ELABORATION PHASE SPECIFICATION

LOUISVILLE BUSINESS ANALYSITS

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Executive Summary

OBJECTIVES

Our objective is to create a new Land O'Lakes website that will better inhance their online presence.

GOALS

Are goals are to update the areas where the current Land O'Lakes website is lacking and improve the current features used by the website.

SOLUTION

We hope to add a new student portal that will allow online student registration. We also hope to add both a teacher and volunteer portal so they can better manage courses and events. We hope to add a donation portal that will allow donors to create one time and recurring donations. Finally, we hope to add a data collection portal where administrators will be able to gather data collected by the website and organize it into grant reports.

System Requirements

The system Requirements provides a hierarchy of both functional and nonfunctional requirements that the system will need in order to perform its designed functions. The requirements are separated into categories based on the functions primary user. Requirements in category 1 correspond to the overall website functionality. Requirements in category 2 correspond to functions involved in the donation process. Requirements in category 3 correspond to functions involving students, including class registration, tuition payment, and class reviews. The requirements in category 4 correspond to functions involving staff and volunteers, including information about teacher class assignments and volunteer event assignments. The requirements in category 5 involve the need for a grant report system. These include data collection and an admin portal to view collected data.

	System Requirements
1.0	The website shall be designed in WordPress to be able to easily add, modify, and delete pages as needed
2.0	The website shall have a donation portal
2.1	Donations shall be made using Stripe
2.2	Donors shall have the ability to make both recurring and one time donations
2.3	Donation data shall be gathered
2.4	Donors shall have the ability to donate towards a specific project
2.5	Donors shall have the ability to see where their donations are used
3.0	The website shall have a student portal
3.1	Students shall have the ability to register for classes online
3.2	Students shall have the ability to pay for classes online
3.3	Students shall have the ability to post class reviews
3.4	Students shall have the ability to search for currently offered classes
4.0	The website shall have an staff portal
4.1	Staff shall have the ability to submit request to teach a class
4.2	Volunteers shall have the ability to sign up for specific events
4.3	Instructors shall be able to view class information about their classes
5.0	The website shall have the ability to produce grant reports
5.1	Staff shall be able to view grant reports
5.2	The website shall have the ability to collect and store data about business activities

Trace Matrix

The trace matrix matches each use case to what system requirement it is dependent on.

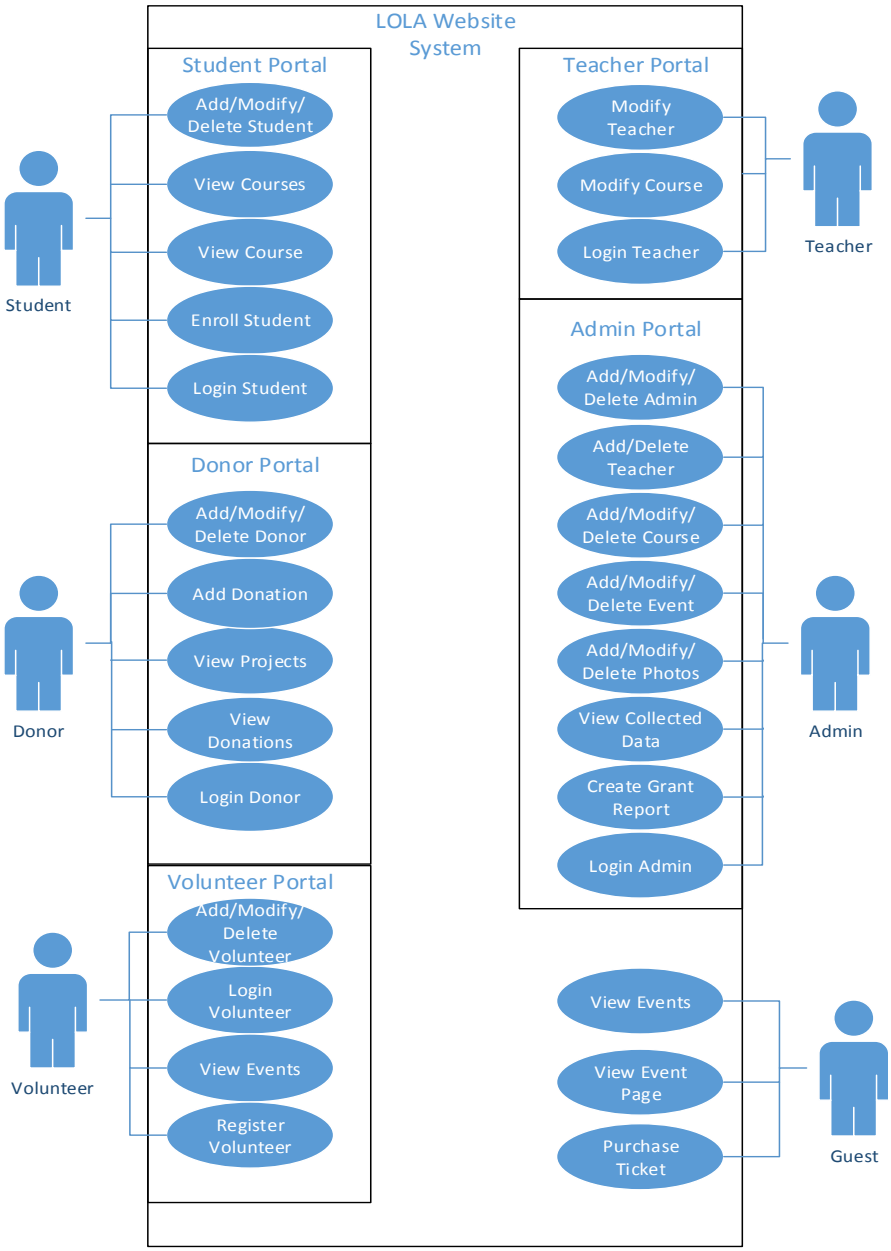
	1 A	1 B	1C	1 D	1E	1F	1G	1 H	2 A	2 B	2C	2 D	2E	2F	2G	2 H	3 A	3 B	3C	3 D
1. 0	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2. 0									X	X	X	X	X	X	X	X				
2. 1									X		X									
2. 2									X		X									
2. 3									X	X	X	X	X	X	X	X				
2. 4														X						
2. 5															X					
3. 0	X	X	X	X	X	X	X	X												
3. 1				X	X	X	X													
3. 2						X	X													
3. 3							X													
3. 4				X	X	X	X													
4. 0																	X	X	X	X
4. 1																				
4. 2																	X			X
4. 3																				
5. 0																				
5. 1																				
5. 2	X		X			X	X		X	X	X		X				X			

	3E	3F	4 A	4 B	4 C	4 D	4 E	5 A	5 B	5C	5 D	5E	5F	5G	5 H	5I	5J	6 A	6 B	6C
1.0	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
2.0																				
2.1																				
2.2																				
2.3																				
2.4																				
2.5																				
3.0																				
3.1																				
3.2																				X
3.3																				
3.4																		X	X	X
4.0	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X			
4.1			X	X	X															
4.2	X											X	X	X						
4.3			X	X	X		X													
5.0																X				
5.1															X	X				
5.2	X		X		X			X				X		X	X	X				X

Use Case Diagram

HOW TO READ THE USE CASE DIAGRAM

The use case diagram displays how different types of users interact with the system.



Use Cases: Add Student

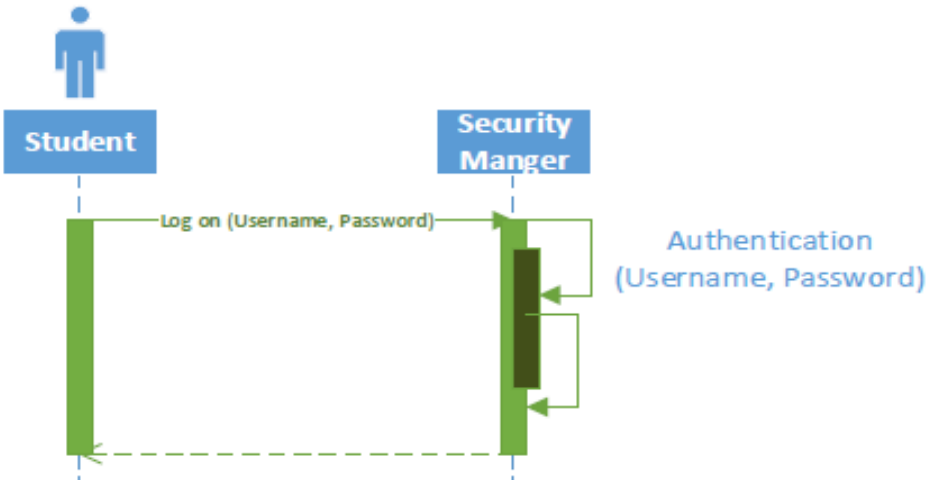
ADD STUDENT

This use case describes how a student would create an account

USE CASE: ADD STUDENT	ID: 1A
Risk Level: Low	**Primary Actor: Student**
Preconditions: Student account does not exist	**Postconditions: Student account is created**

Main Flow:

1.Visitor goes to www.lolaartswi.com
2.Visitor clicks on "Become a Student" button on the homepage.
3.Visitor is directed to Student account creation page.
4.Visitor enters first name in first name text box.
5.Visitor enters last name in last name text box.
6.Visitor enters email in email textbox.
7.Visitor enters password in password textbox.
8.Visitor enters password in re-enter password textbox.
9.Visitor enters address in address textbox.
10.Visitor enters city in city textbox.
11.Visitor selects state from combo box.
12.Visitor enters zip code in zip code textbox.
13.Visitor clicks "Become a Student" button at bottom of page.
14.Visitor is directed to Student account page.
15.Visitor is added to student table in database.
16.Visitor receives confirmation email.
17. Use case ends.



Use Cases: Modify Student

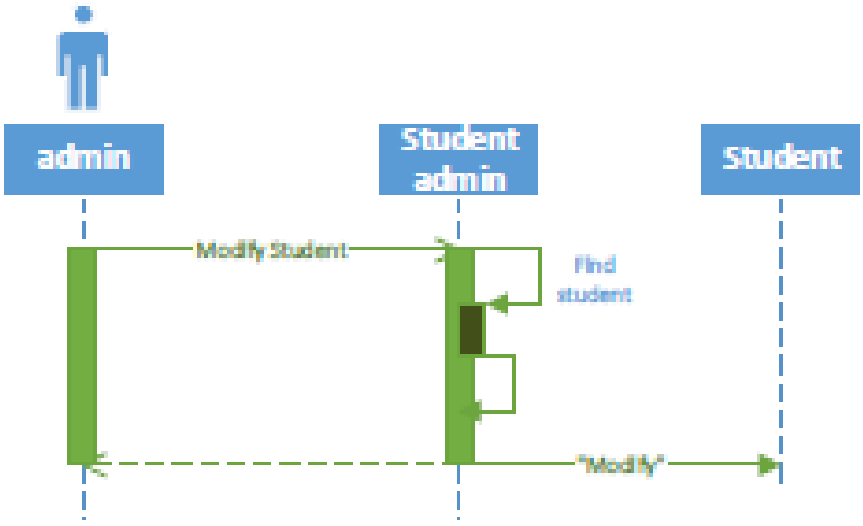
MODIFY STUDENT

This use case describes how a student would modify his or her account

USE CASE: MODIFY STUDENT	ID: 1B
Risk Level: Low	**Primary Actor: Student**
Preconditions: None	**Postconditions: Student account is modified**

Main Flow:

1.User goes to www.lolaartwsi.com
2.User Enter username in the textbox
3.User Enters password in the textbox
4.User Clicks Log on
5.User Clicks on Students
6.User Selects a student to modify
7.User then clicks modify Student
8.User modify student
9.User clicks save
10.A pop up display asking if you are sure you want to save changes
11.User Clicks" yes"
12.User then directed to new screen which says "Changes Saved"
13.Student is modified
14.Use Case Ends



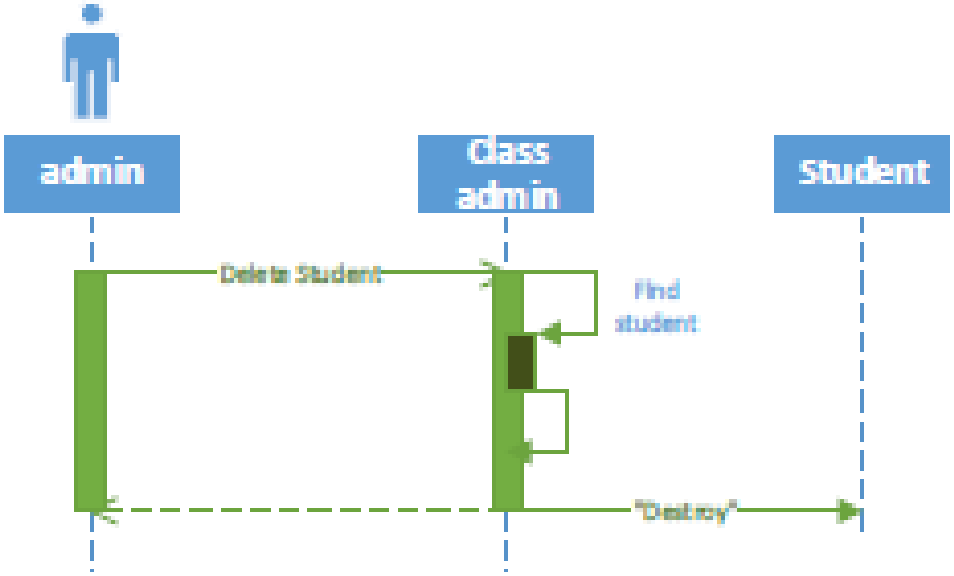
Use Cases: Delete Student

DELETE STUDENT

This use case describes how a student would delete his or her acount

USE CASE: DELETE STUDENT	ID: 1C
Risk Level: Low	**Primary Actor: Student**
Preconditions: None	**Postconditions: Account is deleted**

Main Flow:
1.User goes to www.lolaartwsi.com
2.User Enter username in the textbox
3.User Enters password in the textbox
4.User Clicks Log on
5.Admin directed to admin page
6.User Clicks on Students
7.User Selects a student to delete
8.User then clicks Delete Student
9.A pop up display asking if you are sure you want to delete student
10.User Clicks" yes"
11.User then directed to new showing "Student Deleted successful"
12.Student is deleted
13.Use Case Ends



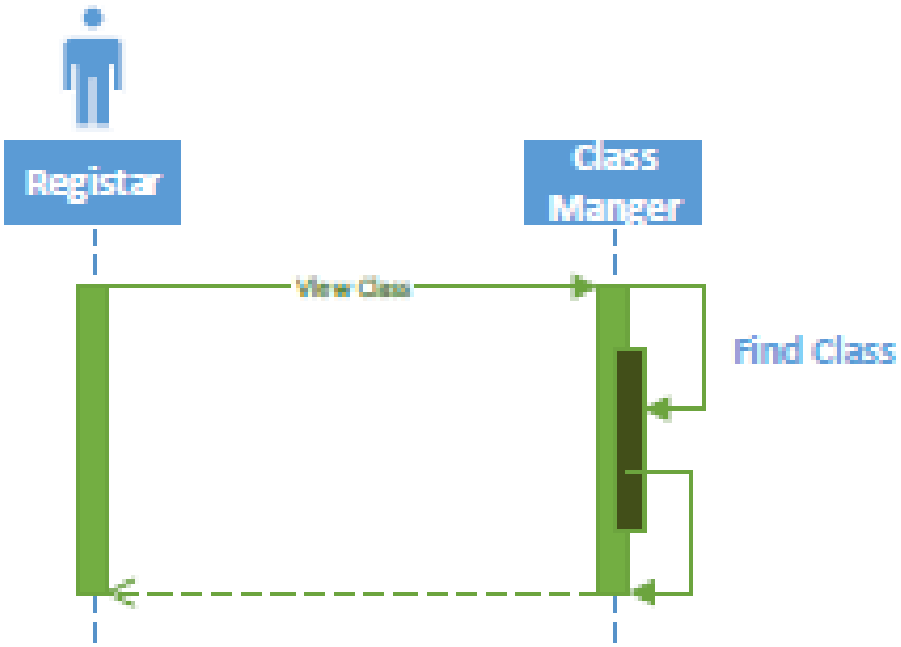
Use Cases: View Courses

VIEW COURSES

This use case describes how a student would view all available classes

USE CASE: VIEW CLASSES	ID: 1D
Risk Level: Low	**Primary Actor: Student**
Preconditions: None	**Postconditions: Student is directed to classes page**

Main Flow:
1.User goes to www.lolaartwsi.com
2.User Enter username in the textbox
3.User Enters password in the textbox
4.User Clicks “Log on”
5.Student Directed to student Page
6.Student clicks “Classes”
7.Student Views Classes that are offered
8.Use case ends



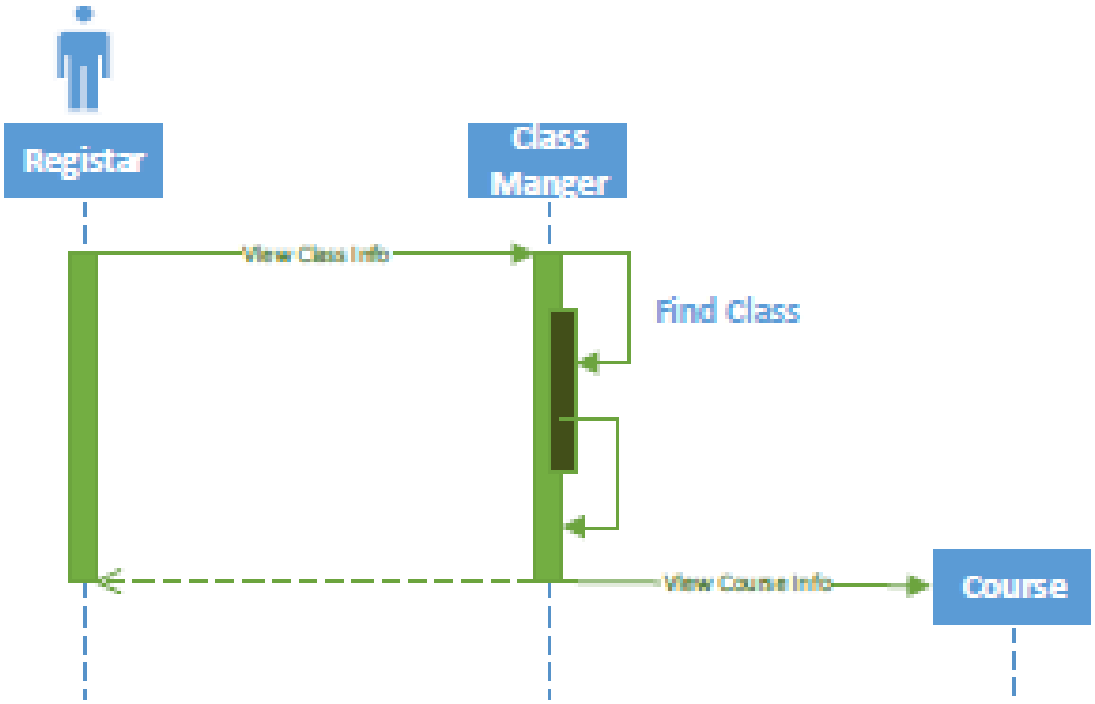
Use Cases: View Course

VIEW COURSE

This use case describes how a student would view class information

USE CASE: VIEW COURSE	ID: 1E
Risk Level: Low	**Primary Actor: Student**
Preconditions: None	**Postconditions: Student is directed to class page**

Main Flow:
1.User goes to www.lolaartwsi.com
2.User Enter username in the textbox
3.User Enters password in the textbox
4.User Clicks “Log on”
5.Student Directed to student Page
6.Student clicks “Classes”
7.Student clicks on Class
8.Student Views Class info of selected class
9.Use case ends



Use Cases: Enroll Student

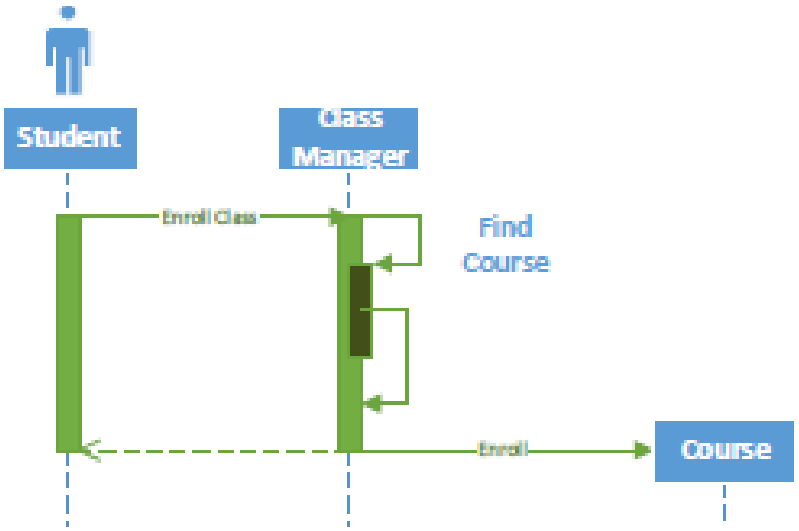
ENROLL STUDENT

This use case describes how a student would enroll in a class

USE CASE: ENROLL STUDENT	ID: 1F
Risk Level: High	**Primary Actor: Student**
Preconditions: None	**Postconditions: Student is enrolled**

Main Flow:

1. User goes to www.lolaartwsi.com
2. User Enter username in the textbox
3. User Enters password in the textbox
4. User Clicks “Log on”
5. Student Directed to student Page
6. Student clicks “Classes”
7. Student Views Classes that are offered
8. Student clicks on Class
9. Student views information about selected class
10. Student clicks “Enroll Class”
11. Student directed to payment page
12. Student selects method of payment
13. Student Enters Credentials
14. Student hits “Pay For Class”
15. Student directed to page saying “Successfully Enrolled “
16. Use case ends



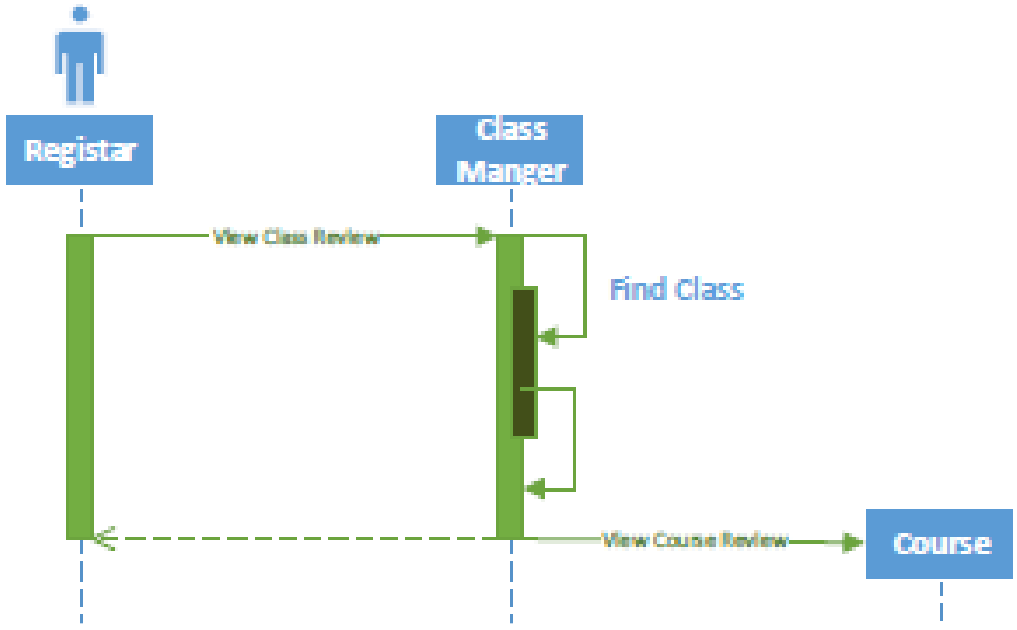
Use Cases: Review Course

REVIEW CLASS

This use case describes how a student would post a class review

USE CASE: REVIEW CLASS	ID: 1G
Risk Level: Low	**Primary Actor: Student**
Preconditions: Student has taken class	**Postconditions: Student posts review**

Main Flow:
1.User goes to www.lolaartwsi.com
2.User Enter username in the textbox
3.User Enters password in the textbox
4.User Clicks “Log on”
5.Student Directed to student Page
6.Student clicks “class reviews”
7.Student clicks on class
8.Student types review for selected class
9.Student then clicks “Submit Review”
10.Student then is directed to page which says “Review Successfully Submitted”
11.Use case ends



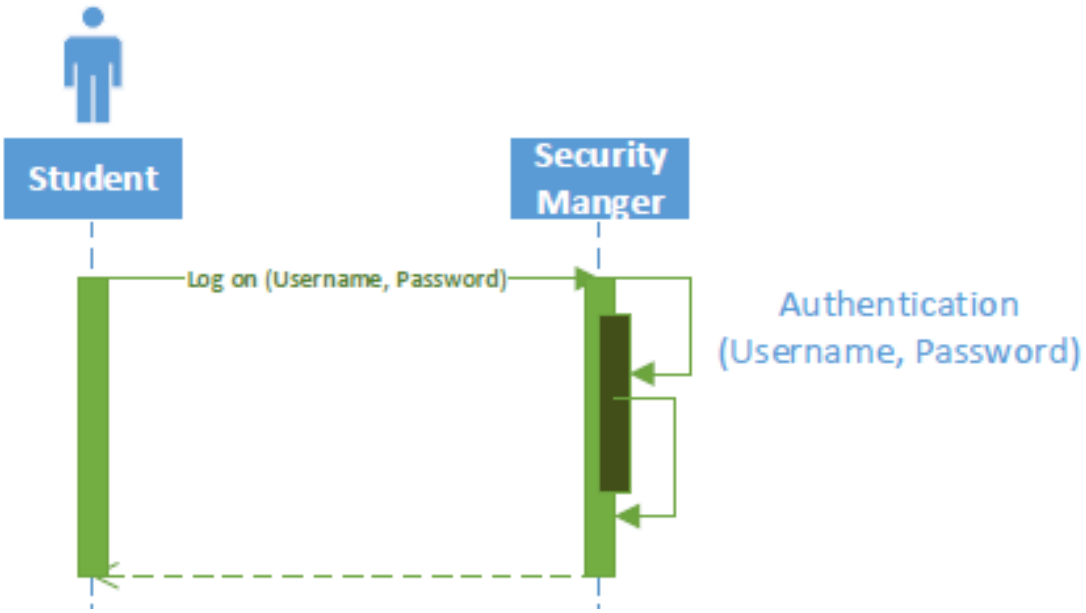
Use Cases: Log In Student

LOG IN

This use case describes how a student would log into his or her account

USE CASE: LOG IN	ID: 1H
Risk Level: Low	**Primary Actor: Student**
Preconditions: Student is not logged in	**Postconditions: Student is logged in**

