



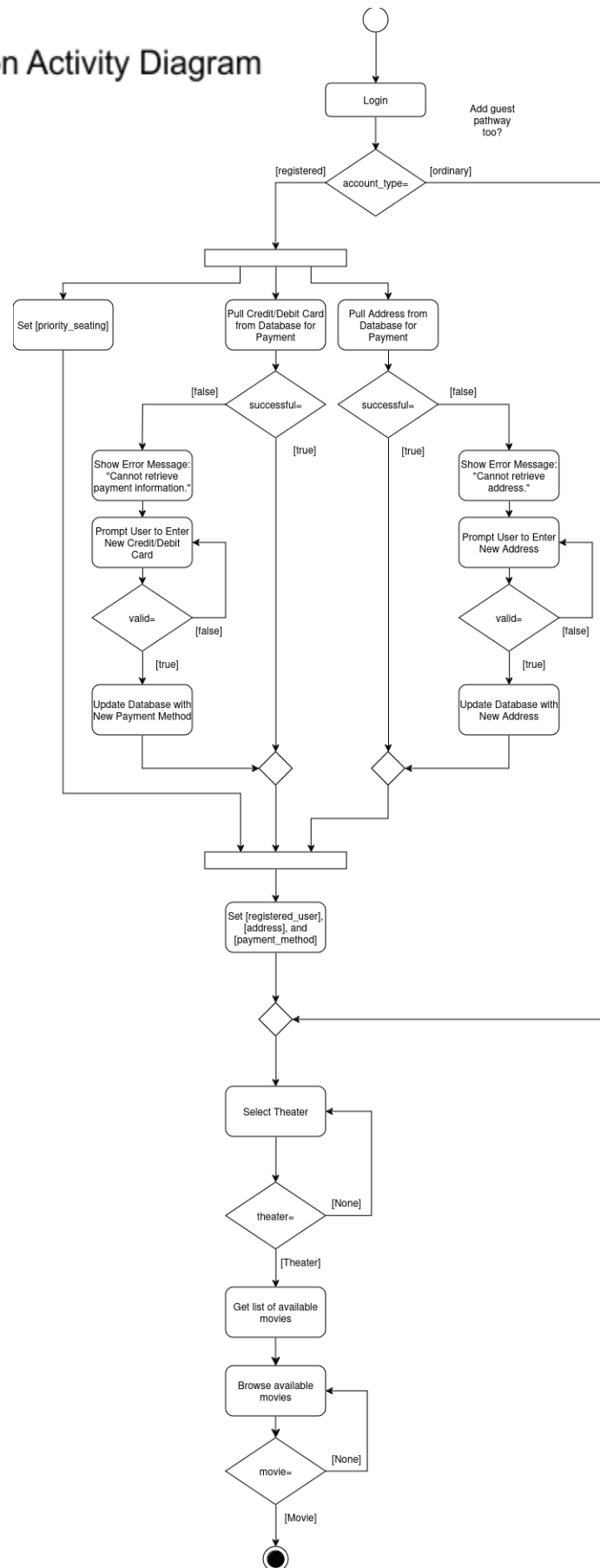
ENSF 480 Term Project
Design Document
L01 Group 18

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System Description

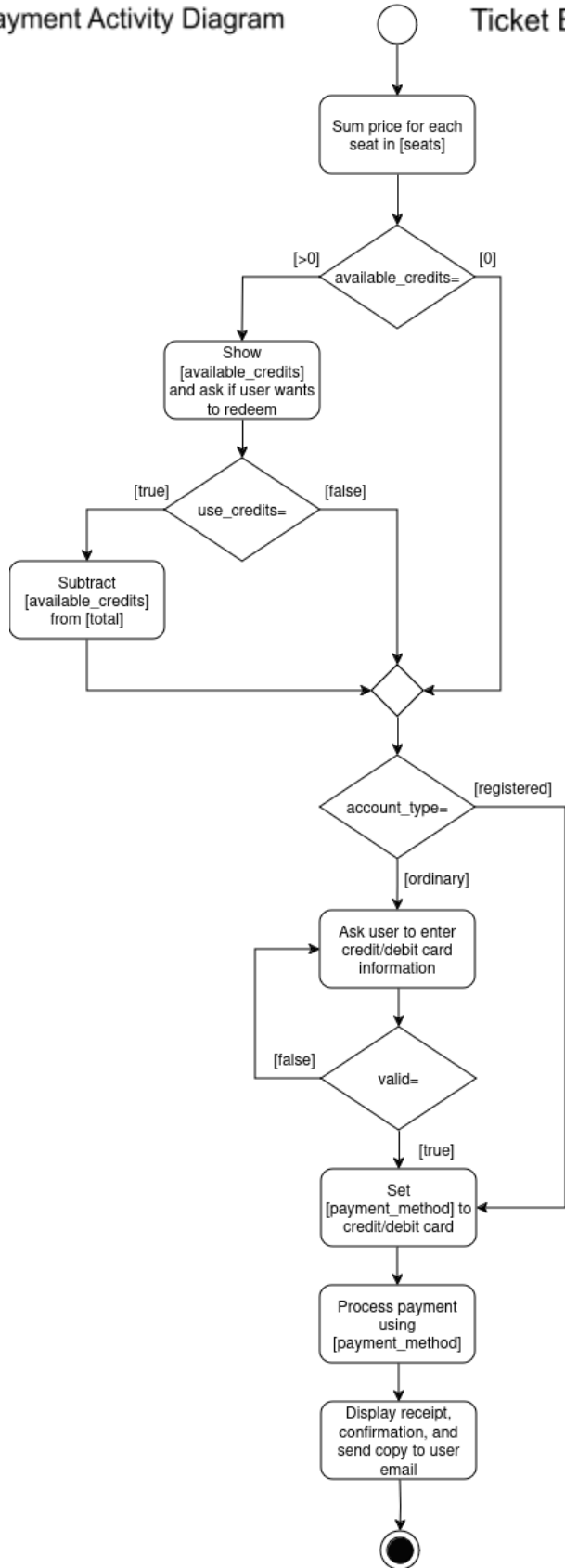
Our program is a web-based app that fulfills AcmePlex's requirements. The main requirements are to sign up for an account, cancel and refund tickets, select and choose seats graphically, and make payments. Our design document also goes over these use cases and some other edge cases. We plan on doing our program's front end in Java, utilizing the Java swing library. We will use MySQL for the table and queries for the database.

