

Vogue Junction

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Vogue Junction

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Evaluation

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Abstract

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Now-a-days it is one of the biggest problems for emerging fashion designers that they do not have a dedicated platform to showcase their work and have direct B2C (Business to Consumer). Due to which much of the talent goes to waste. On the other hand, consumers also face problems. Consumers lack information related to fashion trends and fashion designers. We are aiming to provide a platform for fashion designers and customers to communicate and encourage buying and selling of fashion products through an online platform along with information related to fashion industry through the blogs and vlogs available on the platform. "Vogue Junction" is going to be developed in Web along with use of other extensions for specific purpose. It offers individual profiles, Fashion Blogs, Fashion Vlogs, individual portfolios, refined searching, buying and selling, messenger, multiple payment methods and Feedback Ratings.

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CHAPTER 1: INTRODUCTION

1.1 Introduction

The idea of our proposed system is originated from the hurdles emerging fashion designers face like going into a work market, showcasing their product and above all their career growth. The Proposed System intends to be an opportunity for emerging fashion designers for it allows them to display their talents and work into the market.

There are a number of users that would be interacting with our system i.e. Customers, Fashion Designers, Vloggers, Bloggers, and Administrators.

The major functionalities are i.e. Content publishing, Editing, Merchandising, Feedbacks, Personal Profiles/Portfolios, Direct Communication, Vlogs and Blogs.

There are multiple ways to use our system depending upon the type of the user. All these different users are provided with a lot of functionalities.

Every user has their personal profiles from where they can manage all their work. The customers can save their personal data, view all the products, blogs and vlogs, mark out their favourite products, vlogs and blogs, see their purchase history, secured online payment methods and communication. Fashion designers can publish their work, read remarks, analyse hits on their content. Bloggers can exhibit their work. They are able to upload their content and edit it. Vloggers can also exhibit their work. Vloggers are able to directly upload their videos on our website.

The proposed system provides direct communication of vendor to buyer so that it builds a good communicative relation between Fashion designers and customers for purchasing of fashion products. It would be made in such a way that users with less but basic knowledge could operate and surf through our website.

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1.2 Objectives

Our main goal of the system is to provide an ease for merchandising purpose of fashion related products and encourage our emerging fashion designers to work for their own and get the deserving recognition for their own work.

Our proposed system has an interactive and a user friendly interface with the best UI/UX design of the system so that any non-technical person can easily use the system. Our system provides such an interface that all the users stay engaged with our platform and prefer our platform over any other platform available.

Another goal is to provide a dedicated fashion platform for the people through which they can get the information about the latest trends in fashion, learn about self-grooming through the blogs, and get the information about the best brands or the designers available in the market. Customers can also do the comparison and choose the best products and designers among them.

The system will provide a platform for the designers so that they can make the best profit out of their work.

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1.3 Problem Statement

The project we worked on provides emerging fashion designers, vloggers and bloggers an opportunity to showcase their work and promote employment. The proposed system overcomes the shortcoming in e-fashion industry. These shortcoming discourages fashion entrepreneurs to pursue their passion.

Despite of a number of fashion portals out there, there is no such portal for an emerging fashion entrepreneur to merchandise their work and earn revenue with simultaneously getting's updates about fashion. In many portals these things come with a price. We have acknowledged that these shortcoming makes our fashion industry less profitable and is getting short of great talent.

However, after reviewing a number of similar sites there are a number of areas we can improvise on, making buyer-seller communication better, giving regular fashion updates, free of cost work showcasing portfolios and work, easy to maintain and use profiles.

These are the shortcoming we enlisted to improvise that we are providing a new improved system.

1.4 Assumptions & Constraints

- The proposed system entertains with minimal requirements from user.
- The proposed system lets you merchandise only if you're registered.
- The proposed system will require a minimum of 1mb internet connection to surf flawlessly.
- The developers delivered their milestones completely and on schedule.
- The proposed system completed by the end of June, 2019.

1.5 Project Scope

Fashion industry is one of the largest industries now a days and every person is connected to it through some direct or an indirect channel. Every person seeks for the best available outfits but most of the people are unaware about the best brands available in the market. Most of the clothing brands have really high prices which are unaffordable by common people but there are young designers out there who are providing great outfit designs at affordable prices but do not have any platform to exhibit their work and get maximum viewership. People are unaware of such talent. In our proposed system we are providing a platform for emerging designers as well as well-established designers to exhibit their work on a dedicated platform for fashion industry.

It is also quite an effort for common people to search for the latest fashion trends in the market as market is filled with various brands and every brand have their own uniqueness but "Which one is the best and which one is to be followed?" this question is in every person's mind and that is where we thought of this idea to build up a platform which provides an ease to both customers and designers to engage with each other in a direct communication and provide the best available solutions for the fashion related problems.

The system provides the fashion bloggers, fashion Vloggers and fashion designers the ease of displaying their work and target the best market without spending a lot of money on building up their own outlets. Customers are able to check out the latest fashion trends and learn how to groom their self by the blogs and vlogs directly available on our proposed system. People have to put an effort to find the best blogs and vlogs but it will be an ease for them as everything is provided on a single platform. Customers would not have to search for the whole markets to do a purchase. They are able to buy the best outfits at the best price and compare their picks right from their home or on the go with their mobile devices.

CHAPTER 2: Requirement Analysis

2.1 Literature review / Existing system study

2.1.1 Jabong

2.1.1.1 Introduction

Jabong is an Indian fashion based lifestyle e-commerce website founded by Praveen Sinha, Lakshmi Potluri, Arun Chandra Mohan and Manu Jain. Jabong is a high flight company that counter users with superior quality brand products.

The site provides fashioning services of footwear, apparel, jewellery and accessories to men, women and kids. [1]

2.1.1.2 Functionality

Jabong is an e-commerce portal for buying diverse products which include clothing, jewellery, accessories, grooming and beauty products. It provides users with a wide range of products with their respective categories. The highlight of this website is to provide users with offers and deals on brand through Sales or several apps or payment methods. It provides features like Multi Language, Multi Currency, Multi Websites, 24/7 Customer Care, Voice Recognized Searching, Catalogue and Grouped Product Browsing, Inbuilt checkout and payment facility, Mobile Commerce, Natural language support, Wide Range of Functionalities and technical processes, Admin Swift Navigation facility.

2.1.1.3 Critical Analysis

Now coming to feedbacks about Jabong. This website lacks some of the most required features nowadays like there is no actual representation of the product i.e.: 3D modelling which makes user frustrated as the user can't feel or see the product. Coming on to hiring standards, Jabong user below par hiring standards, processes are not properly standardized and filtered. Jabong has some delivery cons, as it does not provide overnight delivery which concerns user who wants things delivered as soon as it can be and makes them shift to another site. Minimum delivery time is 2-3 days. Jabong has no growth opportunity, either an employee or a customer it has limited growth.

Now considering these feedbacks what we are going to provide is much better and can have better of these feedbacks. We implemented chat feature to solve customer or designer queries fast and efficiently.

2.1.2 Vogue

2.1.2.1 Introduction

In 1892, Arthur Baldwin Turnure, an American businessman, started Vogue as a weekly newspaper in the US, before becoming a monthly publication years later. Vogue is a fashion and lifestyle magazine covering many topics including fashion, beauty, culture, living, and runway. Delivering fashionistas regular fashion updates through e media and magazines. [2]

2.1.2.2 Functionality

Vogue is a fashion portal and is one of the biggest fashion trafficker website. Vogue is all about information. Vogue conveys a variety of fashion exploring option starting from daily fashion, bridal fashion to celebrity fashioning. It constantly updates about current fashion with media like images, video and events. It features regular fashion updates, promotions, magazines, app interoperability, Exposure to industry titans, Opportunity

to deviate. Vogue entertains users with diversified blogs from all over the world concerning fashion. Vogue delivers all past, present and future information about a brand or any in style fashion.

2.1.2.3 Critical Analysis

Coming onto feedbacks from users either using the website or actually working for them. Vogue does require a lot of working hours for less wages that is a major struggle, it does provide excellent exposure but there isn't any revenue growth. Vogue lacks strong management both in practical areas and in their site. Poor management leads to losing customer interest. It provides a competitive and fast paced environment which is difficult to adapt and there is no training. Vogue also has small opportunity for growth following its procedures.

Following these feedbacks, we are providing a platform that is well managed and maintains work balance for designers. Our plan is to provide a hierarchical structure for growth both in status and in revenue with a system of monthly grading. The environment is easy to understand and will carry working people along.

2.1.3 Behance

2.1.3.1 Introduction

Behance is a portal that provides services for self-promotion, including consulting and online portfolio sites, owned by Adobe. Businesses like LinkedIn, National Design Museum, and schools such as Art Center College of Design, School of Visual Arts, and the Maryland Institute College of Art have used their services. [3]

2.1.3.2 Functionality

Behance is an online platform which offers people to showcase their creative work and discover creative work of others. It gives opportunity to the people to broadcast their work efficiently and widely. It brings the best available work on the top. People related to any kind of creative work can build up their profiles and broadcast their work. It has its major integration with Adobe software's. Companies explore the work of creative professionals through behance.

2.1.3.3 Critical Analysis

It is a platform for every kind of designer which makes it harder to only seek for latest trends in fashion. The home page is filled with unrelated stuff which makes it difficult to discover according to people's own interest. In addition to that users have to compress each image and save them for the web in order to upload them. It is a time consuming process. Behance also doesn't allow the users to upload videos to their portfolios. It also does not provide direct purchasing mechanism to the customers. Plus, non-technical user face difficulties in searching and filtering for a specific person or a project.

Keeping all of the things mentioned above we are facilitating users with larger storage space so that they can upload pictures in original quality along with their videos. Our main focus is to encourage buying and selling between fashion designers and customers. On our platform customers are able to place orders directly to the fashion designer. Our platform is providing blogs and vlogs so that customers can be updated with all the new fashion trends. Outlook and ease of use of our platform is our main

focus based on the fashion world because it keeps the interest of both customers and fashion designers to use our platform.

2.1.4 Facebook

2.1.4.1 Introduction

Facebook is an American online social media and social networking service company based in Menlo Park, California. Its website was launched on February 4, 2004, by Mark Zuckerberg, along with fellow Harvard College students and roommates, Eduardo Saverin, Andrew McCollum, Dustin Moskovitz, and Chris Hughes. [4]

2.1.4.2 Functionality

Facebook is a social network service. It provides people their individual profiles and opportunity to create their own groups or public pages. It has an efficient search engine which allows the users to search with natural language. Facebook provides live streaming feature to provide the live coverage of events around the globe. Facebook also provides a messenger to interact with Friends, Page Owners, Groups. Messenger also have audio call and video call features to communicate with each other. Facebook events are a way for members to let friends know about upcoming events in their community and to organize social gatherings.

