Tasks:

* Fa o table pt personal data
* Log in:
* Database for users and CRUD operations
* Verification and Confirmation
* Interface: Home Page + Sing Up + Sing in
* Edit Profile:
* Change password
* Change and save personal info (only for buyers) + Change details about bank account (only for artists)
* Interface: Edit Profile + Personal Card info Edit (for buyers)
* View Paintings
* Buy Paintings
* Autocomplete with the credit card info (if the buyer has saved it)
* Database for cities and countries
* Interface: Finish Command
* Rate Artist
* Database for Artists + CRUD operations + add rate
* Promote Painting
* Interface: Promote Painting
* Show how many costs and days + date to start promotion
* Interface: Pending Promotion like a table + message of confirmation
* Delete Painting
* Notification Message
* Count paintings by type
* Save info in database about what type of painting has been bought this month
* Interface: Maybe a graph with

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| ID and name |  | | |
| Primary actor |  | Secondary actors |  |
| Description |  | | |
| Trigger |  | | |
| Preconditions |  | | |
| Postconditions |  | | |
| Normal flow |  | | |
| Alternative flows |  | | |
| Exceptions |  | | |

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| ID and name | CU01: Log in | | |
| Primary actor | ShopUser | Secondary actors |  |
| Description | Any important activity (buy painting, add painting, etc.) on the site needs a ShopUser to be logged in with an account. | | |
| Trigger | The ShopUser wants to do an important activity. | | |
| Preconditions | PRE1. The ShopUser needs to create an account using Sign Up  (except admins) | | |
| Postconditions | POST1. The site shows a confirmation message | | |
| Normal flow | 1.The ShopUser inputs the account information  2.The server validates the inputs and then sends a confirmation message | | |
| Alternative flows | User inputs incorrect information:  1.The ShopUser inputs wrong information about the account  2.The server sends a warning message  3.The ShopUser inputs the right account information  Return to Normal flow at 2 | | |
| Exceptions |  | | |

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| ID and name | CU02: Edit Profile | | |
| Primary actor | ShopUser | Secondary actors |  |
| Description | This is for users who want to change important details (password, personal info, bank account details, the email) about their account | | |
| Trigger | The user wants to change information about his account | | |
| Preconditions | PRE1. The ShopUser must be logged in. | | |
| Postconditions | Post1. The system displays a confirmation message. | | |
| Normal flow | 1. The user selects edit profile  2. The server display the current information about his details  (except the password)  3. The user choses what details wants to change, he gives the input, and then submits it  4. The server makes the changes and returns a confirmation message. | | |
| Alternative flows | The user has input the wrong current password when he wanted to change his password:  1.The user inputs the wrong password when he tries to change his old password with a new one  2.The system returns a message that his input is incorrect  3.The user inputs the correct password  Return to normal flow at 4 | | |
| Exceptions |  | | |

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| ID and name | CU03: View Paintings | | |
| Primary actor | Buyer | Secondary actors |  |
| Description | This offers information about the painting (dominant color, type, price, how it looks via an image, artist that made it) | | |
| Trigger | The buyer wants to view the paintings before he buys them | | |
| Preconditions | PRE1. The buyer must be connected to view the paintings | | |
| Postconditions | Non | | |
| Normal flow | 1.The buyer selects a painting  2.The system displays the information about the painting | | |
| Alternative flows |  | | |
| Exceptions |  | | |
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| ID and name | CU04 – Buy Paintings | | |
| Primary actor | Buyer | Secondary actors | Artist, Bank |
| Description | After the buyer choses what paintings he wants to buy, he finalizes  The command by selecting what method of payment (ramburs, credit card) he wants to use | | |
| Trigger | The buyer wants to buy the selected paintings | | |
| Preconditions | PRE1. The buyer must be logged in | | |
| Postconditions | POST1. The system displays a confirmation message | | |
| Normal flow | 1. The buyers signals that he wants to finish his command  2. The system ask information about: name, address, method of payment  3. The buyers inputs those information, selects the ramburs method of payment and then submits it  4. The system checks the information, then makes the transaction,  deletes the painting from the database and displays a confirmation message | | |
| Alternative flows | The user has saved personal data:  From normal flow at 2:  2 The system autocompletes with the personal information (name, adres) and selects ramburs method of payment.  3. The buyer confirms the input and the submits it  Return to normal flow to 4  The user wants to pay with it credit card information:  From normal flow at 3:  3.1. The buyer selects the credit card method of payment  3.2. The system ask about his card information  3.3. The buyer inputs the information  3.4. The BankSystem confirms the input, extracts the sum from the bank account of the buyer and then puts 80% of the sum in the artist account and the rest to the owner of site’s bank account (if the painting is promoted, the artist get 100% of the price).  Return to normal flow at 4 | | |
| Exceptions |  | | |

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| ID and name | CU05: Rate Artist | | |
| Primary actor | Buyer | Secondary actors | Artist |
| Description | If the buyer is satisfied or not with an artist, he can choose to rate an him (positive or negative) | | |
| Trigger | The buyer wants to rate an artist | | |
| Preconditions | PRE1. The buyer must be logged in | | |
| Postconditions | POST1. The system display a confirmation message | | |
| Normal flow | 1. The buyer selects the artist he wants to rate  2. The system ask what type of rate (positive or negative)  3. The user chooses one  4. the system updates the Artist rating and the displays a confirmation message | | |
| Alternative flows |  | | |
| Exceptions |  | | |

