </td> </tr> <tr> <td colspan="4" style="text-align: right; padding-top: 5px;">           Rows per page: 10 ▾    1–1 of 1    &lt; &gt;         </td> </tr> </tbody> </table> <p style="text-align: right; margin-top: 5px;">Tổng chi phí của dự án: 80.000.000 VND</p> <div style="position: absolute; top: 10px; left: 450px; width: 300px; height: 300px; background-color: white; border: 1px solid #ccc; padding: 10px; z-index: 1000;"> <p style="text-align: center;"><b>Tạo ngân sách</b></p> <p style="text-align: center;"><b>CHI PHÍ DỰ KIẾN</b></p> <p style="text-align: center;"> <input type="text" value="Tên khoản tiền *"/>               <input type="text" value="Số tiền *"/>               <input type="text" value="Thông tin chi phí"/> </p> <p style="text-align: center;"> <a href="#">+ THÊM</a> </p> <p style="text-align: center;">Tổng chi phí: 100.000.000 VND</p> <p style="text-align: center;"><a href="#">TAO CHI PHI</a></p> </div>	THÔNG TIN DỰ ÁN	NGÂN SÁCH	TÀI TRỢ	TIỀN ĐỘ	CHI PHÍ	SAO KÉ	THÀNH VIÊN	<a href="#">+ TẠO MỚI</a>							<input type="text" value="Tim tên chi phí"/>							1	Đang xây dựng	80.000.000	<a href="#">+ CHI TIẾT</a> <a href="#">XÓA</a>	Rows per page: 10 ▾    1–1 of 1    < >			
THÔNG TIN DỰ ÁN	NGÂN SÁCH	TÀI TRỢ	TIỀN ĐỘ	CHI PHÍ	SAO KÉ	THÀNH VIÊN																								
<a href="#">+ TẠO MỚI</a>																														
<input type="text" value="Tim tên chi phí"/>																														
1	Đang xây dựng	80.000.000	<a href="#">+ CHI TIẾT</a> <a href="#">XÓA</a>																											
Rows per page: 10 ▾    1–1 of 1    < >																														

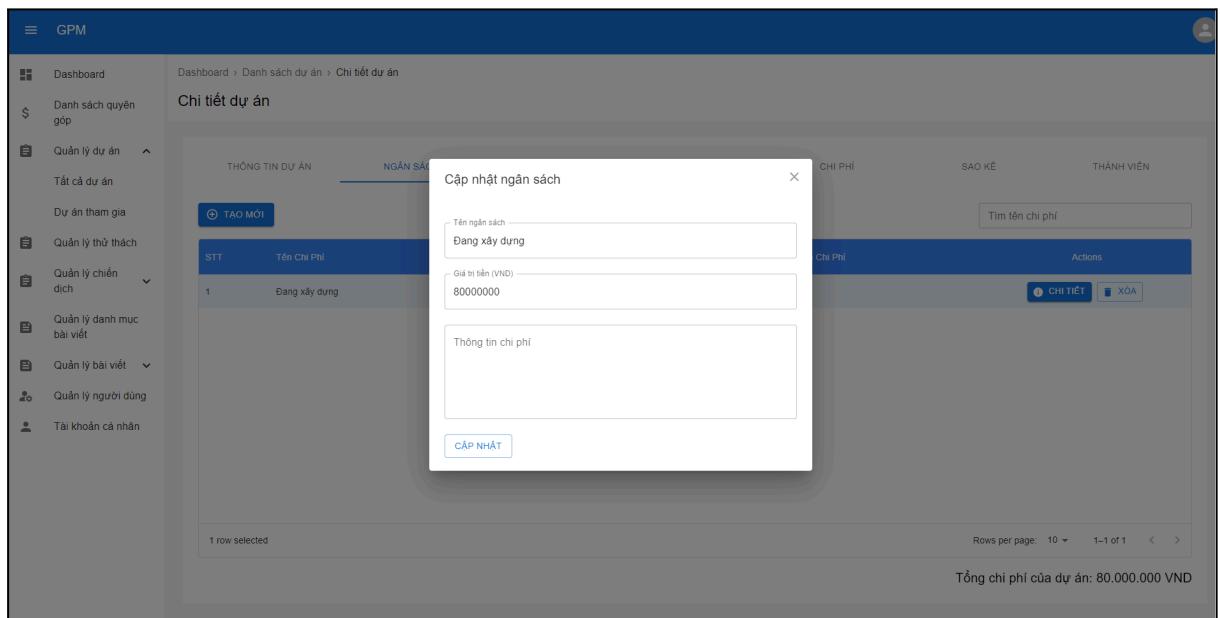
*Image 6.87 Detail Budget*

**Step 5:** Project manager can also update budget information after clicking details.



### *Image 6.88 List Budget*

**Step 6:** After successfully updating the information, click update to change the information.



### *Image 6.89 Detail Budget*

**Step 7:** Project manager click create new sponsor to create a new sponsor.

Report 7 (Final Project Report)