2.1.4.3 Critical Analysis

Facebook is one of the largest social media platform with the highest number of users. It targets the largest market but everything is scattered. A user seeking for specific fashion related pages have to face a lot of struggle and the results are usually not accurate as simple queries are not easily solved. Users need to know the exact name of the page to look for the new fashion trends and products which is quite frustrating and annoying for the users as every lay person does not have the idea of the top or the emerging designers. Facebook does not provide a dedicated buying and selling mechanism for products.

Taking in account all of the weaknesses we built a platform which provides a dedicated mechanism for the purchase and selling of the products. Our platform provides all the required information needed by the customers about the trending fashions through the blogs, vlogs, featured advertisements and high rated portfolios of the fashion designers. We also provide ease to fashion designers to customize their portfolios according to their will so that they can make more attractive portfolios to achieve higher ratings and better viewership.

2.1.5 Dribbble

2.1.5.1 Introduction

Dribbble is a community of web designers, graphic designers, icon artists, illustrators and logo designers etc. It is a place for designers where they can show off their designs, discover and explore the work of others and even find more work. [5]

2.1.5.2 Functionality

Dribbble includes some new terms such as shots, debut, popular, and bucket etc. New images are called shots. The first upload from a new user is called a debut. A collection of shots created by a Dribbble member is called a bucket. If an image is voted up by enough members, it can make the Popular section. If a designer wants to create a

response or variation on another's work, it's called a rebound. It has some good features such as creating a blog, podcasts, meetups, host a meetup, Dribbble as an online job portal, post a job, scout designers, finding designers by location, individual portfolio for designers and designer teams, different categories of designs such as goods for sale and recent designs etc.

2.1.5.3 Critical Analysis

Dribbble is not targeted as fashion industry. It does not allow user to directly communicate with the developer of designs. It only includes images and motion logos and doesn't allow user to upload a video and create a vlog. Plus, Dribbble do not provides a proper buying and selling mechanism.

When it comes to our platform, it is a portal designed for fashion Industry. Our platform facilitates customers to directly contact with the designers through online messenger. Our platform provides all the required information needed by the customers about the trending fashions through the blogs, vlogs, featured advertisements and high rated portfolios of the fashion designers to achieve higher ratings and better viewership. Our platform allows fashion designers to upload high quality images and videos to customize their portfolios. Our main focus is to encourage buying and selling between fashion designers and customers.

2.1.6 Pinterest

2.1.6.1 Introduction

Pinterest derived from two separate words, pin and interest. It is a web and mobile application company that operates a photo sharing website. It has defined itself as "the world's catalogue of ideas" or a visual discovery, collection and storage tool. [6]

2.1.6.2 Functionality

Pinterest includes several distributed topics such as animals, architecture, gardening, fashion, design and education etc. On home feed Pinterest shows articles of new trends about selected topics. Pinterest has several features such as creating Blogs, Business accounts, online messenger, Native Videos, Cinematic Pins, Attractive user interface, Manageable Profiles, saving others pins in your account board, and sharing pins etc.

2.1.6.3 Critical Analysis

Now coming to the feedback of Pinterest, there is no protection functionality to prevent others from stealing your images stored in a user account. Along those same lines, Pinterest makes it too easy to steal other people's work. The search function often turns up completely unrelated items to what is being searched. This may be more related to the fact of miss-tagging the pins. Plus, it is hard to use for non-technical person(s). It also doesn't provide direct purchasing mechanism to the customers. It is not targeted to fashion industry.

Taking in account all of the weaknesses we built a platform, which is designed for fashion Industry. It facilitates the emerging fashion designers to present their work to people conveniently. Our platform provides blogs and vlogs so that customers can be updated with all the new fashion trends. On our platform customers are able to place orders directly to the fashion designer. Fashion Designers are able to create their own

customized portfolios. Our platform facilitates the customers to search by fashion designers, product type, etc. We are providing an opportunity to all of the fashion designers to showcase their work through our portal on their own personal portfolios and sell their work directly to the customers through our portal.

2.2 Stakeholders List (Actors)

- Developers
- Project Supervisor
- Final Year Committee
- Final Year Jury
- CUI
- Users
 - Admin
 - Customer
 - Designer
 - Bloggers
 - Vloggers

2.3 Requirements Elicitation

2.3.1 Functional Requirements

2.3.1.1 FR01: Register

- FR01-01: The system must allow customer to register through his/her credentials or through Facebook or Google.
- FR01-02: The system must validate the customer's credentials.
- FR01-03: The system must create the customer's account, after verifying credentials.
- FR01-04: The system must send a verification message to the given email and verify Customer.

2.3.1.2 FR02: Login

- FR02-01: The system must enable customer to login through his/her credentials or through Facebook or Google.
- FR02-02: The system must authenticate customer's credentials.
- FR02-03: The system must redirect customer to Welcome Page, if the customer is logging in for the first time.
- FR02-04: The system must redirect the customer to News Feed either way.

2.3.1.3 FR03: Logout

- FR03-01: The system must enable the customer to logout through logout Button.
- FR03-02: The system must redirect the customer to Login page.

2.3.1.4 FR04: View News Feed Information

- FR04-01: The System must display designer posts, blogs and vlogs.
- FR04-02: The System must allow the customer to open any of the post specifically and traverse through.

2.3.1.5 FR05: News Feed Posts

- FR05-01: The System must display post's content, designer, pictures, price and the post's likes and comments.
- FR05-02: The system must allow the customer to like, comment save the posted content.

FR05-03: The System must allow the customer to add any of the posted content on sale to shopping cart.

2.3.1.6 FR06: Header Bar

FR06-01: The system must allow the customer to navigate to News Feed, Designer Profile, Shopping Cart, Own Profile and Messenger.

FR06-02: The system must allow the customer to search for anything using keywords.

FR06-03: The system must allow the customer to get to system Homepage.

2.3.1.7 FR07: Purchase/Order Product

FR07-01: The system must allow the customer to set desired quantity and other attributes from availability.

FR07-02: The system must allow the customer to purchase any product for sale.

2.3.1.8 FR08: Purchase/Order Listings

FR08-01: The System must allow the customer to track the status of orders.

FR08-02: The System must allow the customer to view information about products in each order. i.e. price, total quantity.

FR08-03: The System must allow the customer to search for specific orders.

FR08-04: The System must allow the customer to view order history.

2.3.1.9 FR09: Comments/Feedback

FR09-01: The System must allow the customer to post comment on any of the designer posts, blogs and vlogs.

FR09-02: The System must validate comments for any violation before posting.

FR09-03: The System must allow the customer to edit his/her own comments only.

FR09-04: The System must allow the customer to delete his/her own comments only.

2.3.1.10 FR10: Likes/Dislikes

FR10-01: The System must allow the customer to gives likes or dislikes on any of the designer posts, blogs and vlogs.

FR10-02: The System must allow the customer to change his/her own likes/dislikes only.

2.3.1.11 FR11: Contact Designer

FR11-01: The System must allow the customer to contact any Designer through messenger.

FR11-02: The System must give customer the response message from the designer.

2.3.1.12 FR12: Notifications

FR12-01: The system must notify the customer of any activity made on system related.

FR12-02: The system must notify the customer of any new messages, new products, vlogs and blogs.

FR12-03: The system must notify the customer of any new updates related to account.

2.3.1.13 FR13: Payment Procedures

FR13-01: The System must allow the customer to choose from given payment procedures.

- FR13-02: The System must ask customer billing and shipping information
- FR13-03: The System must proceed according to selected payment method and then checkout.
- FR13-04: The System must verify the customer's checkout details.

2.3.1.14 FR14: Payment Method

- FR14-01: If Credit Card is chosen, The System must ask the customer to enter credit card credentials.
- FR14-02: If Cash On Delivery, The System must proceed with the information and complete checkout.

2.3.1.15 FR15: Update Profile Information

- FR15-01: The system must ask designer of his information i.e. name, email, contact, profile picture, work done, products, and designs.
- FR15-02: The System must allow designer to upload Albums.
- FR15-03: The System must allow designer to add products to Albums.

2.3.1.16 FR16: Add New Product

- FR16-01: The system must allow the designer to add products or designs for sale or exhibition.
- FR16-02: The System must allow designer to add those products into a specific album.
- FR16-03: The System must ask designer to enter information i.e. description, name, owner about the product or designs.
- FR16-04: The System must ask designer to upload pictures, images and patents.
- FR16-05: The System must ask designer to set prices and discount to products.

2.3.1.17 FR17: Edit/View Product

- FR17-01: The system must allow the designer to view any of the posted product.
- FR17-02: The system must allow the designer to view any of the information about the product.
- FR17-03: The system must allow the designer to edit any of the posted product.
- FR17-04: The system must allow the designer to edit any of the information about the product.
- FR17-05: The system must allow the designer to update product's name, description, owner, process, discounts.

2.3.1.18 FR18: Chat with Customers

- FR18-01: The system must allow the designer to respond to any contact made by customer.

2.3.1.19 FR19: News Alert

- FR19-01: The system must notify the designer of any activity happening related.
- FR19-02: The system must update the designer of activity on products i.e. purchase, request, negotiations.

2.3.1.20 FR20: Discounts

- FR20-01: The system must allow the designer to apply discounts.

2.3.1.21 FR21: Create Profile for Blogger/Vlogger

- FR21-01: The system must ask bloggers and vloggers to create a profile on login
- FR21-02: The system must ask bloggers and vloggers to submit information.
- FR21-03: The system must allow bloggers and vloggers to add names, description, tags, their related work, history works, and current works.

2.3.1.22 FR22: Add Blogs/Vlogs

- FR22-01: The system must allow bloggers/vloggers to add blogs/vlogs.
- FR22-02: The system must allow bloggers to add blog's author, title name, description, references, actual body content, images, and links.
- FR22-03: The system must allow vloggers to add vlogs title name, description, thumbnail and links.

2.3.1.23 FR23: Edit Blogs/Vlogs

- FR23-01: The system must allow bloggers/vloggers to edit blogs/vlogs.
- FR23-02: The system must allow bloggers to edit blog's author, title name, description, references, actual body content, images, and links.
- FR23-03: The system must provide blogger with an edit panel likewise as MS Word to do editing on the fly.
- FR23-04: The system must allow vloggers to edit vlogs title name, description, thumbnail and links.

2.3.1.24 FR24: Analytics

- FR24-01: The system must allow bloggers/vloggers to view analytics about their content.
- FR24-02: The system must allow bloggers/vloggers to view the number of likes, views, comments and shares.

2.3.1.25 FR25: Verify Information

- FR25-01: The system must allow admin the system wide access.
- FR25-02: The system must allow admin to verify pending request made from any of the users.
- FR25-03: The system must complete the pending task after admin verification.

2.3.1.26 FR26: Monitoring Orders Status

- FR26-01: The system must allow admin to monitor ongoing requests, orders and pending.
- FR26-02: The system must allow admin to notify the user of anything going wrong.
- FR26-03: The system must allow admin to notify users to correct or resubmit their requests.

4

2.3.2 Non-Functional Requirements

2.3.2.1 NFR 1.0: Safety

- NFR 1.1: The system will only allow user to download product images in minimal quality.