Main Flow:
1.User goes to www.lolaartwsi.com
2.User Enter username in the textbox
3.User Enters password in the textbox
4.User Clicks "Log on"
5.Student Directed to student Page
6.Use case ends



Use Cases: Add Donation

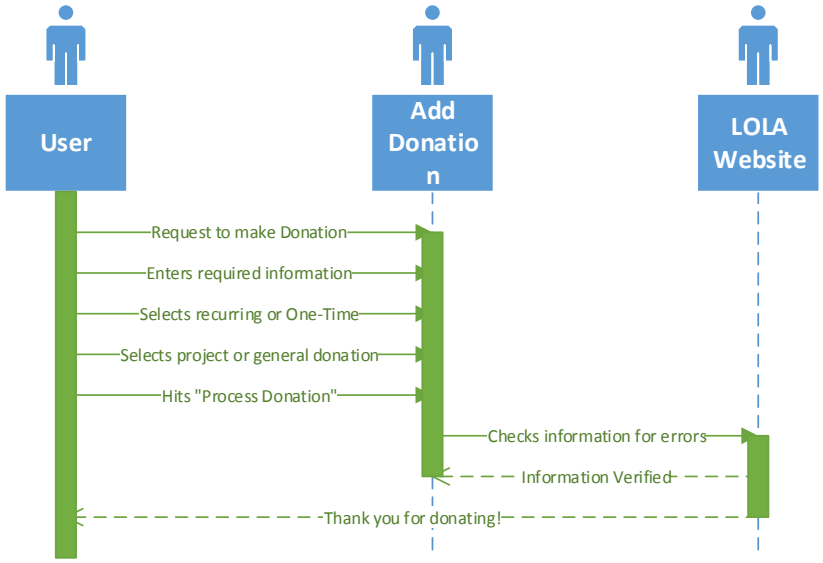
ADD DONATION

This use case describes how a user would make a one time donation

USE CASE: ADD DONATION	ID: 2A
Risk Level: High	**Primary Actor: Donor**
Preconditions: None	**Postconditions: Donation is made**

Main Flow:

1.User goes to www.lolaartwsi.com
2.User enters username in user name textbox
3.User enters password in password textbox
4.User clicks log in button
5.User clicks on the donation tab from the home page
6.User is directed to the donation page
7.User enters needed information into given textboxes
8.User then selects if he/she wants a recurring donation or a one time-donation
9.User then has option to select a given project or a general donation
10.User enters amount he/she wants to donate
11.User selects payment method (Credit card or pay-pal)
12.User enters credit card information if credit card is selected
13.User hits submit
14.New page pops up confirming donation
15.Use Case ends



Use Cases: Add Donor

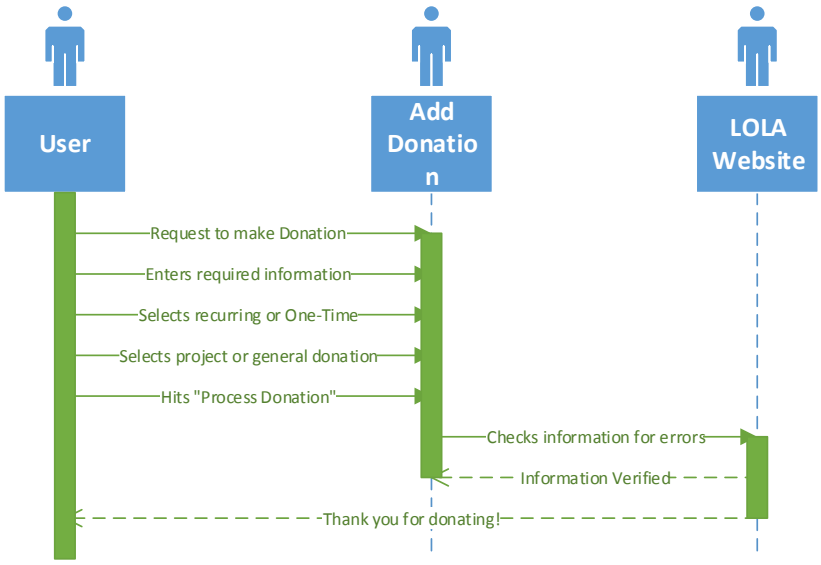
ADD DONOR

This use case describes how a donor would make an account

USE CASE: ADD DONOR	ID: 2B
Risk Level: Low	**Primary Actor: Donor**
Preconditions: None	**Postconditions: Donor account is created**

Main Flow:

1.Visitor goes to www.lolaartswi.com
2.Visitor clicks on "Become a Donor" button on the homepage.
3.Visitor is directed to Donor account creation page.
4.Visitor enters first name in first name text box.
5.Visitor enters last name in last name text box.
6.Visitor enters email in email textbox.
7.Visitor enters password in password textbox.
8.Visitor enters password in re-enter password textbox.
9.Visitor enters address in address textbox.
10.Visitor enters city in city textbox.
11.Visitor selects state from combo box.
12.Visitor enters zip code in zip code textbox.
13.Visitor clicks "Become a Donor" button at bottom of page.
14.Visitor is directed to Donor account page.
15.Visitor is added to donor table in database.
16.Visitor receives confirmation email.
17. Use case ends.



Use Cases: Add Recurring Donation

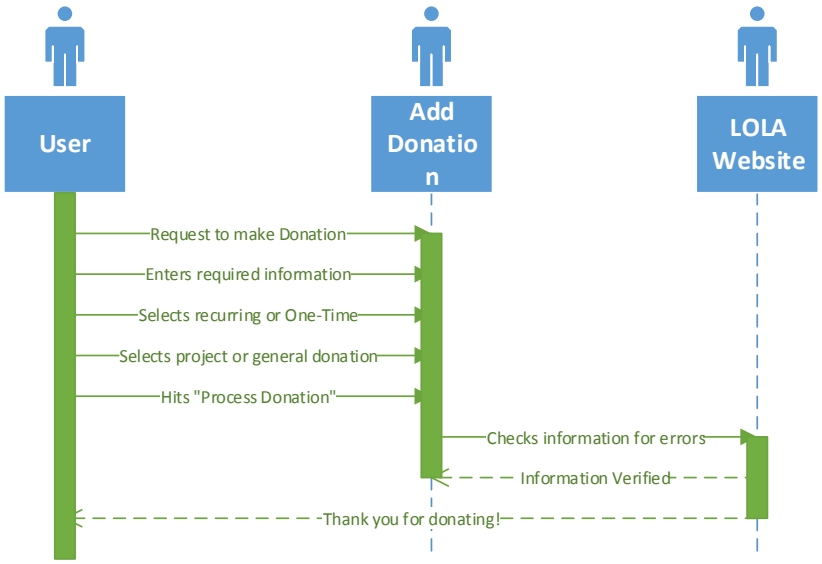
ADD RECURRING DONATION

This use case describes how a donor would create a recurring donation

USE CASE: ADD RECURRING DONATION	ID: 2C
Risk Level: High	**Primary Actor: Donor**
Preconditions: None	**Postconditions: Recurring donation is made**

Main Flow:

1.User goes to www.lolaartwsi.com
2.User enters username in user name textbox
3.User enters password in password textbox
4.User clicks log in button
5.User clicks on the donation tab from the home page
6.User is directed to the donation page
7.User enters needed information into given textboxes
8.User then selects if he/she wants a recurring donation or a one time-donation
9.User then has option to select a given project or a general donation
10. User enters amount he/she wants to donate
11. User selects recurring donation
12. User enters recursion period
13. User selects payment method (Credit card or pay-pal)
14. User enters credit card information if credit card is selected
15. User hits submit
16. New page pops up confirming donation
17.Use Case ends



Use Cases: Modify Donor

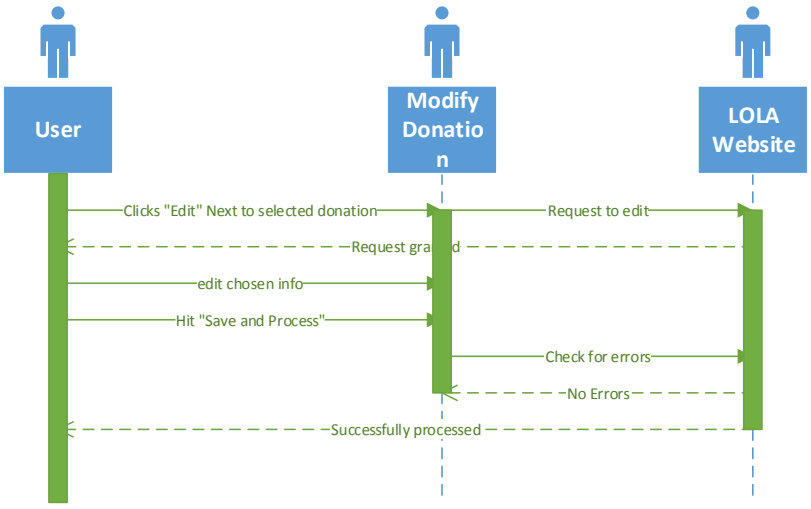
MODIFY DONOR

This use case describes how a donor would modify his or her account

USE CASE: MODIFY DONOR	ID: 2D
Risk Level: Low	**Primary Actor: Donor**
Preconditions: None	**Postconditions: Donor account is modified**

Main Flow:

1.User goes to www.lolaartswi.com
2.User then enters username into username textbox
3.User enters password into password textbox
4.User clicks log in
5.User is logged in
6.User clicks donation tab
7.User is directed to donation page
8.User clicks My account
9.User is directed to donation history page
10.User chooses which donation to edit
11.User clicks “Edit” next to selected donation
12.User edits donation by changing amount or changing recurring to one-time
13.User clicks ”Save Changes”
14.User is redirected to confirmation page
15.Use Case Ends



Use Cases: Delete Donor

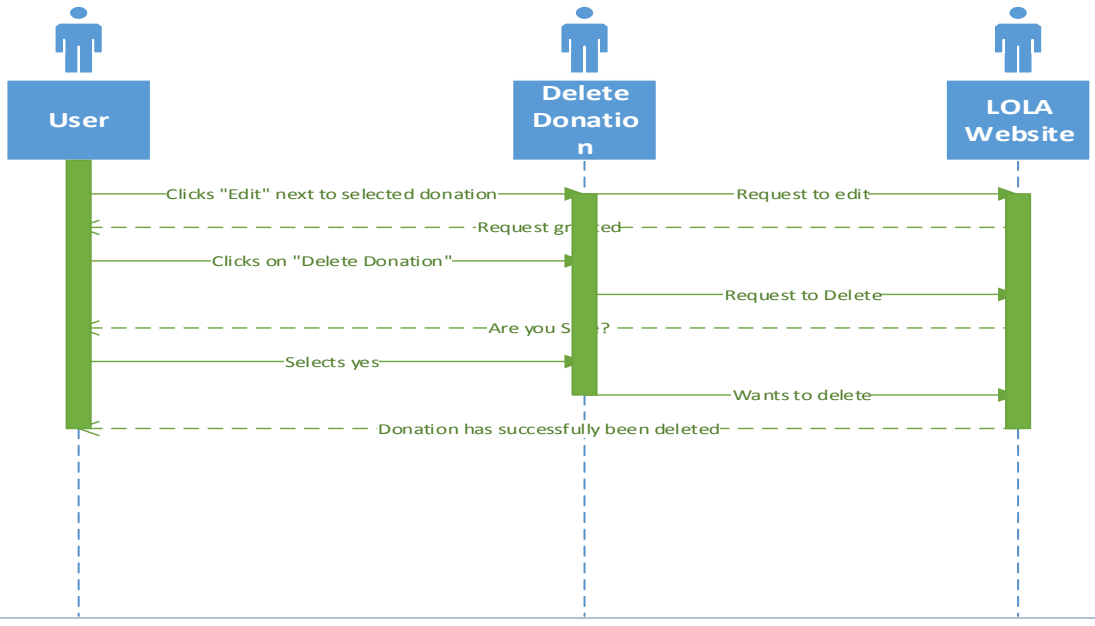
DELETE DONOR

This use case describes how a donor would delete his or her account

USE CASE: DELETE DONOR	ID: 2E
Risk Level: Low	**Primary Actor: Donor**
Preconditions: None	**Postconditions: Donor account is deleted**

Main Flow:

1.User goes to www.lolaartswi.com
2.User Enters Username in Username textbox
3.User enters password into password textbox
4.User clicks “Log In”
5.User is logged in
6.User clicks on the donation tab
7.User is directed to the donation page
8.User clicks view donations
9.User is directed to current/past donations page
10.User clicks “Edit” next to donation wanted to be deleted
11.User is directed to edit donations page
12.User clicks “Delete Donation”
13.Message appears asking if user is sure he/she wants to delete donation
14.User clicks yes
15.User is directed to confirmation page
16.Use case ends



Use Cases: View Projects

VIEW PROJECTS

This use case describes how a donor would view projects accepting donations

USE CASE: VIEW PROJECTS	ID: 2F
Risk Level: Low	**Primary Actor: Donor**
Preconditions: None	**Postconditions: Donor is directed to projects page**

Main Flow:

1. User goes to www.lolaartswi.com
2. User clicks on donations tab
3. User is directed to donations page
4. Use case ends

Use Cases: View Donations

VIEW DONATIONS

This use case describes how a donor would view where his or her donations have been used

USE CASE: VIEW DONATIONS	ID: 2F
Risk Level: Low	**Primary Actor: Donor**
Preconditions: None	**Postconditions: Donor is directed to donations page**
Main Flow: 1.User goes to www.lolaartswi.com 2.User then enters username into username textbox 3.User enters password into password textbox 4.User clicks log in 5.User is logged in 6.User clicks donation tab 7.User is directed to donation page 8.User clicks My account 9.User is directed to donation history page 10. Use case ends	

Use Cases: Log In Donor

LOG IN

This use case describes how a donor would log into his or her account

USE CASE: LOG IN	ID: 2G
Risk Level: Low	**Primary Actor: Donor**
Preconditions: Donor is not logged in	**Postconditions: Donor is logged in**

Main Flow:
1.User goes to www.lolaartswi.com
2.User then enters username into username textbox
3.User enters password into password textbox
4.User clicks log in
5.User is logged in

Use Cases: Add Volunteer

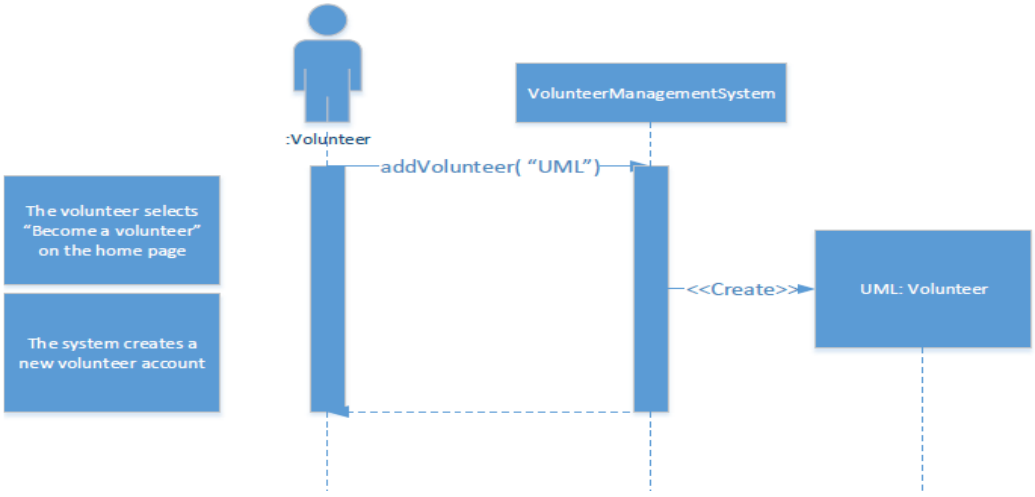
ADD VOLUNTEER

This use case describes how a user would create a volunteer account

USE CASE: ADD VOLUNTEER	ID: 3A
Risk Level: Low	**Primary Actor: User**
Preconditions: None	**Postconditions: Volunteer account is created**

Main Flow:

1.Visitor goes to www.lolaartswi.com
2.Visitor clicks on "Become a volunteer" button on the homepage.
3.Visitor is directed to volunteer account creation page.
4.Visitor enters first name in first name text box.
5.Visitor enters last name in last name text box.
6.Visitor enters email in email textbox.
7.Visitor enters password in password textbox.
8.Visitor enters password in re-enter password textbox.
9.Visitor enters address in address textbox.
10.Visitor enters city in city textbox.
11.Visitor selects state from combo box.
12.Visitor enters zip code in zip code textbox.
13.Visitor clicks "Become a volunteer" button at bottom of page.
14.Visitor is directed to volunteer account page.
15.Visitor is added to volunteer table in database.
16.Visitor receives confirmation email.
17. Use case ends.



Use Cases: Modify Volunteer

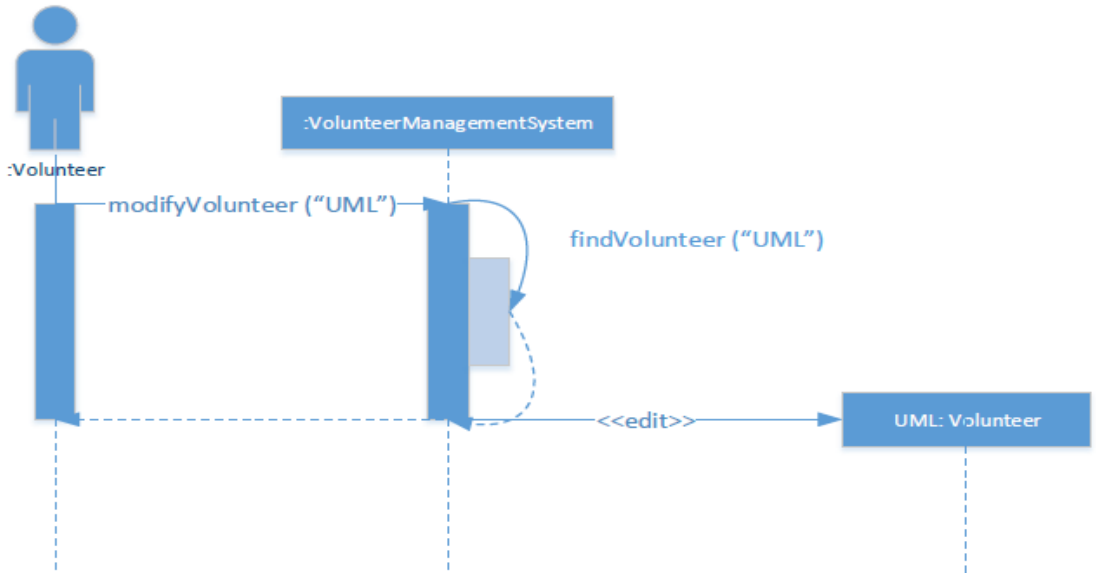
MODIFY VOLUNTEER

This use case describes how a volunteer would modify his or her account

USE CASE: MODIFY VOLUNTEER	ID: 3B
Risk Level: Low	**Primary Actor: Volunteer**
Preconditions: None	**Postconditions: Volunteer account is modified**

Main Flow:

1.Volunteer goes to www.lolaartswi.com
2.Volunteer clicks on volunteer tab on home page.
3.Volunteer enters username in username textbox.
4.Volunteer enters password in password textbox.
5.Volunteer clicks "log in" button
6.Volunteer is directed to account page.
7.Volunteer clicks "edit account" link.
8.Volunteer is directed to edit account page.
9.Volunteer changes account info
10.Volunteer clicks "save changes"
11.Volunteer is directed back to account page
12.New volunteer data is updated in database
13.Use case ends.



Use Cases: Delete Volunteer

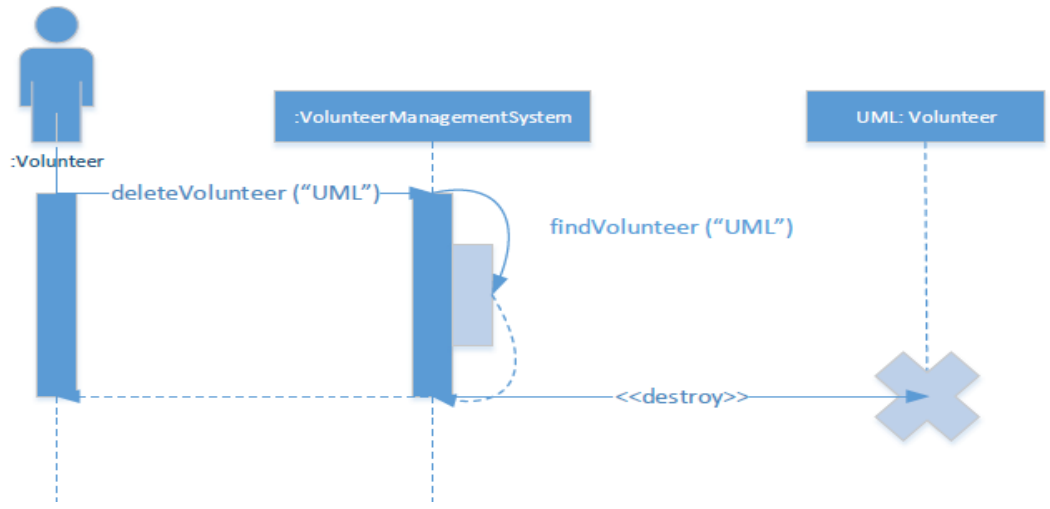
DELETE VOLUNTEER

This use case describes how a volunteer would delete his or her account

USE CASE:DELETE VOLUNTEER	ID: 3C
Risk Level: Low	**Primary Actor: Volunteer**
Preconditions: None	**Postconditions: Volunteer account is deleted**

Main Flow:

1.Volunteer goes to www.lolaartswi.com
2.Volunteer clicks on volunteer tab on home page.
3.Volunteer enters username in username textbox.
4.Volunteer enters password in password textbox.
5.Volunteer clicks "log in" button
6.Volunteer is directed to account page.
7.Volunteer clicks on delete account link
8.Volunteer is directed to account deletion page
9.Volunteer clicks delete account.
10.Message box asking "are you sure you want to delete your account?"
11.User clicks "yes button"
12.Visitor is directed to successful account delete page.
13.Visitor receives confirmation email
14.Visitor account is removed from database.
15.Use case ends.