Movie Selection Activity Diagram



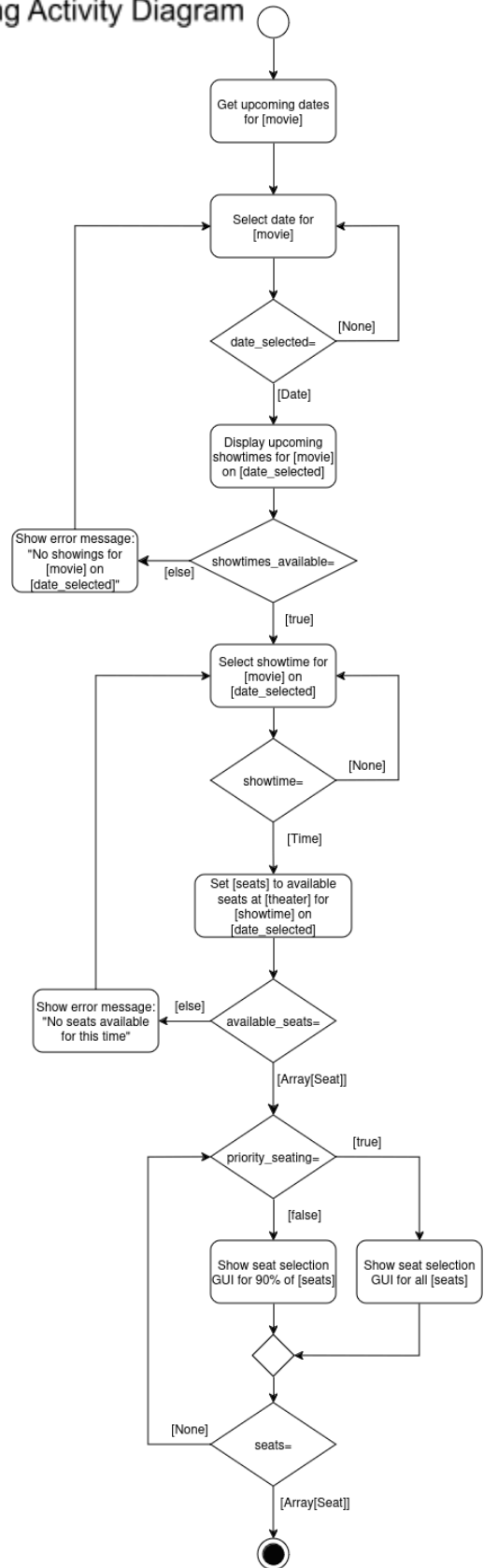
Assuming [Movie] is
selected along with [Date]
and [Time] of showing