2.3.2.2 NFR 2.0: Security

- NFR 2.1: The system will not allow any unregistered user to access critical data.
- NFR 2.2: The system will store all user data independent.

2.3.2.3 NFR 3.0: Usability

- NFR 3.1: The system will provide proper navigational help to users.
- NFR 3.2: The system will provide such an interface that is useable by every level of user.

2.3.2.4 NFR 4.0: Reliability

- NFR 4.1: The system will ensure that no data is lost in case of connectivity issues.
- NFR 4.2: The system will ensure of logging failures and crashes to reduce relapse time.
- NFR 4.1: The system will ensure that only user specific data is accessible.

2.3.2.5 NFR 5.0: Performance

- NFR 5.1: The system will be averaging a response in 2 seconds.
- NFR 5.2: The system will take minimum of 3 seconds to start depending on connection size.
- NFR 5.3: The system will rapidly respond to any click.

2.3.2.6 NFR 6.0: Supportability

- NFR 6.1: The system will work properly spite of any browser.
- NFR 6.1: The system will work on any device type i.e. mobile, pc, laptop.

2.3.3 Requirements Traceability Matrix

ID	Assoc ID	Technical Assumption(s) and/or Customer Need(s)	Functional Requirements	Status	Actors	Type	Priority	Complexity	Assigned To	Use Case IDs	Activity Diagrams	Sedence Diagrams	Collaboration Diagrams
001	FR-01	User will be able to register	Register	Completed	Customer, Designer, Blogger/Vlogger	Functional	Low	Medium	BM	01	1	12	12
002	FR-02	User will be able to log in the system	Login	Completed	Customer, Designer, Blogger/Vlogger	Functional	Low	Medium	HT	01	1	12	12
003	FR-03	User will be able to log out the system	Logout	Completed	Customer, Designer, Blogger/Vlogger	Functional	Low	Medium	HT	07	1	12	12
004	FR-04	Customer will be able to view all products, blogs and vlogs	View News Feed	Completed	Customer	Functional	High	Low	ZI	--	--	--	--
005	FR-05	Customer will be able to view details of a specific product	News Feed Post	In Progress	Customer	Functional	High	Low	ZI	--	--	--	--
006	FR-06	Customer will be able to navigate through the system easily	Header Bar	Completed	Customer	Functional	High	Low	HT	--	--	--	--
007	FR-07	Customer will be able to add product to the cart	Purchase Product	In Progress	Customer	Functional	High	Low	BM	03	2	8	8
008	FR-08	Customer will be able to view previous orders list	Order Listings	In Progress	Customer	Functional	High	Low	BM	10	11	7	7
009	FR-09	Customer will be able to view and add comment(s)	Comments	In Progress	Customer	Functional	Medium	Low	ZI	09	6	11.3	11.3
010	FR-10	Customer will be able to add and view number of likes/dislikes	Likes/Dislikes	In Progress	Customer	Functional	Medium	Medium	BM	--	6	1	1
011	FR-11	Customer will be able to contact designer	Contact Designer	In Progress	Customer	Functional	Low	Low	BM	11	3	5	5
012	FR-12	Customer will get updates through notifications	Notifications	In Progress	Customer	Functional	Low	Low	ZI	32	9	4	4
013	FR-13	Customer will be able to choose from different payment methods	Payment Procedures	In Progress	Customer	Functional	High	High	HT	06	2	8	8
014	FR-14	Customer will get a safe online payment methods	Payment Method	In Progress	Customer	Functional	High	High	ZI	06	2	8	8
015	FR-15	User will be able to update previously added information	Update Profile Information	Completed	Customer, Designer, Blogger/Vlogger	Functional	Medium	Medium	BM	05	4	9	9
016	FR-16	Designer will be able to add new products	Add New Product	Completed	Designer	Functional	High	Low	HT	13	7	3	3
017	FR-17	Designer will be able edit previously added products	Edit/View Product	Completed	Designer	Functional	High	Low	BM	14.17	8	3	3
018	FR-18	Designer will be able to customers which placed orders	Chat with Customers	In Progress	Designer	Functional	Low	High	HT	11	3	5	5
019	FR-19	Designer will be updated for activity on products	News Alert	In Progress	Designer	Functional	Medium	High	BM	--	9	4	4
020	FR-20	Designer will be able to apply discounts on products	Packages/ Discounts	In Progress	Designer	Functional	Low	Medium	HT	16	--	--	--
021	FR-21	Blogger/Vlogger will be able to create and update profile	Create Profile for Blogger/Vlogger	In Progress	Blogger, Vlogger	Functional	Medium	Low	ZI	18	4	9	9
022	FR-22	Blogger/Vlogger will be able to add new Blogs/Vlogs	Add Blogs/Vlogs	Completed	Blogger, Vlogger	Functional	High	High	HT	19	12	2	2
023	FR-23	Blogger/Vlogger will be able to edit existing Blogs/Vlogs	Edit Blogs/Vlogs	Completed	Blogger, Vlogger	Functional	High	Medium	BM	22.23.24	13	2	2
024	FR-24	Admin will be able to review the analytics	Analytics	In Progress	Admin	Functional	High	High	ZI	20.21.25.27	10	10	10
025	FR-25	System will verify new user information	Information Monitoring	In Progress	System	Functional	Medium	Medium	HT	30	--	--	--
026	FR-26	Customer and Admin will be able to view order details and status	Orders Status	Completed	Customer, Admin	Functional	Medium	High	ZI	15.31	11	6	6

1

2.4 Use Case Descriptions

Use Case ID:	01
Use Case Name:	Registration Process
Actors:	Customers ,Designers, Bloggers, Vloggers 1
Description:	This use case describes the process by which the related actors can register themselves.
Pre - Condition:	The actor must not be registered and have no record before.
Post - Condition:	The actor should be successfully registered and have a record.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The actor will open the website portal. 2. The actor will click the register button and the system will head to register page. 3. The actor will submit his/her credentials i.e. username, email. password. 4. The actor will then hit “Register” button and will be headed to Login page. 5. The actor should be registered and redirected to Login page now.
Alternative flows:	<p>2.a. An If actor is already registered with the given credentials then suggest to log in instead.</p> <p>3.a. Notify actor if any of the credentials are in violation of the rules.</p>
Exceptions:	None

Table 2.1: Use Case Description for Registration Process

1 Use Case ID:	02
Use Case Name:	Log In Process
Actors: 4	Customer, Designer, Vlogger, Blogger
Description:	The use case describes the process by which the related actor can log in into the system.
Pre - Condition:	The Actor must be registered to log in.
Post - Condition:	The Actor is now logged in and can access certain functionalities.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The Actor will head to website portal 2. The Actor will click on “Login” button and will be headed to Login page. 3. The Actor would enter his/her required credentials and hit submit. 4. The System will verify the credentials and head actor to News Feed.
Alternative flows:	<p>3.a Notify actor if any of the credentials are in violation of the rules.</p> <p>4.a Notify actor if the credentials do not match any record in database.</p> <p>4b) If the actor is logging in for the first time head to welcome page instead of news feed.</p>
Exceptions:	None

Table 2.2: Use Case Description for Login Process

1	Use Case ID:	03
	Use Case Name:	Add Product to Cart
Actors: 4	Actors:	Customer
Description:	The use case describes the process by which the customer can add a product to his/her shopping cart.	
Pre - Condition:	The product must be in stock to be added to cart.	
Post - Condition:	The product must be added to cart and the stock must be updated.	
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The customer will click on a product to open its description. 2. The customer will hit the add button to add item to cart. 3. The system will add that product to cart and update the database. 	
Alternative flows:	2.a Notify customer if the quantity is set over available stock.	
Exceptions:	None	

Table 2.3: Use Case Description for Add Product to Cart

1 Use Case ID:	04
Use Case Name:	Change Account Settings
Actors: 4	Customer, Designer, Vloggers, Bloggers.
Description:	The use case describes the process by which the actor can modify his/her account settings.
Pre - Condition:	The Settings must be previously set to be modified.
Post - Condition:	The Updated settings should immediately display and database should be updated.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The Actor will click Account Settings to open settings. 2. The actor will then press edit button to modify the settings 3. The actor will then modify according to his/her will and hit save button. 4. The system will update the latest information once the actor leaves the settings page for good.
Alternative flows:	3.a Notify the user if any of the entered data is in violation of the input rules.
Exceptions:	None

Table 2.4: Use Case Description for Change Account settings

1	
Use Case ID:	05
Use Case Name:	Checkout
Actors:	Customer, Designer
Description:	The use case describes the process by which the customer can check out his shopping Cart.
Pre - Condition:	The shopping cart should consist of products to be checked out.
Post - Condition:	The Order should be placed and the corresponding requests and database updates should be visible.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The customer must open his/her shopping cart. 2. The customer will then hit checkout button after confirming the products and their details. 3. The system will then place the order and the pending request will be sent to designer for approval. 4. After Approval the stock will be updated. 5. After delivery the order would be placed in order history.
Alternative flows:	None
Exceptions:	None

Table 2.5: Use Case Description for Checkout Procedure

Use Case ID:	06
Use Case Name:	Sign-out Procedure
Actors: 4	Customer, Designer, vloggers, bloggers.
Description:	The use case describes the process by which the actor can sign out of his account.
Pre - Condition:	The Actor must be logged in in order to sign Out.
Post - Condition:	The Actor must be signed out of the system and should be unable to access certain functionalities.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The Actor must click the sign out button. 2. The Actor must be signed out of his/her account.
Alternative flows:	None
Exceptions:	None

Table 2.6: Use Case Description for Sign-out Procedures

Use Case ID:	07
Use Case Name:	Search Procedures
Actors: 4	Customer, Designer, Vlogger, blogger.
Description:	The use case describes the process by which the actor can sign out of his account.
Pre - Condition:	The Actor must be signed in to search.
Post - Condition:	The items related to search text should appear according to relevancy.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The Actor will click onto search bar to write. 2. The actor will then click search. 3. The System will then display corresponding results.
Alternative flows:	3.a Let Actor modify search results with constraints.
Exceptions:	None

Table 2.7: Use Case Description for Search Procedures

1

Use Case ID:	08
Use Case Name:	Comment Procedures
Actors:	Customer
Description:	The use case describes the process by which the customer can comment on any post, vlog or blog.
Pre - Condition:	The customer must be logged in in order to comment.
Post - Condition:	The comment should be submitted and database should be updated.
Normal Flow Of Events:	<ol style="list-style-type: none">1. The customer will click Comment tab under the post, vlog or blog.2. The customer will then write his/her comment in the comment box.3. The customer will then hit enter and the comment would be submitted.4. The system will update the database and submit comment in records.
Alternative flows:	None
Exceptions:	None

Table 2.8: Use Case Description for Comment Procedures

1

Use Case ID:	09
Use Case Name:	Checking Order History
Actors:	Customer
Description:	The use case describes the process by which the customer can check his/her order history.
Pre - Condition:	The customer must be logged in and have made some purchases to view.
Post - Condition:	The customer can see his/her order details what are delivered or pending approval.
Normal Flow Of Events:	<ol style="list-style-type: none">1. The customer would head to his/her profile and click on orders tab.2. The customer will then be shown a list of orders.3. The customer can sort them according to date, items count, total price or status.4. The customer can open an order to view further details.
Alternative flows:	2.a Notify customers if no orders have been made in the past.
Exceptions:	None

Table 2.9: Use Case Description for Checking Order History

1	
Use Case ID:	10
Use Case Name:	Messaging
Actors:	Customers
Description:	The use case describes the process by which the customer can send messages to others in system.
Pre - Condition:	The customer must be logged in to send messages.
Post - Condition:	Messages must be delivered to the right person as soon as possible and should be recorded.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The customer will click the "Messages" button. 2. The customer can then search the person he wants to send the message to. 3. The customer will then type the message in the message box and hit enter to send. 4. The message will be delivered to the person.
Alternative flows:	2.a The customer can also go to someone's profile and message them directly from there.
Exceptions:	None.