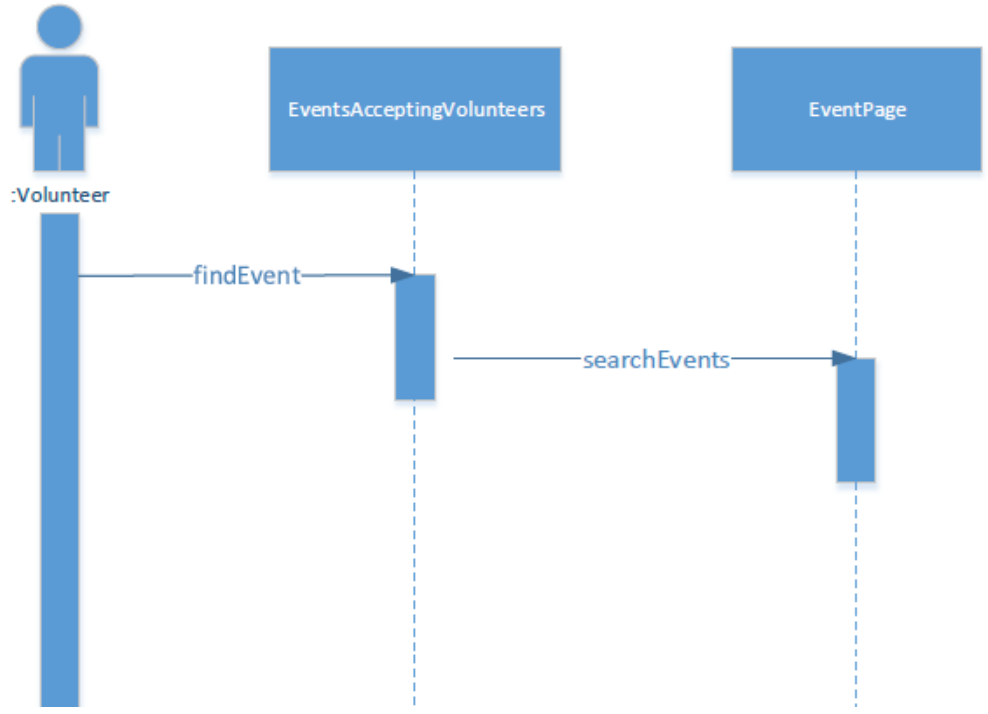
Use Cases: View Events

VIEW EVENTS

This use case describes how a user would view events accepting volunteers

USE CASE: VIEW EVENTS	ID: 3D
Risk Level: Low	**Primary Actor: Volunteer**
Preconditions: None	**Postconditions: Volunteer is directed to events page**

Main Flow:
1.Volunteer goes to www.lolaartswi.com
2.Volunteer clicks on volunteer tab on home page.
3.Volunteer enters username in username textbox.
4.Volunteer enters password in password textbox.
5.Volunteer clicks "log in" button
6.Volunteer is directed to volunteer account page
7.Volunteer clicks "view events" button
8.Volunteer is directed to volunteerable events page.
9.Use case ends



Use Cases: Register Volunteer

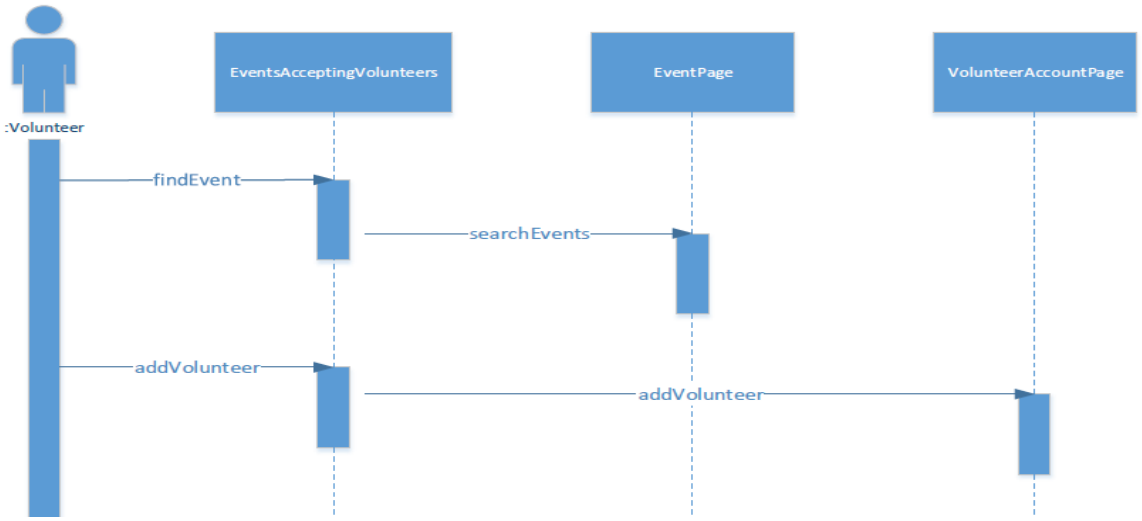
REGISTER VOLUNTEER

This use case describes how a volunteer would register for an event

USE CASE: REGISTER VOLUNTEER	ID: 3E
Risk Level: Low	**Primary Actor: Volunteer**
Preconditions: None	**Postconditions: Volunteer is registered for event**

Main Flow:

1.Volunteer goes to www.lolaartswi.com
2. Volunteer clicks on volunteer tab on home page.
3.Volunteer enters username in username textbox.
4.Volunteer enters password in password textbox.
5.Volunteer clicks "log in" button
6.Volunteer is directed to volunteer account page
7.Volunteer clicks "view events" button
8.Volunteer is directed to volunteerable events page.
9.Volunteer clicks desired event link
10.Volunteer is directed to event page
11.Volunteer clicks "volunteer for this event" button.
12.Message box "Are you sure you want to volunteer?"
13.Volunteer clicks "Yes" button
14.Volunteer is directed to event page.
15.Volunteer receives confirmation email
16.Event data in database is updated (volunteers needed is reduced by 1)
17.Use case ends



Use Cases: Log In Volunteer

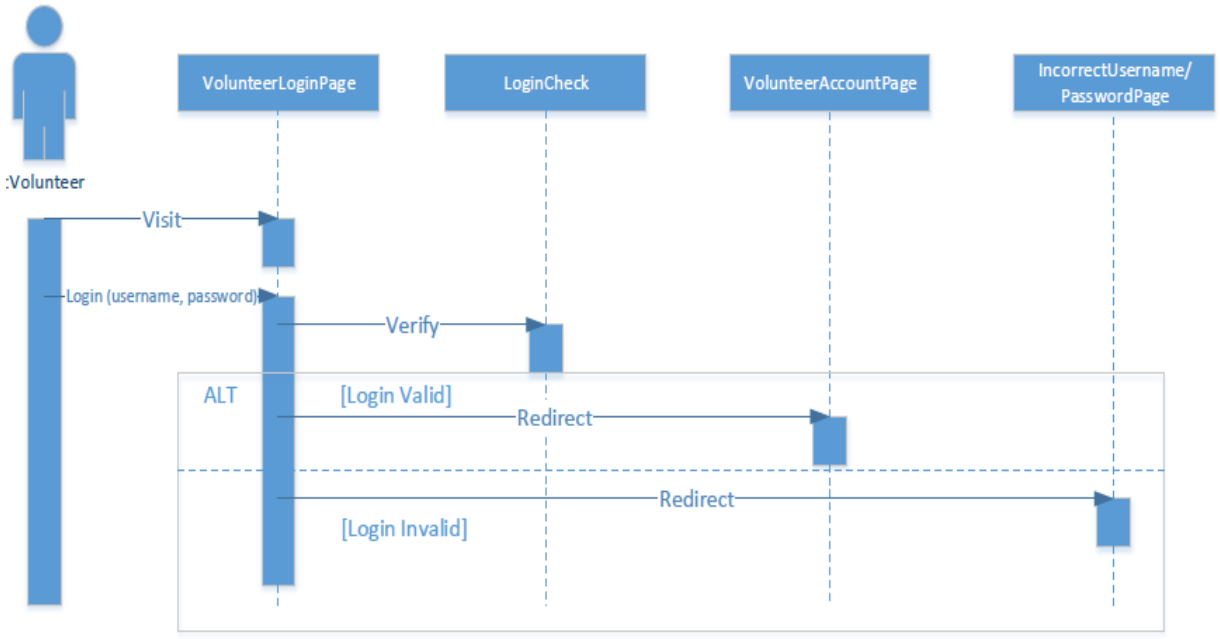
LOG IN

This use case describes how a volunteer would log into his or her account

USE CASE: LOG IN	ID: 3F
Risk Level: Low	**Primary Actor: Volunteer**
Preconditions: Volunteer is not logged into account	**Postconditions: Volunteer is logged into account**

Main Flow:

1.Volunteer goes to www.lolaartswi.com
2.Volunteer clicks on volunteer tab on home page.
3.Volunteer enters username in username textbox.
4.Volunteer enters password in password textbox.
5.Volunteer clicks "log in" button
6.Volunteer is directed to volunteer account page
7.Use case ends



Use Cases: Add Teacher

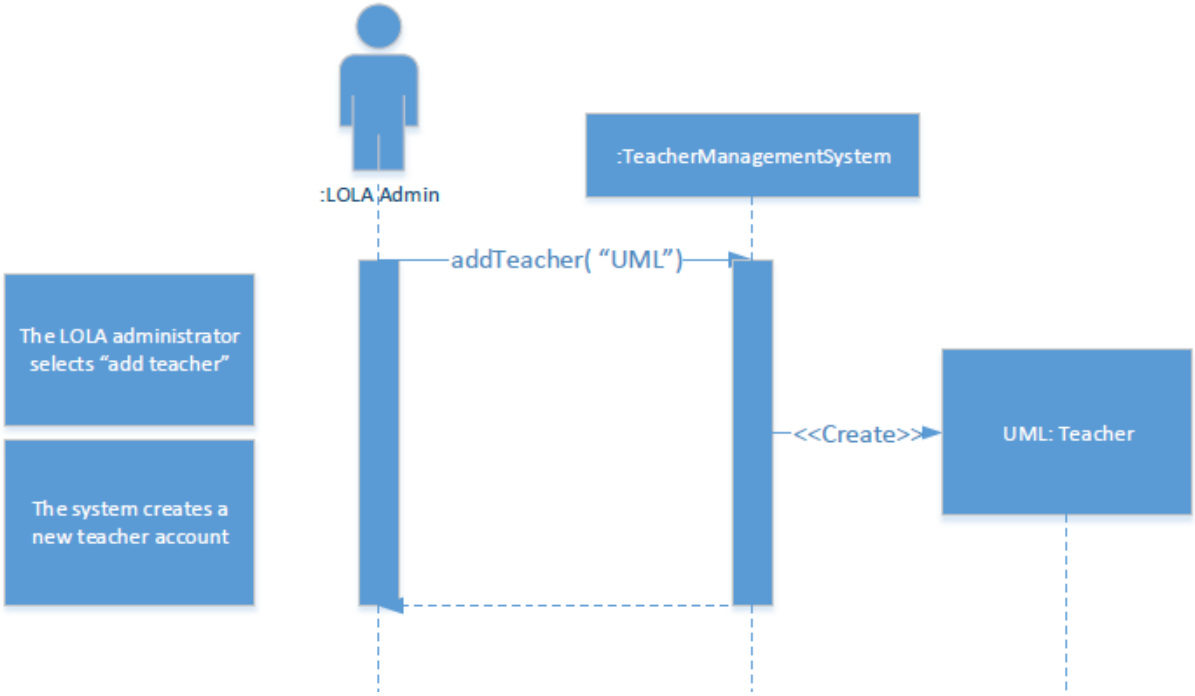
ADD TEACHER

This use case describes how an administrator would create a teacher account

USE CASE:ADD TEACHER	ID: 4A
Risk Level: Low	**Primary Actor: Admin**
Preconditions: Teacher does not have account	**Postconditions: Teacher account is created**

Main Flow:

1.Administrator goes to www.lolaartswi.com
2.Admin clicks "Administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username textbox
5.Admin enters password in password textbox
6.Admin clicks "log in" link
7.Admin is directed to Administration page
8.Admin clicks "Add instructor account" link
9.Admin is directed to instructor account creation page
10.Admin enters new instructor first name in first name textbox
11.Admin enters new instructor last name in last name textbox.
12.Admin enters new instructor address in address textbox.
13.Admin enters new instructor city in city textbox
14.Admin selects new instructor state from state combo box
15.Admin enters new instructor zip code in zip code textbox
16.Admin enters new instructor email in email textbox
17.Admin enters new instructor password in password textbox
18.Admin reenters new instructor password in password textbox
19.Admin enters new instructor phone number in phone number textbox
20.Admin enters new instructor class in class textbox.
21.Admin clicks "create instructor account" link
22.Admin is directed to successful account creation page "Creation successful"
23.New instructor data is added to database.
24.Instructor receives new account email confirmation
25.Use case ends


:LOLA Admin
:TeacherManagementSystem
addTeacher("UML")
The LOLA administrator selects "add teacher"
The system creates a new teacher account
<<Create>>
UML: Teacher

Use Cases: Modify Teacher

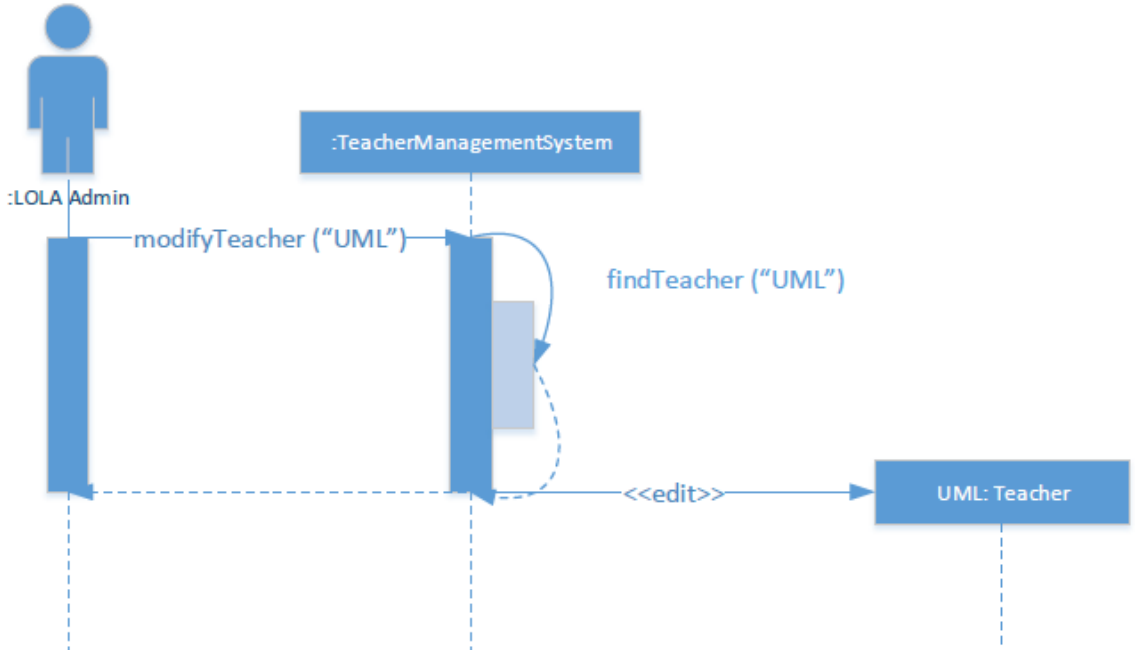
MODIFY TEACHER

This use case describes how a teacher would modify his or her account

USE CASE: MODIFY TEACHER	ID: 4B
Risk Level: Low	**Primary Actor: Teacher**
Preconditions: None	**Postconditions: Teacher account is modified**

Main Flow:

1.Instructor goes to www.lolaartswi.com
2.Instructor clicks "instructors" link at bottom of home page
3.Instructor is directed to instructor log in page
4.Instructor enters username in username text box
5.Instructor enters password in password textbox
6.Instructor clicks "log in"
7.Instructor is directed to account page
8.Instructor clicks "edit account" link
9.Instructor is directed to account editing page
10.Instructor edits account
11.Instructor clicks "save changes"
12.Instructor is directed to account page
13.Instructor data is updated in data base
14.Use case ends



Use Cases: Delete Teacher

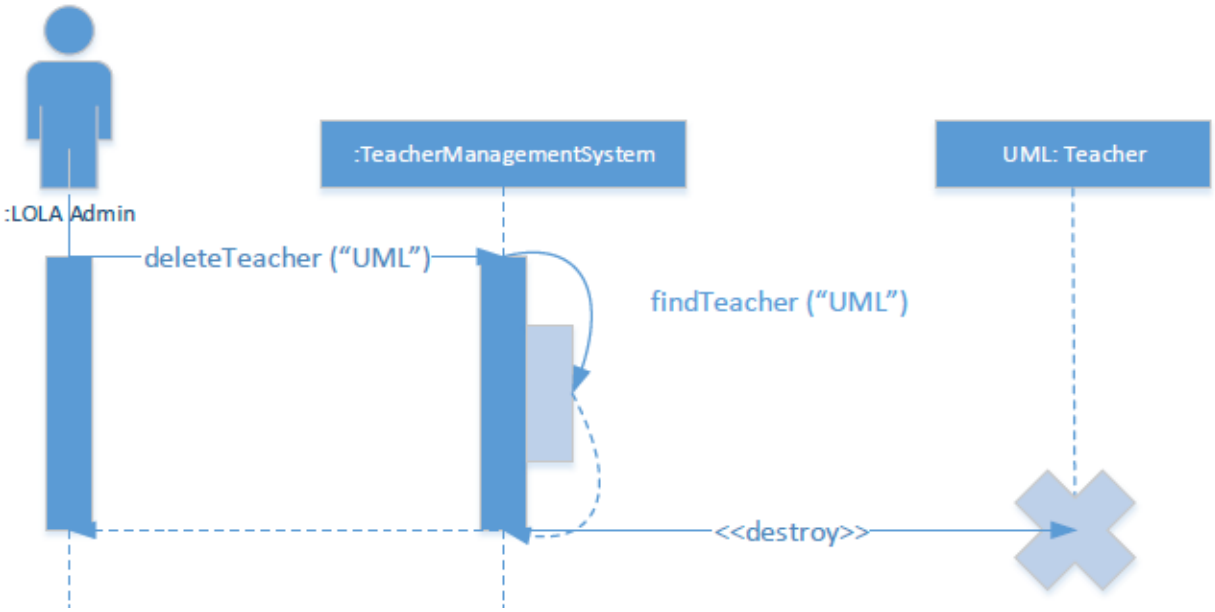
DELETE TEACHER

This use case describes how an admin would delete a teacher account

USE CASE: DELETE TEACHER	ID: 4C
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Teacher account is deleted**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks "Administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username textbox
5.Admin enters password in password textbox
6.Admin clicks "log in" link
7.Admin is directed to Administration page
8.Admin clicks "delete instructor account"
9.Admin is directed to account deletion page
10.Admin selects instructor account to delete
11.Message box "Are you sure you want to delete this account?"
12.Admin clicks "yes"
13.Admin is directed to successful account deletion page "The account has been successfully deleted"
14.Admin account in removed from database
15.Use case ends



Use Cases: Add Course

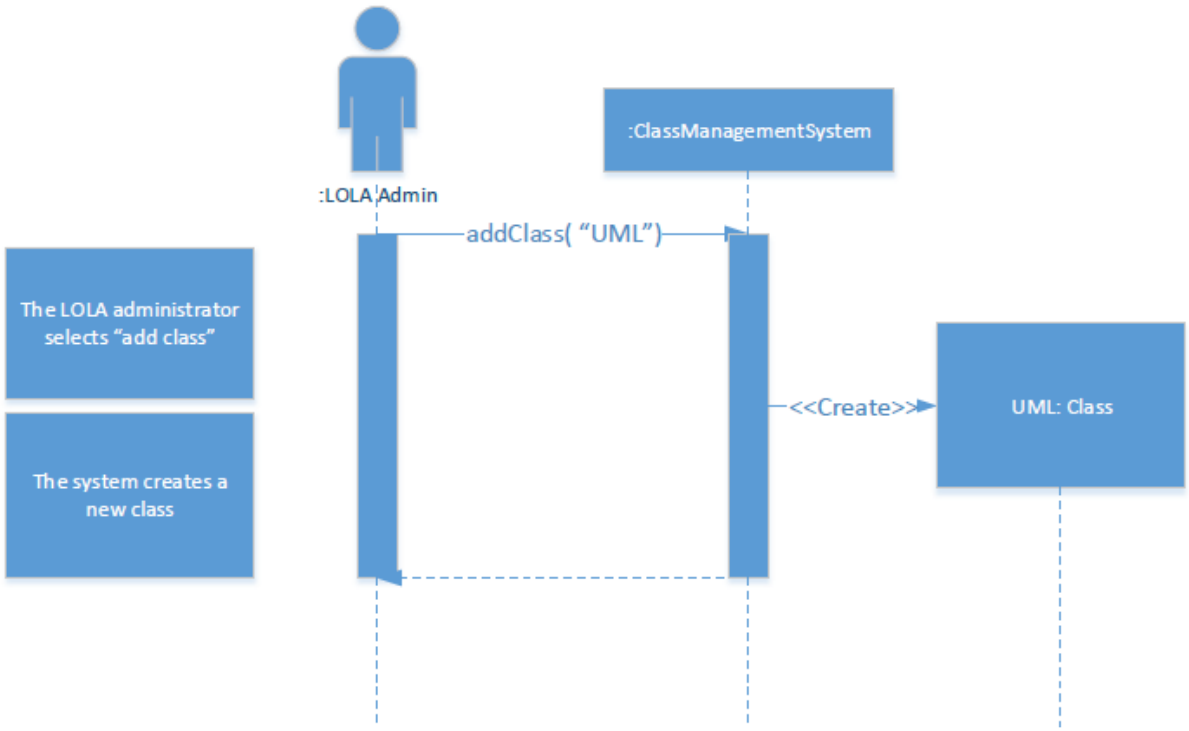
ADD COURSE

This use case describes how an admin would create a course

USE CASE:ADD COURSE	ID: 4D
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Course is created**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks on "administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username text box
5.Admin enters password in password text box
6.Admin clicks "log in" link
7.Admin is directed to admin account page
8.Admin clicks "add class" link
9.Admin is directed to class creation page
10.Admin enters class title in title textbox
11.Admin enters class instructor in instructor textbox
12.Admin enters class description in description textbox
13.Admin selects days class meets from days options
14.Admin selects time class meets form time options
15.Admin selects start date from calendar widget
16.Admin selects end date from calendar widget
17.Admin uploads photos into optional photos
18.Admin enters class cost in cost textbox
19.Admin enters max enrolment in max enrolment textbox
20.Admin clicks "add class"
21.Admin is directed to new page "'Class Name' has been created"
22.Course is added to class available page
23.Course data is added to database
24.Admin receives confirmation email
25.Instructor assigned to class receives confirmation email
26.Use case ends


:LOLA Admin
:ClassManagementSystem
addClass("UML")
<<Create>>
UML: Class
The LOLA administrator selects "add class"
The system creates a new class

Use Cases: Modify Course

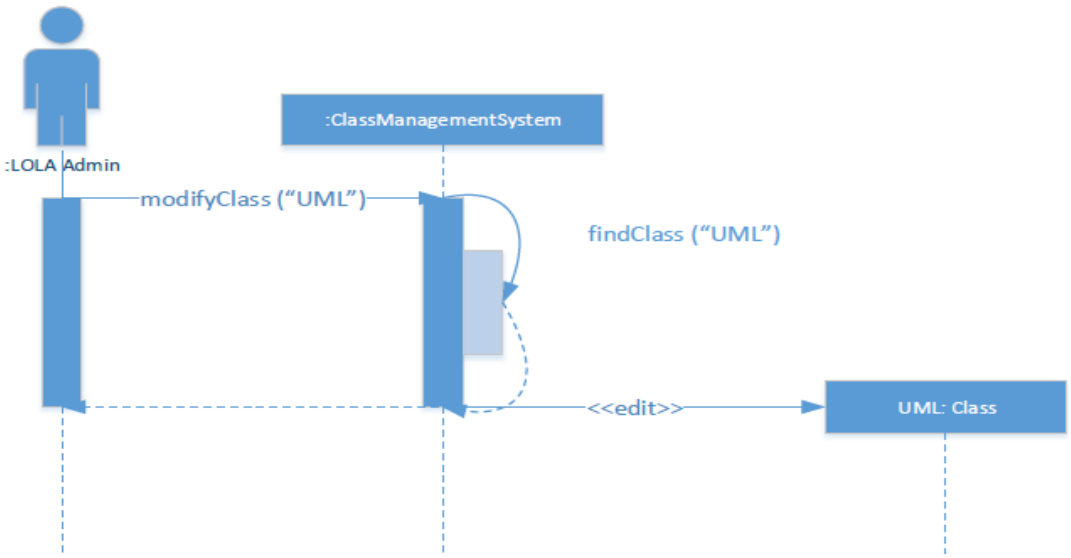
MODIFY COURSE

This use case describes how an instructor would modify a course

USE CASE:MODIFY COURSE	ID: 4D
Risk Level: Low	**Primary Actor: Teacher**
Preconditions: None	**Postconditions: Course is modified**

Main Flow:

1.Instructor goes to www.lolaartswi.com
2.Instructor clicks "instructors" link at bottom of home page
3.Instructor is directed to instructor log in page
4.Instructor enters username in username text box
5.Instructor enters password in password textbox
6.Instructor clicks "log in"
7.Instructor is directed to account page
8.Instructor clicks desired class from "My classes" box
9.Instructor is directed to class page
10.Instructor clicks "edit class" link
11.Instructor is directed to edit class info page
12.Instructor edits class info
13.Instructor clicks "save changes" at bottom of page
14.Changes are made in database to class
15.Instructor is directed to class info page
16.Use case ends



Use Cases: Delete Course

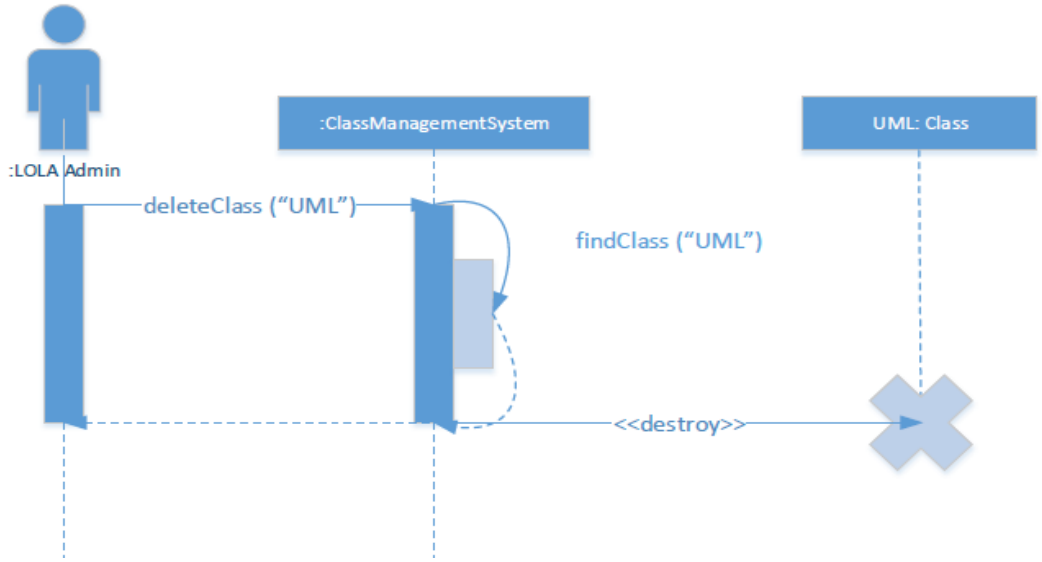
DELETE COURSE

This use case describes how an admin would delete a course

USE CASE: DELETE COURSE	ID: 4D
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Course is deleted**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks on "administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username text box
5.Admin enters password in password text box
6.Admin clicks "log in" link
7.Admin is directed to admin account page
8.Admin clicks "delete class" link
9.Admin is directed to class deletion page
10.Admin clicks desired class
11.Message box "Are you sure you want to delete this class?"
12.Admin clicks "yes"
13.Admin is directed to new page "'class' is successfully deleted"
14.Course is removed from database
15.Admin receives confirmation email
16.Use case ends