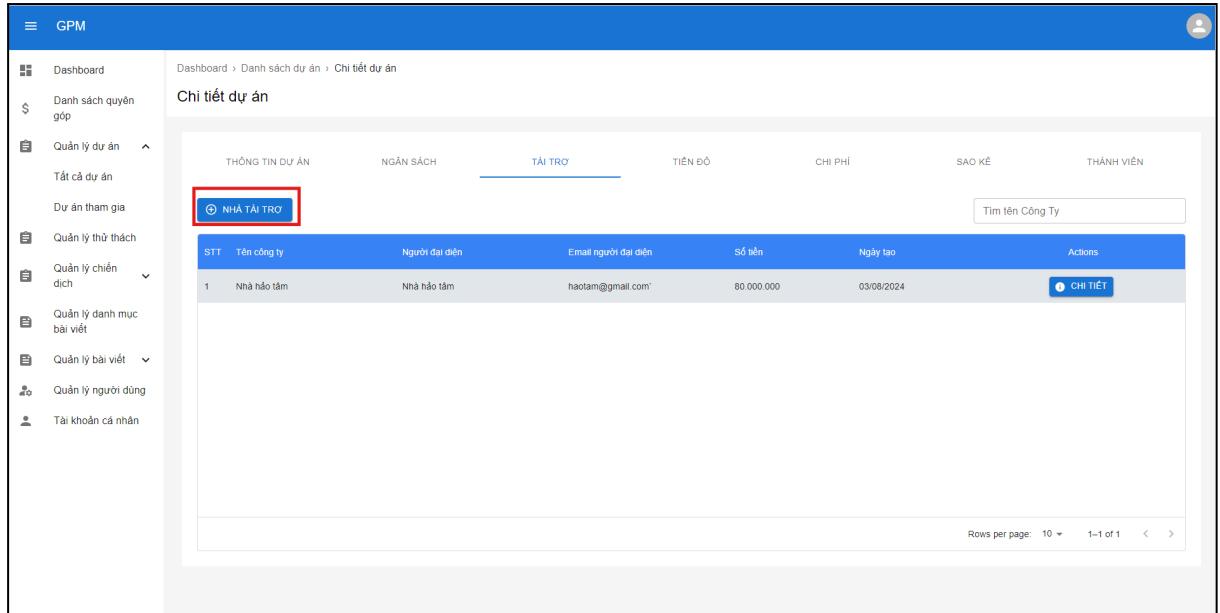


Image 6.90 List Sponsor

**Step 8:** Enter all sponsor information then click create.

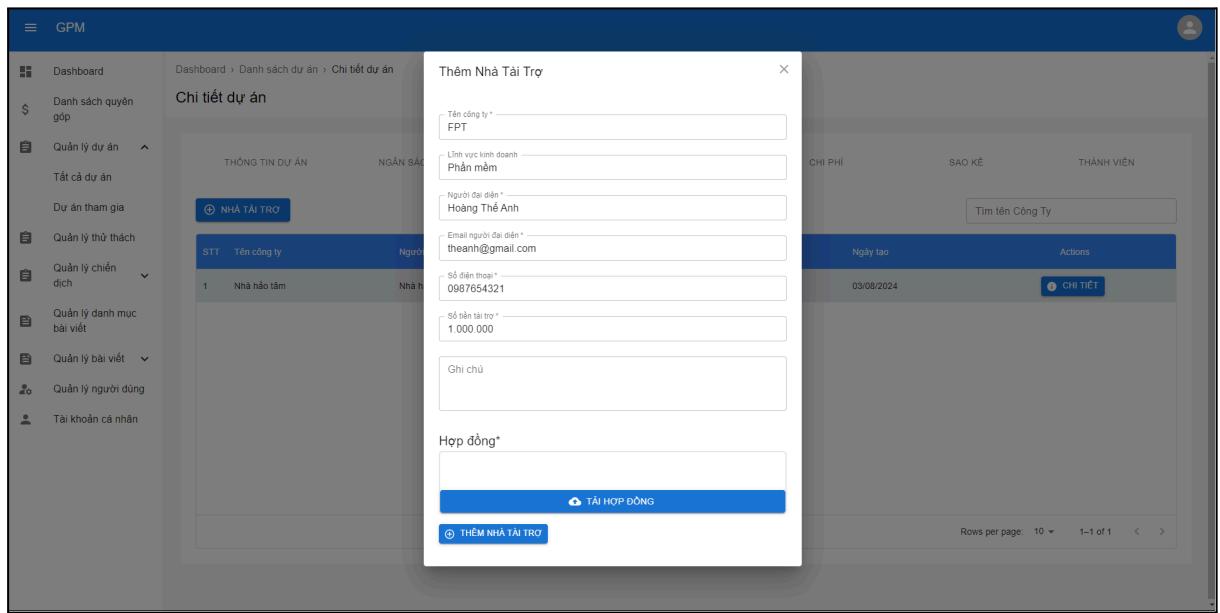
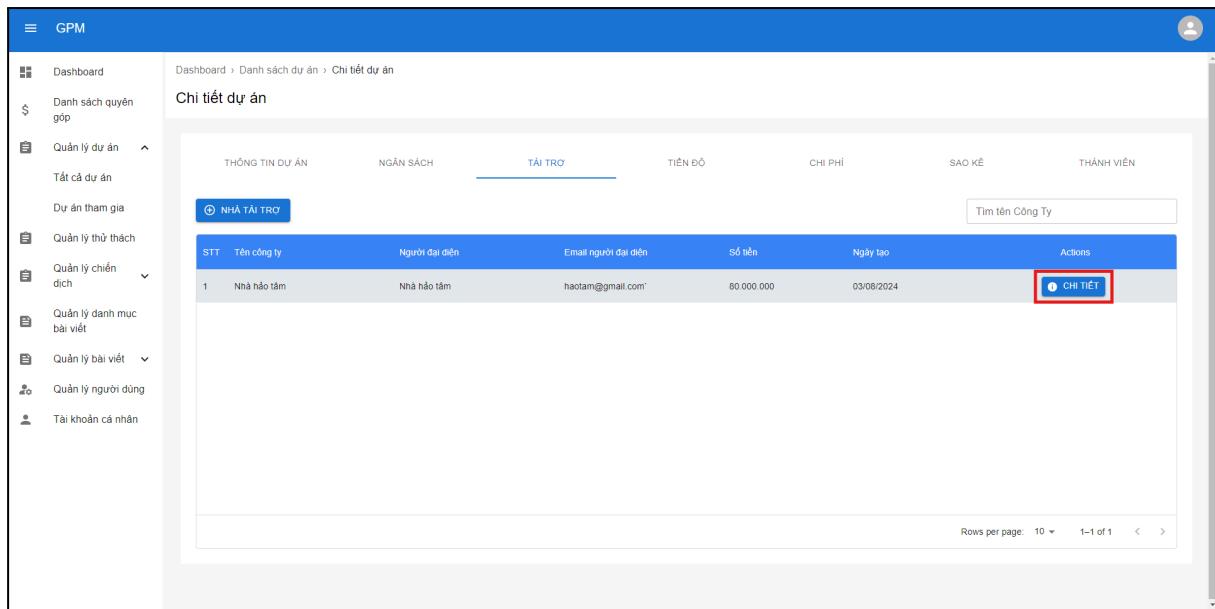