Payment Activity Diagram

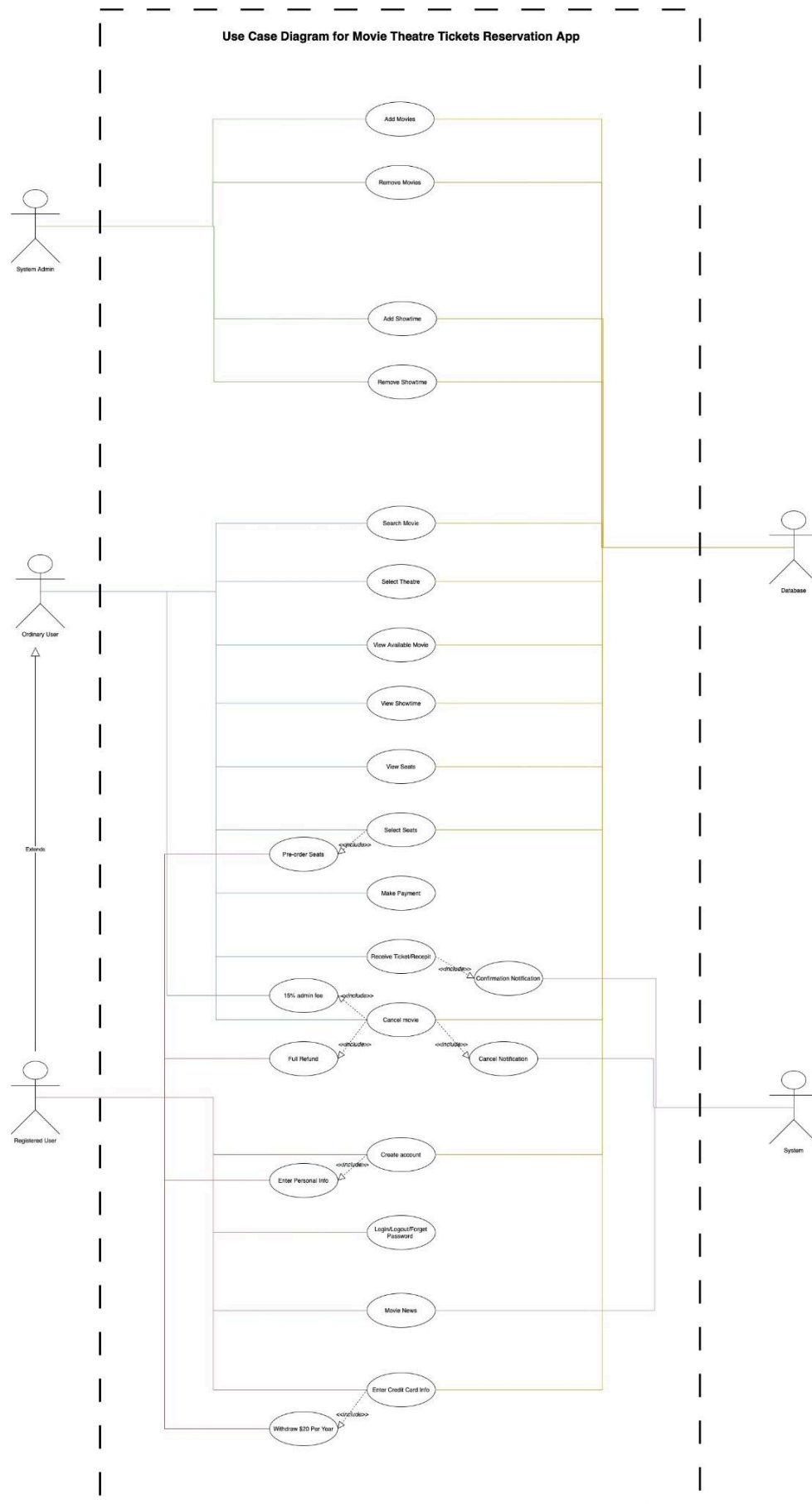


Assuming movie and
theater is selected and is
stored in some variable
already

Ticket Booking Activity Diagram



Use Case Diagram



System Scenarios

Add Movies: The System Admin can add a new movie to Database

Remove Movies: The System Admin can remove an existing movie from Database

Add Showtime: The System Admin can add a new showtime for a movie to Database

Remove Showtime: The System Admin can remove an existing movie from Database

Search Movie: An Ordinary User can select a movie by searching for it from a dropdown list

Select Theatre: An Ordinary User can select a theater by searching for it from a dropdown list

View Available Movie: An Ordinary User can view what movies are available from a theatre

View Showtime: An Ordinary User can view what showtimes are available and select from a dropdown list

View Seats: An Ordinary User can view which seats are available or not through a graph

Select Seats: An Ordinary User can pick which seat they want through a graph which will update the Database. However Registered Users can pre order seats they want through a graph (only 10% of the seats are reserved for pre order)

Make Payment: An Ordinary User can make payment by entering payment information. If they are a Registered User their payment info will already be saved and can use the stored information

Receive ticket/receipt: Ordinary Users and Registered Users will receive emails that have their ticket and receipt. A confirmation notification will be sent to the System.

Cancel Movie: An Ordinary User can cancel their movie up to 72 hours before the showtime using a ticket ID. They can receive an 85% in store voucher that is valid for one year. However Registered Users can receive full refunds. Cancellations will update the Database.

Create Account: An Ordinary User can become a Registered User by signing up for an account. This will prompt them to enter their name, password, credit card number, email. This information is saved in the Database

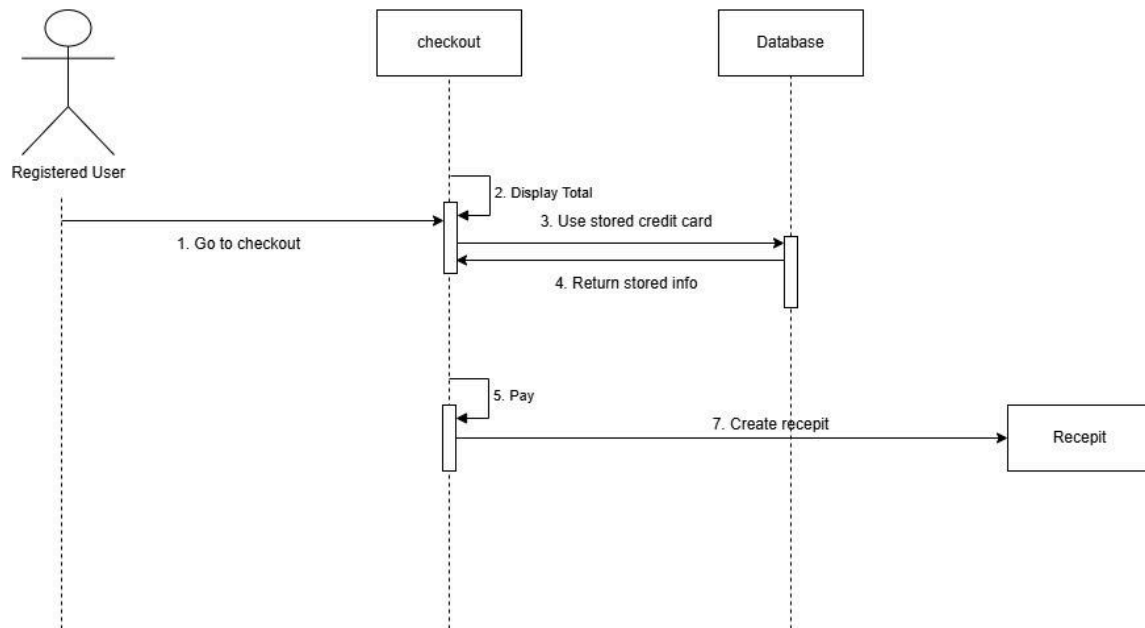
Login/Logout: A Registered User can login with an existing account and also logout once they are done.

