



Online Game Store

TASK #3

EPM-OGST

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3 TASK #3 DESCRIPTION

Extend functionality of Game Store by adding ability to buy a game.

3.1 ORDER DETAILS

3.1.1 Make Order

Place link “Make order” link on Basket page (/basket). After clicking on that link, user should be redirected to Order Details.

3.1.2 View Order

URL: /order

Method: GET

Expected result:

- Order page should contain order details;
- Table with payment methods (see allowed payment methods below);
- Each table item, should contains a little picture, title, short description and “pay” link;

Allowed payment methods:

- “Bank” - should generate invoice file;
- “IBox terminal” - should redirect to page with IBox account number (show userId for now), invoice number (orderId) and sum;
- “Visa” - should redirect to bank’s page. Just make Stub page with fields: cart holder’s name, card number, Date of expiry (month and year), CVV2/CVC2;

3.1.3 Payment

- When user clicks “pay” link, selected payment method should be proceed.

Additional details

- Use Strategy pattern to implement payment methods.