Table 2.10: Use Case Description for Messaging

1	
Use Case ID:	11
Use Case Name:	Set Profile
Actors:	Designers
Description:	The use case describes the process by which the designers can setup their profile.
Pre - Condition:	The user must be register as a designer.
Post - Condition:	The Profile should be setup and saved.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The designer must head to his account settings to set it up. 2. The designer in the account settings panel can setup things. 3. The designer can set his/ her profile picture, description. 4. The designer will be clicking save on setting up things mentioned above.
Alternative flows:	3.a Notify designer if something compulsory is left empty.
Exceptions:	None

Table 2.11: Use Case Description for Set Profile

1

Use Case ID:	12
Use Case Name:	Upload Products
Actors:	Designer
Description:	The use case describes the process by which the designers can upload a product/patent.
Pre - Condition:	The designer must be registered and logged in to post products.
Post - Condition:	The posted products should show in other tabs like overall products, news feed and must be recorded.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The designer can click upload product from his/her profile. 2. The designer will then be asked of the products name, description, images, price and stock. 3. The designer will enter all product information and then submit. 4. The product will then be added to records and will show in respective tabs.
Alternative flows:	2.a Notify designer of if any info left unfilled.
Exceptions:	None

Table 2.12: Use Case Description for Uploading Products

1	
Use Case ID:	13
Use Case Name:	Edit Products
Actors:	Designers
Description:	The use case describes the process by which the designers can edit an already posted product.
Pre - Condition:	The designer must be registered and logged and the product must exist in order to edit products.
Post - Condition:	The edited details must show in other tabs like overall products, news feed and must be recorded.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The designer would open an already posted product. 2. The designer will then press the edit button and all the editable fields will be unlocked. 3. The designer would then edit information to his will, i.e. price, discounts, etc. 4. The designer would then hit save and the product will be updated all over the system.
Alternative flows:	3.a Notify the user if any compulsory field left empty.
Exceptions:	None

Table 2.13: Use Case Description for Editing Products.

Use Case ID:	14
Use Case Name:	Check pending order approvals
Actors: 4	Designer
Description:	The use case describes the process by which the designers can edit an already posted product.
Pre - Condition:	The designer must be registered and logged in to check pending order approvals.
Post - Condition:	The pending order notification count should be gone.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The Designer will head to his profile by clicking "My Profile". 2. The designer will then hit pending "Orders" button. 3. The designer can then check and approve pending orders appearing in a modal box.
Alternative flows:	None
Exceptions:	None

Table 2.14: Use Case Description for Checking pending order approvals

1

Use Case ID:	15
Use Case Name:	Apply Discounts
Actors:	Designer
Description:	The use case describes the process by which the designers can apply discounts on posted products.
Pre - Condition:	The designer must be logged in and product must be uploaded.
Post - Condition:	The new discounted price will be updated over the system.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The Designer must head to his profile and then click Products tab. 2. The designer will then open a product from all products. 3. The designer can then add a discounted price.
Alternative flows:	None
Exceptions:	None

Table 2.15: Use Case Description for Apply Discounts

1

Use Case ID:	16
Use Case Name:	Delete Products
Actors:	Designer
Description:	The use case describes the process by which the designers can delete an uploaded product.
Pre - Condition:	The designer must be logged in and product must exist to be deleted.
Post - Condition:	The product should be deleted from the entire system.
Normal Flow Of Events:	<ol style="list-style-type: none"> 1. The Designer must head to his profile and then click Products tab. 2. The designer will then a product from all products. 3. The designer can then hit the delete button to delete the product. 4. The system will confirm deletion and then delete.
Alternative flows:	<p>2.a. Product can also be opened by searching.</p> <p>4.a. If deletion not confirmed do not delete the product.</p>
Exceptions:	None

Table 2.16: Use Case Description for Delete Products

1 Use Case ID:	17
Use Case Name:	Upload Blog
Actors:	Blogger
Description:	This use case describes the process by which the Blogger will upload and publish new blog
1 Pre-Condition:	Blogger must be logged in to the portal with its valid credentials
Post-Condition:	Blog will be uploaded and published on the portal
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Blogger will press “Upload Blog” button 2. Blogger will type the blog content 3. Blogger will save the Blog 4. Blogger will publish the Blog
Alternate Flows:	None
Exceptions:	None

Table 2.17: Use Case Description for Upload Blogs

1	
Use Case ID:	18
Use Case Name:	Edit Blog
Actors:	Blogger
Description:	This use case describes the process by which the Blogger can edit the content on a published blog
Pre-Condition:	Blog must be uploaded on the portal
Post-Condition:	Updated version of the blog will be published
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Blogger will open the blog 2. Blogger will press "Edit" button 3. Blogger will retype the blog 4. Blogger will save the new Blog 5. System will publish the updated version of the blog on the portal
Alternate Flows:	3.a Blogger will do corrections on the blog
Exceptions:	None

Table 2.18: Use Case Description for Edit Blog.

1	Use Case ID:	19
	Use Case Name:	Check Statistics
	Actors:	Blogger
	Description:	This use case describes the process by which the Blogger can check the statistics of the uploaded Blog
	Pre-Condition:	Blog must be uploaded by the same user
	Post-Condition:	New report will be generated
	Normal Flow of Events:	<ol style="list-style-type: none"> 1. Blogger will press the “View Stats” button 2. Statistics of all of his content will be displayed
	Alternate Flows:	None
	Exceptions:	None

Table 2.19: Use Case Description for Checking Statistics

1	
Use Case ID:	20
Use Case Name:	Check User Reviews
Actors:	Blogger
Description:	This use case describes the process by which the Blogger can check the reviews given by customers on the video
Pre-Condition:	Customer must have given some reviews on the food
Post-Condition:	Comment of the Blogger will be displayed in the reviews section of the video
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Blogger will select the blog 2. Blogger will press the “Reviews” button 3. Blogger will post a comment on the video
Alternate Flows:	None
Exceptions:	None

Table 2.20: Use Case Description for Checking User Reviews

1	
Use Case ID:	21
Use Case Name:	Delete Blog
Actors:	Blogger
Description:	This use case describes the process by which the Blogger can delete the uploaded blog
Pre-Condition:	Blog must be uploaded by the same user
Post-Condition:	Blog will be removed from the portal
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Blogger will select the blog 2. Blogger will press the "Delete Blog" button 3. System will ask confirmation from the blogger 4. Blog will be removed
Alternate Flows:	None
Exceptions:	None

Table 2.21: Use Case Description for Deleting Blog

1 Use Case ID:	22
Use Case Name:	Upload Video
Actors:	Vlogger
Description:	This use case describes the process by which the Vlogger can upload the video directly to its profile
1 Pre-Condition:	Vlogger must be logged in to the portal with its valid credentials
Post-Condition:	The video will be uploaded and published on the portal
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Vlogger will press the upload video button 2. Vlogger will select the video to be uploaded 3. Vlogger will type the Title of the video 4. Vlogger will type the description of the video 5. Video will be published to the portal
Alternate Flows:	<p>2.a Vlogger will select multiple videos 3.a System will display error message that "Multiple items Can Not be uploaded"</p>
Exceptions:	None

Table 2.22: Use Case Description for Uploading Video

1	
Use Case ID:	23
Use Case Name:	Edit Video Details
Actors:	Vlogger
Description:	This use case describes the process by which the Vlogger will edit the details of the uploaded video
Pre-Condition:	The video should be uploaded and the Vlogger should be logged in with the same credentials used to upload the video
Post-Condition:	The details of the video will be updated and new details will be shown to every user of the portal
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Vlogger will open videos panel 2. Vlogger will select the video 3. Vlogger will press the “Edit Video” button 4. Vlogger will edit the details 5. Vlogger will save the new details
Alternate Flows:	None
Exceptions:	None

Table 2.23: Use Case Description for Editing Video Details

1	Use Case ID:	24
	Use Case Name:	Check Statistics
	Actors:	Vlogger
	Description:	This use case describes the process by which the Vlogger can check the statistics of the video uploaded
	Pre-Condition:	Video must be uploaded by the same user
	Post-Condition:	New report will be generated
	Normal Flow of Events:	<ol style="list-style-type: none"> 1. Vlogger will press the “View Stats” button 2. Statistics of all of his content will be displayed
	Alternate Flows:	None
	Exceptions:	None

Table 2.24: Use Case Description for Checking Statistics

1	
Use Case ID:	25
Use Case Name:	Delete Video
Actors:	Vlogger
Description:	This use case describes the process by which the Vlogger can delete the uploaded video
Pre-Condition:	Video must be uploaded by the same user
Post-Condition:	Video will be removed from the portal
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Vlogger will select the video 2. Vlogger will press the “Delete Video” button 3. System will ask confirmation from the vlogger 4. Video will be removed
Alternate Flows:	None
Exceptions:	None

Table 2.25: Use Case Description for Deleting Video

1	
Use Case ID:	26
Use Case Name:	Check User Reviews
Actors:	Vlogger
Description:	This use case describes the process by which the Vlogger can check the reviews given by customers on the video
Pre-Condition:	Customer must have given some reviews on the video
Post-Condition:	Comment of the Vlogger will be displayed in the reviews section of the video
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Vlogger will select the video 2. Vlogger will press the “Reviews” button 3. Vlogger will post a comment on the video
Alternate Flows:	None
Exceptions:	None

Table 2.26: Use Case Description for Checking User Reviews

1 Use Case ID:	27
Use Case Name:	Share Videos from other sources
Actors:	Vlogger
Description:	1 This use case describes the process by which the Vlogger can post Videos from external sources on its profile
Pre-Condition:	Video must be previously uploaded on external source
Post-Condition:	Video will be published on the portal
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Vlogger will enter the link that needs to be shared on his profile 2. Vlogger will enter the details of the video 3. Vlogger will press the "Publish" button
Alternate Flows:	None
Exceptions:	None