Use Cases: Log In Teacher

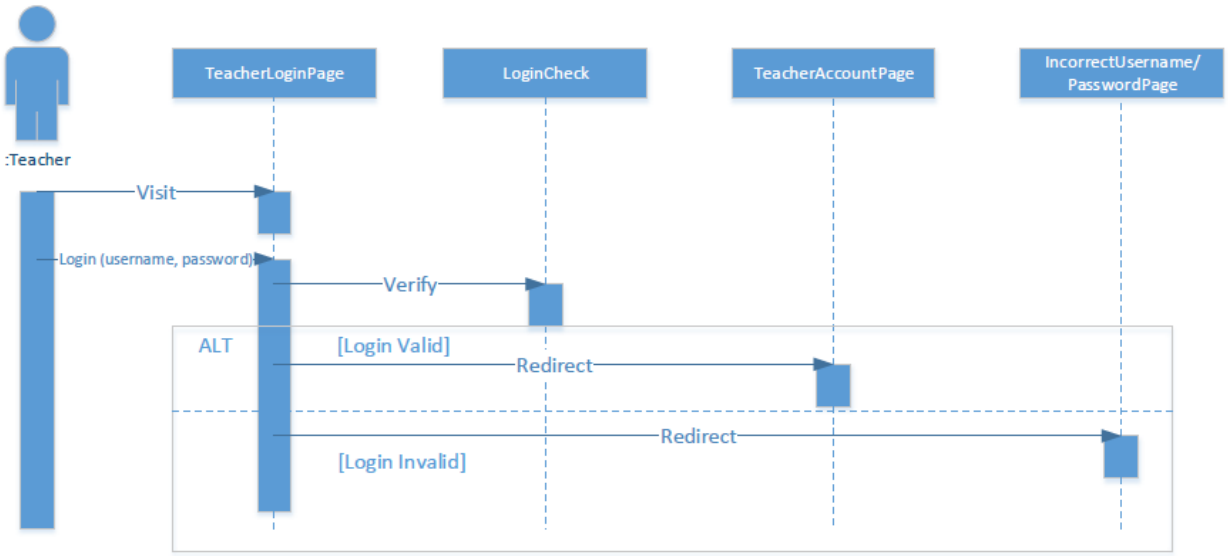
LOG IN

This use case describes how a teacher would log into his or her account

USE CASE:LOG IN	ID: 4E
Risk Level: Low	**Primary Actor: Teacher**
Preconditions: Teacher is not logged in	**Postconditions: Teacher is logged in**

Main Flow:

1.Instructor goes to www.lolaartswi.com
2.Instructor clicks "instructors" link at bottom of home page
3.Instructor is directed to instructor log in page
4.Instructor enters username in username text box
5.Instructor enters password in password textbox
6.Instructor clicks "log in"
7.Instructor is directed to account page
8.Use case ends



Use Cases: Add Photo

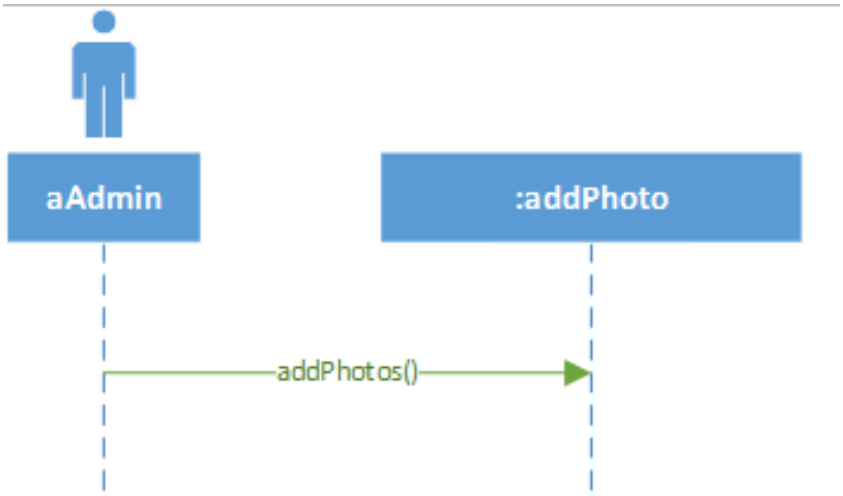
ADD PHOTO

This use case describes how an admin would upload photos

USE CASE:ADD PHOTO	ID: 5B
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Photo is uploaded**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks on "administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username text box
5.Admin enters password in password text box
6.Admin clicks "log in" link
7.Admin is directed to admin account page
8.Admin clicks "photo gallery" link
9.Admin is directed to photo gallery page
10.Admin clicks "upload photos"
11.File upload box appears
12.Admin selects desired photos
13.Admin clicks "upload" button
14.File upload box disappears
15.Uploaded photos appear in gallery
16.Use case ends



Use Cases: Modify Photo

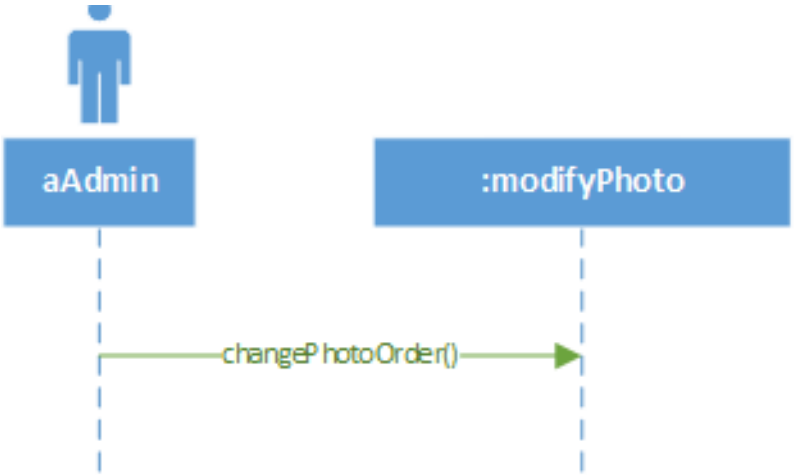
MODIFY PHOTO

This use case describes how an admin would modify a photo

USE CASE: MODIFY PHOTO	ID: 5C
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Photo is modified**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks on "administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username text box
5.Admin enters password in password text box
6.Admin clicks "log in" link
7.Admin is directed to admin account page
8.Admin clicks "photo gallery" link
9.Admin is directed to photo gallery page
10.Admin clicks "edit photos"
11.Admin directed to photo gallery editing page
12.Admin edits photos (rearranging, adding comments)
13.Admin clicks "save changes"
14.Admin is directed to photo gallery page
15.Use case ends


aAdmin
:modifyPhoto
changePhotoOrder()

Use Cases: Delete Photo

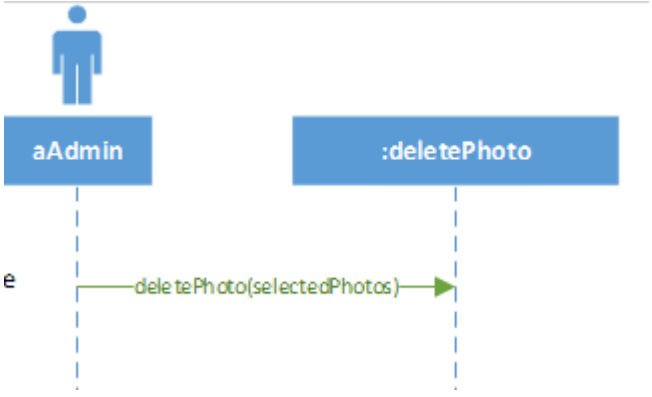
DELETE PHOTO

This use case describes how an admin would delete photos

USE CASE: DELETE PHOTO	ID: 5D
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Photo is deleted**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks on "administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username text box
5.Admin enters password in password text box
6.Admin clicks "log in" link
7.Admin is directed to admin account page
8.Admin clicks "photo gallery" link
9.Admin is directed to photo gallery page
10.Admin clicks "delete photos" link
11.Admin selects photos to delete
12.Admin clicks "delete" link
13.Message box "Are you sure you want to delete the selected photos?"
14.Admin clicks ok
15.Photos are deleted
16.Admin is directed to photo gallery page
17.Use case ends



Use Cases: Add Event

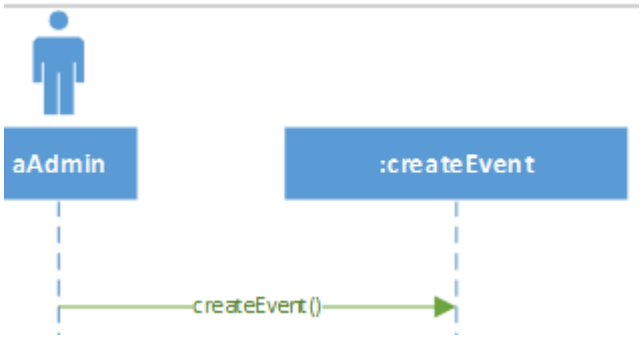
ADD EVENT

This use case describes how an admin would add an event

USE CASE:ADD EVENT	ID: 5E
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Event is created**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks on "administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username text box
5.Admin enters password in password text box
6.Admin clicks "log in" link
7.Admin is directed to admin account page
8.Admin clicks on "Add event" link
9.Admin is directed to add event page
10.Admin enters selects event date from calendar widget
11.Admin enters event start time in start time textbox
12.Admin enters event end time in end time textbox
13.Admin enters location in location textbox
14.Admin enter event name in event name textbox
15.Admin enters event info in info textbox
16.Admin enters event price in price textbox
17.Admin enters seats available in seats available textbox
18.Admin clicks "Add to calendar"
19.Admin is directed to administration page
20.Use case ends



Use Cases: Modify Event

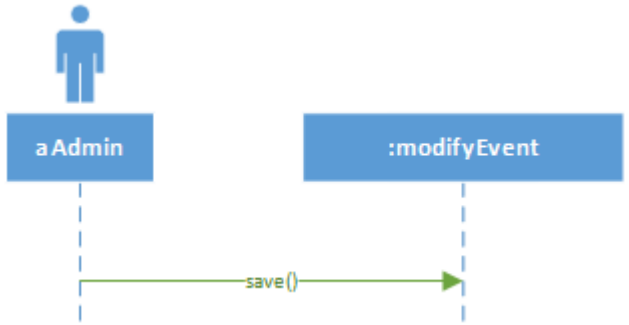
MODIFY EVENT

This use case describes how an admin would modify an event

USE CASE:MODIFY EVENT	ID: 5F
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Event is modified**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks on "administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username text box
5.Admin enters password in password text box
6.Admin clicks "log in" link
7.Admin is directed to admin account page
8.Admin clicks “Events” link
9.Admin is directed to Events page
10.Admin clicks on desired event
11.Admin is directed to Event info page
12.Admin clicks “Edit” link
13.Page becomes editable
14.Admin makes modifications to event
15.Admin clicks “Save Changes” link at bottom of page
16.Event info in calendar is updated
17.Use case ends



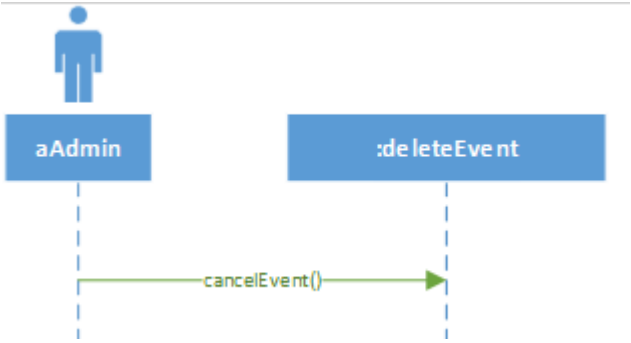
Use Cases: Delete Event

DELETE EVENT

This use case describes how an admin would delete an event

USE CASE:DELETE EVENT	ID: 5G
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Event is deleted**

Main Flow:
1.Admin goes to www.lolaartswi.com
2.Admin clicks on "administration" link at bottom of home page
3.Admin is directed to admin log in page
4.Admin enters username in username text box
5.Admin enters password in password text box
6.Admin clicks "log in" link
7.Admin is directed to admin account page
8.Admin clicks “Events” link
9.Admin is directed to Events page
10.Admin clicks on desired event
11.Admin is directed to Event info page
12.Admin clicks “Edit” link
13.Page becomes editable
14.Admin clicks “Delete Event”
15.Message box “Are you sure you want to delete this event?”
16.Admin clicks “Yes”
17.Event is removed from calendar
18.Use case ends



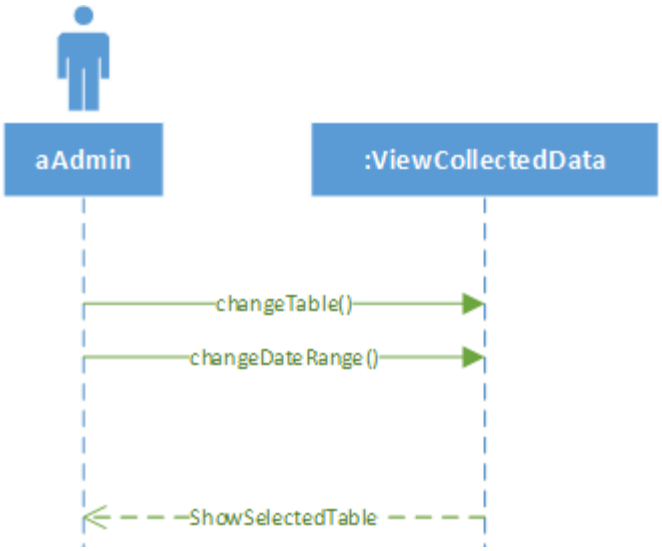
Use Cases: View Data

VIEW DATA

This use case describes how an admin would view collected data

USE CASE: VIEW DATA	ID: 5H
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Admin is directed to data collection page**

Main Flow:
1.Admin goes to www.lolaartswi.com
2.Admin clicks "Administration" link at bottom of home page
3.Admin is directed to Administration log in page
4.Admin enters username in username text box
5.Admin enters password in password textbox
6.Admin clicks "log in"
7.Admin is directed to Administration page
8.Admin clicks "view collected data" link
9.Admin directed to data collection page.
10.Use case ends



Use Cases: Create Grant Report

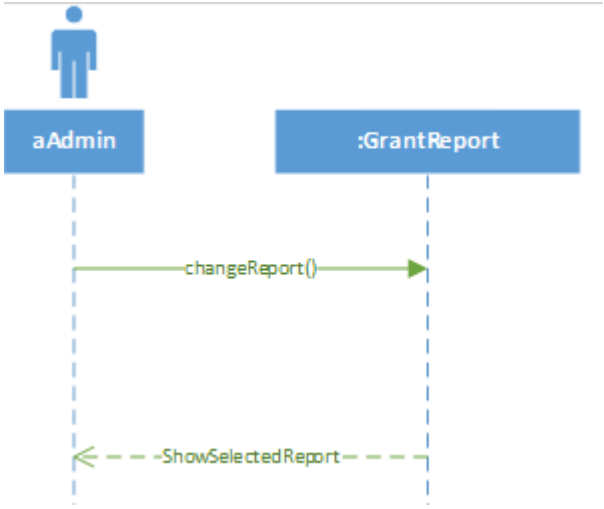
CREATE GRANT REPORT

This use case describes how an admin would create a grant report

USE CASE: CREATE GRANT REPORT	ID: 5I
Risk Level: Low	**Primary Actor: Admin**
Preconditions: None	**Postconditions: Grant report is created**

Main Flow:

1.Admin goes to www.lolaartswi.com
2.Admin clicks "Administration" link at bottom of home page
3.Admin is directed to Administration log in page
4.Admin enters username in username text box
5.Admin enters password in password textbox
6.Admin clicks "log in"
7.Admin is directed to Administration page
8.Admin clicks "view collected data" link
9. Admin directed to data collection page.
10. Admin clicks “Export Data”
11. Admin selects save location.
12. Admin clicks Export
13. use case ends



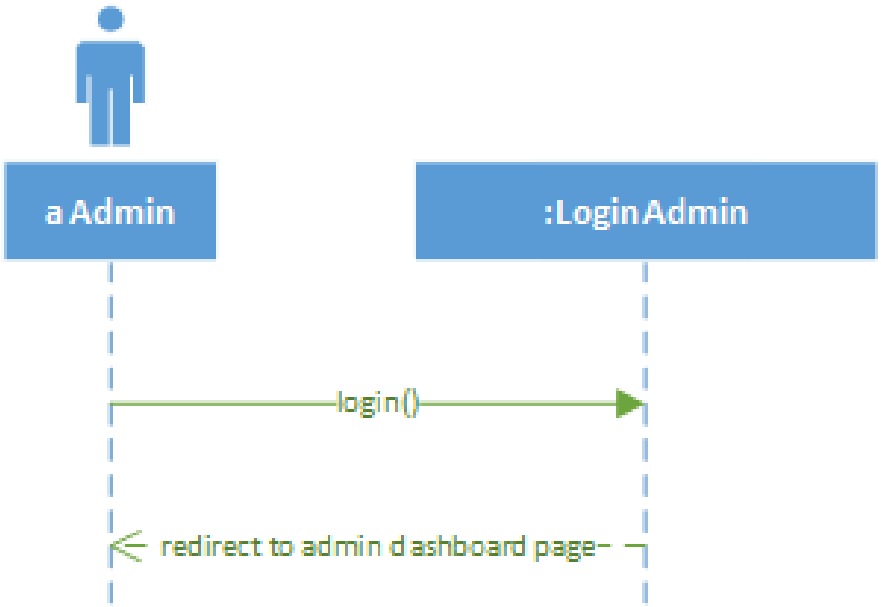
Use Cases: Log In Administrator

LOG IN

This use case describes how an admin would log into his or her account

USE CASE:LOG IN	ID: 5J
Risk Level: Low	**Primary Actor: Admin**
Preconditions: Admin is not logged in	**Postconditions: Admin is logged in**

Main Flow:
1.Admin goes to www.lolaartswi.com
2.Admin clicks "Administration" link at bottom of home page
3.Admin is directed to Administration log in page
4.Admin enters username in username text box
5.Admin enters password in password textbox
6.Admin clicks "log in"
7.Admin is directed to Administration page
8.Use case ends



Use Cases: View Events

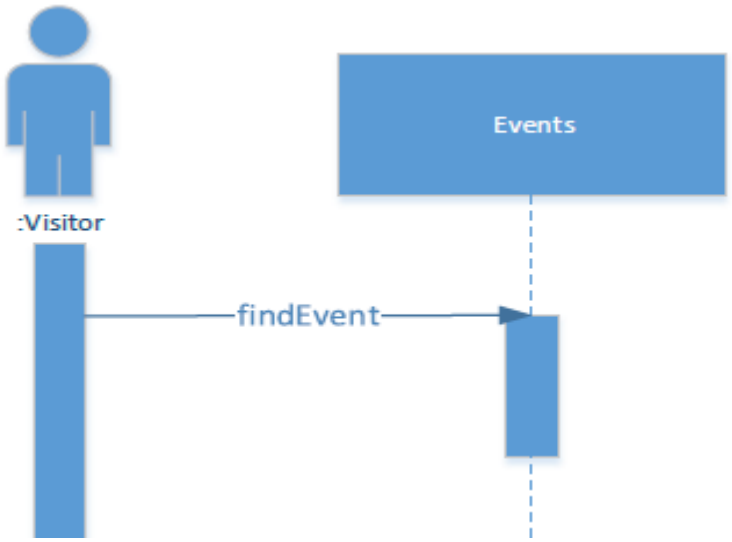
VIEW EVENTS

This use case describes how a visitor would view events

USE CASE: VIEW EVENTS	ID: 6A
Risk Level: Low	**Primary Actor: Visitor**
Preconditions: None	**Postconditions: Visitor is directed to events page**

Main Flow:

1.Visitor goes to www.lolaartswi.com
2.Visitor clicks "events" tab on home page
3.Visitor is directed to events page
4.Use case ends



Use Cases: View Event

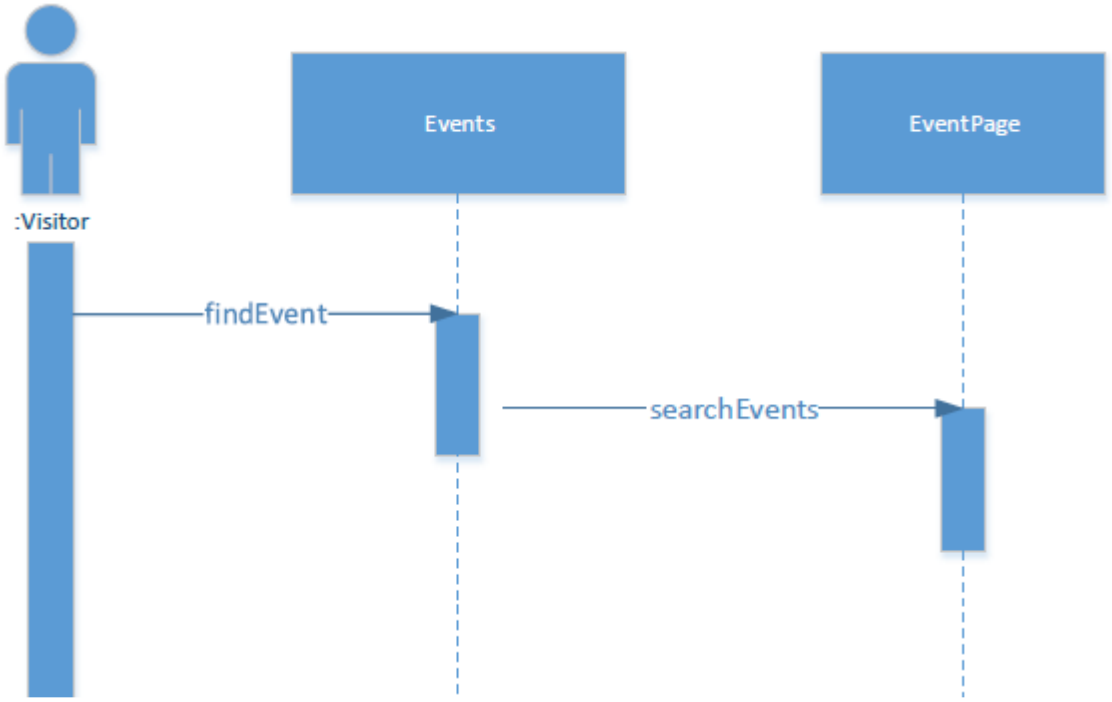
VIEW EVENT

This use case describes how a visitor would view event information

USE CASE:VIEW EVENT	ID: 6B
Risk Level: Low	**Primary Actor: Visitor**
Preconditions: None	**Postconditions: Visitor is directed to event information page**

Main Flow:

1. Visitor goes to www.lolaartswi.com
2. Visitor clicks "events" tab on home page
3. Visitor is directed to events page
4.Visitor clicks desired event link
5.Visitor is directed to event page
6.Use case ends



Use Cases: Purchase Ticket

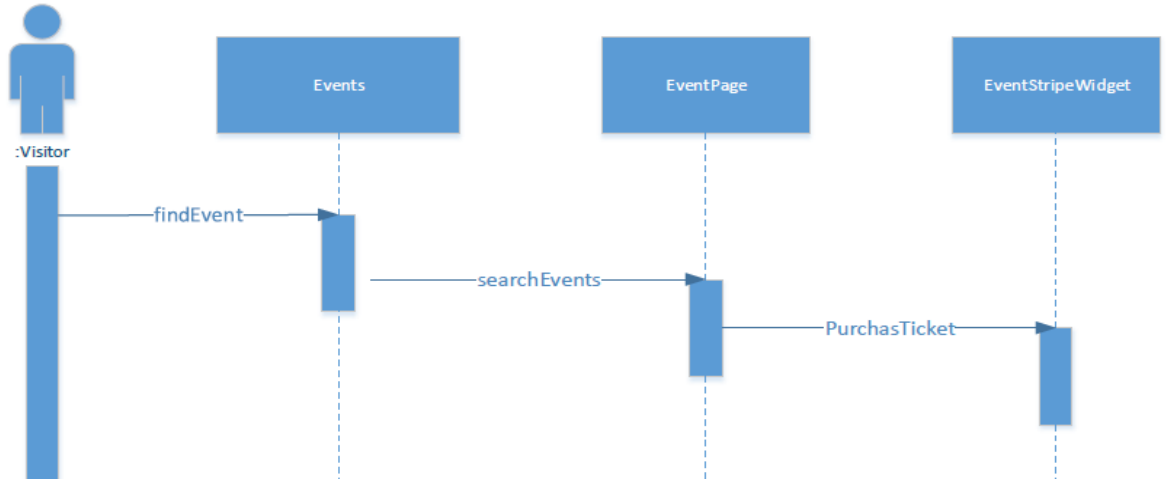
PURCHASE TICKET

This use case describes how a visitor would purchase a ticket for an event

USE CASE:PURCHASE TICKET	ID: 6C
Risk Level: High	**Primary Actor: Visitor**
Preconditions: None	**Postconditions: Ticket is purchased**

Main Flow:

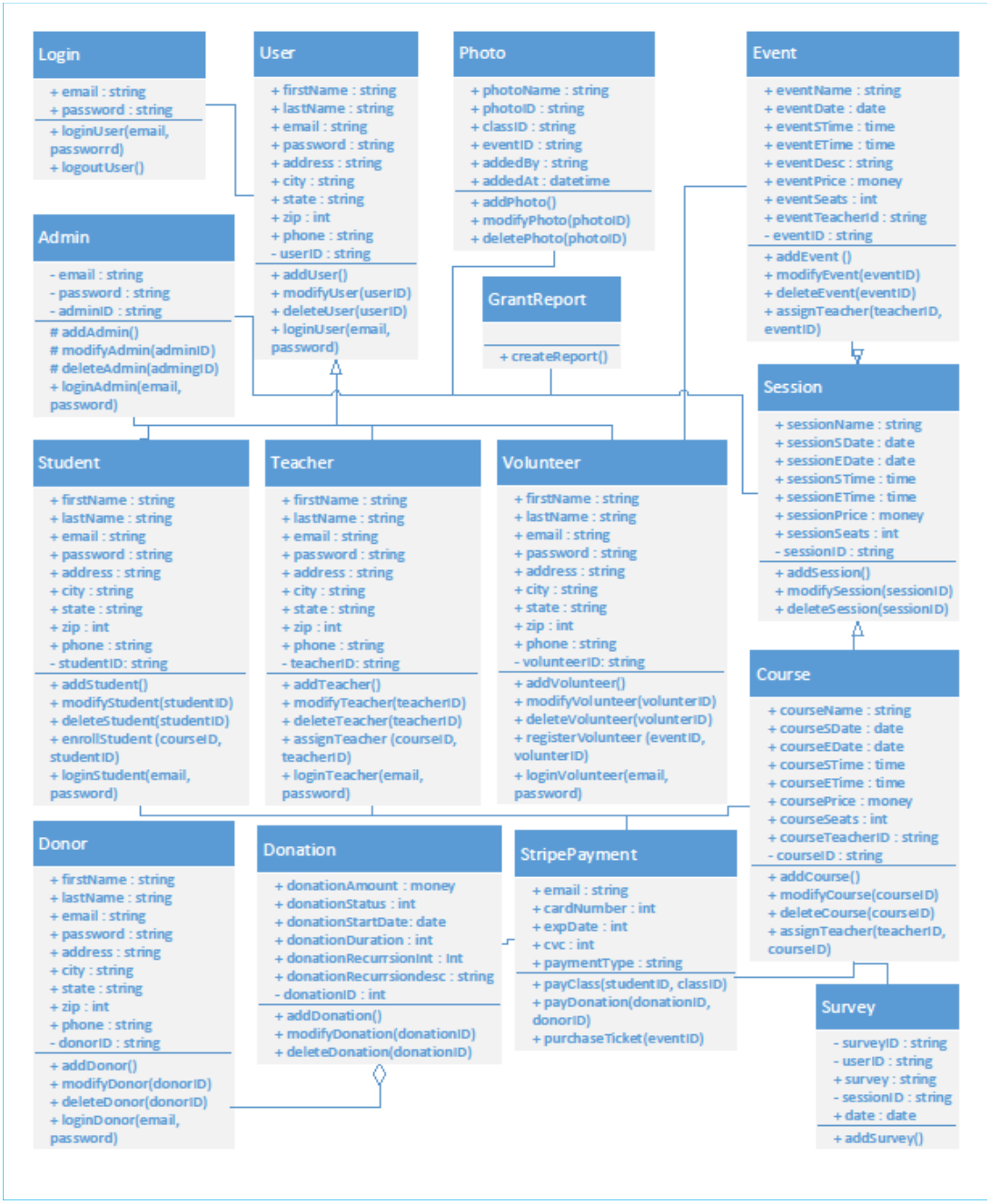
1.Visitor goes to www.lolaartswi.com
2.Visitor clicks "events" tab on home page
3.Visitor is directed to events page
4.Visitor clicks desired event link
5.Visitor is directed to event page
6.Visitor enters first name in first name textbox (stripe)
7.Visitor enters last name in last name textbox (stripe)
8.Visitor enters card number in card number textbox (stripe)
9.Visitor enters expiration date in expiration date box (stripe)
10.Visitor enters CVC in CVC textbox (stripe)
11.Visitor enters email in email textbox (stripe)
12.Visitor clicks "purchase ticket" (stripe)
13.Message box "thank you for your purchase"
14.Visitor receives confirmation email
15.Event data in database is updated (seats available -1)
16.Event data on event page is updated (seats available -1)
17.Use case ends



Class Diagram

HOW TO READ THE USE CLASS DIAGRAM

The class diagram displays how each user and action interacts with each other on a large scale.



