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Computer Science Merchandise Store

User Guide

Issue I

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0   PREFACE—PLEASE READ FIRST

0.1   PURPOSE OF THIS DOCUMENT

#1   This document is a user guide for use of the Computer Science Merchandise Store software. It provides guidance and material that is intended to assist the relevant customer or administrative staff in searching, purchasing, or adding items for sale.

0.2   USE OF THIS DOCUMENT

#1   This preface is intended to illustrate an overview of the user guide and lay out the functionality of the Computer Science Merchandise Store software.

#2   Depending on the type of user, the reader should refer to relevant sections of instructions, i.e customer functions, vendor functions, or administrator functions.

0.3   FUNCTION OF USER GUIDE

#1   This document functions to demonstrate all of the functionality of the Computer Science Merchandise Store based on user classification. For details on specific user types and their designated functionality within the software, please refer to section 3.

1   INTRODUCTION

1.1   INTENDED READERSHIP

#1   Customer — possesses capabilities of being a vendor

#2   Administrator

1.2   APPLICABILITY STATEMENT

#1   This User Guide is based on the first release of the Computer Science Merchandise Store software, version 1.1.

1.3   PURPOSE

#1   Define both the purpose of the system and of the User Guide.

#2   Name the processes and functions based on user type and the extent of their capability within the software and the role of the User Guide in supporting those processes.

1.4   HOW TO USE THIS DOCUMENT

#1   Know and understand each type of user that operates within the Computer Science Merchandise Store software and read accordingly depending on user type to discern the range of functionality is allowed.

2   OVERVIEW

#1   *As a Customer, the user has many capabilities within the Computer Science Merchandise Store software. Functionality includes:*

♦   A Customer is able to log in to the store using a unique login and password, or can sign in as a guest

♦   A Customer is able to create an account with a unique login and password if they do not yet have one

♦   A Customer has a membership level, indicating their status in the system, allowing specific access to certain discounts or items based on their classification

♦   A Customer can edit their profile information, including username, password, email, address information, payment information, and security question answer

♦   A Customer has a Cart, which allows them to add, remove, or edit the quantity of items in the cart at a given time

♦   A Customer has a Wishlist, slowing them to select items they are looking at to be saved and held in a different location so they are readily accessed for purchase

♦   A Customer can sell items on the Computer Science Merchandise Store

♦   To sell an item, a Customer can create a new item to be added to the store's catalogue

♦   A Customer can remove an item that they have created to be sold

♦   A Customer can edit the information of any item they have uploaded to be sold on the store

♦   A Customer can contact the administrators for any issue they have

♦   A Customer can search the entire catalogue for items fitting the search criteria

♦   A Customer can discount or create a promotion for the items they have put on sale

#2   *As an Administrator, the user maintains all of the same functions as a Customer, but includes a wider range of capability within the Computer Science Merchandise Store software. Functionality includes:*

♦   An Administrator can remove any item from the store's catalogue

♦   An Administrator can generate a sales report based on all of the sold items in the store's file system

♦   An Administrator can edit any item's information

♦   An Administrator can create promotions

♦   An Administrator can put items on sale

3   INSTRUCTIONS

3.1   CUSTOMER

#1   *To log in to the Computer Science Merchandise Store, a Customer enters their unique login and password information into the prompted location on screen.*

- If Customer information is not found in the file system, the user will not be logged in, but will be allowed to re-enter their information into the specified text box

- If a Customer has forgotten their password, there is a button to allow them to reset their password, prompting them to enter the new password, confirmed new password, email address associated with the account, and the answer to their security question

- A Customer can also click the guest button if they do not currently have an account

#2   *If the Customer does not yet have an account, they can create an account by entering a valid email address, username, and password. The selected password is entered twice to ensure correctness. A security question is entered for future use of account confirmation, like in the case of a forgotten password.*

#3   *A Customer has a membership level that determines the access they have to discounts, promotions, or special ongoing deals the store offers. The three levels are General, Middle, and Elite.*

#4   *A Customer can edit the information corresponding to their profile, including email address, payment information, address information, username, and password. The Customer re-enters the information indicated by the text box and clicks submit.*

- If the information is not valid, it will fail to update and the Customer can re-enter the changes they wish to make

- If the Customer continues to have issues updating their information, they can send a message to the store administrators through the Contact Us page

#5   *A Customer can add an item to the Cart, edit the quantity of items in their cart, or remove items from their cart. An item can be added to the cart from the individual item page, and the cart can be updated from the cart page, where item quantities can be revised.*

- If a Customer wants to remove an item, they set the item quantity to zero while in the Cart

#6   *A Customer has a Wishlist, where they can add items from different store categories in order to aggregate their favorite items. They can later access their list to view these items to remove or add to their Cart.*

#7   *A Customer can add items to be sold on the Computer Science Merchandise Store and have additional vendor functionality. Customer creates a new item, fills in the appropriate information as prompted by the system, and then submits the item to be added to the store catalogue.*

3   INSTRUCTIONS

#8   *A Customer can edit the information of any product or item they upload to the store. The item's information can be updated to reflect price changes, quantity available to be purchased, or the item's image.*

#9   *A Customer can contact the store administrators for any issue or problem they are having, such as in the case of their information not updating correctly, items not being correctly added to their cart, or their wishlist not correctly updating through the Contact Us page.*

#10   *A Customer can search the catalogue with specific key words entered through the search bar at the top of the page.*

               - If no items match the search criteria, the Customer can search a different set of keywords

#11   *A Customer can put an item on sale through editing the item's information. A Customer can also create a promotion discount for any item or group of items they have listed for sale in the store by entering the promotion information and code to be used at checkout.*

3.2   ADMINISTRATOR

#1   *An Administrator can remove any item from the store's catalogue from the individual item page if the item is out of stock, out of date, or is deemed unfit for sale for any other reason by the Administrator.*

#2   *From the Administrator's profile, the Administrator can generate a sales report of all the sales in the file system at that current time to see the profit and sale distribution across the items.*

#3   *An Administrator can edit any item's information from the item's page, entering the proper information based on the text boxes they are prompted to fill by the system.*

#4   *An Administrator can create a promotion for specific item criteria or for a certain membership group. The Administrator enters the promotion criteria and then specific promotion code to be entered by the Customer at checkout.*

4   REFERENCES AND WARNINGS

#1   Warning: Promotional discounts cannot discount more than 100% off of the item. The Computer Science Merchandise Store does not allow a discount of greater than the item's total price.

#2:   Warning: Users of the Customer status cannot edit or remove items they have not previously added to the store and catalogue. Only users of type Administrator can edit or remove any existing item in the catalogue.

#3:   Warning: An Administrator can remove an item created by a Customer if it does not comply with store policy or is deemed inappropriate for any reason, discretion left up to Administrators.

#4:   Warning: When creating an account, a Customer will not be allowed to enter a username that is already in use and will not be able to initialize an account with duplicate information, including an email address currently in use by another account.

#5:   Warning: A Customer or Administrator will not be able to add an item to the catalogue without all of the information in the appropriate fields filled out.

5 ERROR MESSAGES AND RECOVERY PROCEDURES

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