Table 2.27: Use Case Description for Sharing Video

1 Use Case ID:	28
Use Case Name:	Block User
Actors:	Admin
Description:	The use describes the process by which the admin can block a certain user from the system
Pre-Condition:	The user should be registered to the system
1 Post-Condition:	The user will not be able to log in to the system
1 Normal Flow of Events:	<ol style="list-style-type: none"> 1. Admin will open the user list 2. Admin will search for the user 3. Admin will press the "Block User" button
Alternate Flows:	3.a User is already blocked
Exceptions:	None

1
Table 2.28: Use Case Description for Blocking User

Use Case ID:	29
Use Case Name:	Check Registered User Details
Actors:	Admin
Description:	This use case describes the process by which the admin can check details of any user of the system
Pre-Condition:	User should be registered to the system
Post-Condition:	Users will be registered on the portal
Normal Flow of Events:	<ol style="list-style-type: none"> 1. Admin will open the user list 2. Admin will open the specific user details from the list
Alternate Flows:	None
Exceptions:	None

Table 2.29: Use Case Description for Checking Registered User

Use Case ID:	30
Use Case Name:	Check Orders
Actors:	Admin
Description:	This use case describes the process by which the admin can check all the details of the orders placed by customers through the portal
Pre-Condition:	Order must be placed by the customer
Post-Condition:	Confirmation text will be sent to the customer
1 Normal Flow of Events:	<ol style="list-style-type: none"> 1. Admin will open the orders list 2. Admin will search for the unconfirmed or pending orders 3. Admin will confirm the order
Alternate Flows:	None
Exceptions:	None