Data Dictionary

HOW TO READ THE USE DATA DICTIONARY

The data dictionary displays all the different forms of data that the website will generate and used to function. Each data entry has a description. Each entry also holds sub entries containing details about itself and the size and type of data that each sub entry is.

USER

All the different types of users of the website, including students, donors, volunteers, teachers, and administrators will all be generated from an abstract user class which has basic attributes that are shared among all the different user classes.

SESSION

The two different types of sessions, courses and events, will be generated from an abstract session class. This session class has the common attributes that the course and event classes share.

Student

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Student	A user who is enrolling in courses	studentID	Unique identification number	integer	10
		firstName	First name of student	string	25
		lastName	Last name of student	string	25
		email	Email address of student (also serves as login)	string	25
		password	Password for account login	string	15
		address	Address of student	string	25
		city	City of student	string	25
		state	State of student	string	2
		zip	Zip code of student	integer	5
		phone	Phone number of student	string	12

Donor

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Donor	A user is donating to LOLA	donorID	Unique identification number	integer	10
		firstName	First name of donor	string	25
		lastName	Last name of donor	string	25
		email	Email address of donor (also serves as login)	string	25
		password	Password for account login	string	15
		address	Address of donor	string	25
		city	City of donor	string	25
		state	State of donor	string	2
		zip	Zip code of donor	integer	5
		phone	Phone number of donor	string	12

Volunteer

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Volunteer	A user is volunteering for LOLA	volunteerID	Unique identification number	integer	10
		firstName	First name of volunteer	string	25
		lastName	Last name of volunteer	string	25
		email	Email address of volunteer (also serves as login)	string	25
		password	Password for account login	string	15
		address	Address of volunteer	string	25
		city	City of volunteer	string	25
		state	State of volunteer	string	2
		zip	Zip code of volunteer	integer	5
		phone	Phone number of volunteer	string	12

Teacher

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Teacher	A user who is teaching courses at LOLA	teacherID	Unique identification number	integer	10
		firstName	First name of teacher	string	25
		lastName	Last name of teacher	string	25
		email	Email address of teacher (also serves as login)	string	25
		password	Password for account login	string	15
		address	Address of teacher	string	25
		city	City of teacher	string	25
		state	State of teacher	string	2
		zip	Zip code of teacher	integer	5
		phone	Phone number of teacher	string	12

Administrator

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Admin	Person with administrator account and privileges	adminID	Unique identification number	integer	10
		firstName	First name of administrator	string	15
		lastName	Last name of administrator	string	20
		email	Email/username of administrator	string	25
		password	Password for administrator account	string	15

User

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
User	Abstract class containing all user classes	userID	Unique identification number	integer	10
		firstName	First name of user	string	20
		lastName	Last name of user	string	20
		email	Email address/ username of user	string	25
		password	Password related to user account	string	10
		userType	Type of user account (admin, student, teacher, donor, volunteer)	string	20

Session

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Session	Abstract class for an event or course LOLA is hosting	sessionID	Unique identification number	integer	10
		sessionName	Name of the event	string	25
		sessionDescription	Description of the event	string	500
		sessionSDate	Date of the event	string	25
		sessionEDate	End date of session	string	25
		sessionSTime	Start time of session	string	10
		sessionETime	End time of session	string	10
		sessionPrice	Price of session	Decimal	4
		sessionSeats	Seats available for session	Int	3

Course

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Course	A course offered to students at LOLA	courseID	Unique identification number	integer	10
		courseName	Name of the course	string	25
		courseDescription	Description of the course	string	500
		courseSDate	Start date of the course	string	10
		courseEDate	End date of the course	string	10
		courseSTime	Start time of the course	string	10
		courseETime	End time of the course	string	10
		coursePrice	Price of enrollment of course	integer	3
		courseSeats	Number of seats available in course	Integer	2
		teacherID	Teacher ID of related teacher	Integer	10

Event

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Event	An event which LOLA hosts and sells tickets for	eventID	Unique identification number	integer	10
		eventName	Name of the event	string	25
		eventDescription	Description of the event	string	500
		eventDate	Date of the event	string	25
		eventSTime	Start time of the event	string	10
		eventETime	End time of the event	string	10
		eventPrice	Price of tickets for the event	string	10
		eventSeats	Number of seats available for event	integer	3

Donation

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Donation	A monetary donation made by a donor with account	donationID	Unique identification number	integer	10
		donationAmount	Amount of donation	Decimal	7
		donationStatus	Status of donation (either one-time or recurring)	int	1
		donationSDate	Start date of recurring donation	string	10
		Duration	Duration of recurring donation	Int	3
		donationRecursion	Number of times the donation will reoccur in desired period	Int	2
		donationRecursionType	Period of donation recursion (monthly, quarterly, semi-annually, annually)	String	20
		donorID	Donor ID of related donor	Int	10

Photo

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Photo	A photo uploaded to LOLA's website	photoID	Unique identification number	integer	10
		photoName	Name of the photo	string	25
		photoDescription	Description of the photo	string	500
		sessionID	Session ID of related course or event	Int	10
		addedBy	Name of admin who uploaded photo	string	20
		dateAdded	Date when photo was uploaded	string	10

Grant Report

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Grant Report	A grant report generated by LOLA admin	donorData	Donor table containing data related to donors and donations	.xml	
		studentData	Stdent table containing data related to students and classes	.xml	
		eventData	Event table containing data related to events and ticket sales	.xml	

Survey

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Survey	A survey completed by LOLA user	surveyID	Unique identification number	integer	10
		userID	ID of user completing suvey	Int	10
		survey	Survey created by user	string	1000
		sessionID	ID of session surveyed	Int	10
		date	Date of survey	string	15

Stripe Payment

Entity Name	Entity Description	Column Name	Column Description	Data Type	Length
Stripe Payment	Payment made to LOLA using Stripe Payment System	Email	Email address of user making payment	String	20
		cardNumber	Card number of card making payment	Int	20
		expDate	Expiration date of related card	Int	4
		cvc	CVC code of related card	Int	5
		paymentType	Type of payment (donation, tuition, ticket purchase)	string	20

Windows Navigation Diagrams

A Windows Navigation Diagram shows how the system is laid out starting with the landing page, which in this case would be the home page of the site. It displays the buttons or links that are needed to be clicked to navigate to the next screen. The lines show how one screen are connected to another. The main links from the home page are Classes/Events landing page, Donation Landing Page, and the LOLA Lovers Landing page. The LOLA Lovers Landing page is where teachers, volunteers and Admins will go to go to log in to get to more functionality.

Physical Architecture Design

Design Procedures for Security

OUR SECURITY

As mentioned in the nonfunctional requirements, the staff will have acces to the system through any web browser. The user will have to authenticate an employee username and password every time they log into the system regardless of browser.

Students

Students will need to provide both username and password for verification when logging into their account.

Donors

Donors will need to provide both username and password for verification when logging into their account.

Teachers

Teachers will need to provide both username and password for verification when logging into their account.

Volunteers

Volunteers will need to provide both username and password for verification when logging into their account.

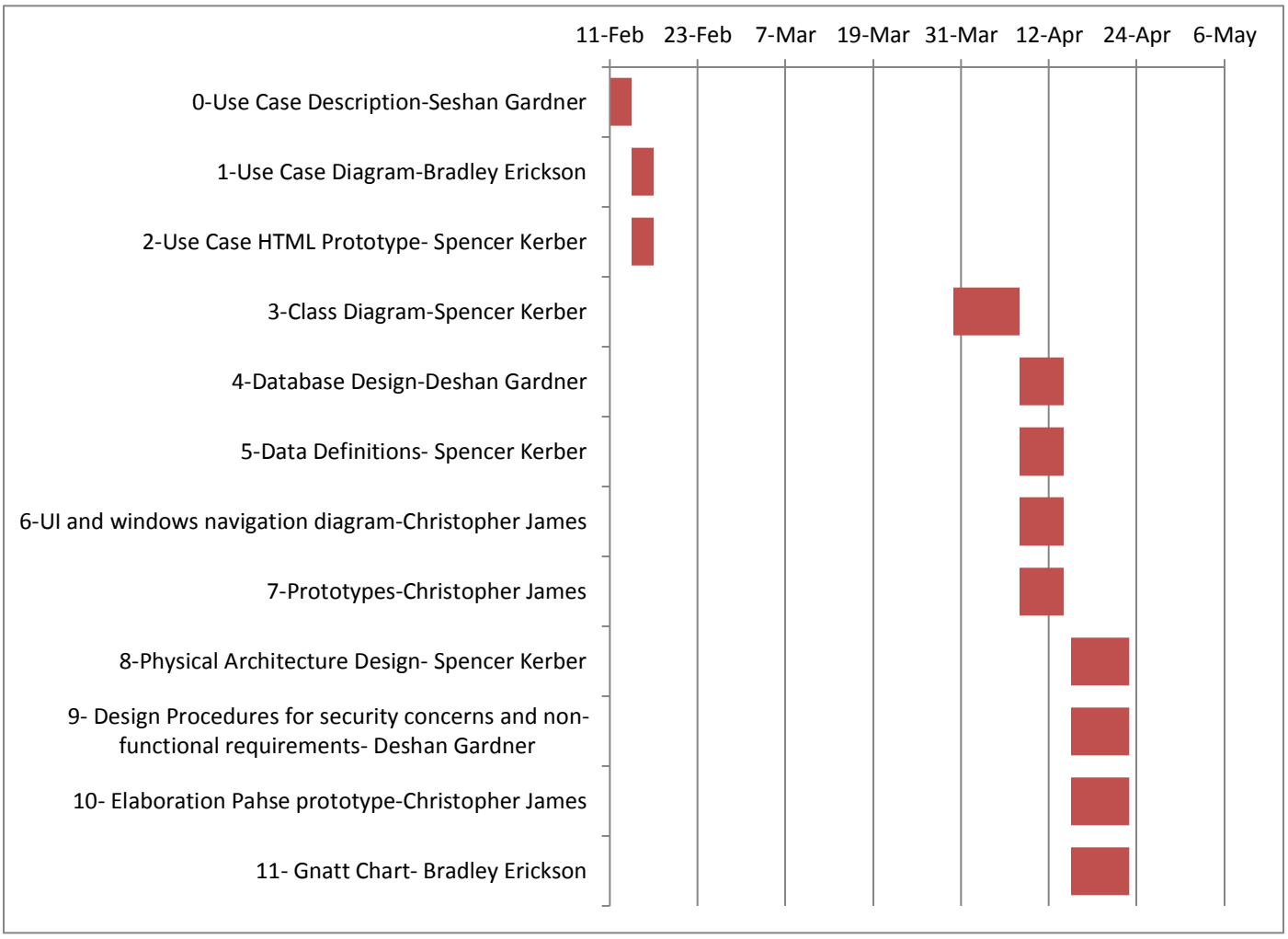
Administrators

Administrators will need to provide both username and password for verification when logging into their account.

A SMALL ORANGE SECURITY

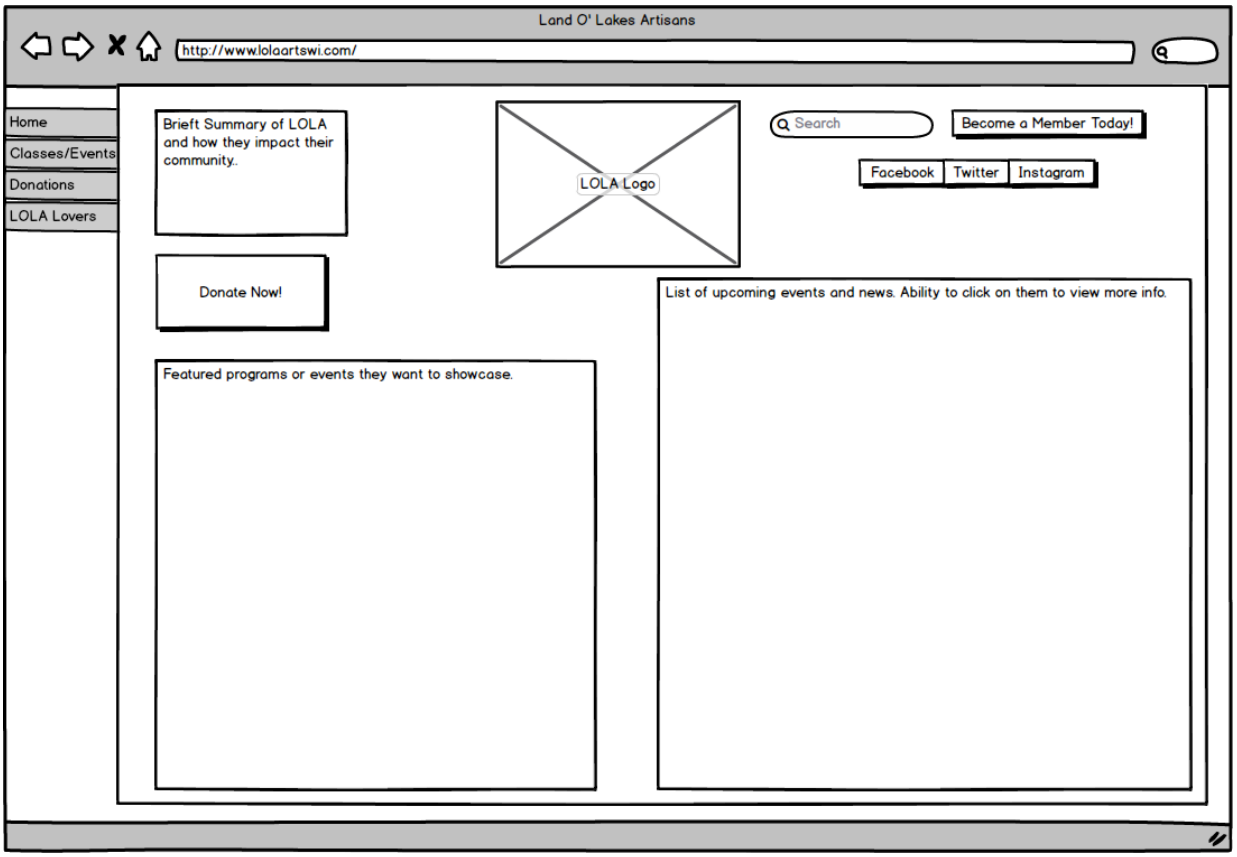
The online database and backup software we plan to incorporate proves 24/7/365 monitoring and provides alerts for any network update that could affect your service

Gantt Chart

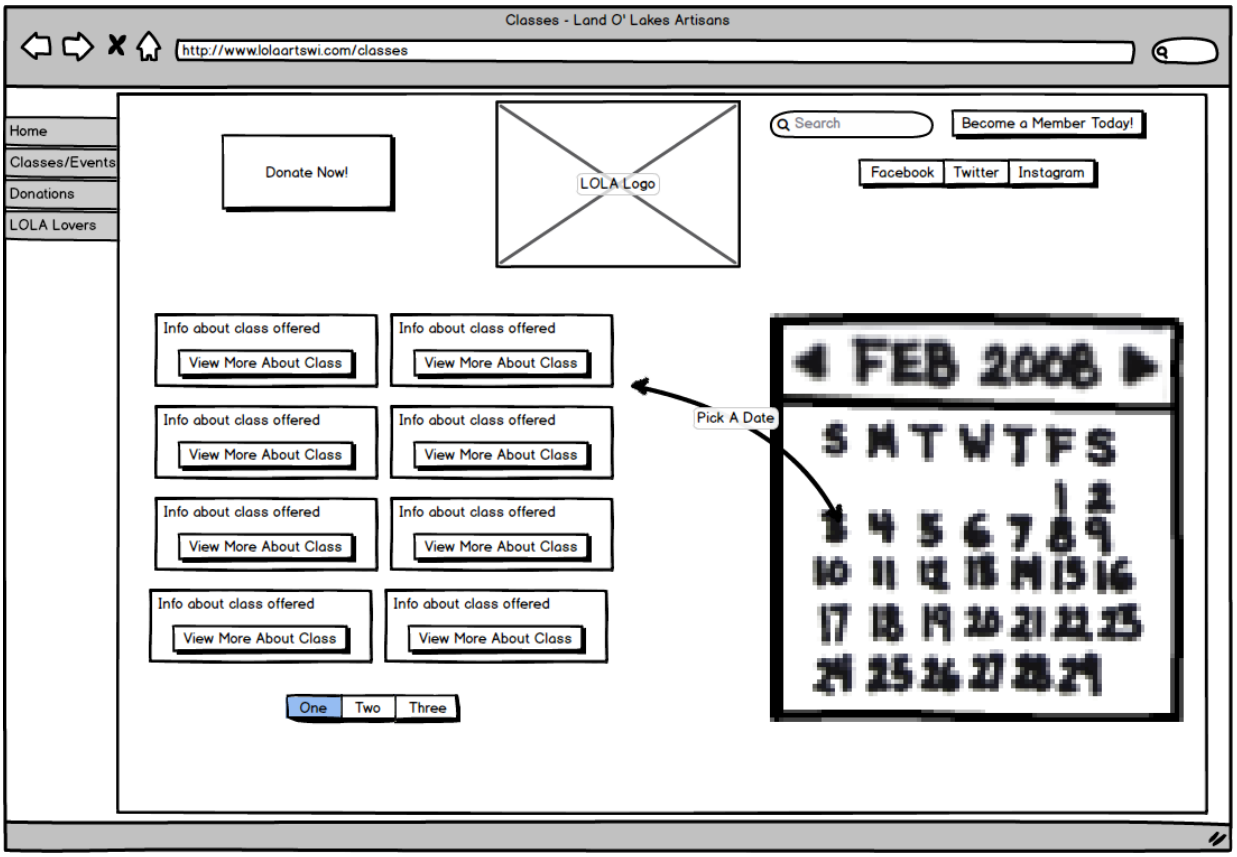

11-Feb
23-Feb
7-Mar
19-Mar
31-Mar
12-Apr
24-Apr
6-May
0-Use Case Description-Seshan Gardner
1-Use Case Diagram-Bradley Erickson
2-Use Case HTML Prototype- Spencer Kerber
3-Class Diagram-Spencer Kerber
4-Database Design-Deshan Gardner
5-Data Definitions- Spencer Kerber
6-UI and windows navigation diagram-Christopher James
7-Prototypes-Christopher James
8-Physical Architecture Design- Spencer Kerber
9- Design Procedures for security concerns and non-functional requirements- Deshan Gardner
10- Elaboration Pahse prototype-Christopher James
11- Gnatt Chart- Bradley Erickson

Prototypes

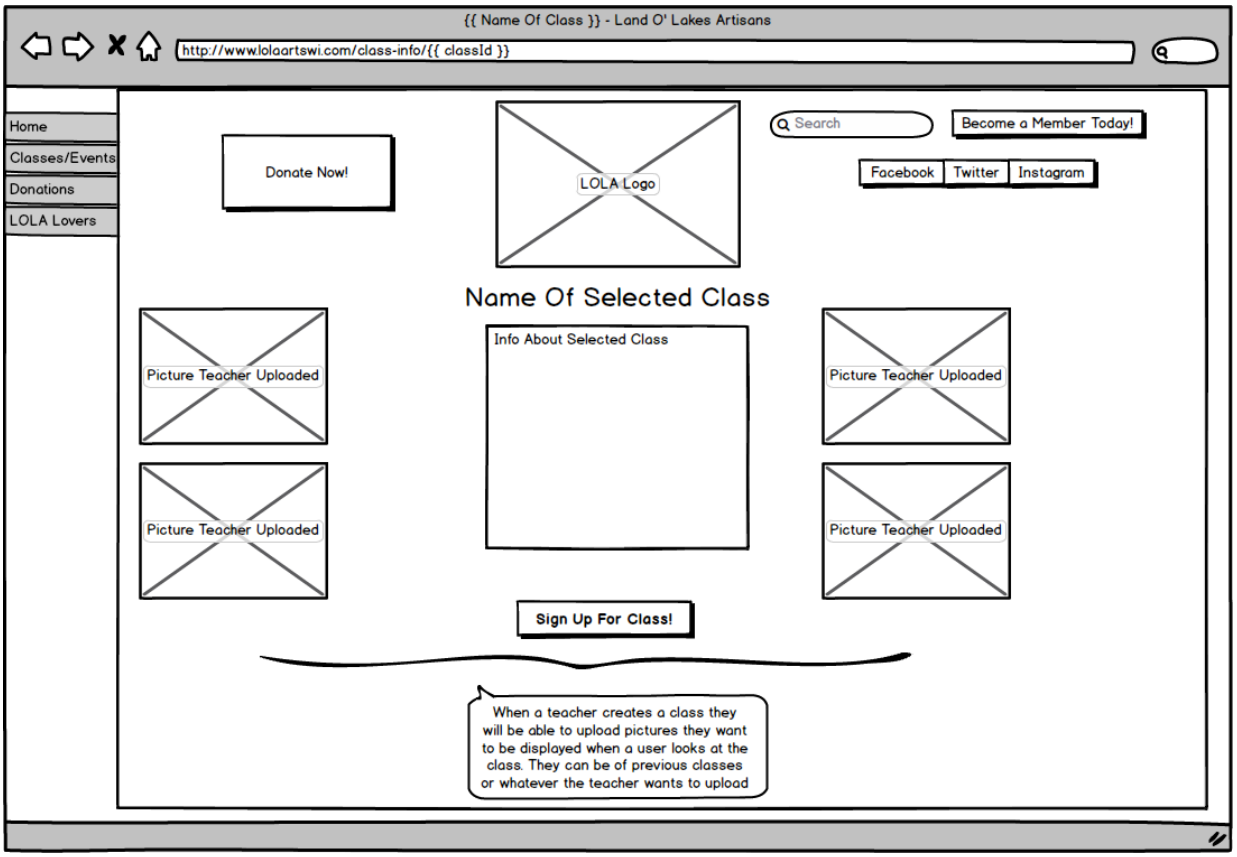
Main Page


Land O' Lakes Artisans
http://wwwlolaartswi.com/
Home
Classes/Events
Donations
LOLA Lovers
Brieft Summary of LOLA and how they impact their community.
LOLA Logo
Search
Become a Member Today!
Facebook
Twitter
Instagram
Donate Now!
List of upcoming events and news. Ability to click on them to view more info.
Featured programs or events they want to showcase.

