CSE 201 Project High Level Design Document

Team Member Names

Team Number :15

Brian Ruthrauff

Bailey Ralston

Rui Dai

Binfang Ye

Team Project Title
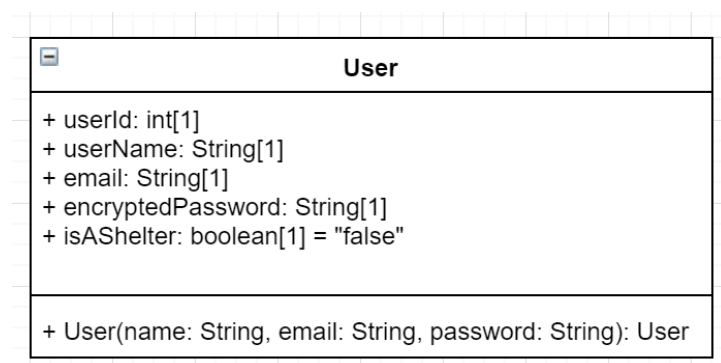
Furever Home

Project Description

Our project is a website which presented pet shelters. Users can sign in and become a shelter or adopter. Shelters can edit the information of the pets, and they can also add or move pets. Adopters can view the photos and all information of the pets, they can save their favorite pets and be able to know the contact information about the shelter. Also, they can share the pet with their friends. More importantly, there is a filter, so adopter can select the type of the pets (cat or dog), the size of the pets, and the distance between the shelters and themselves.

Overall Design Description

The format of this project is a website and therefore uses aspects of object oriented design as well as procedural design. This website will consist of a User Interface using HTML and JavaScript with packages including Bootstrap and JQuery. The backend of the site will be developed using Node.Js and Sails.Js. The database for the site will use MySQL.
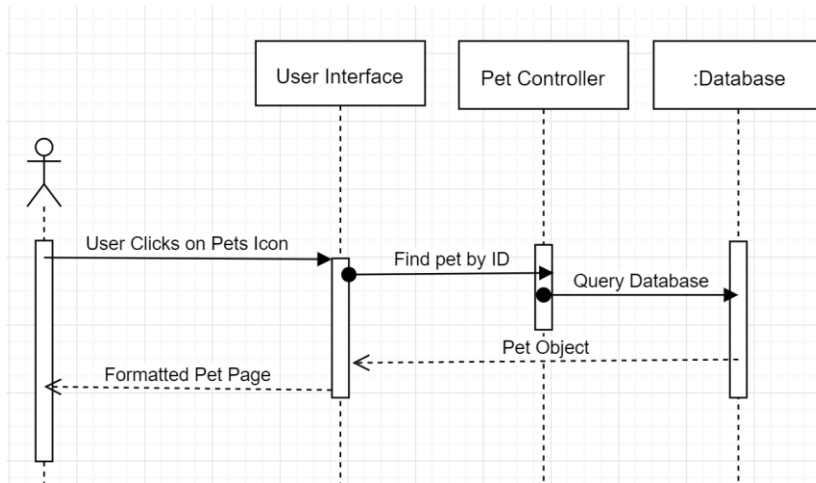
UML Diagram 1

This is the UML Diagram for the User Class.


```
                 User

+ userId: int[1]
+ userName: String[1]
+ email: String[1]
+ encryptedPassword: String[1]
+ isAShelter: boolean[1] = "false"


+ User(name: String, email: String, password: String): User
```
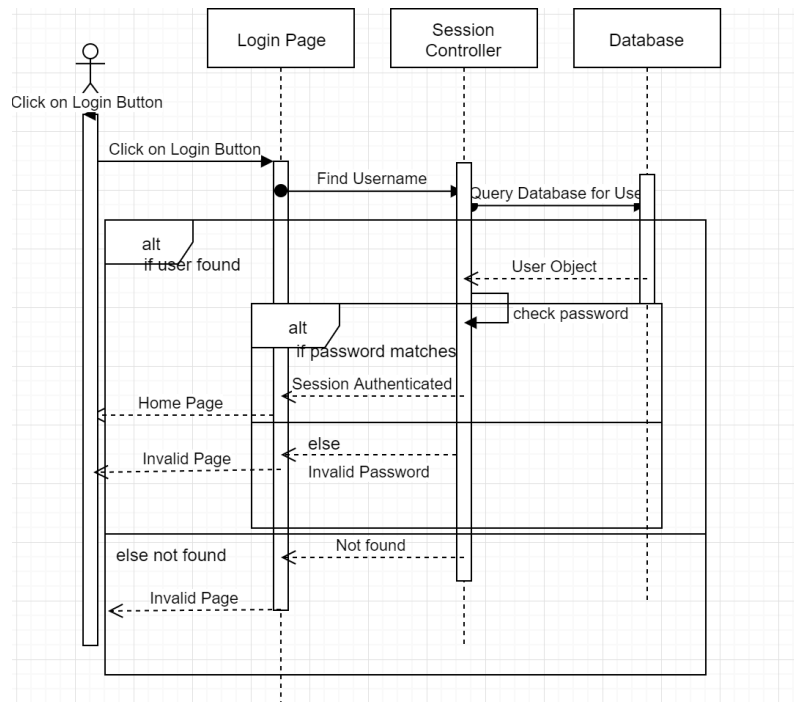
UML Diagram 2

<Include a short text description of what the UML diagram is showing and then cut and paste your UML diagram here. Use a minimum of 1 class diagram, 2 Use Cases and 2 Sequence diagrams. You are not required to do the OPT and ALT cases in the Sequence diagrams.>

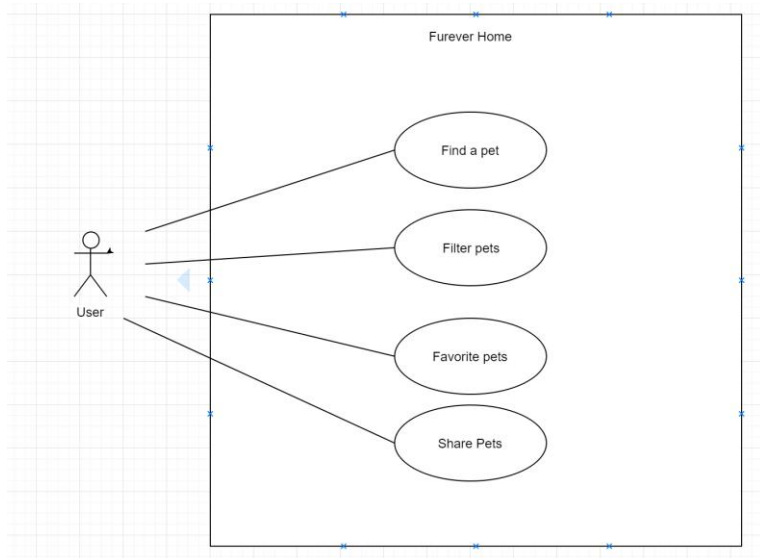This is a sequence diagram for a User clicking on a pet profile

UML Diagram 3

Logging into the site

UML Diagram 4

This is the use cases for what normal users can do.

UML Diagram 5

This is the use cases for what a shelter can do.