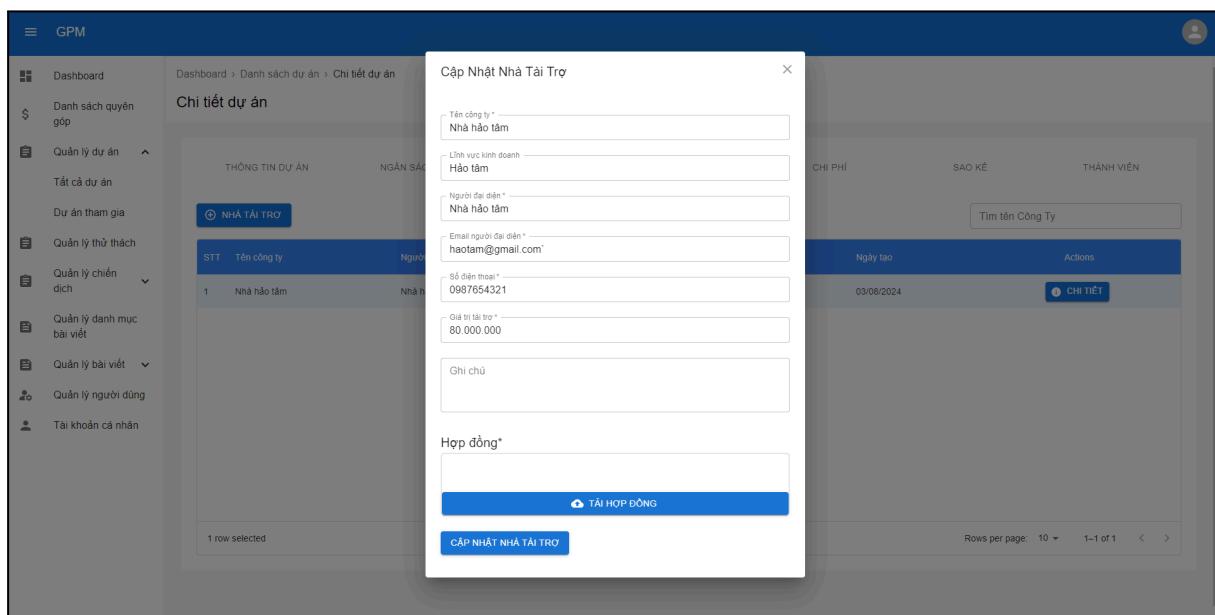
Image 6.91 Detail Sponsor

**Step 9:** Project manager clicks details to change sponsor information.



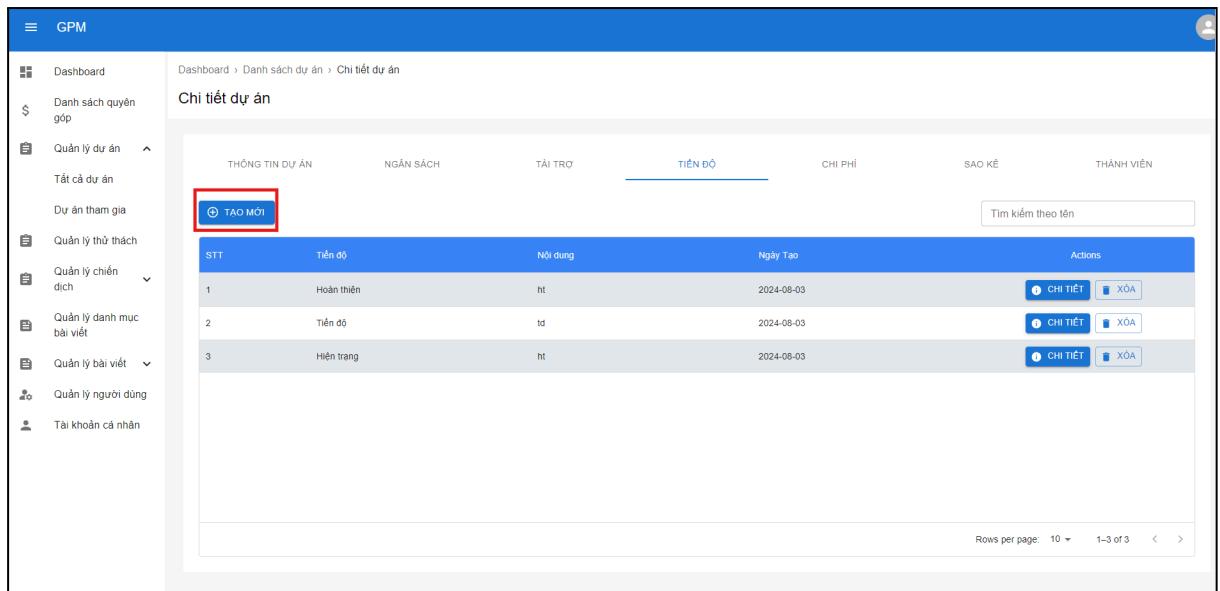
### *Image 6.92 List Sponsor*

**Step 10:** Change sponsor information then click update.



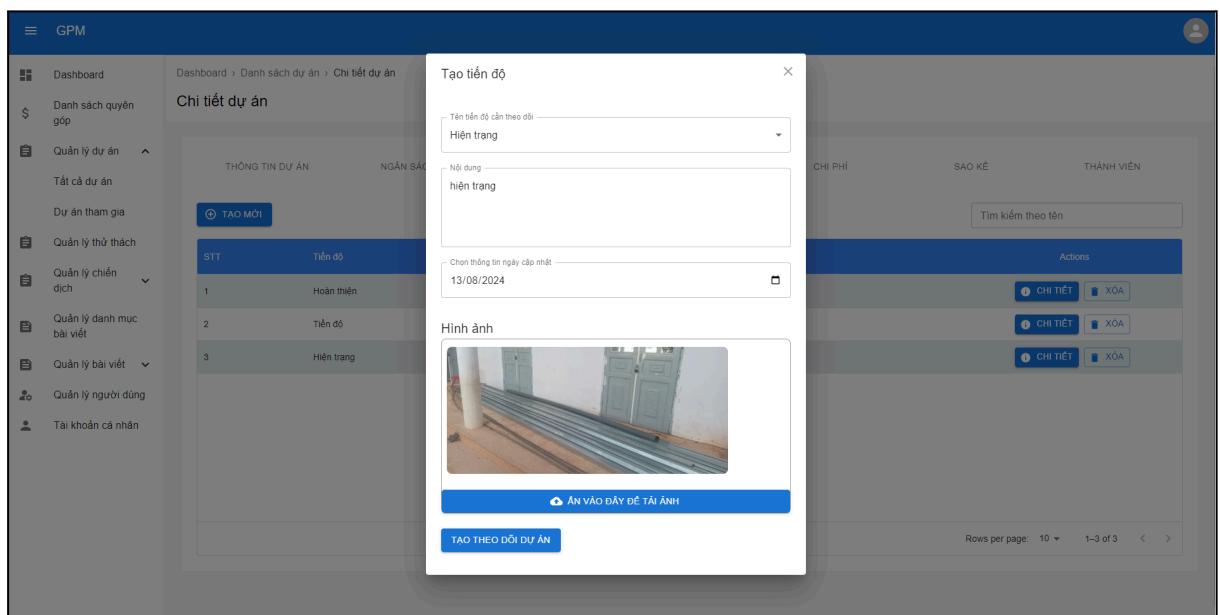
### *Image 6.93 Detail Sponsor*

**Step 11:** Project manager click create tracking to create tracking for the project.



### *Image 6.94 List Tracking*

**Step 12:** Project manager enters information to create tracking then click create.



### *Image 6.95 Detail Tracking*

**Step 13:** Project manager clicks details to change project information.

Report 7 (Final Project Report)

STT	Tiến độ	Nội dung	Ngày Tạo	Actions
1	Hoàn thiện	ht	2024-08-03	<span>CHI TIẾT</span> <span>XÓA</span>
2	Tiến độ	td	2024-08-03	<span>CHI TIẾT</span> <span>XÓA</span>
3	Hiện trạng	ht	2024-08-03	<span>CHI TIẾT</span> <span>XÓA</span>