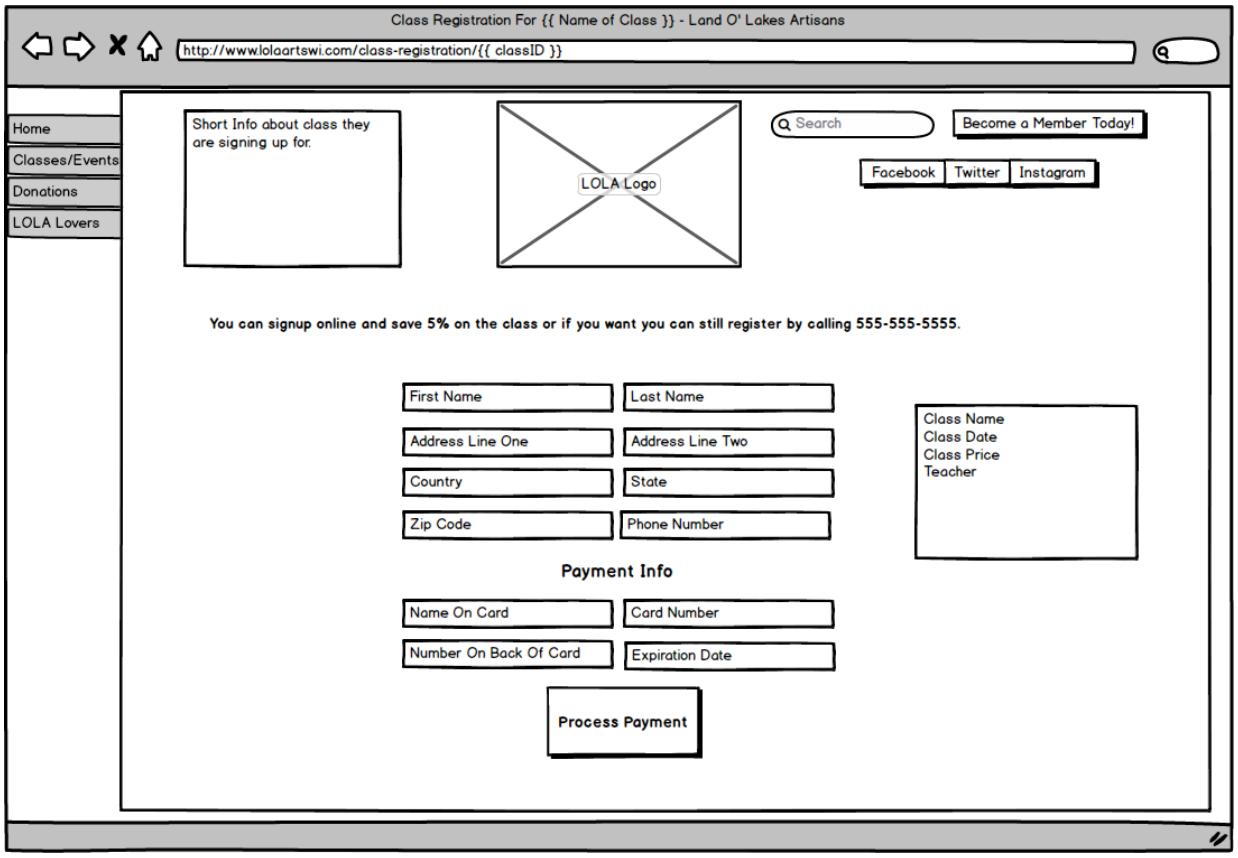
View Classes/Events Page



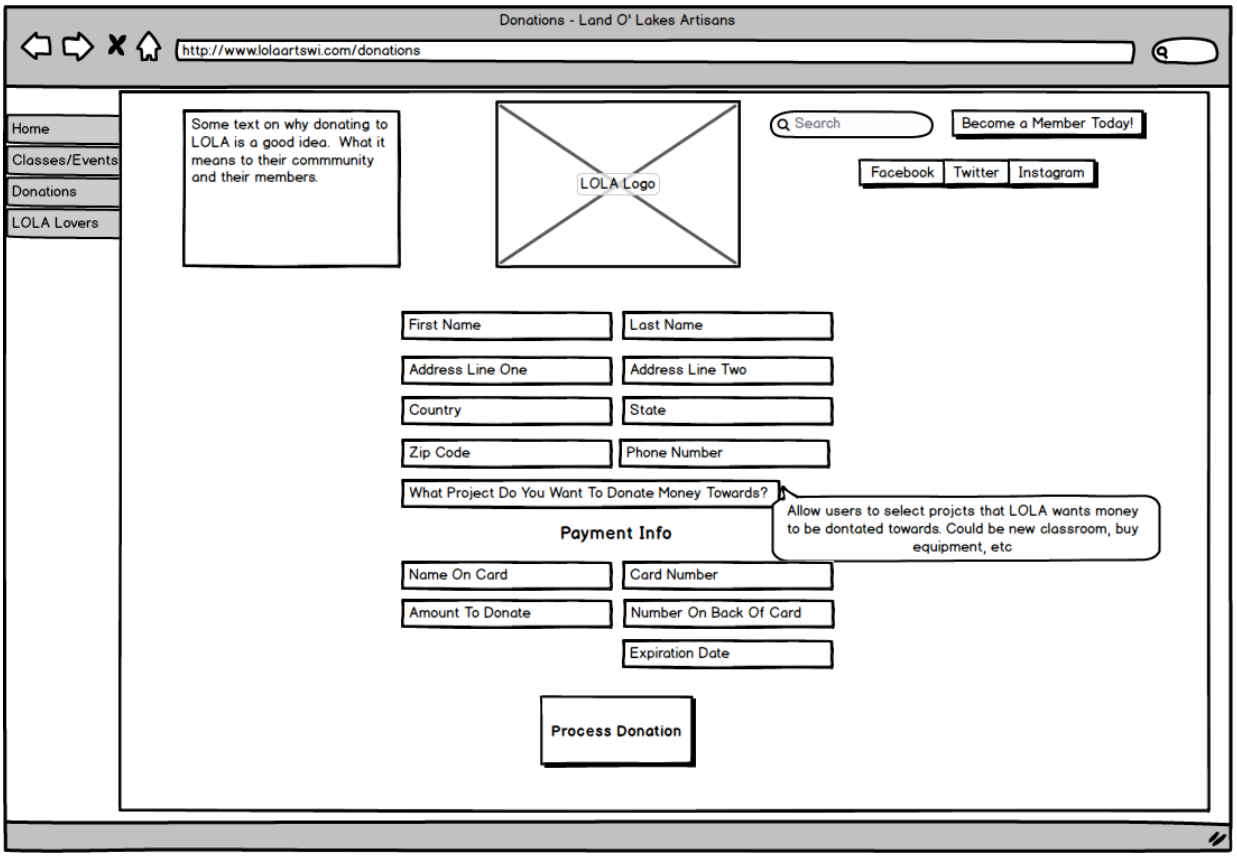
View Class/Event



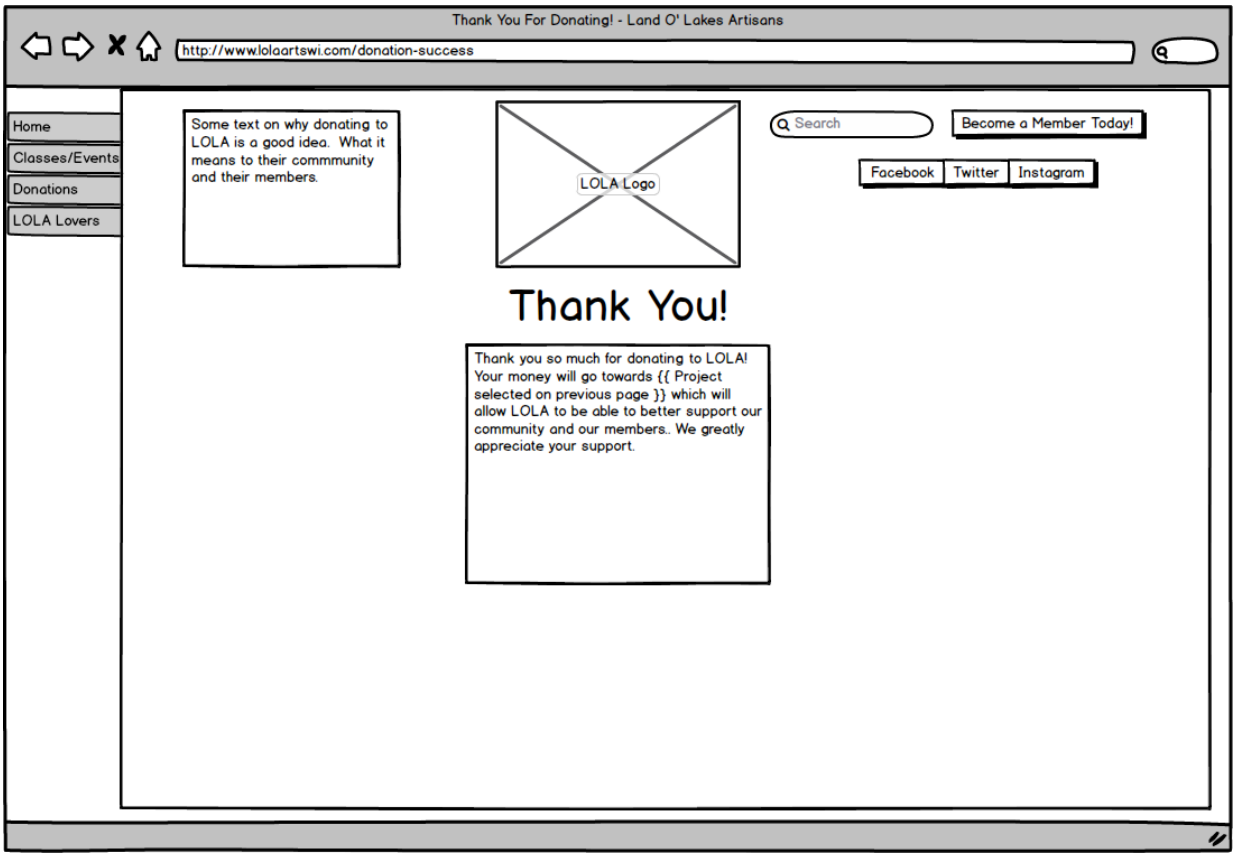
Register for Class/Event page



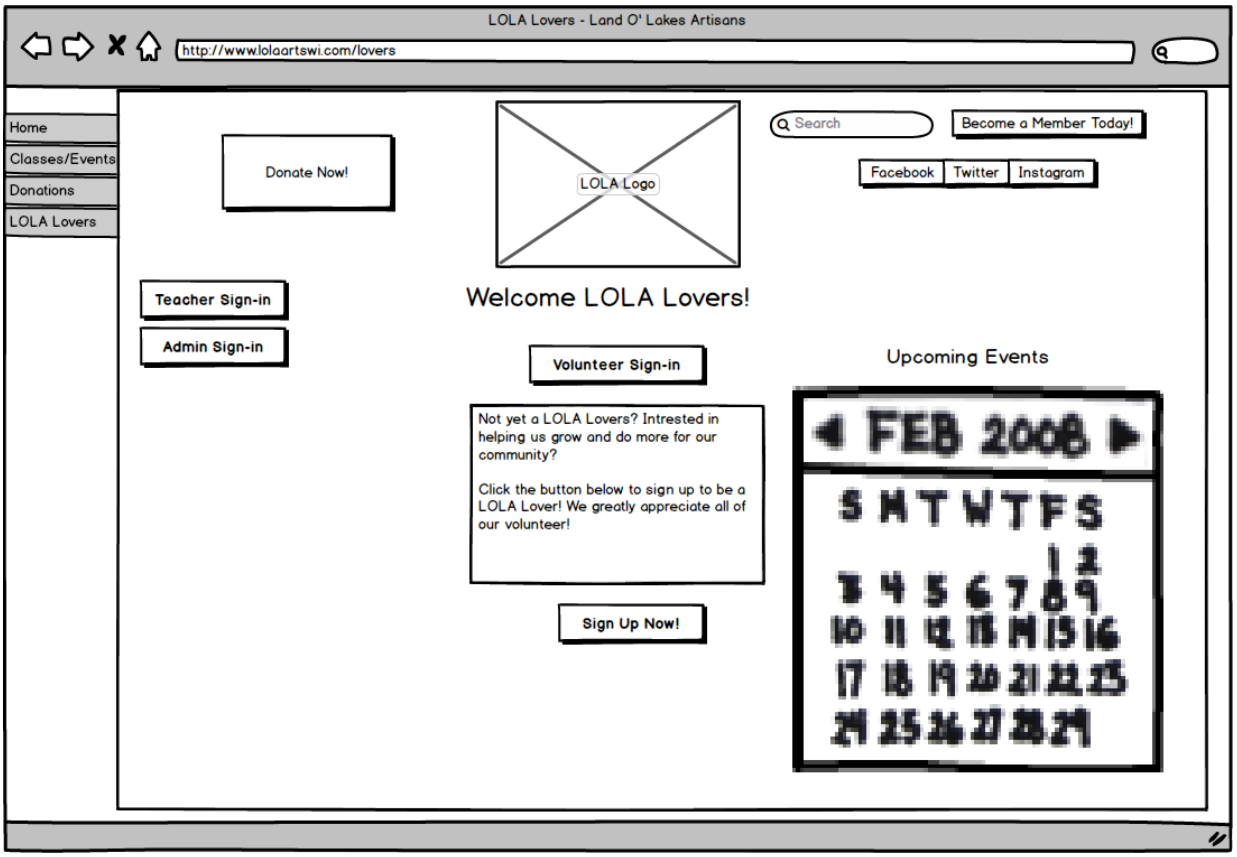
Donate page


Donations - Land O' Lakes Artisans
http://www.lolaartswi.com/donations
Home
Classes/Events
Donations
LOLA Lovers
Some text on why donating to LOLA is a good idea. What it means to their commmunity and their members.
LOLA Logo
Search
Become a Member Today!
Facebook
Twitter
Instagram
First Name
Last Name
Address Line One
Address Line Two
Country
State
Zip Code
Phone Number
What Project Do You Want To Donate Money Towards?
Allow users to select projcts that LOLA wants money to be dontated towards. Could be new classroom, buy equipment, etc
Payment Info
Name On Card
Card Number
Amount To Donate
Number On Back Of Card
Expiration Date
Process Donation