Table 2.30: Use Case Description for Checking Orders

2.5 Use Case Designs

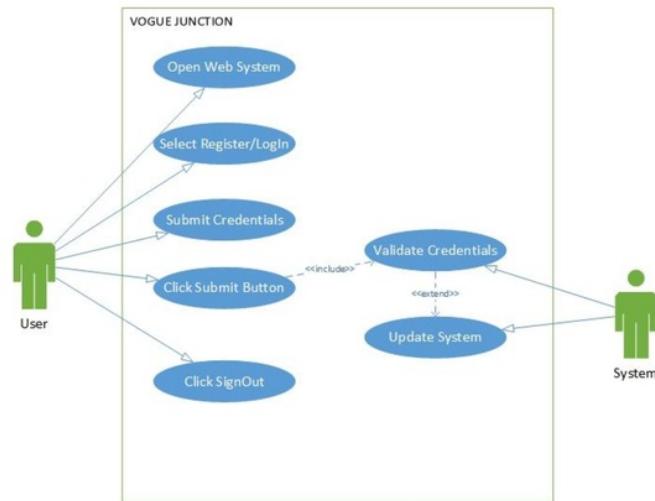


Figure 2.1: Use Case Diagram for System Access

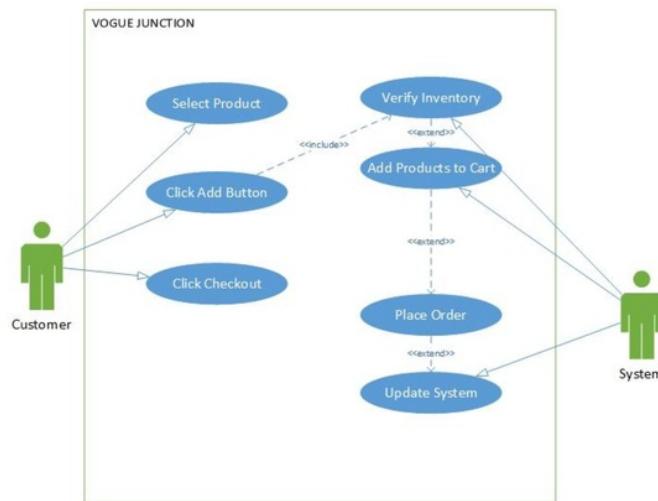


Figure 2.2: Use Case Diagram for Adding Product Checkout

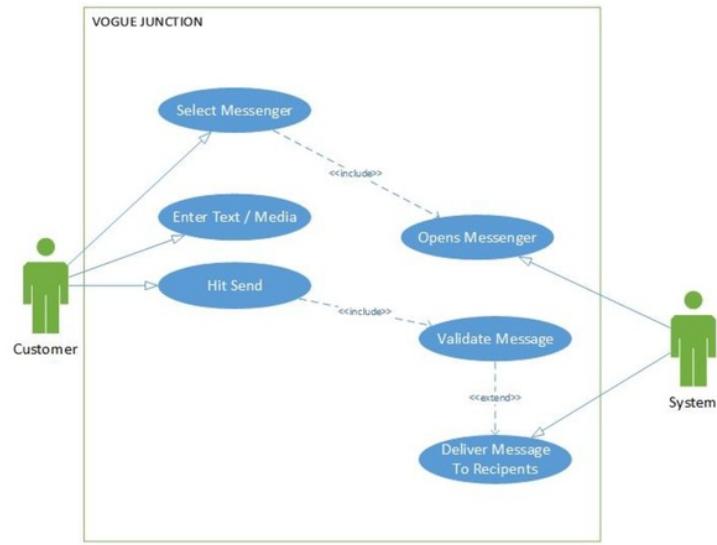


Figure 2.3: Use Case Diagram for Messaging

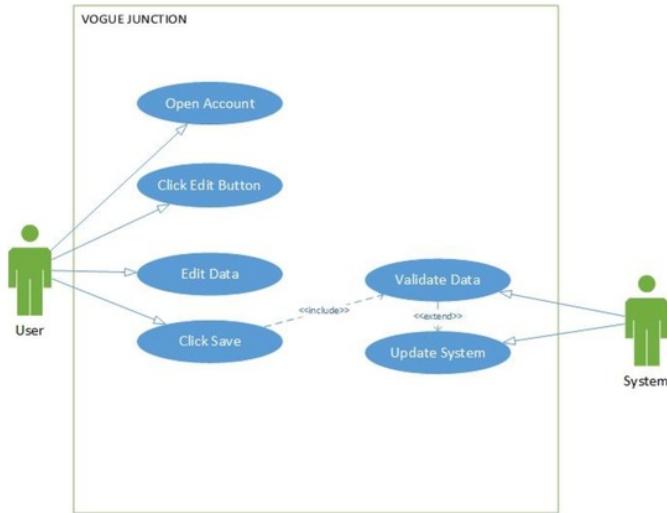


Figure 2.4: Use Case Diagram for Changing Account Settings

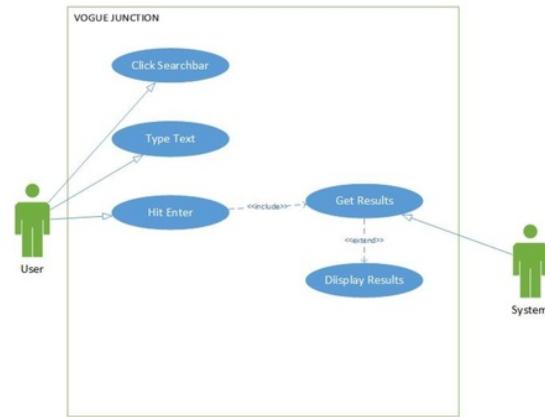


Figure 2.5: Use Case Diagram for Search Procedures

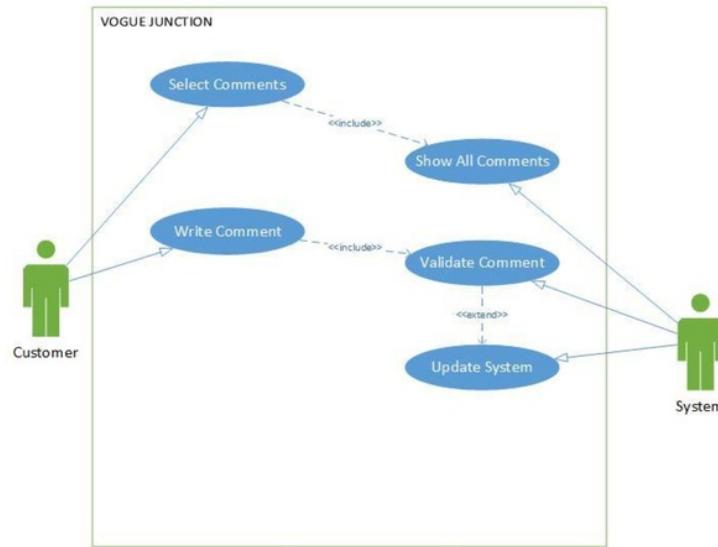


Figure 2.6: Use Case Diagram for Comment Procedures

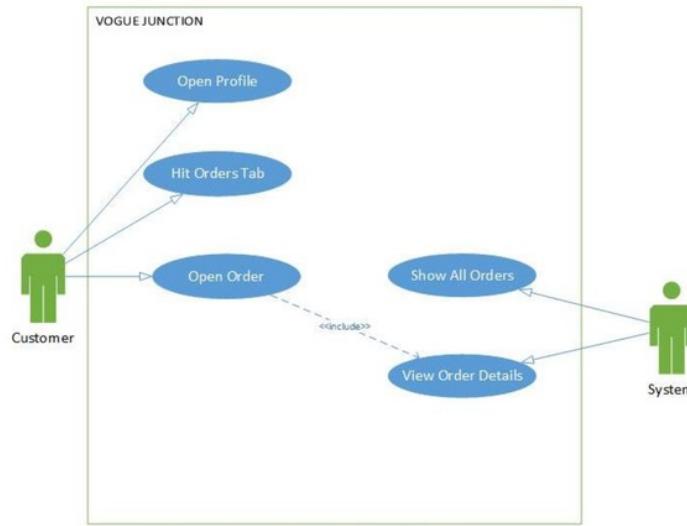


Figure 2.7: Use Case Diagram for Checking Order History

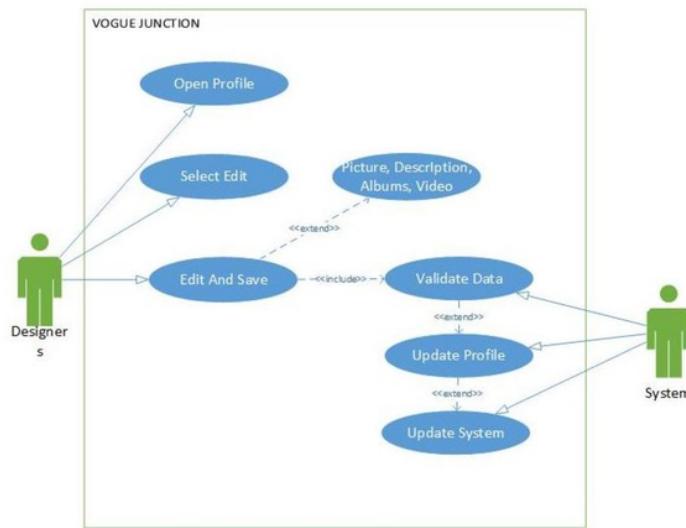


Figure 2.8: Use Case Diagram for Setting Profile

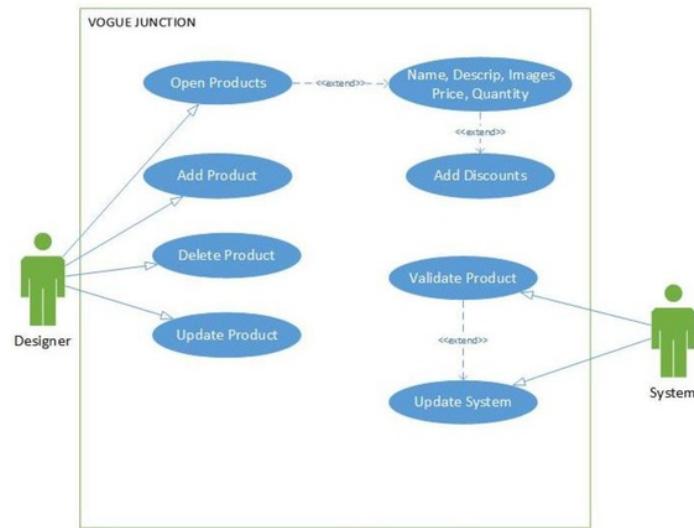


Figure 2.9: Use Case Diagram for Managing Products

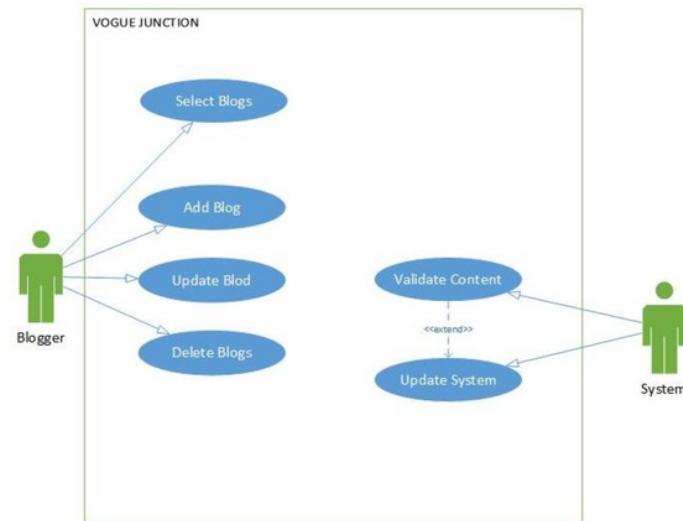


Figure 2.10: Use Case Diagram for Managing Blog

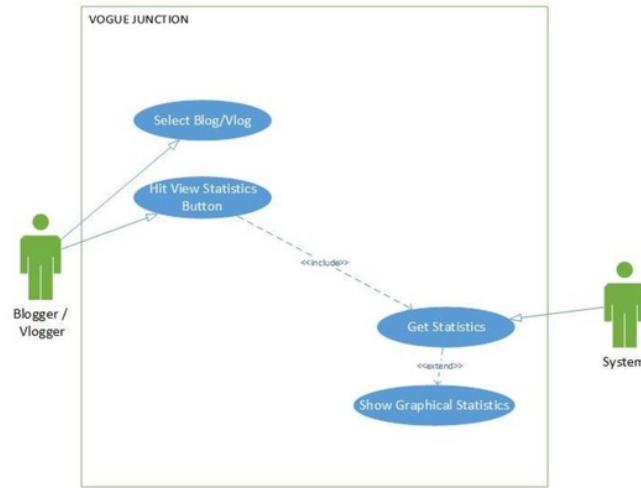


Figure 2.11: Use Case Diagram for Checking Statistics

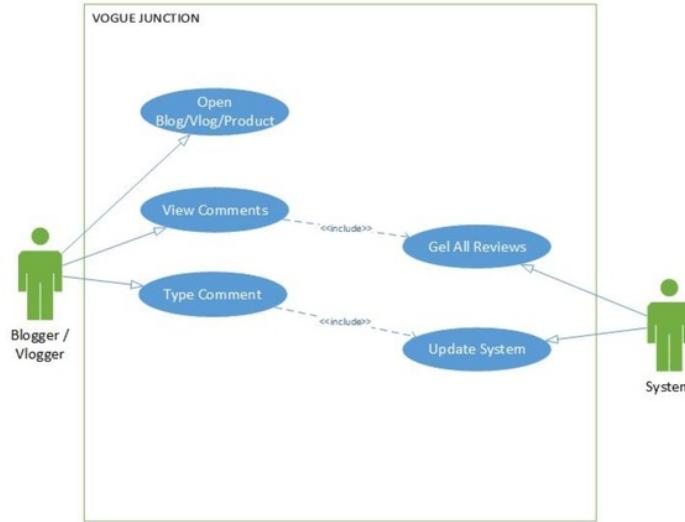


