CS335 Project Tourism

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User Stories

Tourism is a wide field so we had to come up with very inclusive user stories such as:

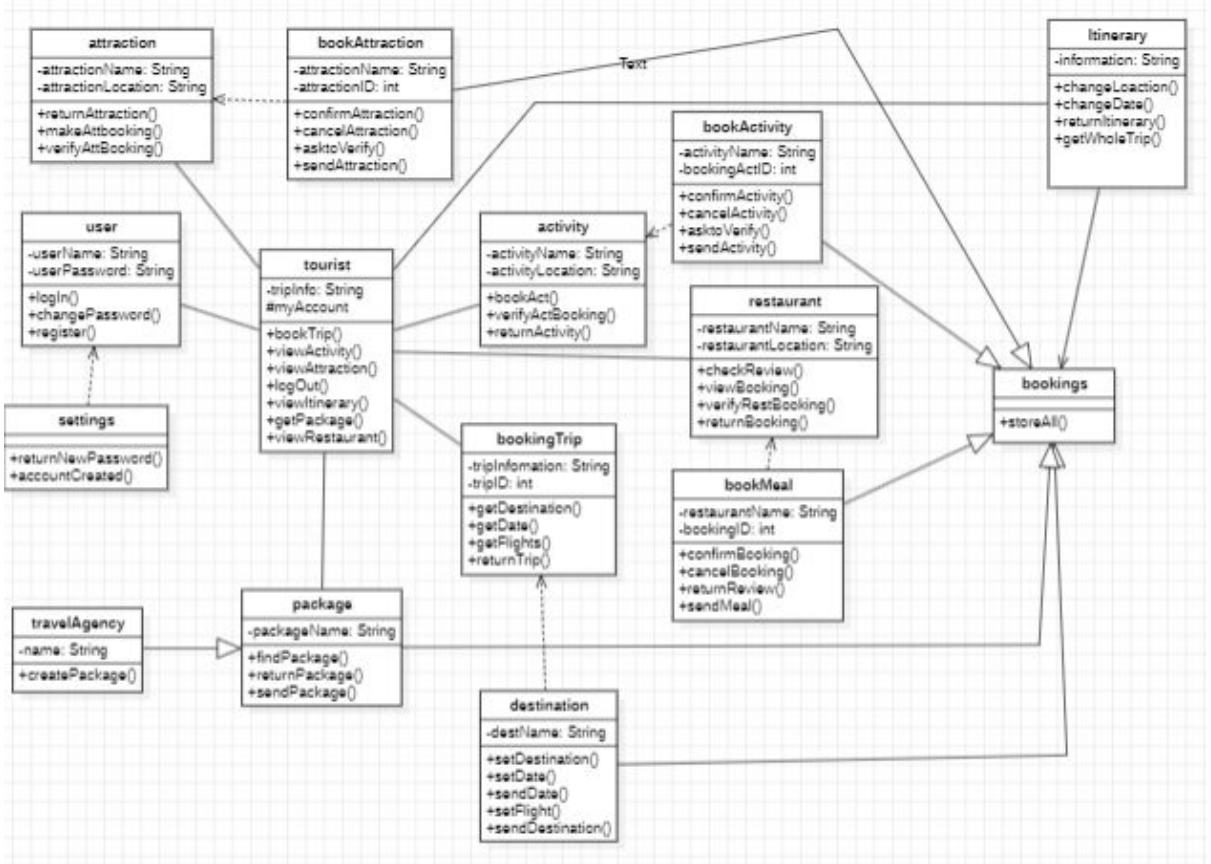
- As a tourist, I want to login to the tourism system, so it is easier for me to save destinations and bookings.
- As a tourist, I want a single place to buy tickets to local attractions. Doing so I can plan my sightseeing activities without visiting other websites.
- As a restaurant owner, I want to have tourist leave reviews on my business, so other tourist can read this review and I can receive feedback on my service.

These help to tighten the broad scope of the field we have to develop within as they pinpoint our path we need to take.