Image 6.96 List Tracking

**Step 14:** Change the information then click update.

Image 6.93 Detail Tracking

**Step 15:** Project manager clicks create new to create a new cost for the project.

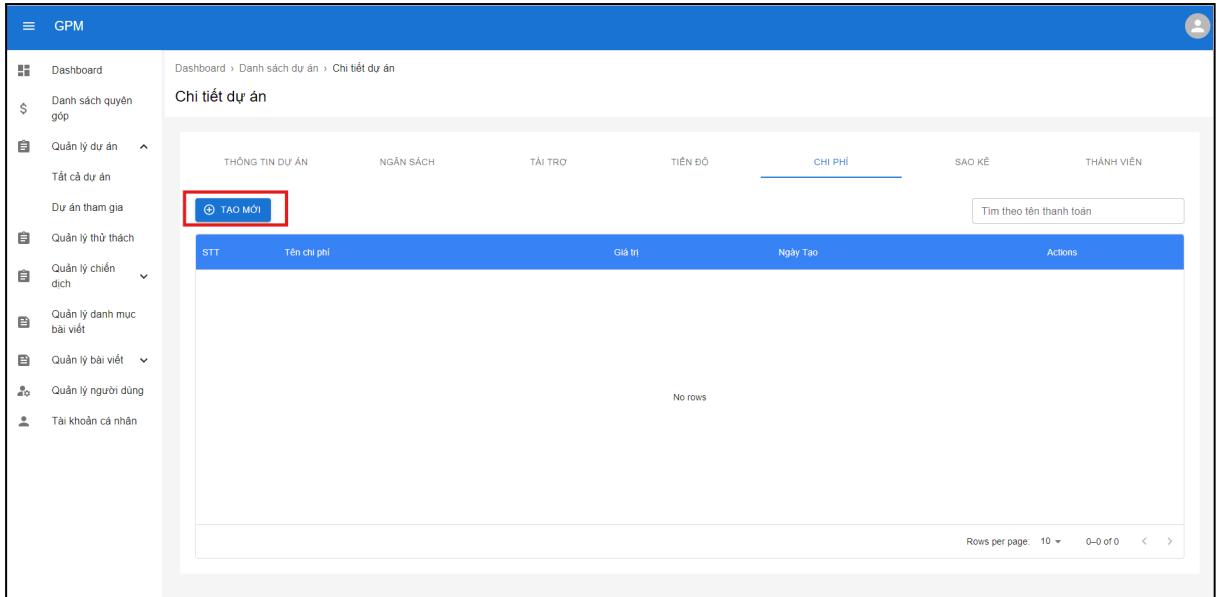


Image 6.94 List Expense

**Step 16:** After entering enough information, click create.

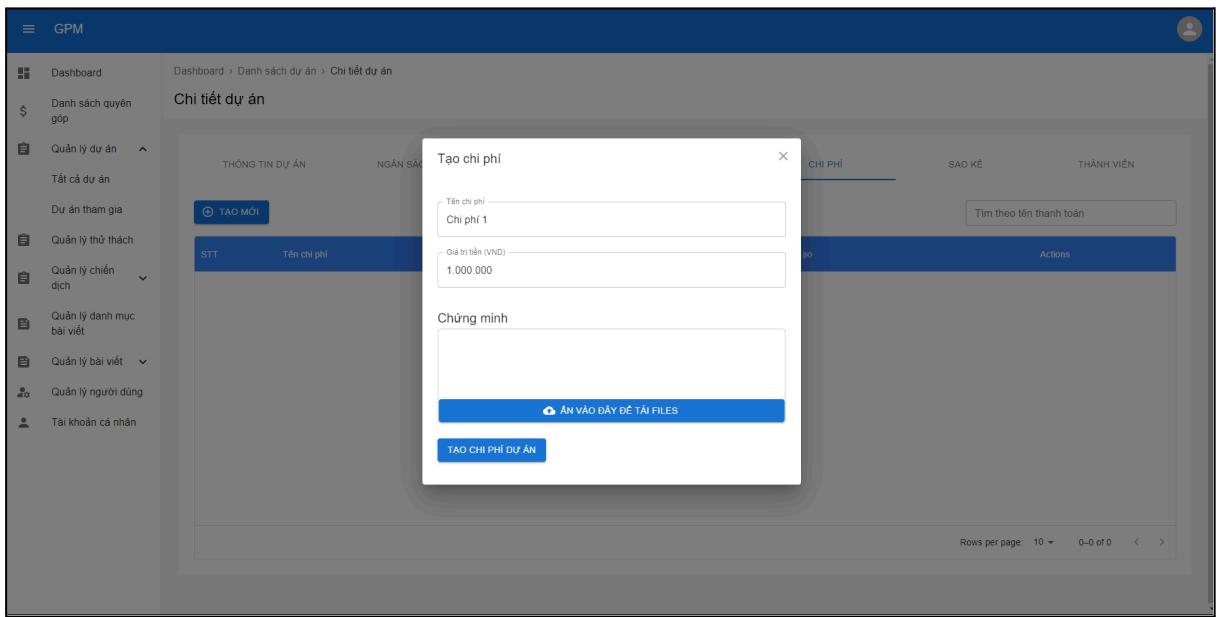


Image 6.95 Detail Expense

**Step 17:** To update expense information, the project manager clicks details.

Chi tiết dự án					
	THÔNG TIN DỰ ÁN	NGÂN SÁCH	TÀI TRỢ	TIỀN ĐỘ	CHI PHÍ
	<a href="#">THÔNG TIN DỰ ÁN</a>	<a href="#">NGÂN SÁCH</a>	<a href="#">TÀI TRỢ</a>	<a href="#">TIỀN ĐỘ</a>	<a href="#">CHI PHÍ</a>
	<a href="#">TẠO MỚI</a>				
<b>Chi tiết chi phí</b>					
STT	Tên chi phí	Giá trị	Ngày tạo	Actions	
1	Chi phí 1	1.000.000	21/08/2024 04:55:21	<a href="#">CHI TIẾT</a>	<a href="#">XÓA</a>
Rows per page: 10 ▾ 1–1 of 1 < >					