Movie News: A Registered User can receive news about movies before it is announced to the public. The System will send the news to the Registered Users.

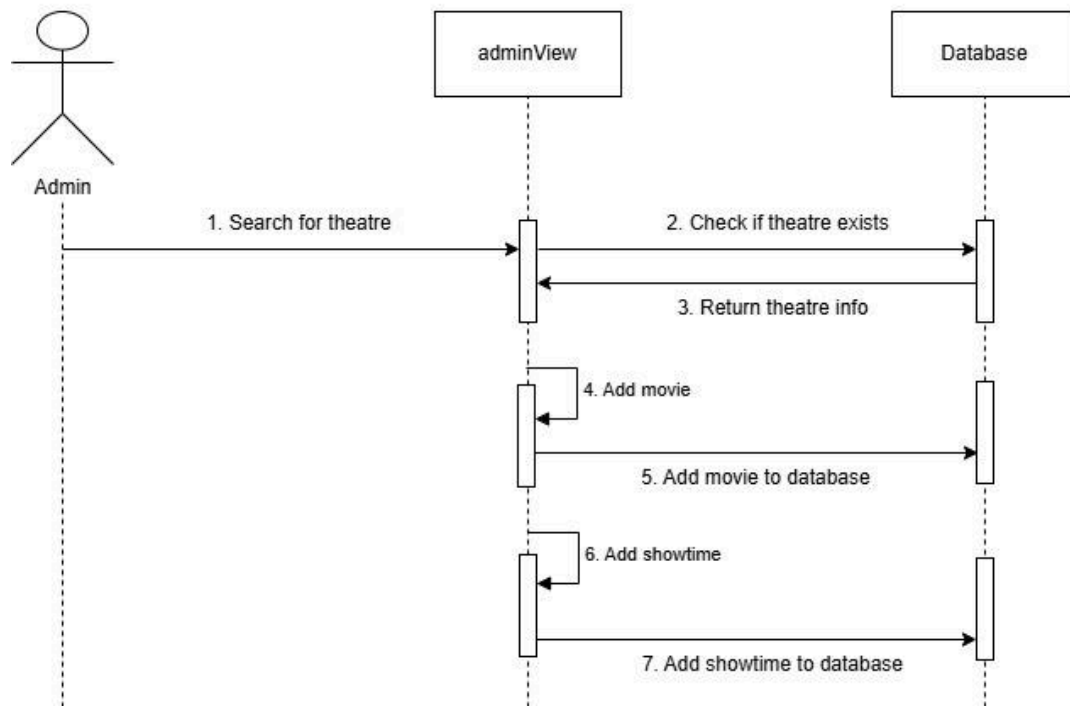
Enter Credit Card Info: Registered Users are prompted to enter their credit card info that will be saved in the database. An annual fee of \$20 will be withdrawn from their account.

System Interaction Diagrams

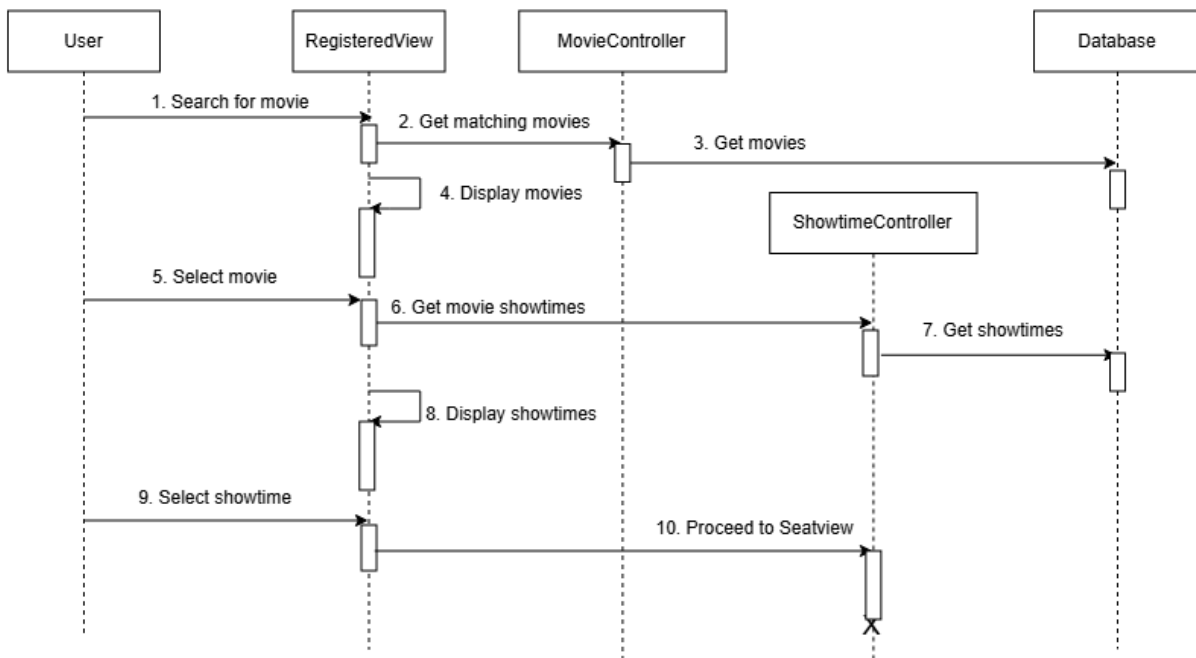
Registered User payment (Timothy)