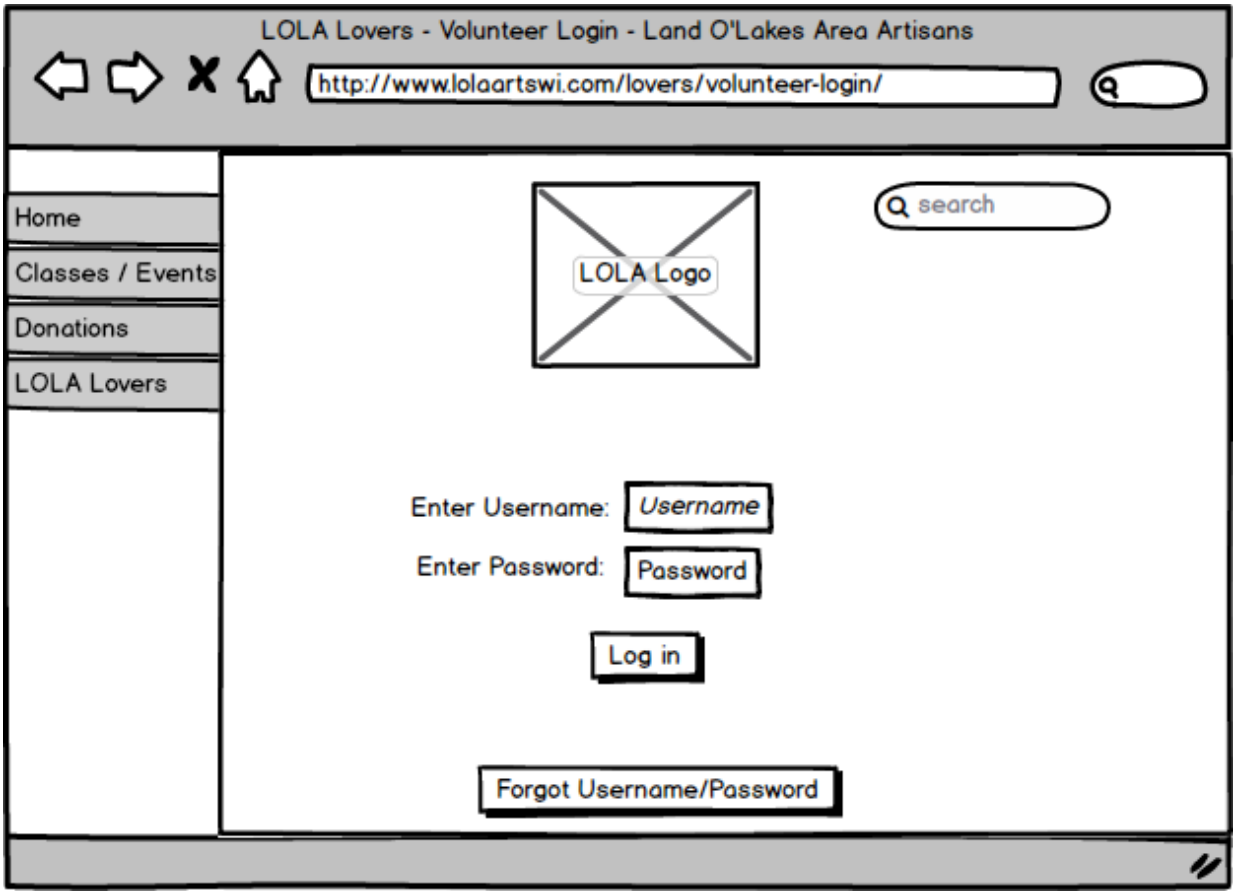
Donation Successful Page



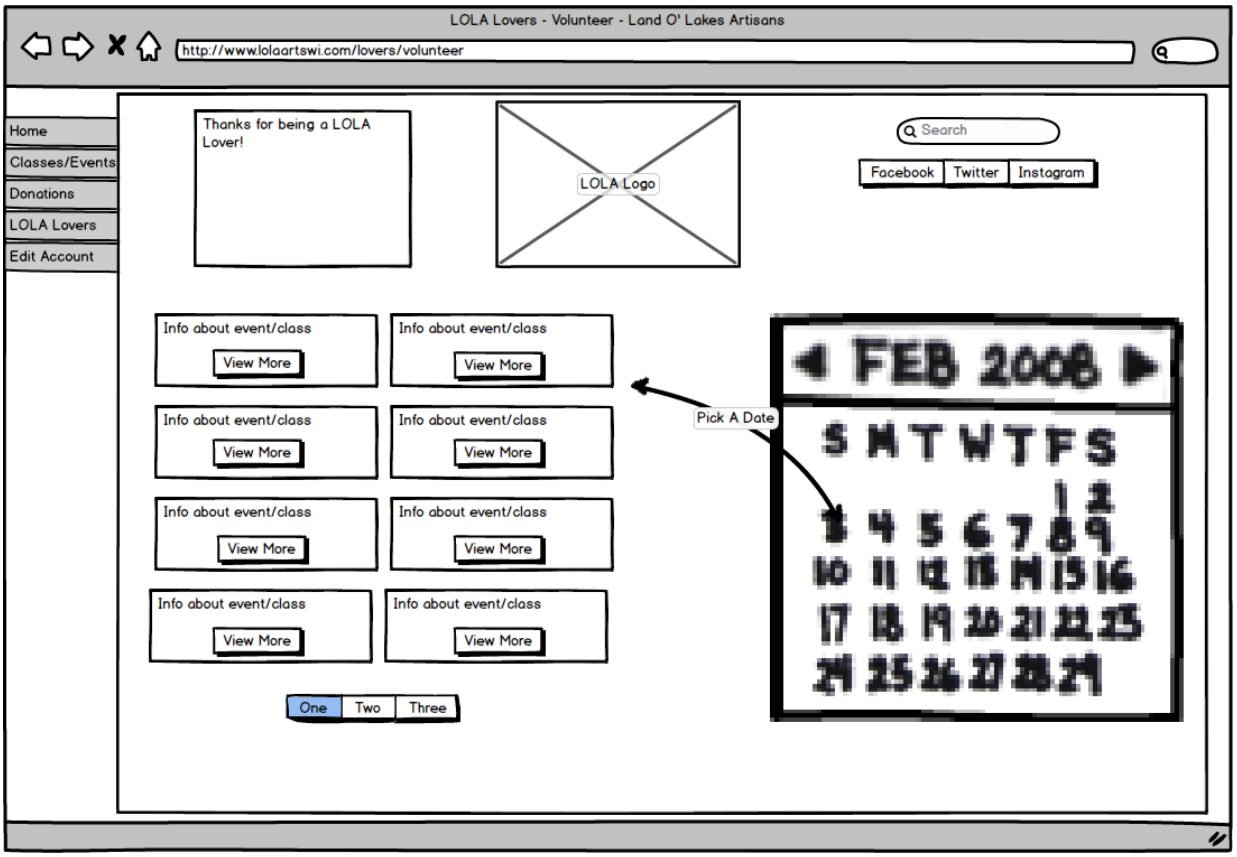
LOLA Lovers Landing Page



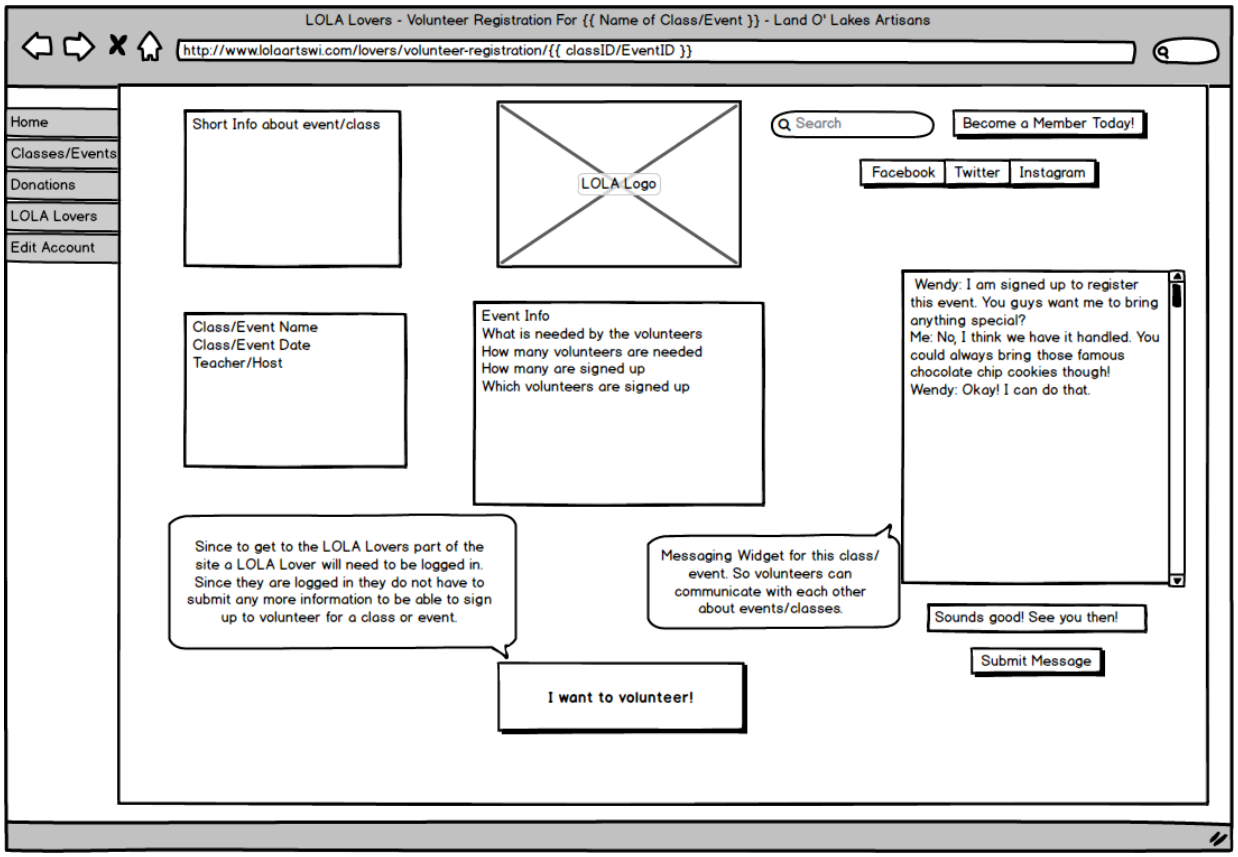
Volunteer Login Page



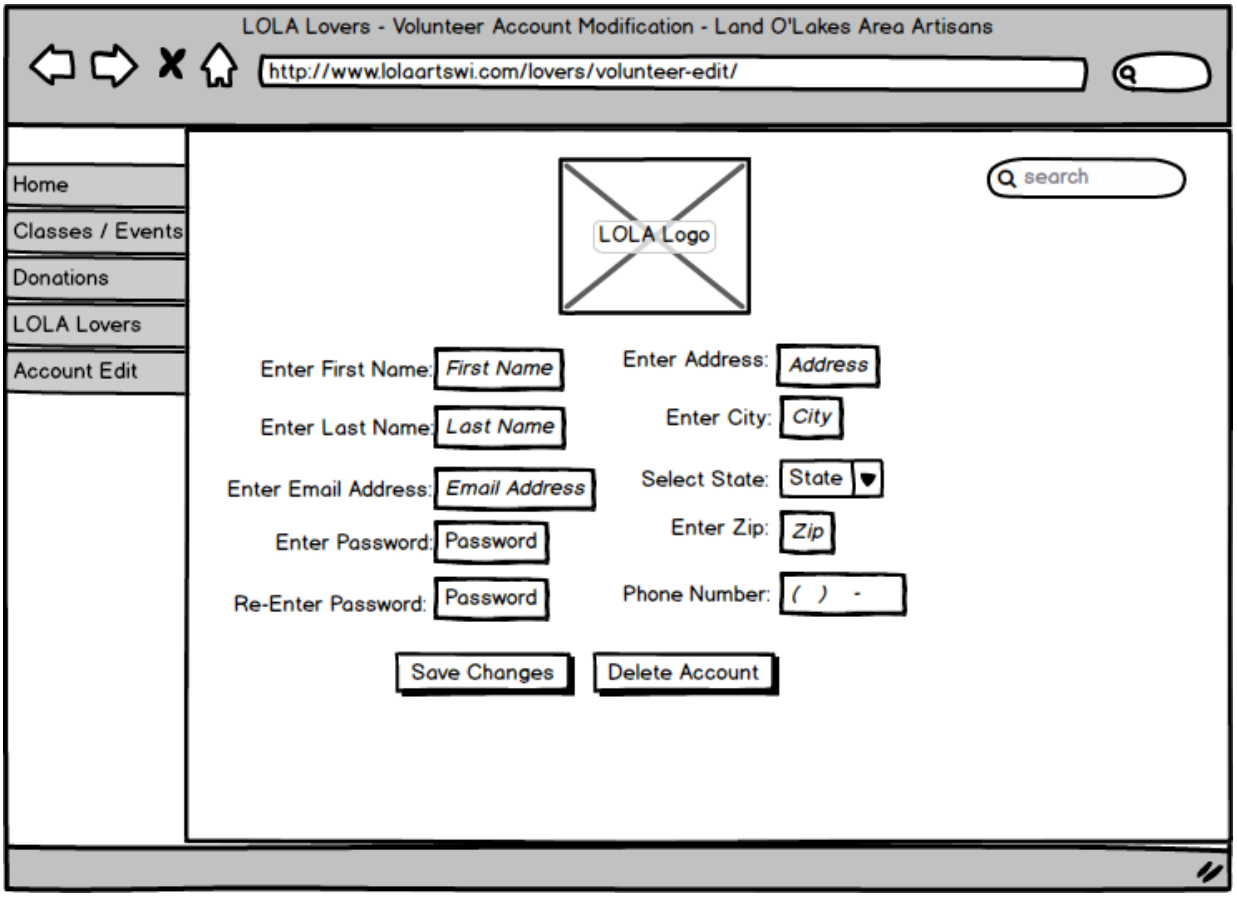
Volunteer View Event Page



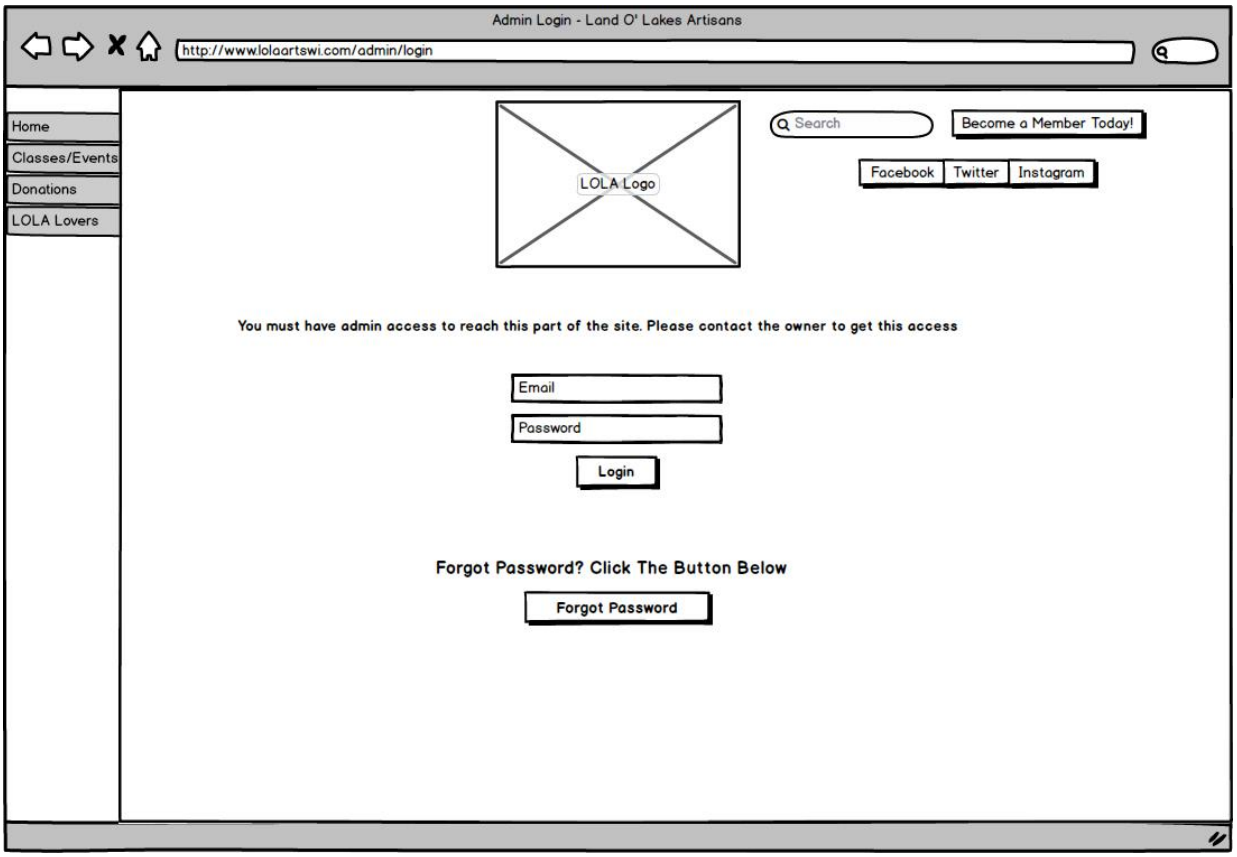
Volunteer Registration Page



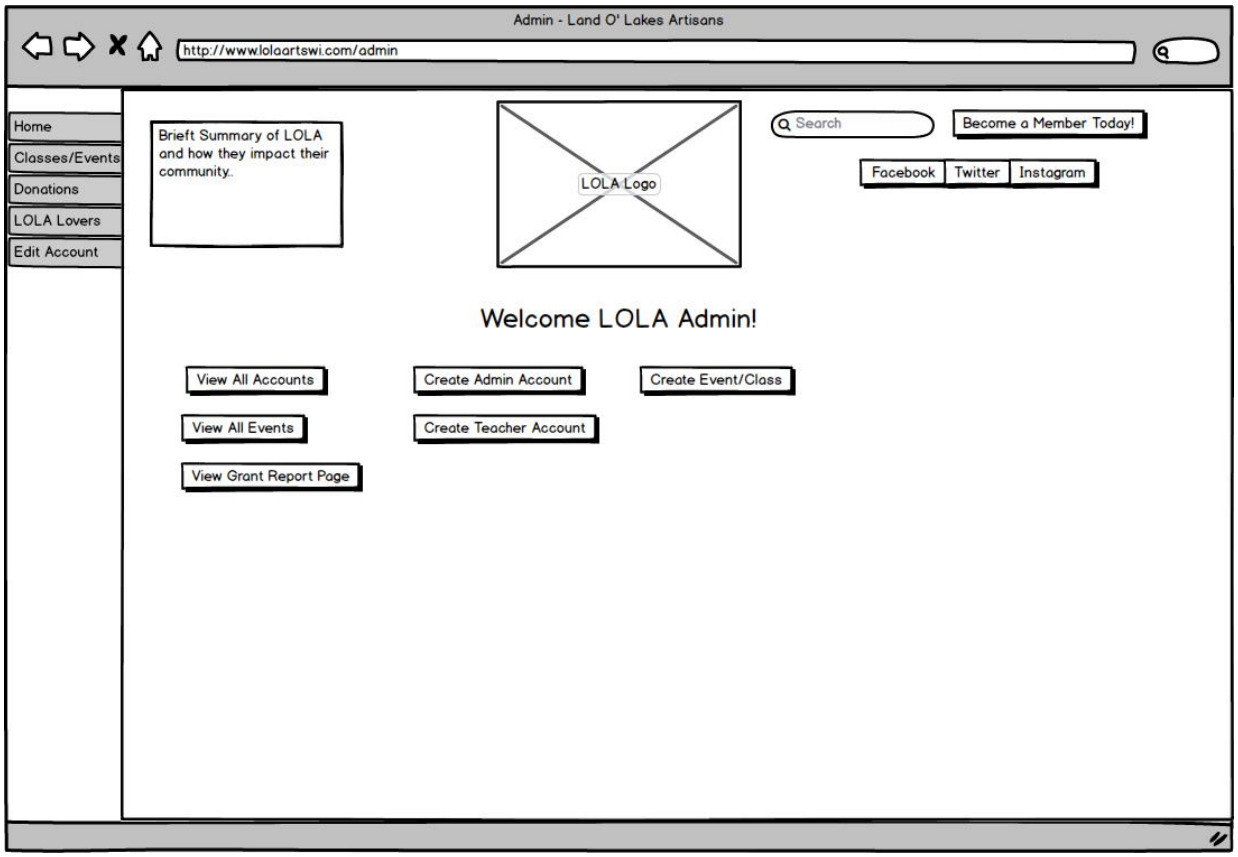
Modify Volunteer Account Page



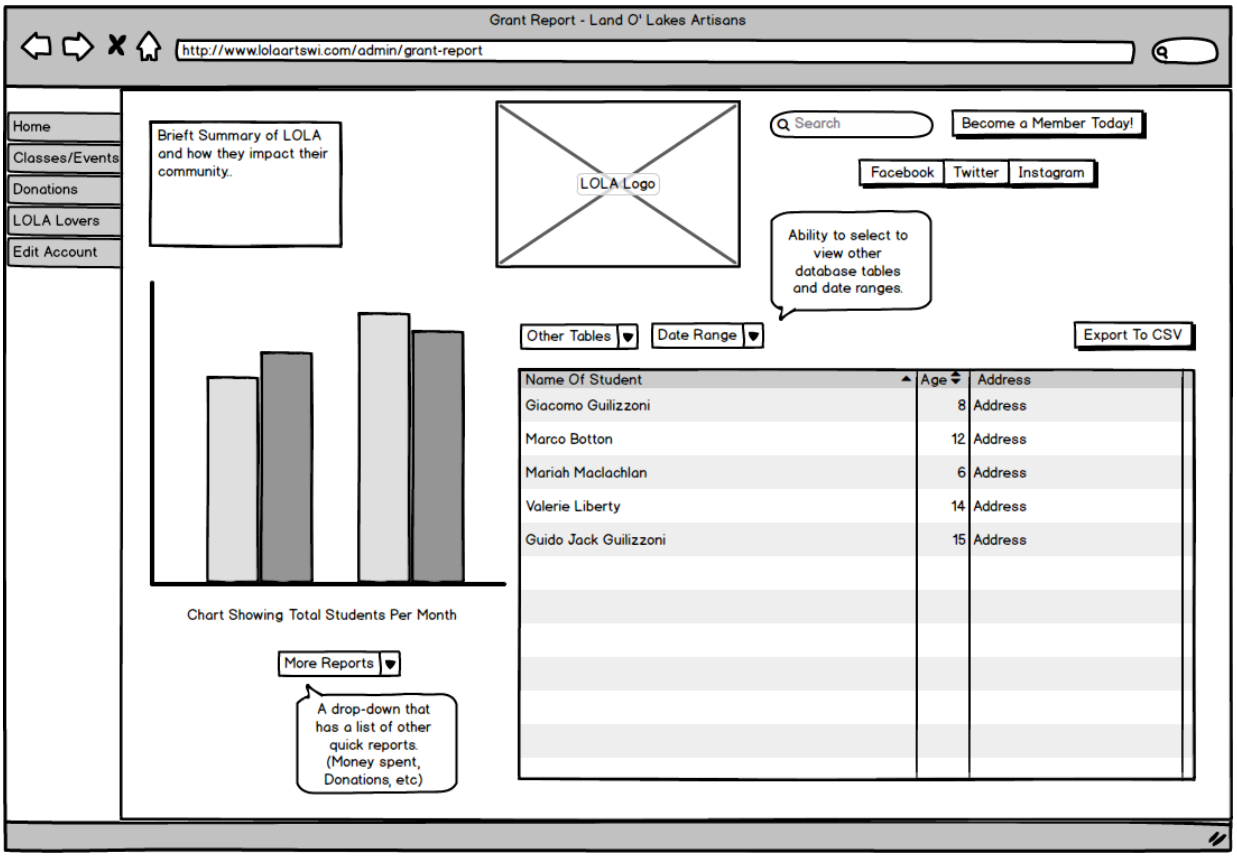
Admin Login Page



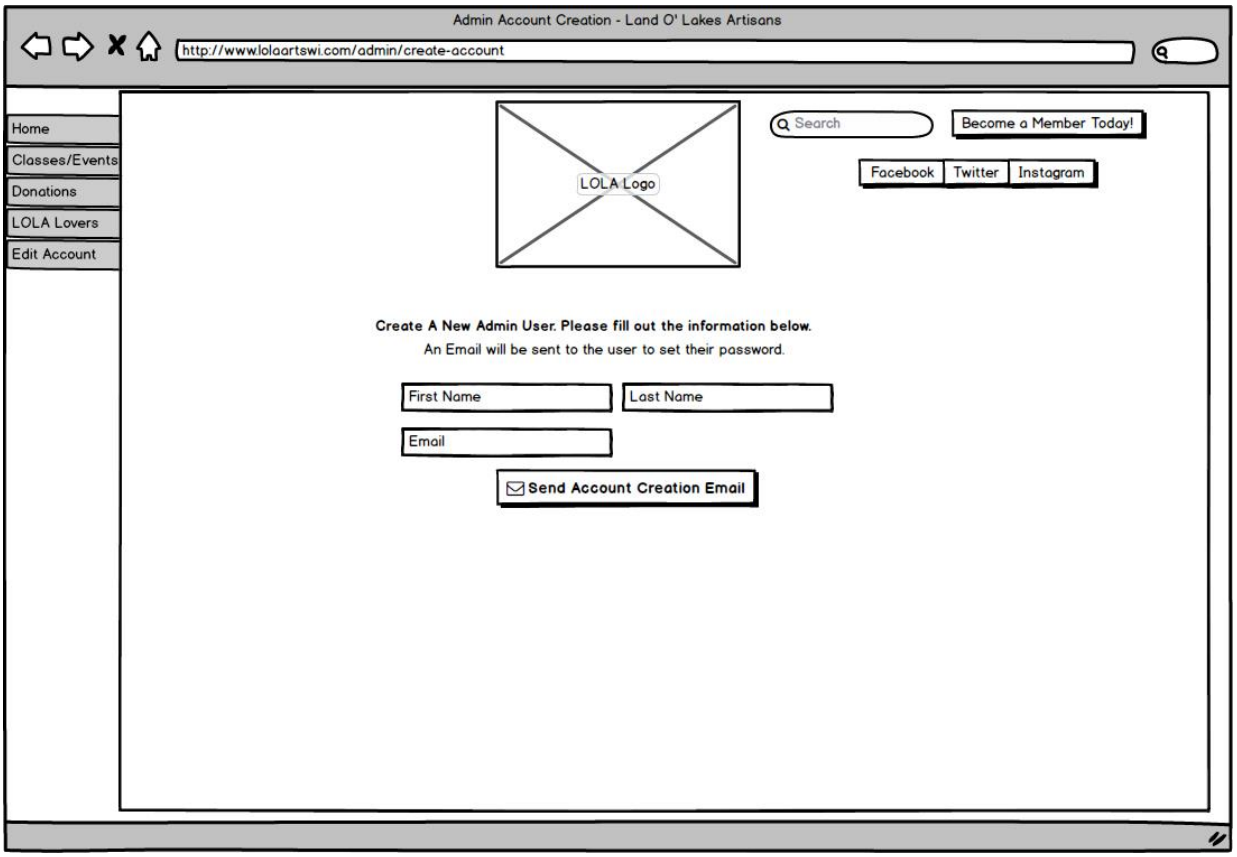
Admin Dashboard Page



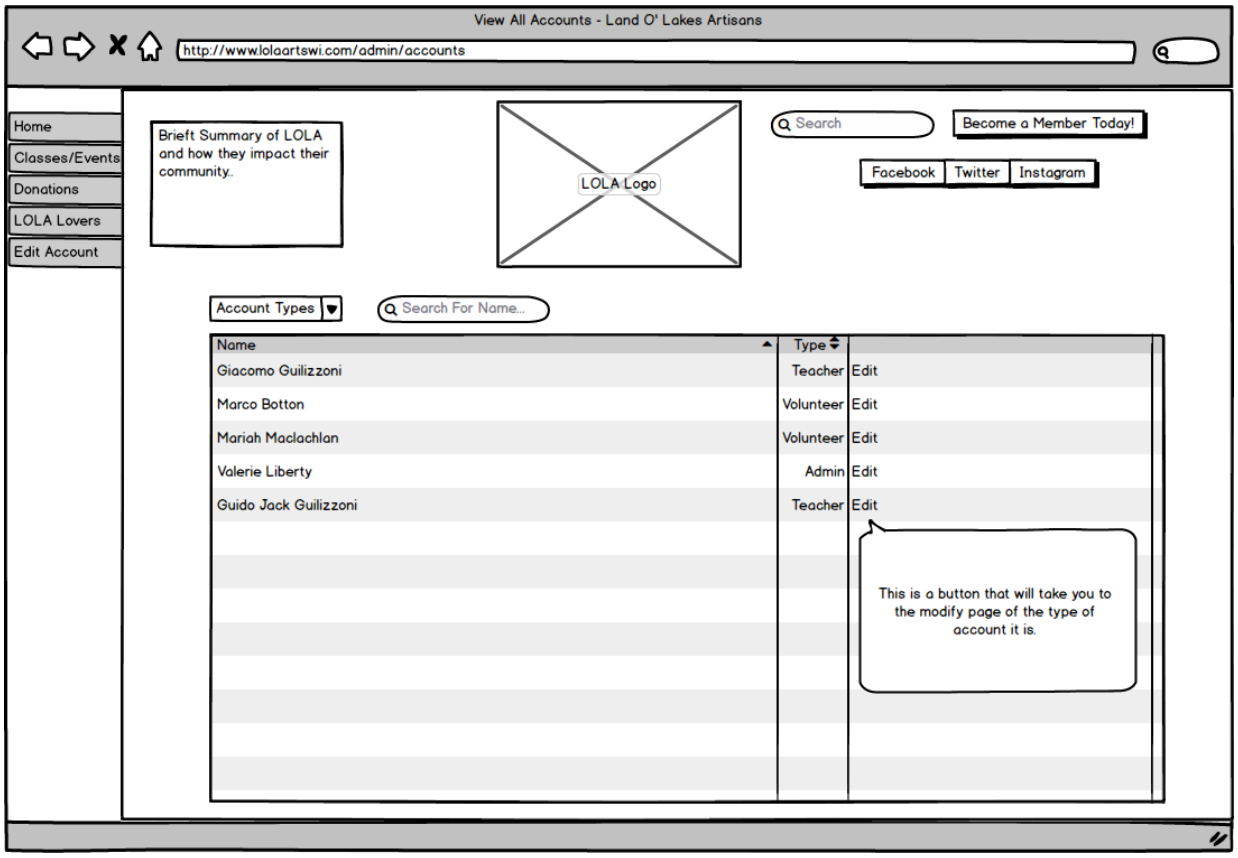
Grant Report Page



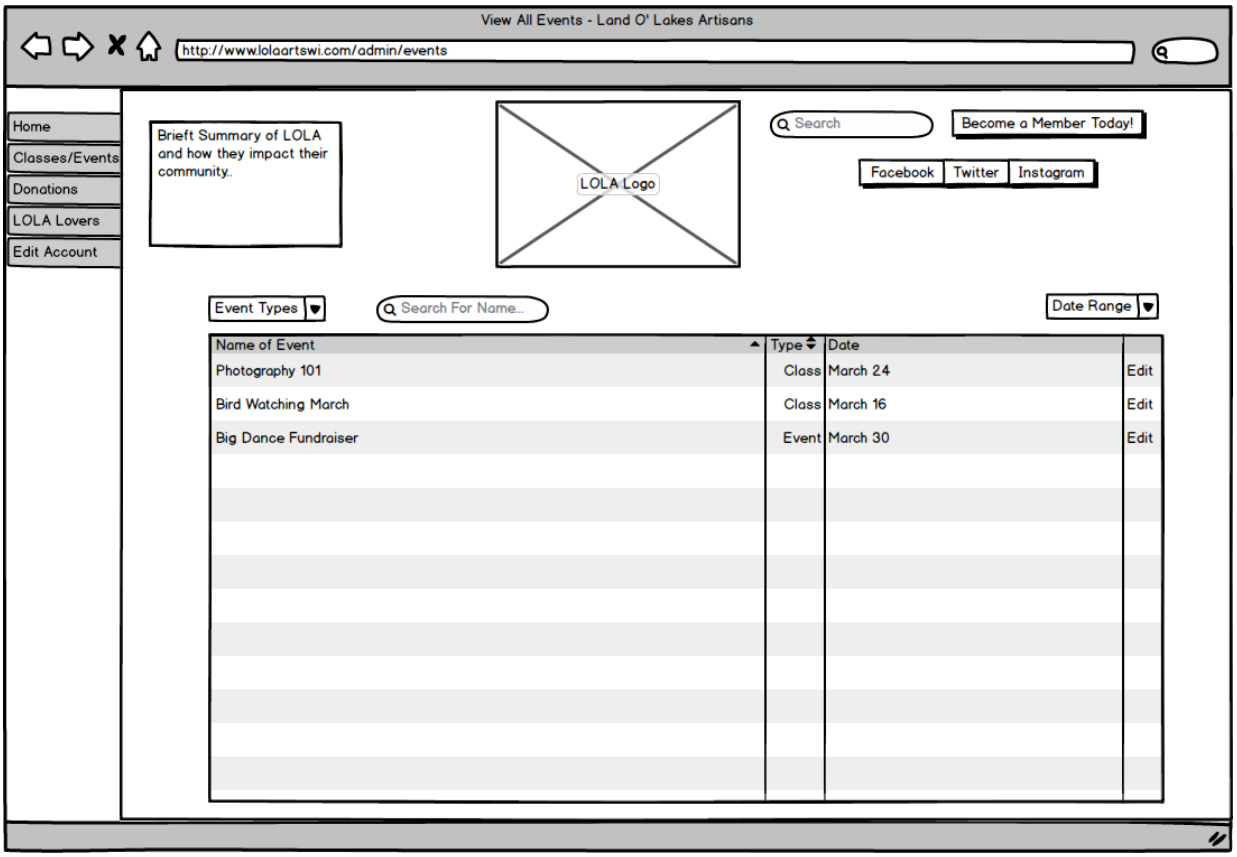