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| ID and name | CU06: Add Painting | | |
| Primary actor | Artist | Secondary actors |  |
| Description | Artist can set a post to sell their painting with their price. | | |
| Trigger | The artist wants to sell his art using the site | | |
| Preconditions | PRE1. The artist must be logged in | | |
| Postconditions | POST1. The system displays a confirmation message | | |
| Normal flow | 1.The artist inputs (image of the painting, price, etc.) information about the painting and submits it  2. The system validate the inputs. If validated, the system displays a confirmation message | | |
| Alternative flows | Artist sets the price <=0 :  1. The artist inputs for price 0  1.1. The system displays a warning message  1.2. The artist inputs a new price >0  Return to normal flow at 2 | | |
| Exceptions |  | | |

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| ID and name | CU07: Edit Painting | | |
| Primary actor | Artist | Secondary actors |  |
| Description | The artist can change his posts (name of the painting, price, etc) | | |
| Trigger | The artist wants to change a post that he made | | |
| Preconditions | PRE1.Artist must be logged in  PRE2.Artist must have one or more painting posts | | |
| Postconditions | POST1. The system displays a confirmation message | | |
| Normal flow | 1.The artist selects the painting to edit  2.The system updates the post and gives a confirmation message | | |
| Alternative flows | Artist sets the price <=0 :  1. The artist updates price with 0  1.1. The system displays a warning message  1.2. The artist inputs a new price >0  Return to normal flow at 2 | | |
| Exceptions |  | | |

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| ID and name | CU08: Promote Painting | | |
| Primary actor | Artist | Secondary actors |  |
| Description | If the artist wants his paintings to be expose (being one of the first showing), he can pay for his painting to be promoted. This way the artist gets 100% of the price when one of the paintings is bought | | |
| Trigger | The artist wants to have more exposer with his paintings or wants to get the 100% price. | | |
| Preconditions | PRE1. The artist must be logged in  PRE2. The artist must have one or more painting | | |
| Postconditions | POST1. The artist gets a confirmation message  POST2. The View Painting must show the promoted picture with the other that are promoted first. | | |
| Normal flow | 1. The artist selects the promote option  2. The system ask what type of promotion he wants (7 – days,14-days, 30-days ,they have different priceses).  3. The artist selects one of the options  4. The system verify if the artist has enough credits. If he does, the system updates the credit, promotes the painting and displays a confirmation message | | |
| Alternative flows | The artist doesn’t have the amount of credits for the chosen option:  From normal flow at 4:  4. The system displays a warning message about the amount of credits.  4.1. The user selects the right option (within his credit amount)  Return to normal flow at 4 | | |
| Exceptions |  | | |

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| ID and name | CU09: Buy Credits | | |
| Primary actor | Artist | Secondary actors | Bank |
| Description | If the user wants to buy promotions, he needs to buy credits. | | |
| Trigger | The artist wants to buy credits for promotion | | |
| Preconditions | PRE1. The artist must be logged in | | |
| Postconditions | POST1. The artist gets a confirmation message  POST2. The new balance of the credit will be updated | | |
| Normal flow | 1.Artist selects the option to buy credits  2. The system ask for the amount of credits the artist wants to buy  3. The artist inputs the number of credits  4. The system verify the input. The bank system makes the transaction, and the system adds the amount of credits bought. | | |
| Alternative flows |  | | |
| Exceptions | The artist doesn’t have enough currency in his bank account:  From normal flow at 4:  4. The bank system sends an error message about insufficient founds | | |

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| ID and name | CU10: Delete Painting | | |
| Primary actor | Admin | Secondary actors | Artist |
| Description | If the Admin considers that a painting is offensive in any way shape or form, he can delete the painting | | |
| Trigger | The admin finds the painting offensive | | |
| Preconditions | PRE1. The admin needs to be logged in  PRE2. There must be at least 1 painting | | |
| Postconditions | POST1. The system displays a confirmation message  POST2. The system deletes from database the painting | | |
| Normal flow | 1.The admin selects from the list of paintings a painting, and then chooses to delete it  2. The system deletes the painting and then displays a confirmation message | | |
| Alternative flows |  | | |
| Exceptions | The painting is bought before the admin can delete it:  From normal flow at 2:  2.The system can’t find the painting so it returns a warning message that the painting doesn’t exist anymore. | | |

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| ID and name | CU11: Count paintings by type | | |
| Primary actor | Admin | Secondary actors |  |
| Description | The admin can se what type of painting and how many were sold the most. | | |
| Trigger | The admin wants to collect more information about the type of paintings the buyers are more likely to buy. | | |
| Preconditions | PRE1. Admin must be logged in  PRE2. There must be at least 1 painting sold | | |
| Postconditions | POST1. The system displays paintings, grouped by type and sorted by amount bought. | | |
| Normal flow | 1.Admin selects the option to count the paintings by type  2. The system displays paintings, grouped by type and sorted by amount bought. | | |
| Alternative flows |  | | |
| Exceptions |  | | |