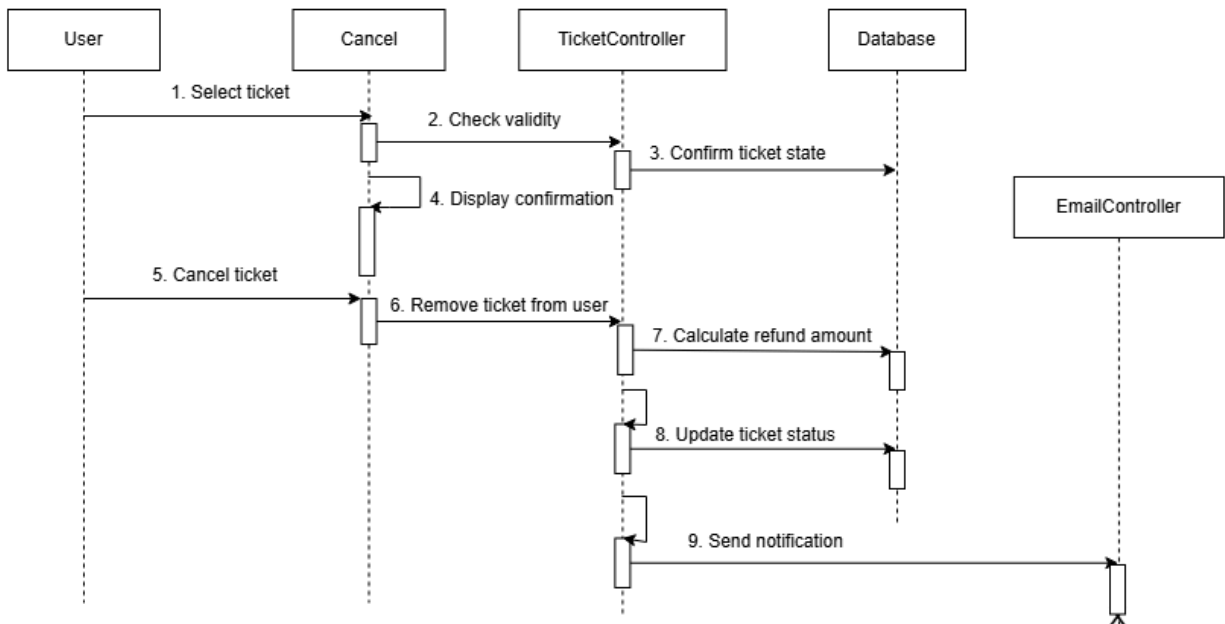
Admin adds movie and showtime (Thierry)



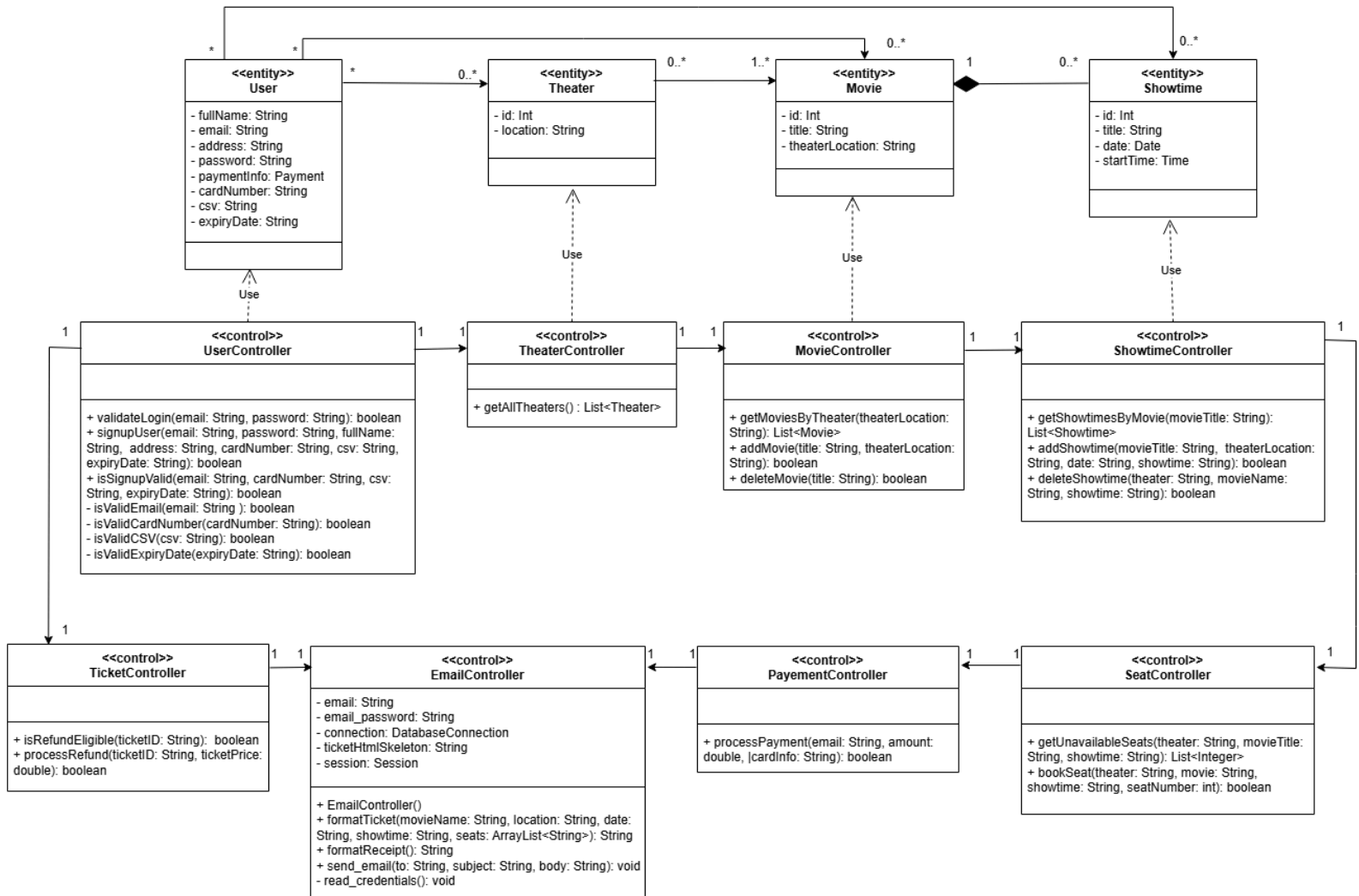
User Selects Movie/Showtime (Alex)