Create Admin Account Page



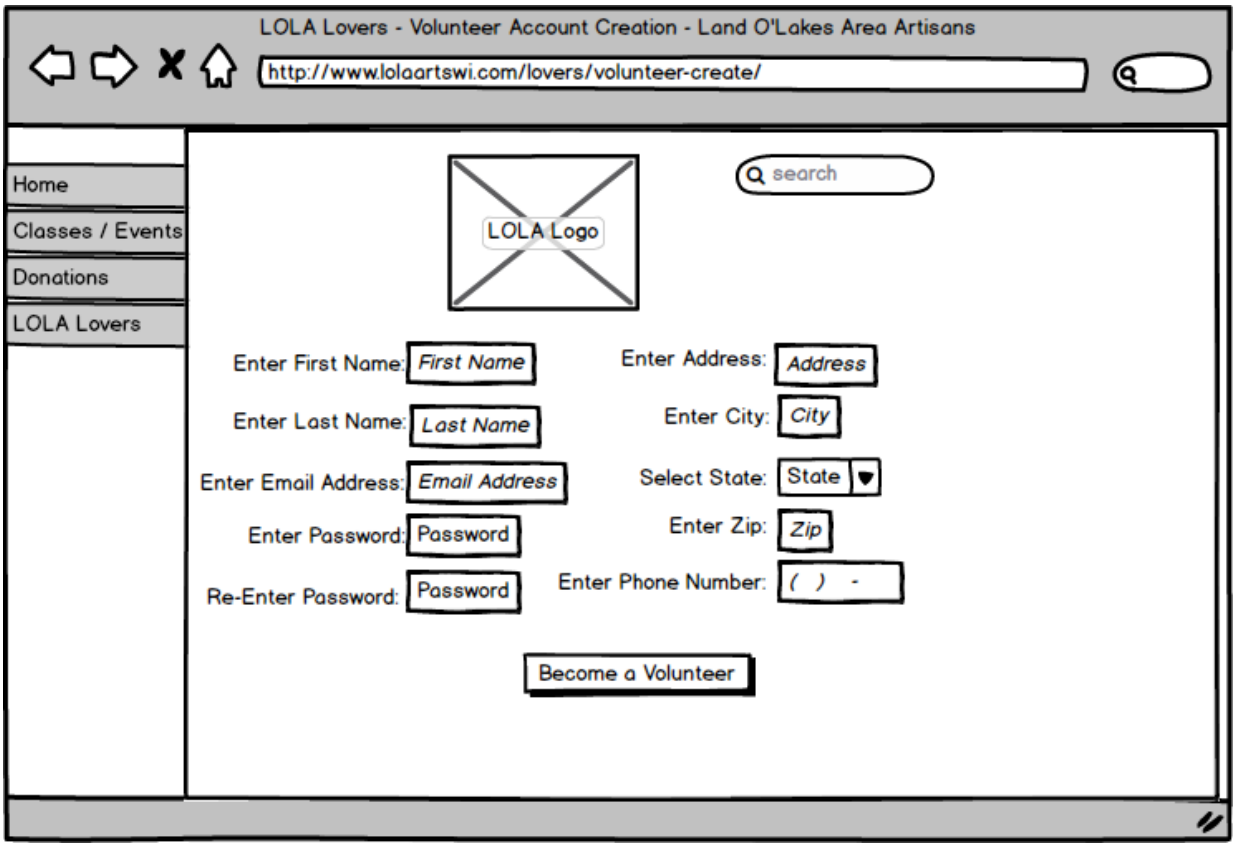
View All Accounts Page



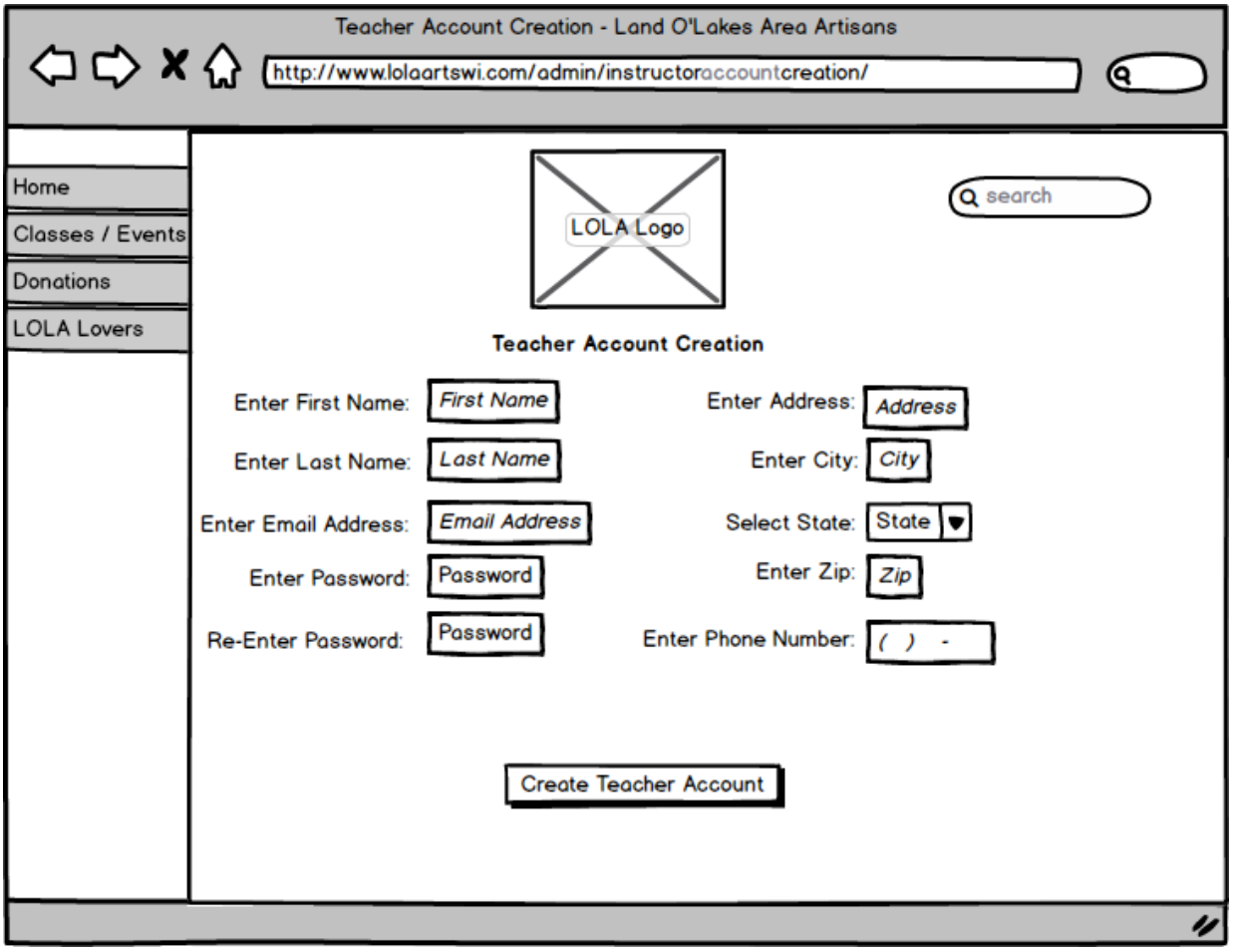
View All Classes/Events page



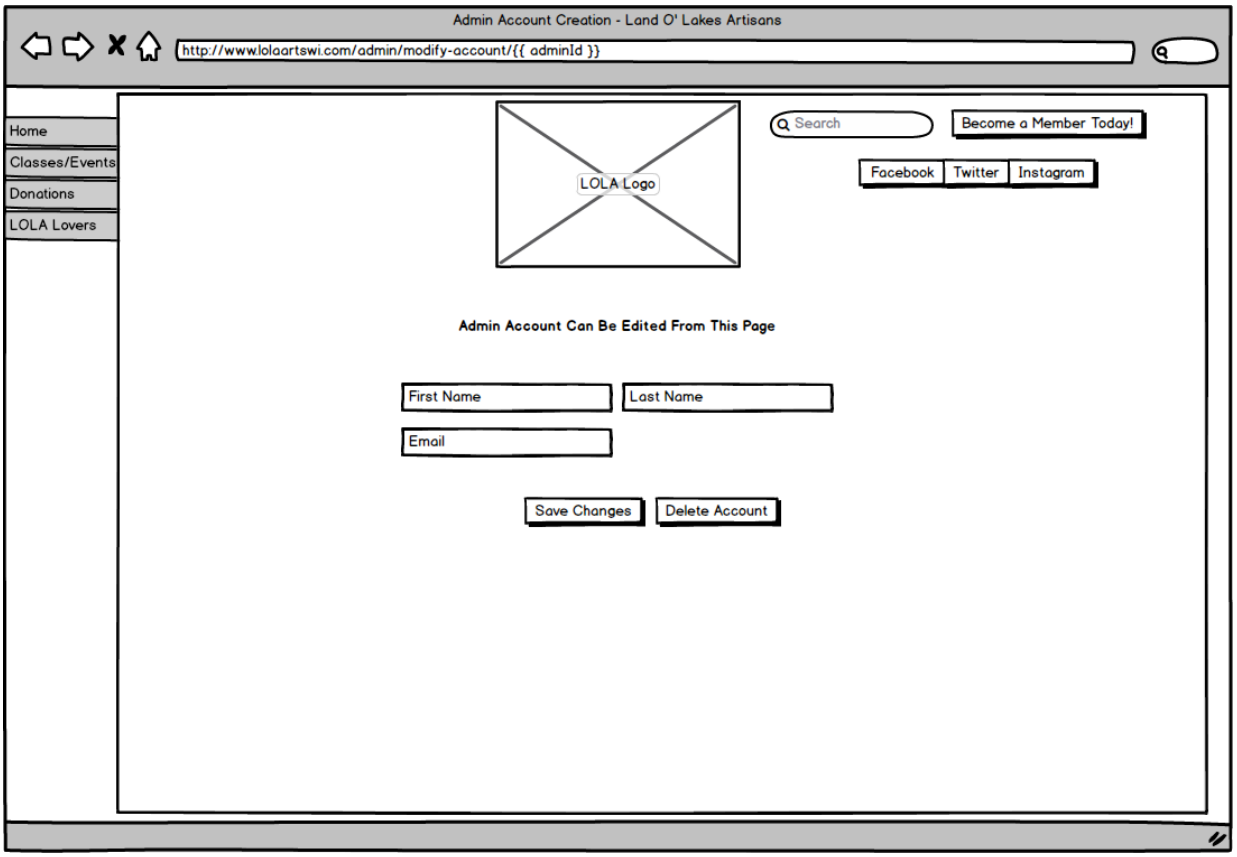
Add Volunteer Page



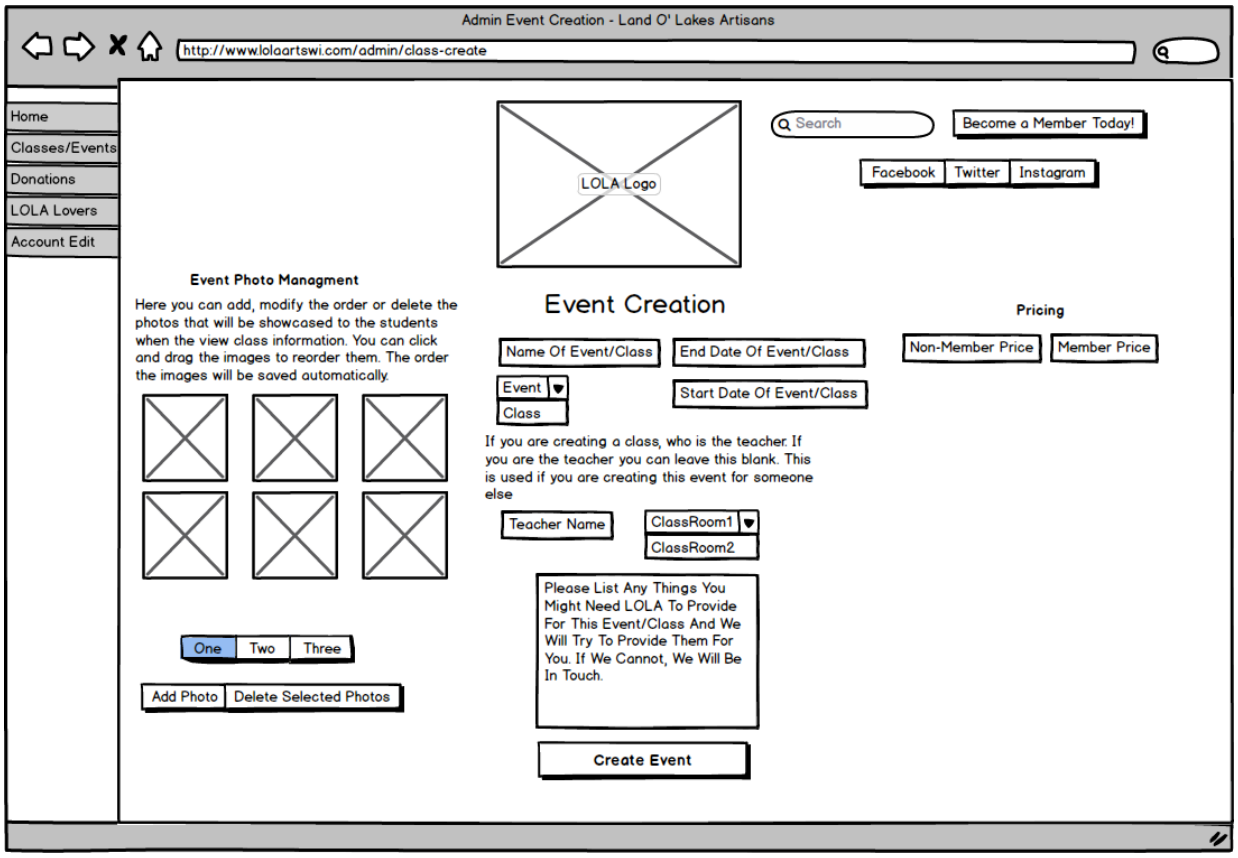
Add Teacher page



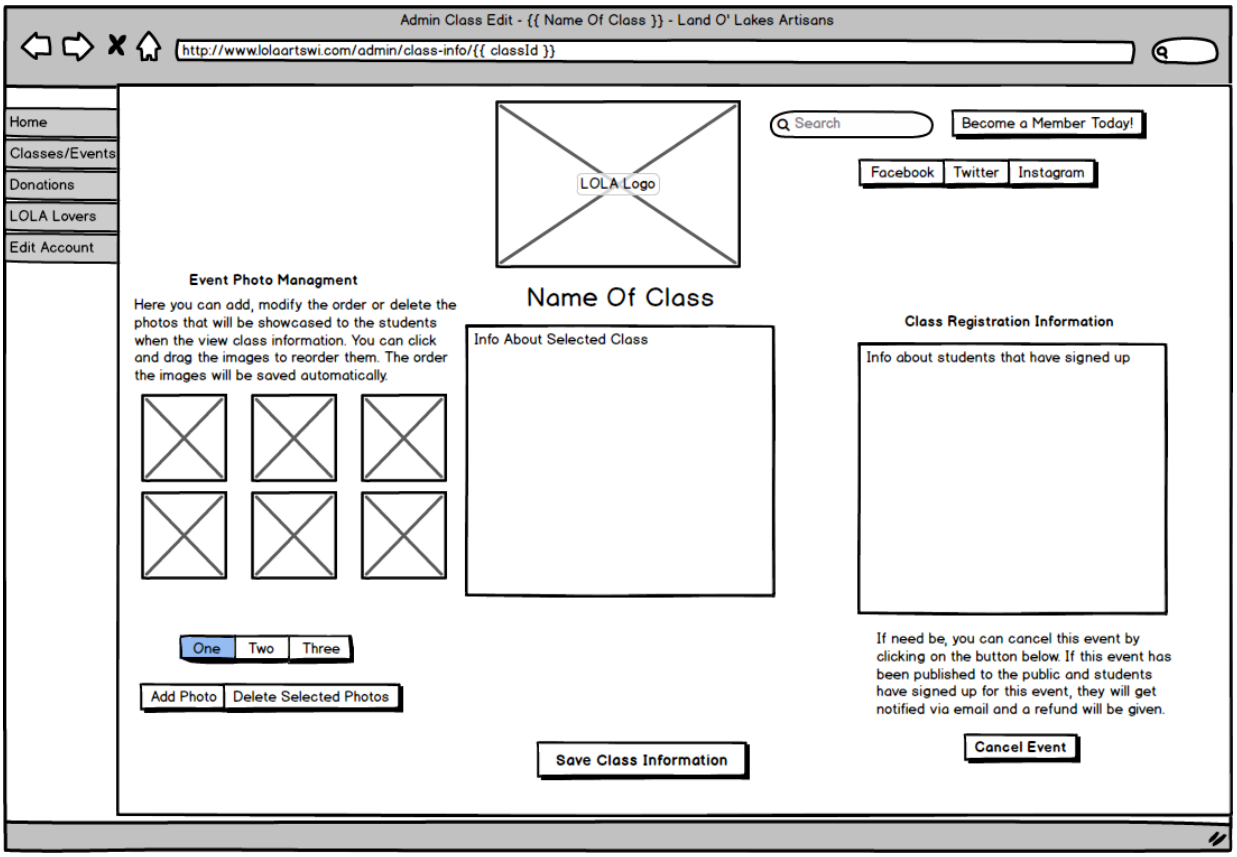
Modify Admin Account Page



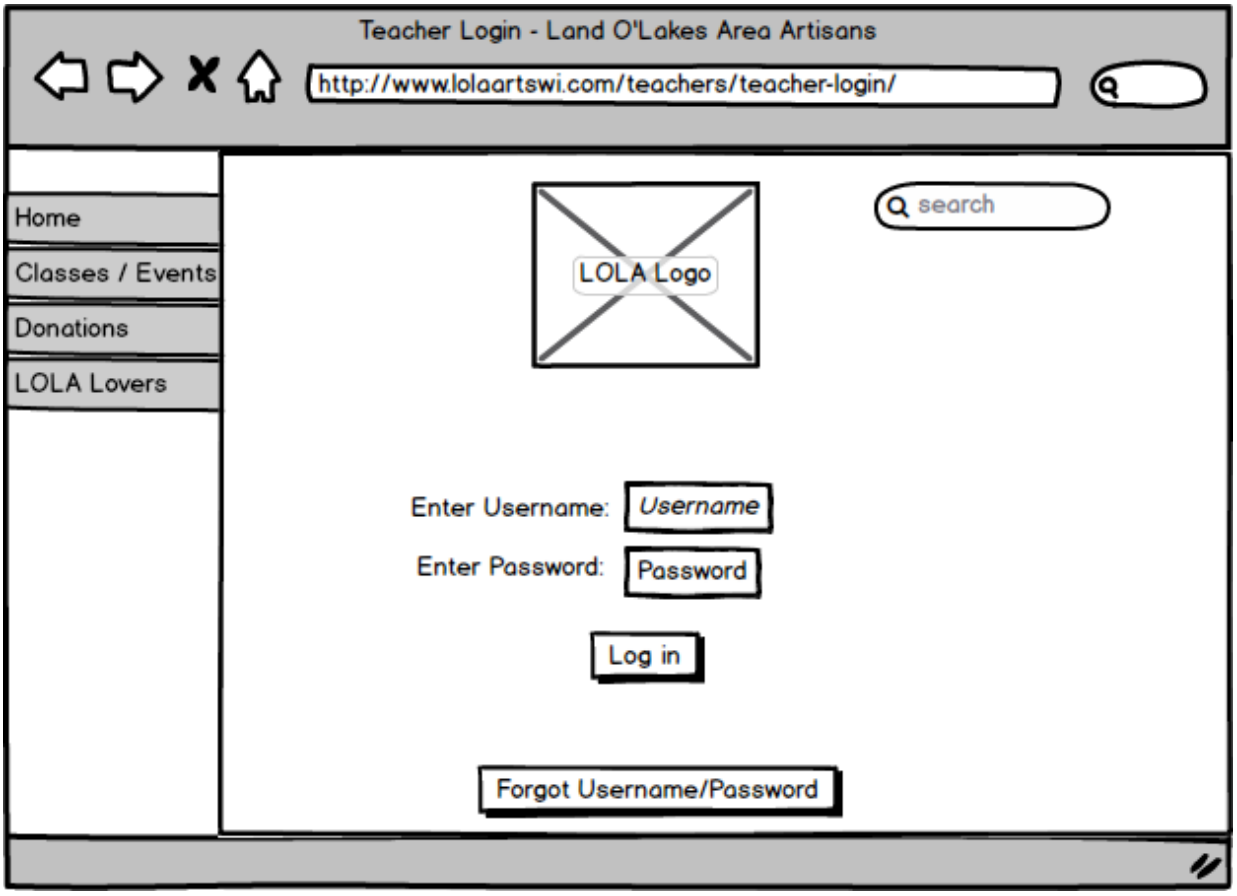
Create Event Page



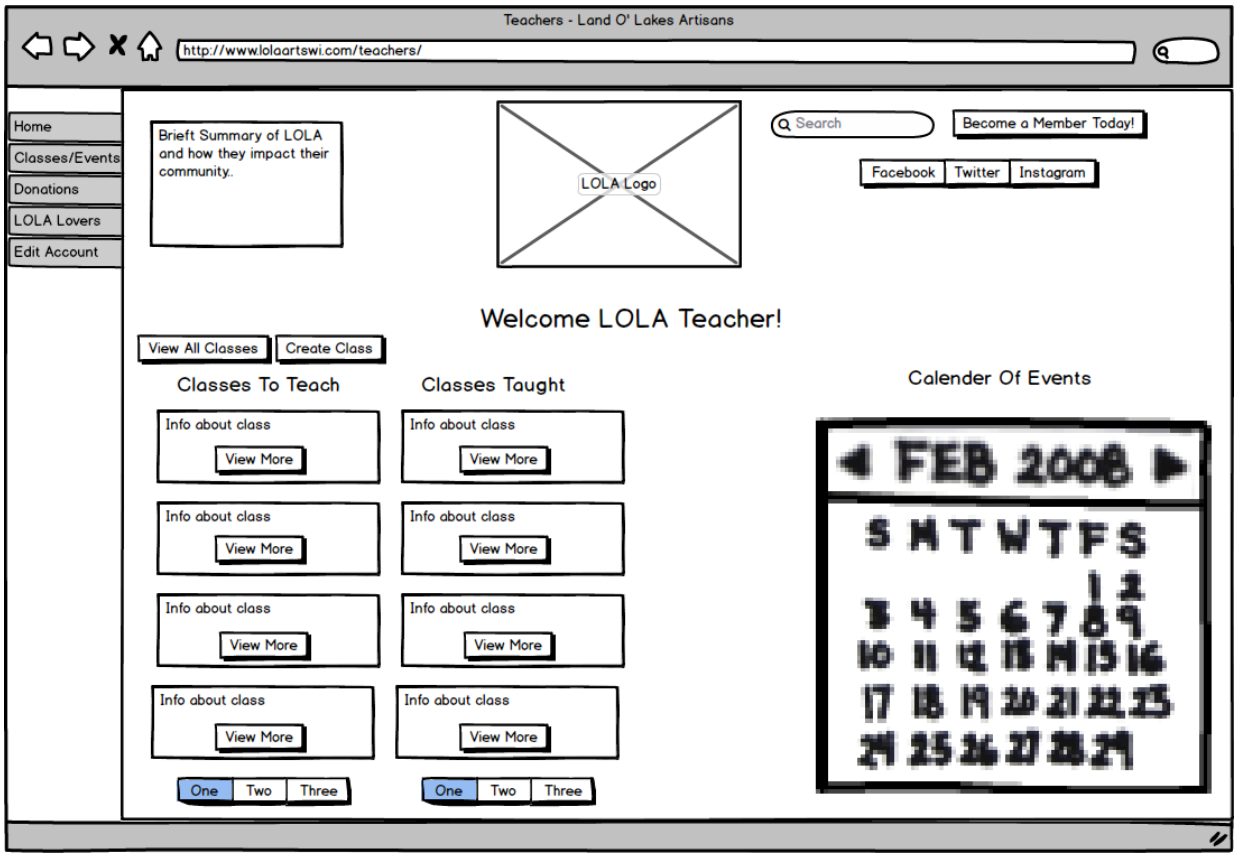
Edit Event Page



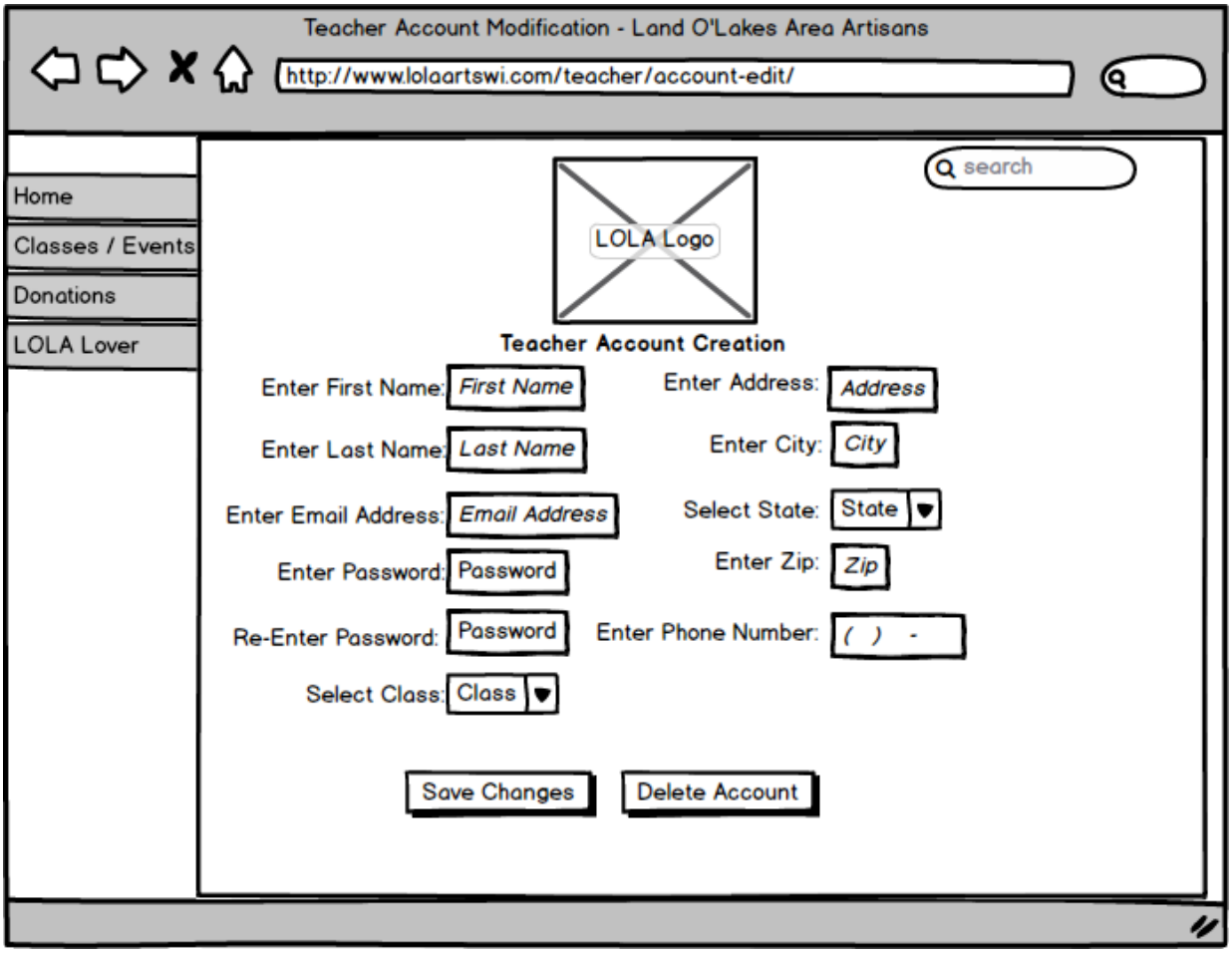
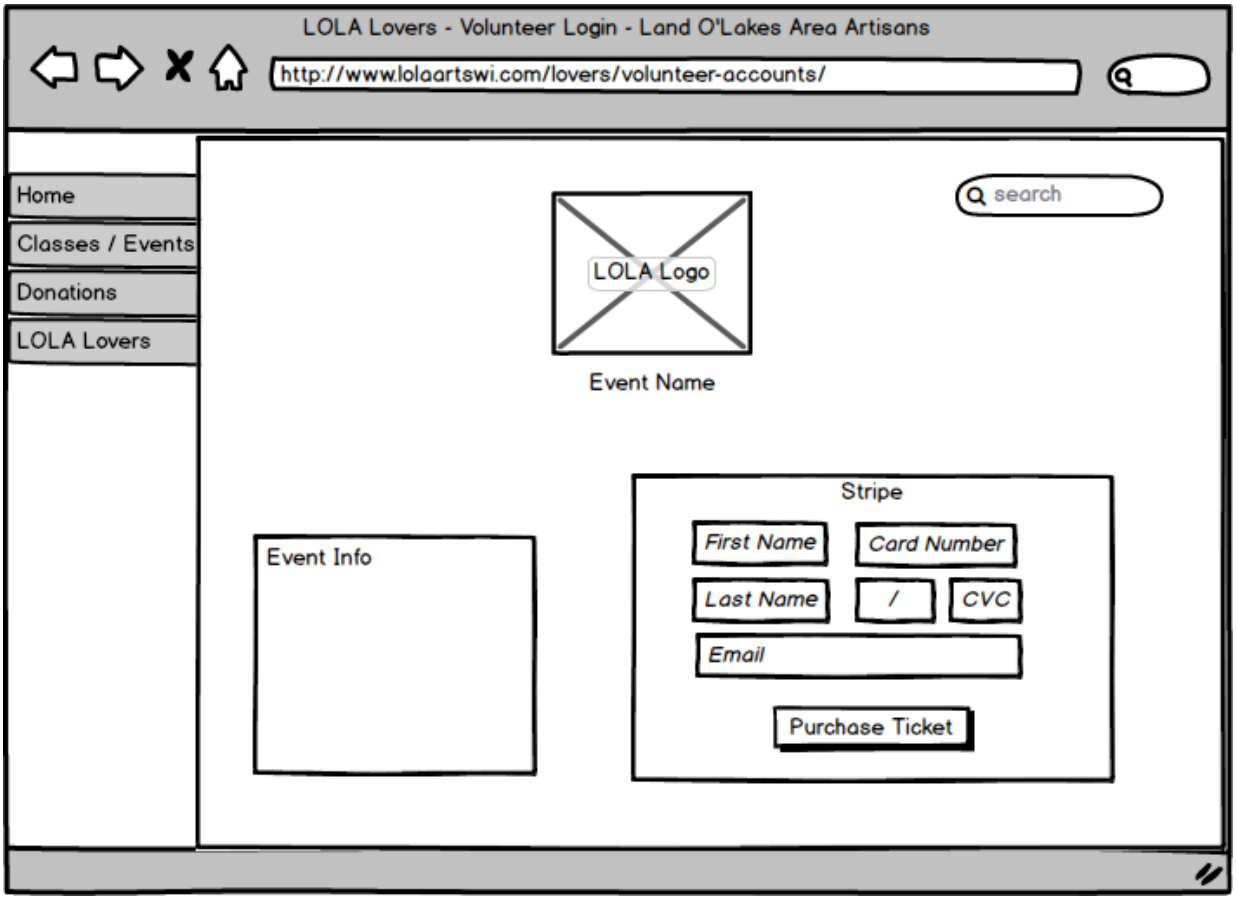
Login Teacher Page



Teacher Landing Page



Modify Teacher Page



Purchase Event Ticket Page