Image 6.96 List Expense

**Step 18:** Enter all information to update then click update.

Chi tiết dự án					
	THÔNG TIN DỰ ÁN	NGÂN SÁCH	TÀI TRỢ	TIỀN ĐỘ	CHI PHÍ
	<a href="#">THÔNG TIN DỰ ÁN</a>	<a href="#">NGÂN SÁCH</a>	<a href="#">TÀI TRỢ</a>	<a href="#">TIỀN ĐỘ</a>	<a href="#">CHI PHÍ</a>
	<a href="#">TẠO MỚI</a>				
<b>Cập nhật chi phí</b>					
<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 10px;"> <input type="text" value="Tên chi phí"/>  <input type="text" value="Chi phí 10"/> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 10px;"> <input type="text" value="Giá trị tiền (VND)"/>  <input type="text" value="10.000.000"/> </div> <div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 10px;"> <input type="text" value="Chứng minh"/>  <input type="button" value="ẤN VÀO ĐÂY ĐỂ TẢI FILES"/> </div> <div style="text-align: center;"> <input type="button" value="CẬP NHẬT"/> </div>					
1 row selected					
Rows per page: 10 ▾ 1–1 of 1 < >					

Image 6.97 Detail Expense

### 3.8 Admin

Sign in: The same part [3.2.1. Sign in](#)

Extend Social Staff, Project Manager.

### 3.8.1 Change Status

Extend view list project by Staff, Admin can change the project status including: "Chưa có NTT, Cần góp lẻ, Đang thi công, Hoàn thành".

STT	Dự án	Địa chỉ	Tổng chi phí	Cản quyên góp	Đã quyên góp được	Trạng thái		Hành động
						CHƯA CÓ NHÀ TÀI TRỢ	CÂN GÓP LẺ	
1	DA034 - Đt Huối Lồng A, Bản Cò Đu, Xã Phi Nhứt Na Sang - H.mường Chà, T.dịen Biển Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Điện Biên Huyện Mường Chà Xã Na Sang	80.000.000	80.000.000	0	Chưa có NTT	<span>CHI TIẾT</span>	
2	DA033 - Nhà Hạnh Phúc 129 - Tào A Tường - Bản Năm Nô 1 - Xã Trung Châ - Huyện Năm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Năm Nhùn Xã Trung Châ	80.000.000	0	0	Cần góp lẻ	<span>CHI TIẾT</span>	
3	DA032 - Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Năm Sập - Xã Năm Pi - Huyện Năm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Năm Nhùn Xã Năm Pi	80.000.000	80.000.000	5.780.000	Cần góp lẻ	<span>CHI TIẾT</span>	
4	DA031 - Nhà Hạnh Phúc 168 - Y Bích - Thôn Kon Pao Ko La - Xã Đăk Pxi - Huyện Đăk Hà - Tỉnh Kon Tum Chiến dịch: Góp lẻ xây nhà Năm: 2024	Tỉnh Kon Tum Huyện Đăk Hà Xã Đăk Pxi	80.000.000	80.000.000	5.420.000	Cần góp lẻ	<span>CHI TIẾT</span>	
5	DA030 - Đt Thôn 3B - Trường Mẫu Giáo Trà Vinh, Huyện Nam Trà My, Quảng Nam Chiến dịch: Góp lẻ xây trường Năm: 2024	Tỉnh Quảng Nam Huyện Nam Trà My Xã Trà Vinh	1.285.000.000	1.285.000.000	3.573.000	Cần góp lẻ	<span>CHI TIẾT</span>	

Image 6.98 List Project

### 3.8.2 Campaign Management

#### 3.8.2.1 Create Campaign

Step 1: Admin clicks on the campaign in the navbar.

Image 6.99 Dashboard

**Step 2:** Admin can click on the create button on the view list page or click on create campaign in the navbar.

The screenshot shows the GPM application's interface. On the left is a sidebar with various management options like 'Dashboard', 'Danh sách quyền góp', 'Quản lý dự án', etc. Under 'Quản lý chiến dịch', there are 'Chiến dịch' and 'Tạo chiến dịch'. The main content area is titled 'Quản lý chiến dịch' and shows a table of existing campaigns. The first column is 'STT', the second is 'Tên Chiến Dịch', the third is 'Mô Tả', the fourth is 'Ngày Tao', the fifth is 'Ngày Cập Nhật', and the sixth is 'Hành động'. Three campaigns are listed: 'Góp lè xây trường', 'Góp lè xây cầu', and 'Góp lè xây nhà'. Each row has a 'CHI TIẾT' button. A search bar 'Tim tên Chiến Dịch' is at the top right. The bottom right shows pagination 'Rows per page: 10' and '1–3 of 3'.

Image 6.100 List Campaign

**Step 3:** Admin fills in all the information fields of the campaign then clicks create new.

The screenshot shows the 'Tạo chiến dịch mới' (Create New Campaign) form. The sidebar shows 'Tạo chiến dịch' is selected. The main form has two input fields: 'Tên chiến dịch' and 'Nội dung'. Below is a section for uploading a cover photo with three placeholder images and a 'TẢI ÁNH BÌA' button. At the bottom are 'THOÁT' and 'TAO MỚI' buttons.