User Cancels Ticket (Alex)

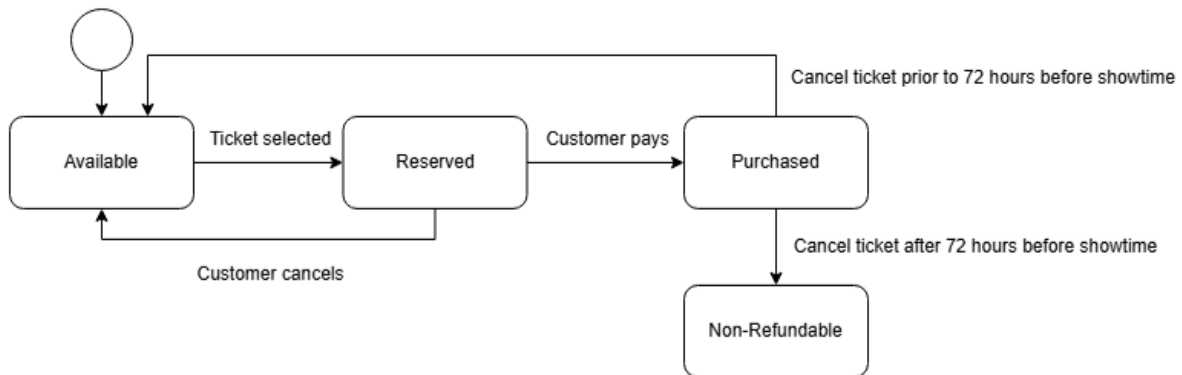


Domain Class-Diagram

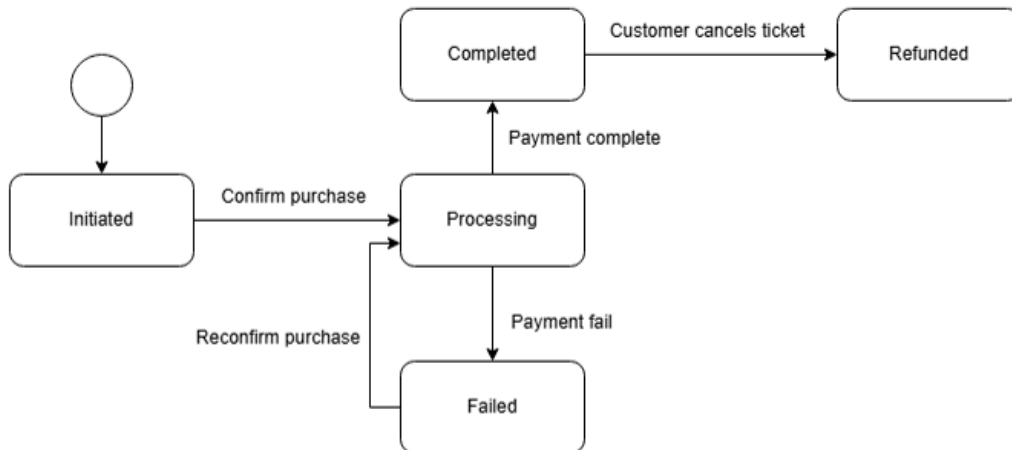


State Transition Diagrams