Class Diagram

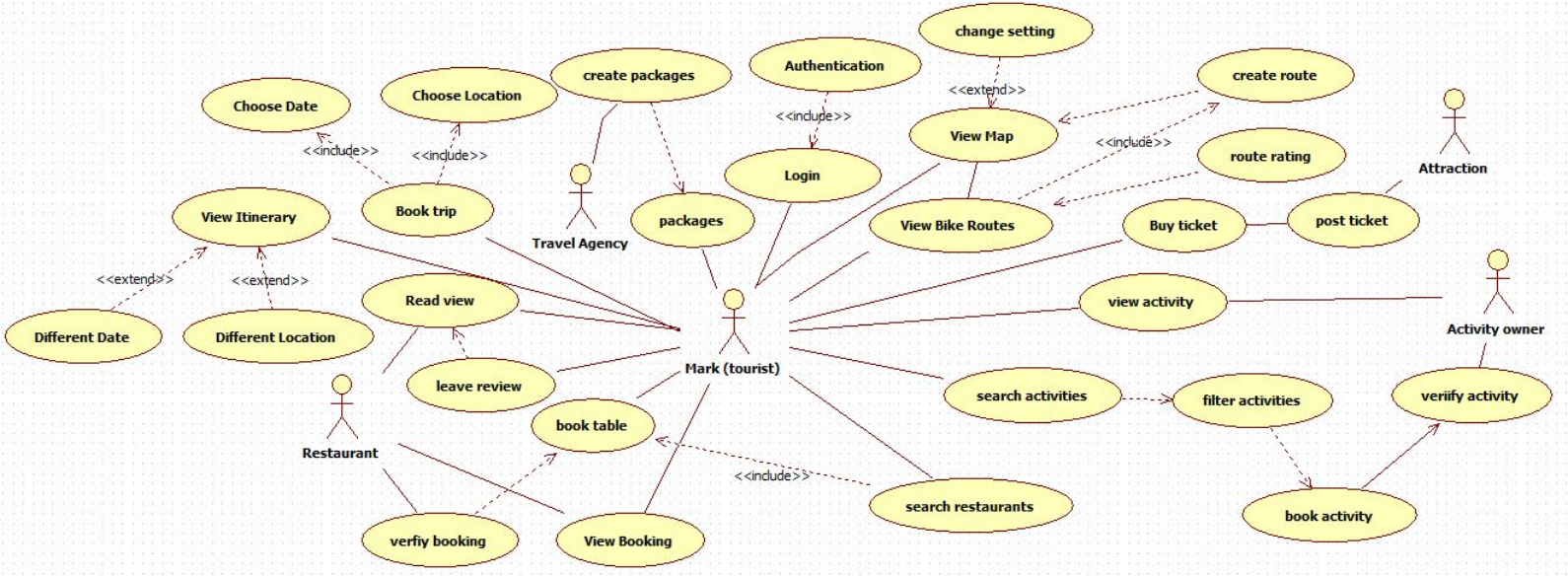
The class diagram builds upon the blocks laid by the user diagram further explaining the operations within each component of the app.

An example being the restaurant class. It boils down what happens within it to its basics allowing those involved in the project to work from it as a start point.