Image 6.101 Detail Campaign

### 3.8.2.2 Update Campaign

**Step 1:** On the list view page, click details to change campaign information.

GPM		Quản lý chiến dịch				
		Dashboard > Quản lý chiến dịch				
		Chiến dịch				
		<a href="#">CHIẾN ĐỊCH MỚI</a> <input type="text" value="Tim tên Chiến Dịch"/>				
STT	Tên Chiến Dịch	Mô Tả	Ngày Tao	Ngày Cập Nhật	Hành động	
1	Góp lè xây trường	Tiền lè của bạn có thể góp sức xây thêm hàng nghìn điểm trường đ...	01/07/2024	01/07/2024	<a href="#">CHI TIẾT</a>	
2	Góp lè xây cầu	Tiền lè của bạn có thể góp sức xây hàng trăm nghìn cây cầu, hiện t...	20/06/2024	20/06/2024	<a href="#">CHI TIẾT</a>	
3	Góp lè xây nhà	Tiền lè của bạn có thể góp sức xây thêm hàng nghìn căn nhà hành ...	15/06/2024	15/06/2024	<a href="#">CHI TIẾT</a>	
						Rows per page: 10 ▾ 1-3 of 3 < >

Image 6.102 List Campaign

**Step 2:** Admin updates the changed information then clicks update.

GPM		Chi tiết chiến dịch				
		Dashboard > Quản lý chiến dịch > Chi tiết chiến dịch				
		Chi tiết chiến dịch				
		Tên chiến dịch: <input type="text" value="Góp lè xây trường"/> Nội dung: <input type="text" value="Tiền lè của bạn có thể góp sức xây thêm hàng nghìn điểm trường để thắp sáng ước mơ học tập nơi vùng sâu núi cao, chấm dứt tình trạng phải day và học trong căn nhà sập xê, dột nát."/> Ảnh bìa chiến dịch:  <span>No image</span>				
		<a href="#">THOÁT</a> <a href="#">CẤP NHẬT</a>				

Image 6.103 Detail Campaign

### 3.8.3 Project Management

#### 3.8.3.1 Create Project

**Step 1:** Admin click on create project on the view list page or click on the navbar.

Danh sách dự án							
DU ÁN MỚI		TẤT CẢ		CHUA CÓ NHÀ TÀI TRỢ		CẨN GÓP LỄ	
STT	Dự án	Địa chỉ	Tổng chi phí	Cần quyên góp	Bã quyên góp được	Trạng thái	Hành động
1	DA034 - Dị Huổi Lồng A, Bản Cò Dừa, Xã Phi Núi Na Sang, Huyện Chà, Tỉnh Điện Biên Chiến dịch: Góp lê xây nhà Năm: 2024	Tỉnh Điện Biên Huyện Mường Chà Xã Na Sang	80.000.000	80.000.000	0	Chưa có NTT	<button>CHI TIẾT</button>
2	DA033 - Nhà Hạnh Phúc 129 - Tảo A Tường - Bản Nậm Nô 1 - Xã Trung Chải - Huyện Nậm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lê xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Nậm Nhùn Xã Trung Chải	80.000.000	0	0	Đang thi công	<button>CHI TIẾT</button>
3	DA032 - Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Nậm Sập - Xã Nậm Pi - Huyện Nậm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lê xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Nậm Nhùn Xã Nậm Pi	80.000.000	80.000.000	5.780.000	Cần góp lễ	<button>CHI TIẾT</button>
4	DA031 - Nhà Hạnh Phúc 168 - Y Bitch - Thôn Kon Pao Kơ La - Xã Đăk Pxi - Huyện Đăk Hà - Tỉnh Kon Tum Chiến dịch: Góp lê xây nhà Năm: 2024	Tỉnh Kon Tum Huyện Đăk Hà Xã Đăk Pxi	80.000.000	80.000.000	5.420.000	Cần góp lễ	<button>CHI TIẾT</button>
5	DA030 - Dị Thôn 3b - Trường Mẫu Giáo Trà Vinh, Huyện Nam Trà My, Quảng Nam Chiến dịch: Góp lê xây trường Năm: 2024	Tỉnh Quảng Nam Huyện Nam Trà My Xã Trà Vinh	1.265.000.000	1.285.000.000	3.573.000	Cần góp lễ	<button>CHI TIẾT</button>

Image 6.104 List Project

Step 2: Admin enters project information on the first page.

Dashboard > Danh sách dự án > Tao du an moi

### Tạo dự án mới

THÔNG TIN CHI TIẾT DỰ ÁN

Thông tin dự án

Địa điểm

Bối cảnh dự án

Thông tin xây dựng

Ảnh dự án

Các tài liệu liên quan

Tải các tài liệu liên quan

Thành viên tham gia dự án

TIẾP TỤC

## Report 7 (Final Project Report)

Image 6.105 Detail Project

**Step 3:** Admin enters budget information for the project.

The screenshot shows the 'Tạo dự án mới' (Create New Project) screen. On the left is a sidebar with various project management options like 'Dashboard', 'Danh sách quyên góp', 'Quản lý dự án', 'Tất cả dự án', etc. The main area has tabs for 'Thông tin dự án' (Project Information) and 'Chi phí dự kiến' (Estimated Costs). Under 'CHI PHÍ DỰ KIẾN', there are three rows of input fields for bank accounts (Tên khoán tiền), amounts (Số tiền), and descriptions (Mô tả). A blue button labeled 'THÊM CHI PHÍ' (Add Cost) is visible. Below these fields, a message says 'Tổng chi phí: 0 VND'. At the bottom are 'TRỞ LẠI' (Back) and 'TIẾP TỤC' (Next) buttons.

Image 6.106 Detail Budget

**Step 4:** Admin confirms the information to create.

This screenshot shows the 'Xác nhận thông tin' (Confirm Information) step. It displays the same project details as the previous screen. The 'Thông tin dự án' section includes the project name 'Xây cầu Tia Ghênh'. The 'Chi phí dự kiến' section shows the total cost as '0'. The 'Bối cảnh dự án:' and 'Ảnh dự án:' sections are empty. A note at the bottom of the 'Ảnh dự án:' section says 'Không có hình ảnh' (No image). At the bottom are 'TRỞ LẠI' and 'TAO MỚI' (Create New) buttons.