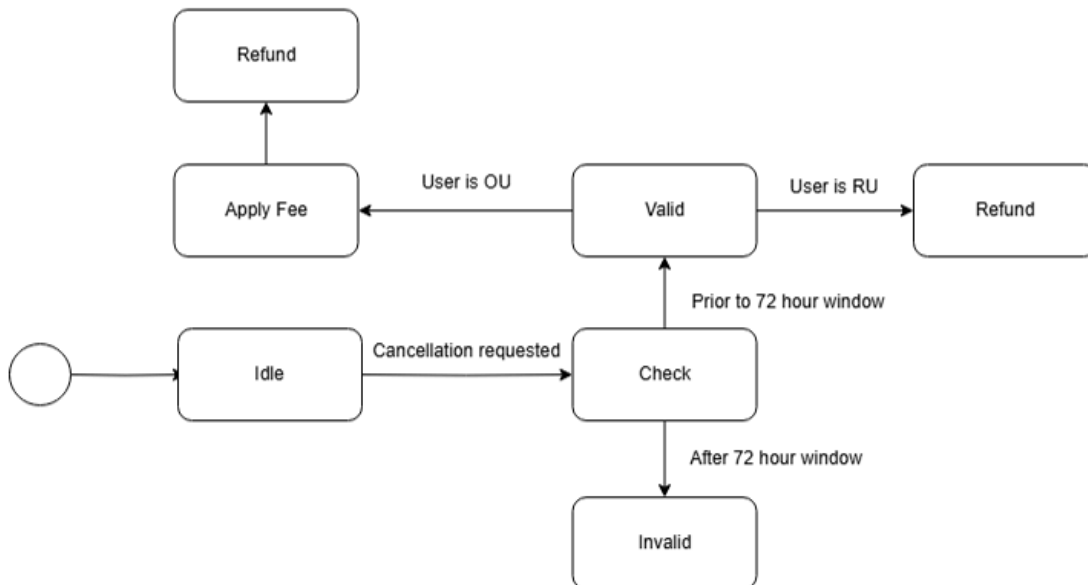
Ticket Object



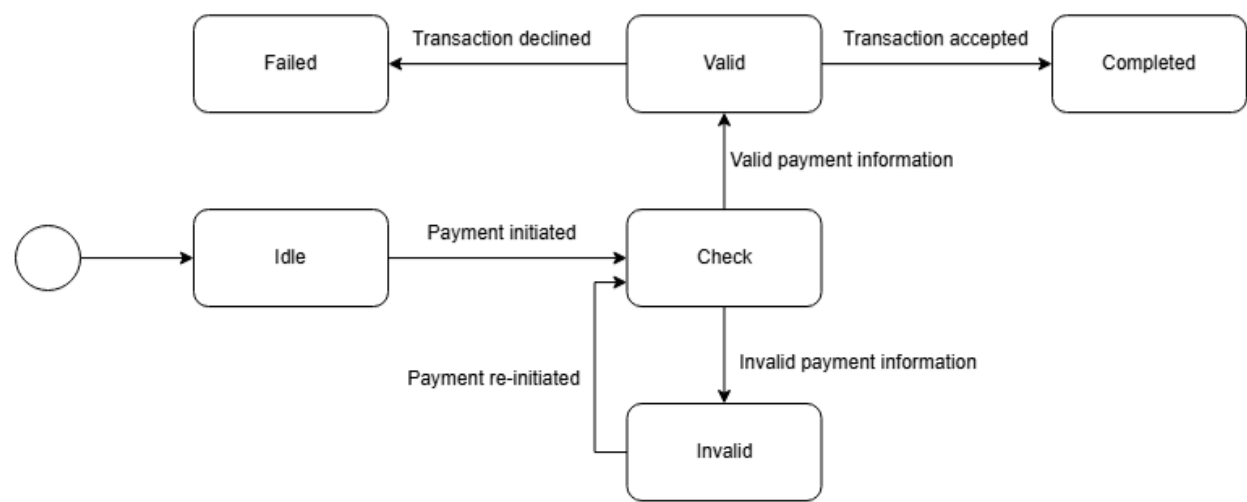
Payment Object



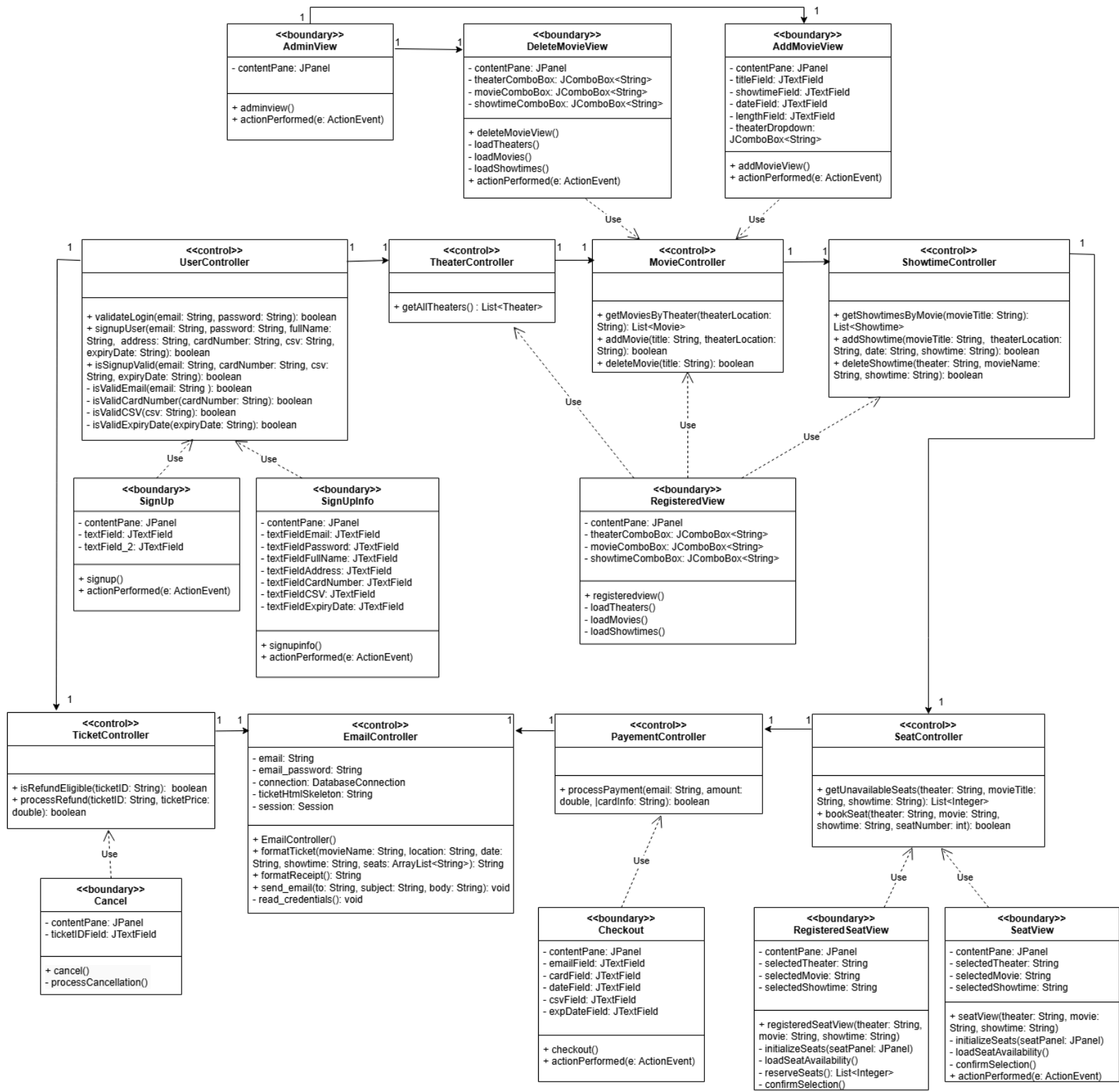