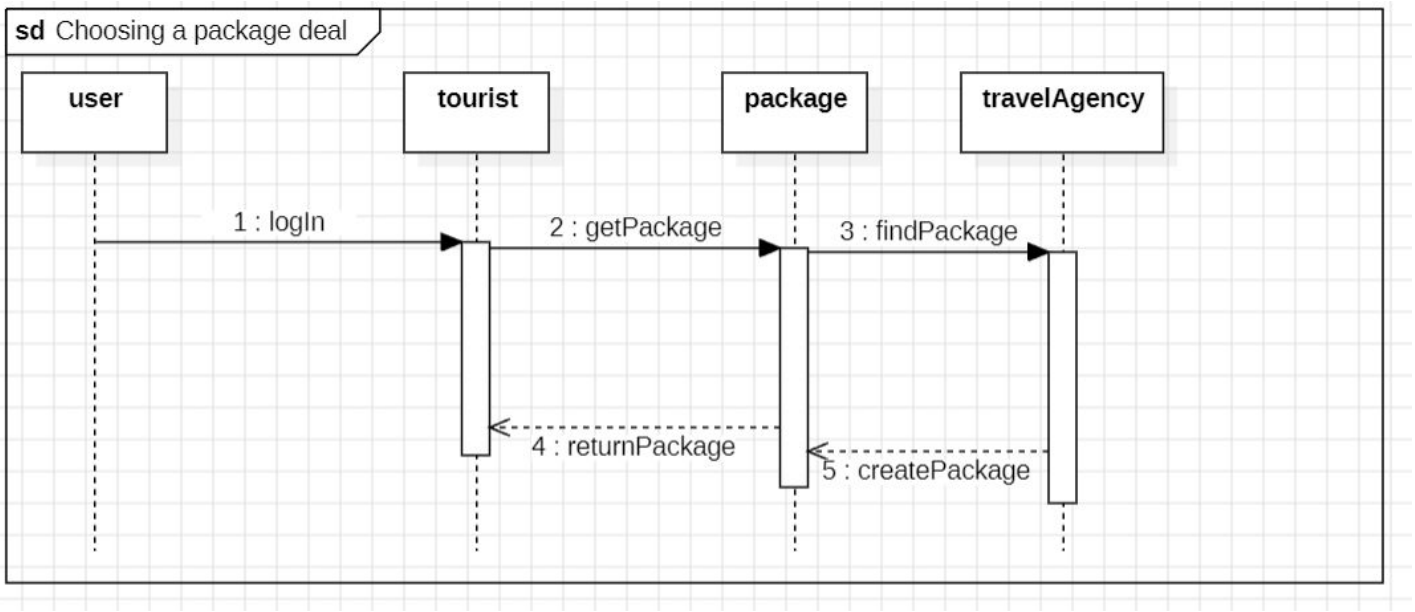
User Diagram

Although looking complex our user diagram was pivotal in the software engineering process to show us where we needed to go in regards to each feature. It details all the systems of the app and how those are to be navigated and implemented, from user to business.



Sequence Diagram

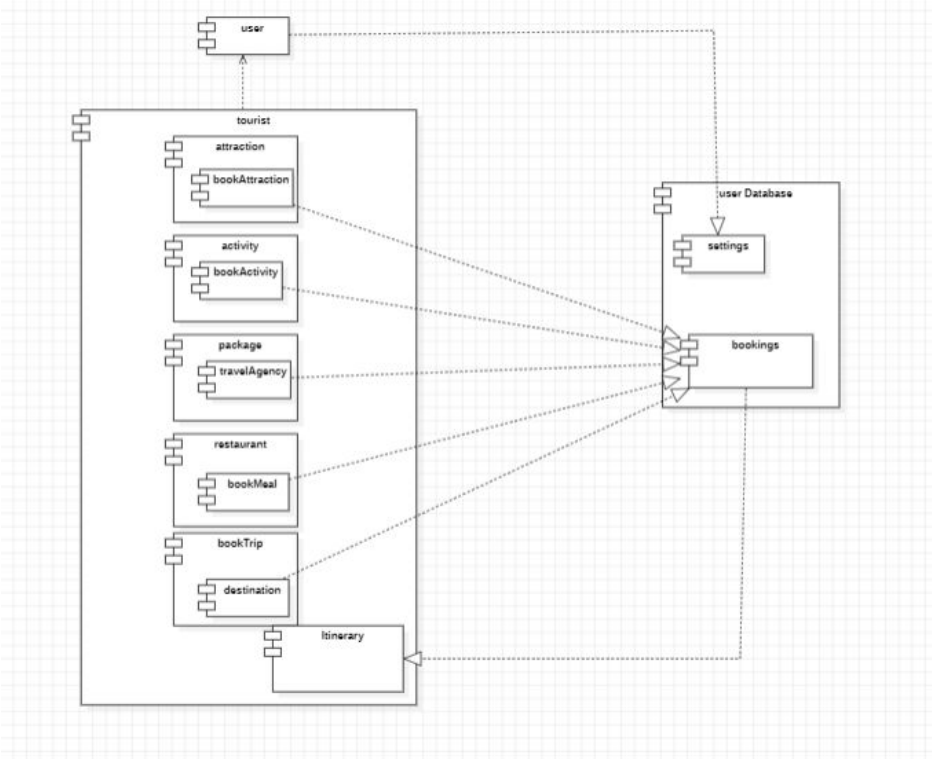
We made multiple sequence diagrams for the various paths a user can go down. Such as travelling, booking activities and book restaurants. These all have different input and outputs so it is essential to lay out the flow of these systems.



