Ticket Salad System Requirements and Design document

Hackermen

Contents

1 System Overview		tem Overview
	1.1	Purpose
	1.2	Project Scope
	1.3	Definitions, acronyms and abbreviations
	1.4	UML Domain Model
2	Fun	ctional Requirements
	2.1	Users

1 System Overview

1.1 Purpose

The purpose of the TicketSalad application is to provide users with a platform which they are able to spend a minimal amount of money in order to stand a chance to win a ticket valued at a significant amount with ease.

1.2 Project Scope

The TicketSalad system is a lottery based ticket platform. A user registers their email and credentials, they then purchase credits. Using these credits, user's can 'bid' on events displayed to them. When the user bids on an event they are required to input a 6 digit number. If the 6 digit number they input is the same number that the application randomly generated, the user wins the ticket.

1.3 Definitions, acronyms and abbreviations

- UML Unified Modeling Language
- CRUD Create Update Delete
- Credits Credits is a form of currency in the TicketSalad application used to bid on tickets. Credits are purchased using credit cards.

1.4 UML Domain Model

NEEDS TO BE DONE

2 Functional Requirements

2.1 Users

The TicketSalad application will have two users, namely a regular user and then an admin. The system should allow regular users to do the following:

- Register or log into the system.
- Edit/Update their info
- Purchase credits
- Bid for events

• View information on events.

The system should allow the admin user to do the following:

- Perform CRUD operations on all the available events.
- View statistics and data on all events

2.2 Sub Systems

The TicketSalad System can be broken into 2 subsystems, namely the application user subsystem and admin subsystem.

The application user subsystem can then be further broken down into 3 subsystems, the events subsubsystem, the user subsubsystem and the notification subsubsystem.

- Admin subsystem This subsystem is responsible for admins being able to modify and add events.
- Application user subsystem This subsystem is the application that regular users will use.
- User subsubsystem This subsubsystem is responsible for the users details credentials, and credits.
- Events subsubsystem This subsubsystem is responsible for all actions performed on/by events by regular users.
- Notification subsubsystem This subsubsystem is responsible for creating and handling notifications.

UML COMPONENT DIAGRAM NEEDS TO BE DONE