Cancel Ticket Use Case



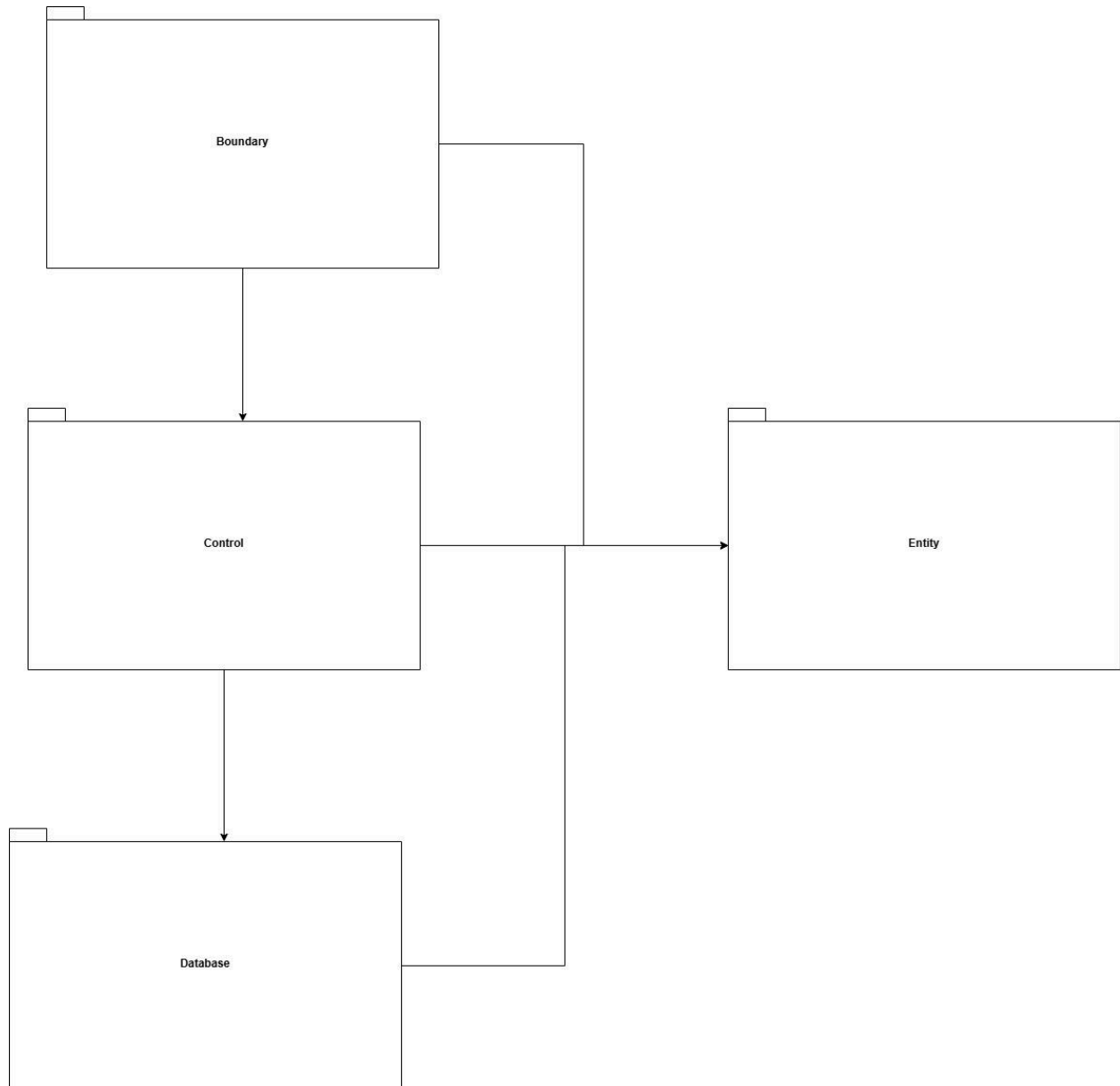
Payment Use Case



Presentation Layer Class-Diagram



System Package Diagram



System Deployment Diagram