Figure 2.12: Use Case Diagram for Checking User Reviews

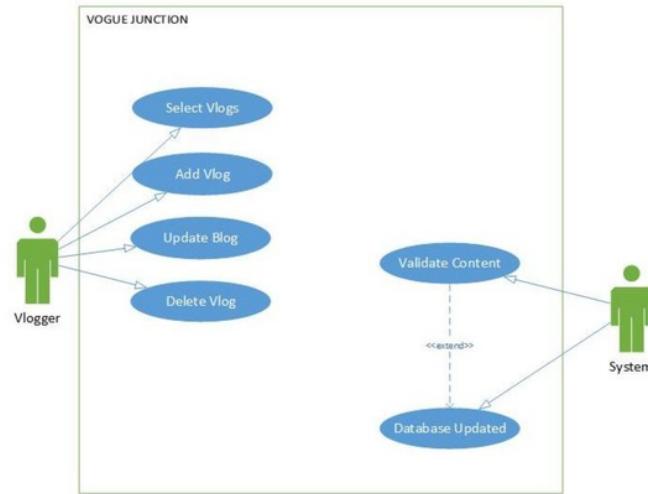


Figure 2.13: Use Case Diagram for Uploading Videos

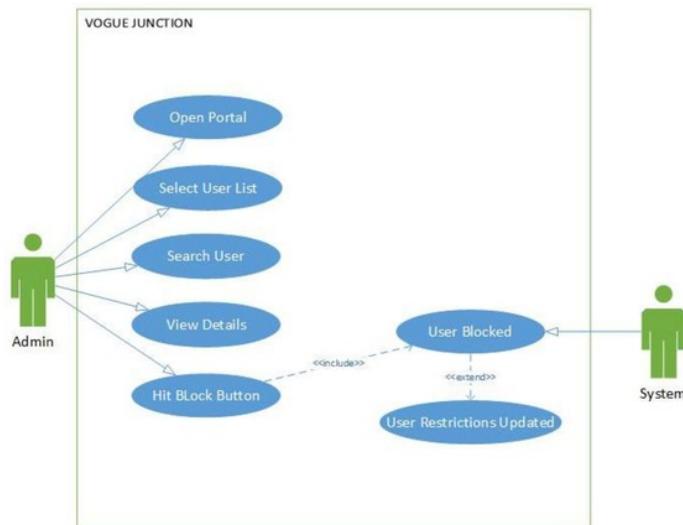
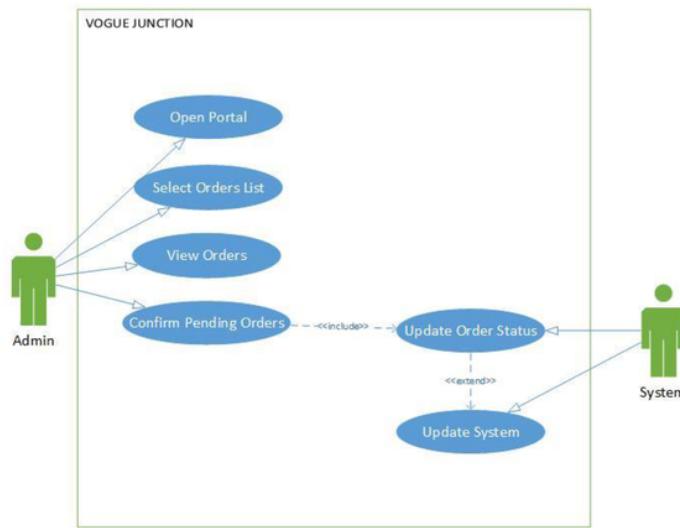


Figure 2.14: Use Case Diagram for Managing Users



1

Figure 2.15: Use Case Diagram for Checking Orders

2.6 Software Development Life Cycle Model

The software development process model that we have used is agile methodology. Agile has four core principles as written in agile manifesto which are as follows:

- **Individuals and Interaction** over processes and tools
- **Working software** over comprehensive documentation
- **Customer collaboration** over contract negotiation
- **Responding to change** over following a plan

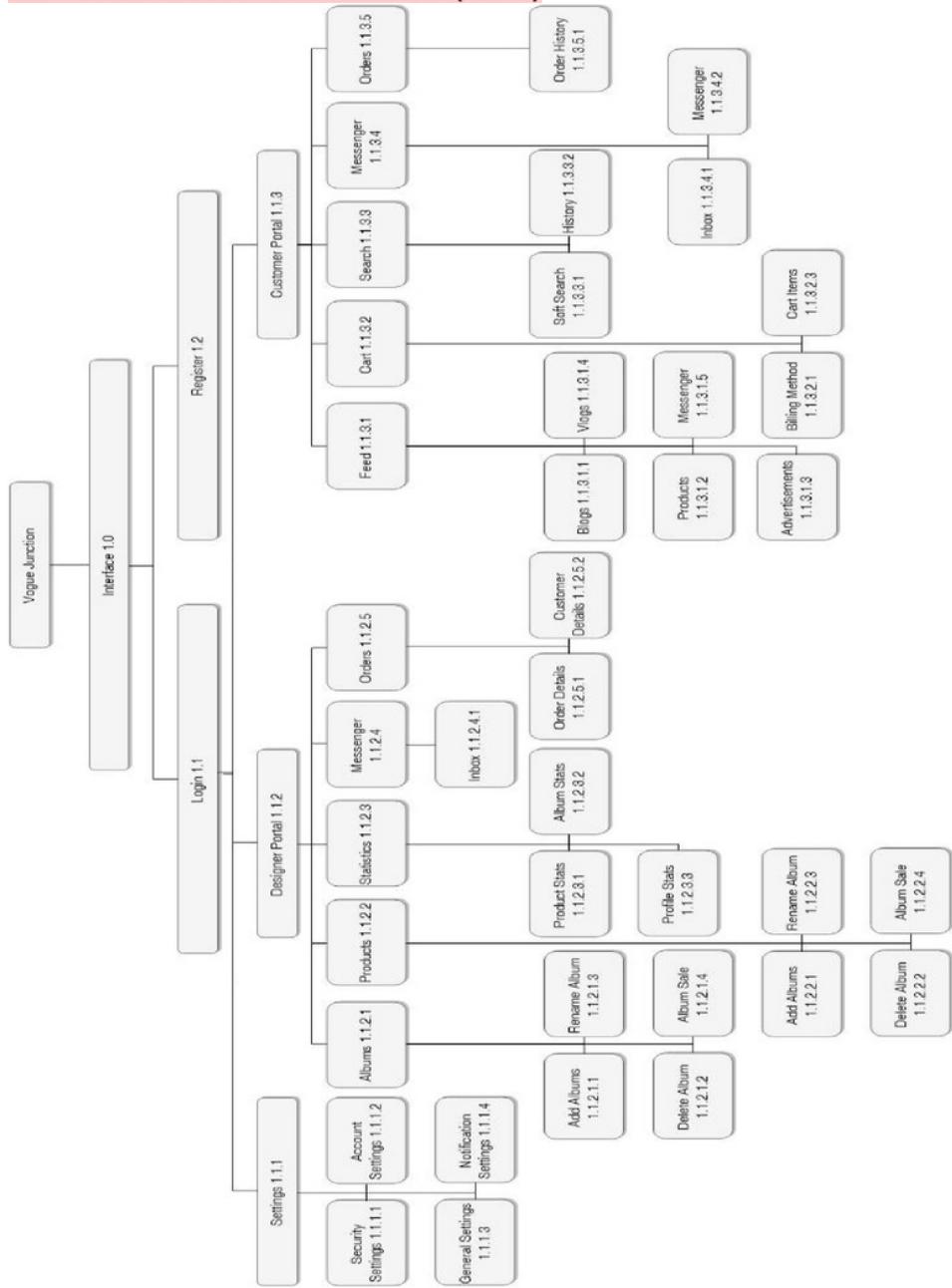
Software development in agile based on iterative development of a software. After every iteration stakeholder are able to check the results, give their opinion about the specific functionality and can give feedback about his/her satisfaction. It encourages the frequent inspection and modifications during the development of a software. Project initiation, spring planning and demos are the typical agile approaches.