Architecture Diagram

We developed an architectural diagram to visualise the integrated factors between the data and components involved in the system.

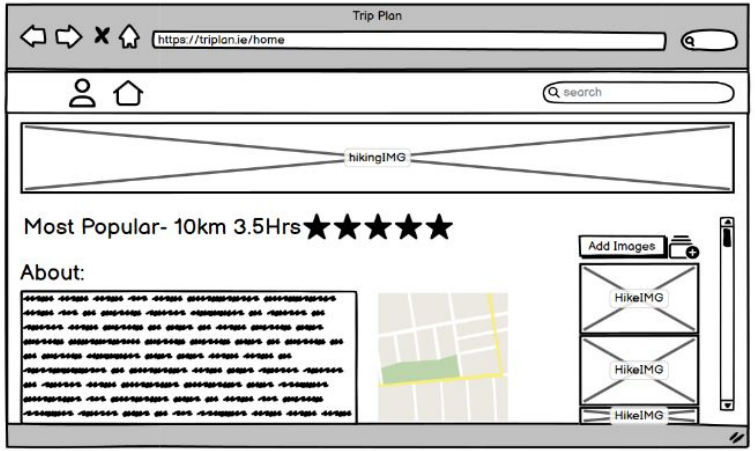
This is a very useful practice in the development and management of complex systems to help design them and develop them.



User Interface

The key factor when developing the UI for the application was to keep it as simple as possible for the user to interact and navigate around.

This mean minimal visual clutter and simplistic layout to not leave a sense of overwhelm on the user. We done this true big text, images and white space. This allows the customer to be more relaxed while scrolling as there is less to read and click through.



Test Cases

System testing is required in software development as to make sure no issues have gone unnoticed and to minimize problems before deployment.

Test cases were defined by looking at our user stories and sequence diagrams. We carefully constructed them as to ensure nothing was missed as this would leave to major issues in the construction of the app if not.

No.	Test Case	Test Step	Test Data	Expected Result	Actual Result
1.	Check if as user I can access my settings	Verify that navigating to settings displays user's settings	User ID	Return settings	PASS
2.	Check if as user I can access my map & saved routes	Verify that navigating to map display's user's map & saved routes	User ID	Return map & settings	PASS
3.	Check if as user I can access my bought tickets	Check if user's tickets are displayed when logged in as user	User ID	Return user's tickets	PASS
4.	Check if as user I can view available guides & tickets	Check if listed tickets are actually available as displayed	User ID	Return available tickets	PASS
5.	Check if as user I can view other user's reviews	Check if reviews are displayed when logged in as other user	User ID	Return reviews	PASS
6.	Check if as user I can contact ticket seller	Write message to ticket seller in application	User ID, Vendor ID	Return vendor's information	PASS
7.	Check if as user I can filter locations on the map	Turn on filter on map	User ID, Vendor ID	Return filtered locations	PASS
8.	Check if as ticket vendor I can view booked times and quantity of bookings	Check if bookings correspond to bought tickets	Vendor ID	Return bookings	PASS
9.	Check if as ticket vendor I can contact customers	Write message to customer in application	Vendor ID, User ID	Return user information	PASS