Image 6.107 Confirm

---

Report 7 (Final Project Report)

### 3.8.3.2 Update Project

**Step 1:** Admin clicks on project details on the view list page.

STT	Dự án	Địa chỉ	Tổng chi phí	Cần quyên góp	Bđ đã quyên góp được	Trạng thái	Hành động
1	DA034 - Dị Huối Lóng A, Bản Cò Dừa, Xã Phí Nhứ Na Sang, H.mường Chà, T.diện Biên Chiến dịch: Góp lè xây nhà Năm: 2024	Tỉnh Điện Biên Huyện Mường Chà Xã Na Sang	80.000.000	80.000.000	0	Chưa có NTT	<span>CHI TIẾT</span>
2	DA033 - Nhà Hạnh Phúc 129 - Tào A Tường - Bản Nâm Nô 1 - Xã Trung Chải - Huyện Nậm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lè xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Nậm Nhùn Xã Trung Chải	80.000.000	0	0	Đang thi công	<span>CHI TIẾT</span>
3	DA032 - Nhà Hạnh Phúc 130 - Lò Thị Chem - Bản Nâm Sấp - Xã Nâm Pi - Huyện Nậm Nhùn - Tỉnh Lai Châu Chiến dịch: Góp lè xây nhà Năm: 2024	Tỉnh Lai Châu Huyện Nậm Nhùn Xã Nâm Pi	80.000.000	80.000.000	5.780.000	Cần góp lè	<span>CHI TIẾT</span>
4	DA031 - Nhà Hạnh Phúc 168 - Y Bich - Thôn Kon Pao Ko La - Xã Đák Pxi - Huyện Đák Hà - Tỉnh Kon Tum Chiến dịch: Góp lè xây nhà Năm: 2024	Tỉnh Kon Tum Huyện Đák Hà Xã Đák Pxi	80.000.000	80.000.000	5.420.000	Cần góp lè	<span>CHI TIẾT</span>
5	DA030 - El Thôn 3b - Trường Mẫu Giáo Trà Vinh, Huyện Nam Trà My, Quảng Nam Chiến dịch: Góp lè xây trường Năm: 2024	Tỉnh Quảng Nam Huyện Nam Trà My Xã Trà Vinh	1.265.000.000	1.265.000.000	3.573.000	Cần góp lè	<span>CHI TIẾT</span>

Image 6.108 List Project

**Step 2:** Admin can change information, budget, sponsor, tracking, expense same [3.7.2 Update Project Detail](#)

STT	Tên Chi Phí	Số tiền (VND)	Thông Tin Chi Phí	Action
1	Nhà Hạnh Phúc 129 - Tào A Tường - Bản Nâm Nô 1 - Xã Trung Chải - Huyện Nậm Nhùn - Tỉnh Lai Châu	80.000.000		<span>CHI TIẾT</span> <span>XÓA</span>

Tổng chi phí của dự án: 80.000.000 VND

Image 6.109 Detail Project

**Step 3:** Admin can add members into the project when click add member in member tab.

---

Report 7 (Final Project Report)

Image 6.110 List Member

**Step 4:** Admin can choose members to add to the project.

Image 6.111 Detail Member

### 3.8.4 Category Management

#### 3.8.4.1 Create Category

**Step 1:** Admin click on category management on the navbar, and select add a title.

The screenshot shows the 'Danh mục tin tức' (News Category) page. On the left is a sidebar with various administrative links. The main content area displays a table of existing categories with columns for STT (Index), Tiêu đề (Title), Số lượng bài viết (Number of articles), and Actions (edit and delete icons). At the top right of the table is a 'Rows per page' dropdown set to 10 and a page number indicator '1-5 of 5'. The URL 'localhost:3001/admin/donationList' is visible at the bottom.

STT	Tiêu đề	Số lượng bài viết	Actions
1	Tiến độ xây dựng	6	
2	Báo cáo tài chính	5	
3	Báo chí – truyền hình đưa tin	5	
4	Câu chuyện	5	
5	Tài trợ	5	

Image 6.112 List category

**Step 2:** Admin enters complete information of the category then clicks create.

The screenshot shows the 'Thêm danh mục mới' (Add new category) dialog box overlaid on the list category page. The dialog contains two input fields: 'Tiêu đề\*' and 'Mô tả\*', both with placeholder text. At the bottom right is a blue 'TAO' button. The background list table is partially visible.

Image 6.113 Detail category

### 3.8.4.2 Update Category

**Step 1:** Admin clicks on details on the view list category page.

STT	Tiêu đề	Số lượng bài viết	Actions
1	Tiến độ xây dựng	6	
2	Báo cáo tài chính	5	
3	Báo chí – truyền hình đưa tin	5	
4	Câu chuyện	5	
5	Tài trợ	5	

Image 6.114 List category

**Step 2:** Admin edits the information that needs to be changed and clicks update. You can also hide categories.

Cập nhật tiêu đề

Tiêu đề *	Tiến độ xây dựng
Mô tả *	Tiến độ xây dựng các dự án

**CẤP NHẬT**

Image 6.115 Detail category

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*Although we have tried very hard, the essay cannot avoid shortcomings. The G28 group hopes to receive the sympathy, guidance, help and comments from teachers and administrators.*

*Sincerely thank you!*

*Hanoi, September 21, 2024*

*Group 28*