The reason to use this process model is that this model is faster, flexible, lean and more responsive than other traditional life cycle models. As we have dealt with the time constraints and we have various features in our project which we had broken down into smaller components we can implement the important features earlier and improve our project according to our time frame. Future improvements are easier to deal with agile process model. As agile model follows the best practices that help in getting high quality software's very quickly and we have to work according to the project deadline this model suits our needs. Agile model is also communication-oriented due to which it provides us an edge in this project in working as a team.

Agile is better than other traditional, waterfall software development life cycles because in waterfall we cannot go back step to make changes in previous phases of development. Moreover, the sequence of phases is also different in agile. Traditional development methods use linear approach to complete the development of a software which means that first phase must be completed before the next phase begins while agile focus on quick delivery of the application with complete functionalities

CHAPTER 3: System Design

3.1 Work Breakdown Structure (WBS)



3.2 Activity Diagram

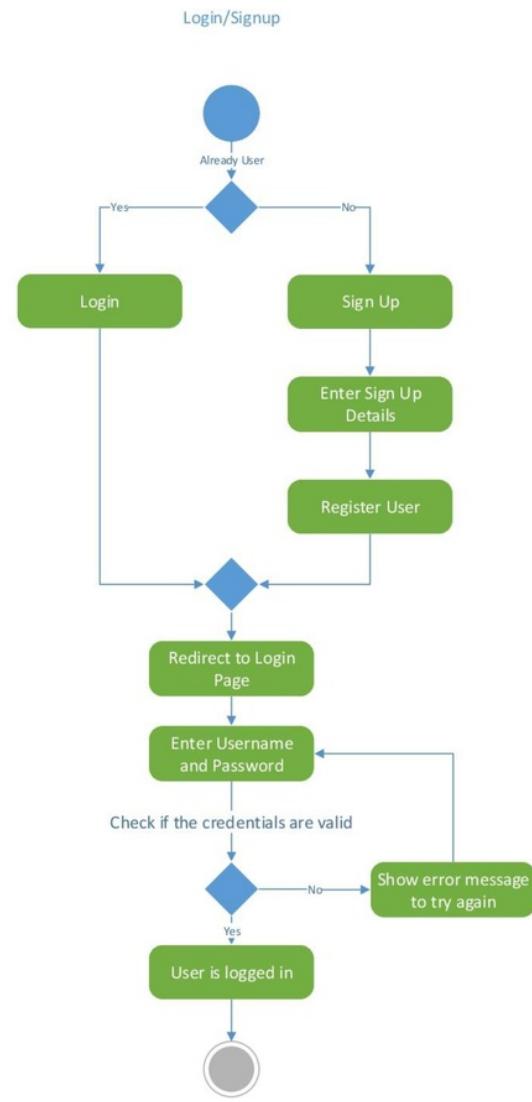


Figure 3.1: Activity Diagram for Login/Signup

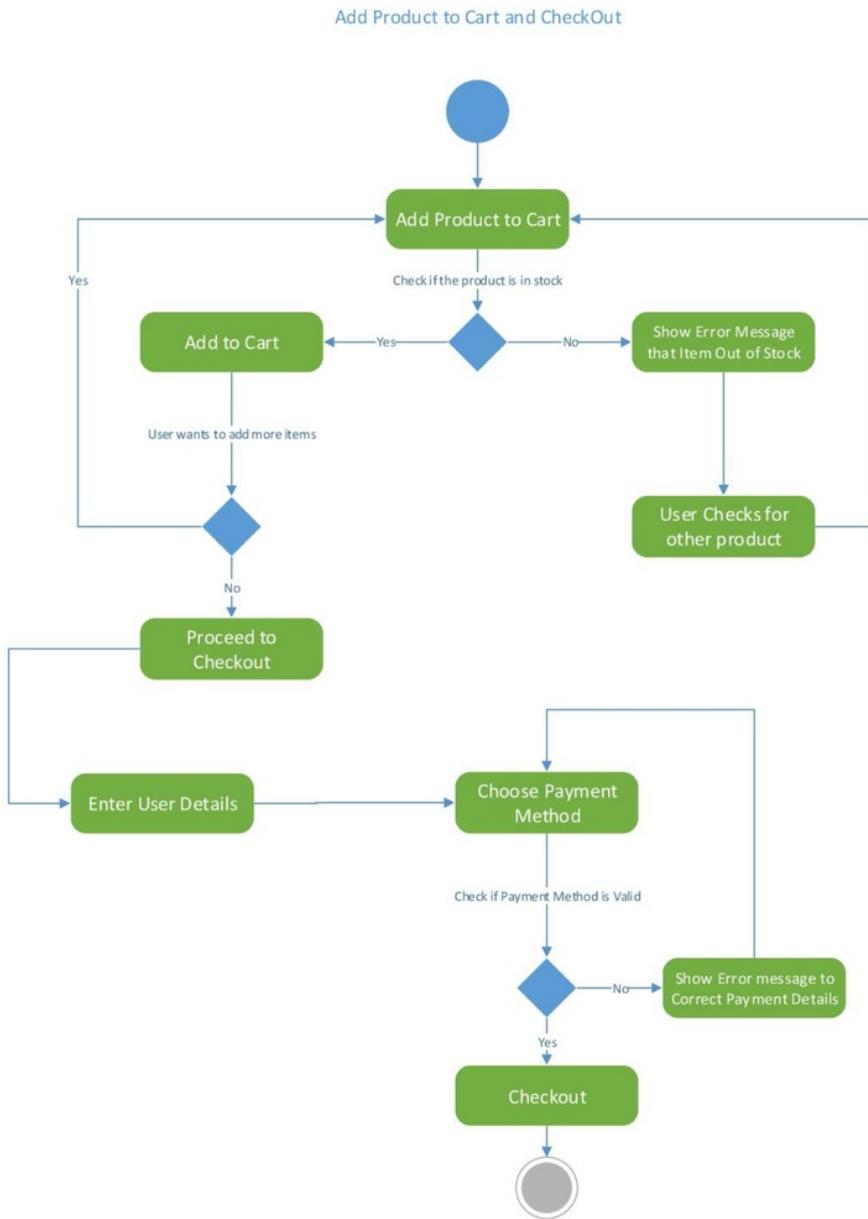


Figure 3.2: Activity Diagram for Add Product to Cart and CheckOut

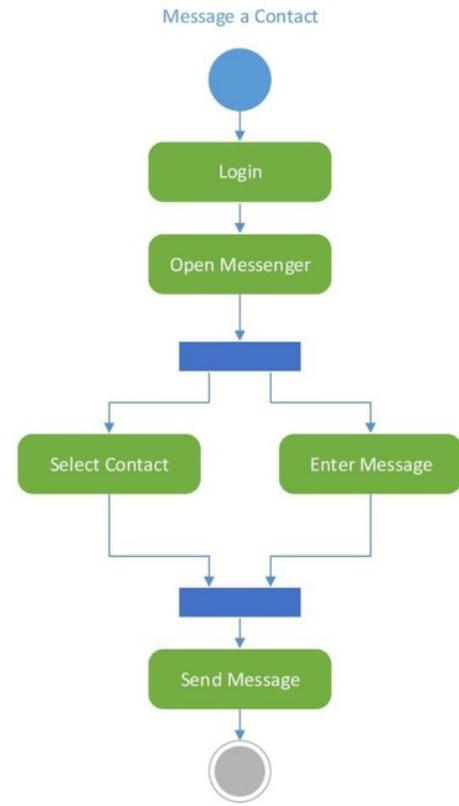


Figure 3.3: Activity Diagram for Message a Contact

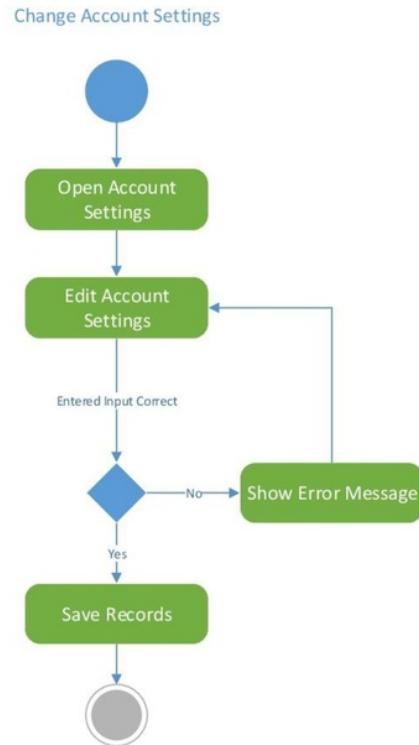


Figure 3.4: Activity Diagram for Change Account Settings

Search for Product/Designer



Figure 3.5: Activity Diagram for Search for Product/Designer

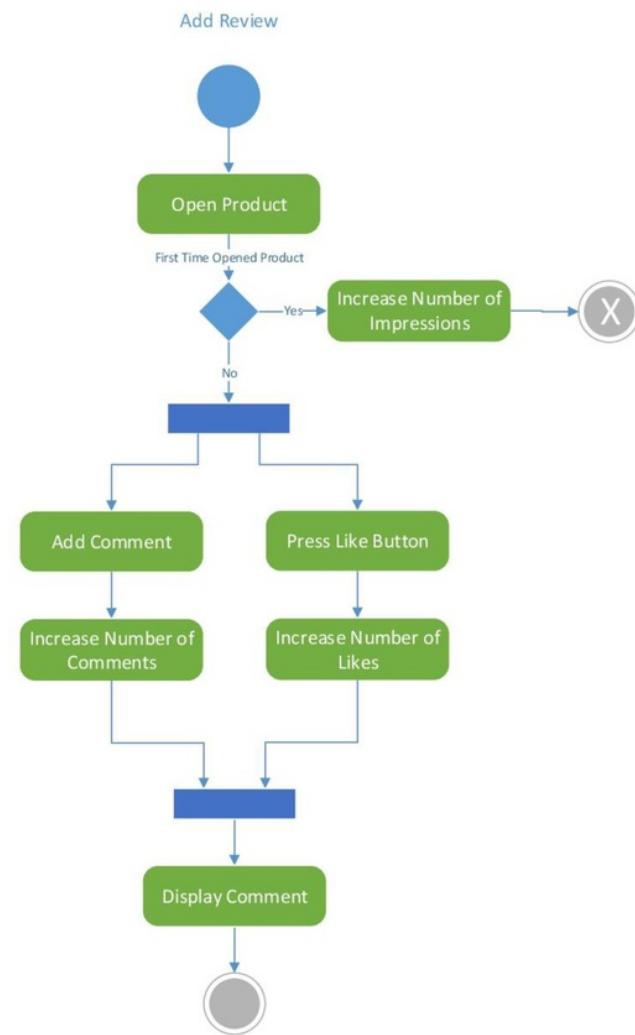


Figure 3.6: Activity Diagram for Add Review

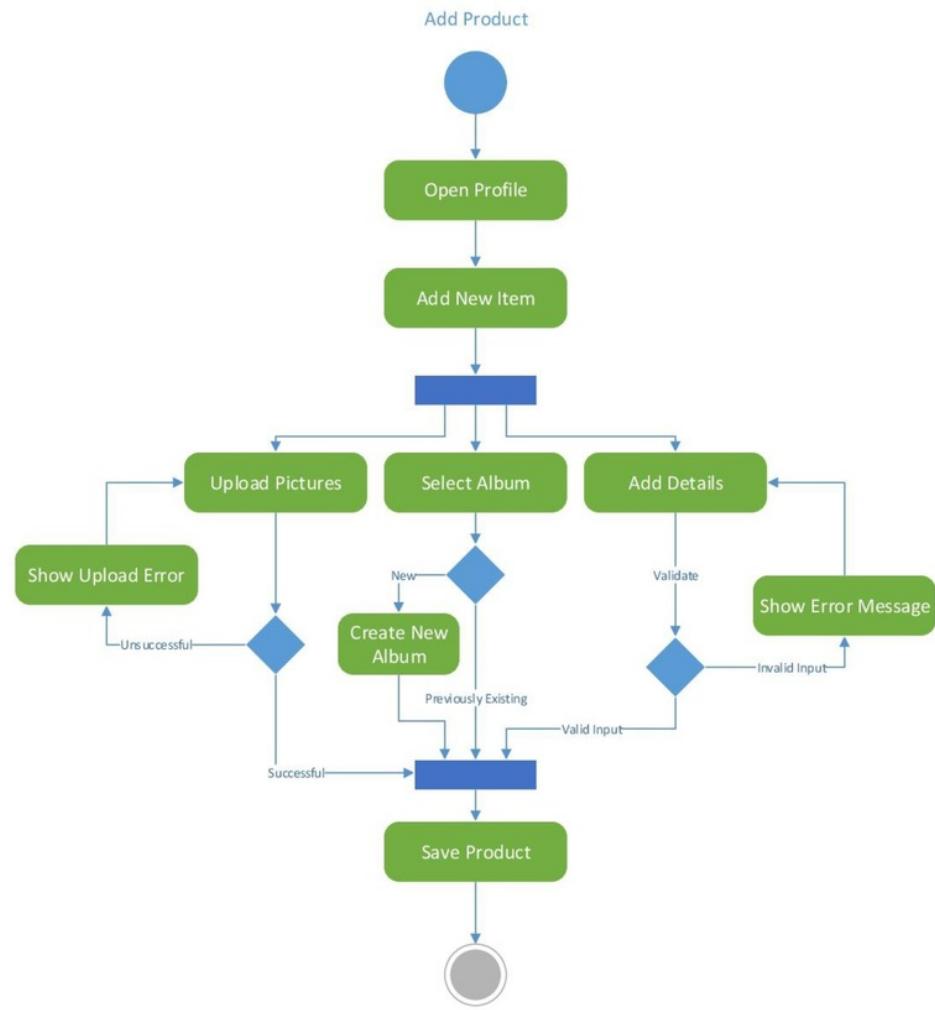


Figure 3.7: Activity Diagram for Add Product

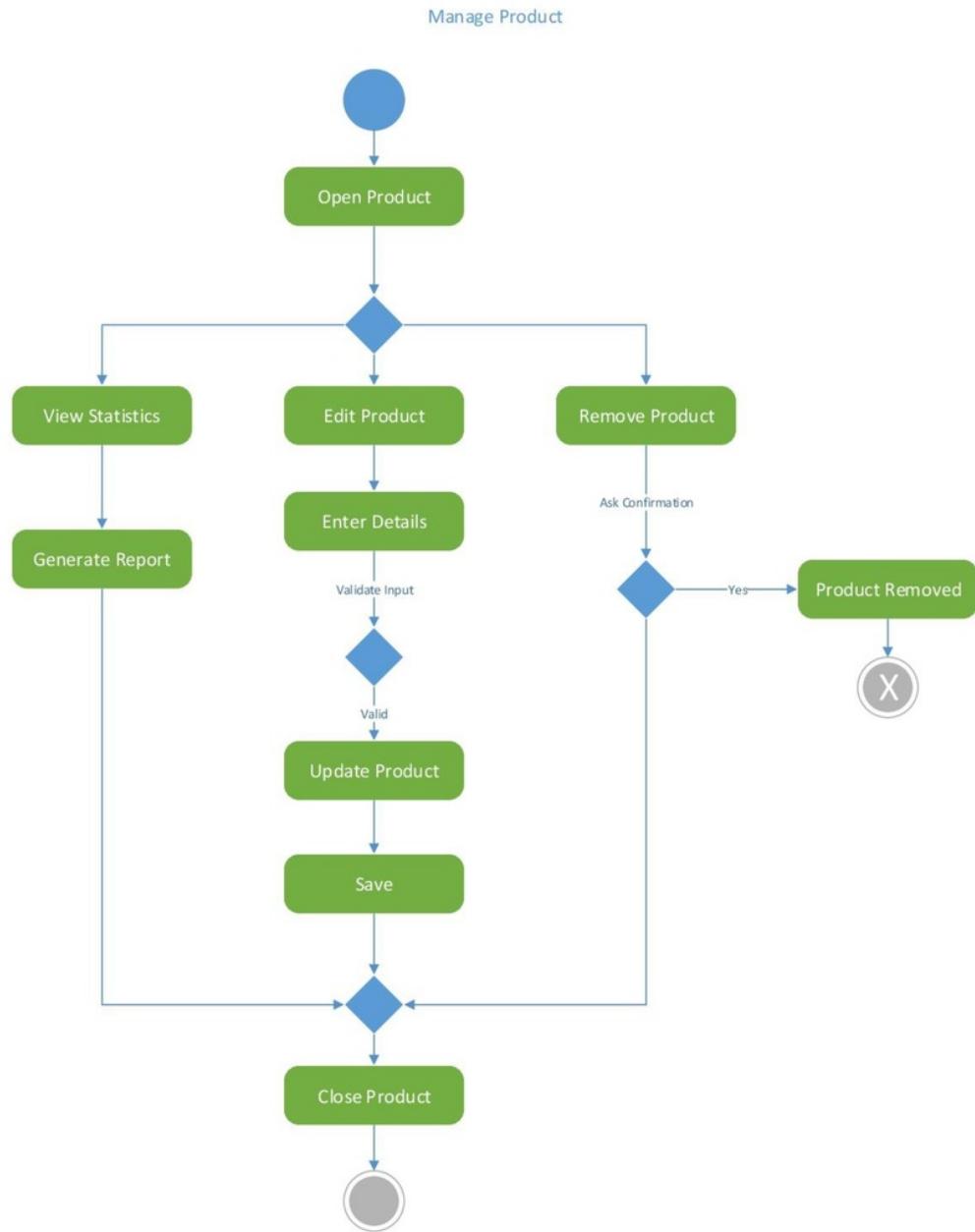


Figure 3.8: Activity Diagram for Manage Product

View User Details (Admin)

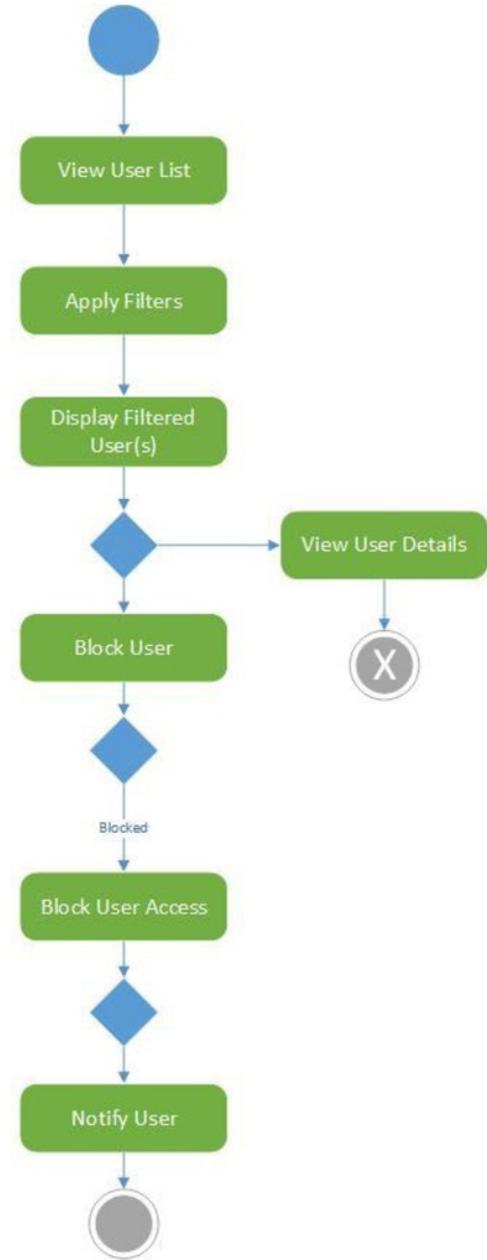


Figure 3.9: Activity Diagram for View User for Details (Admin)

View Order Details

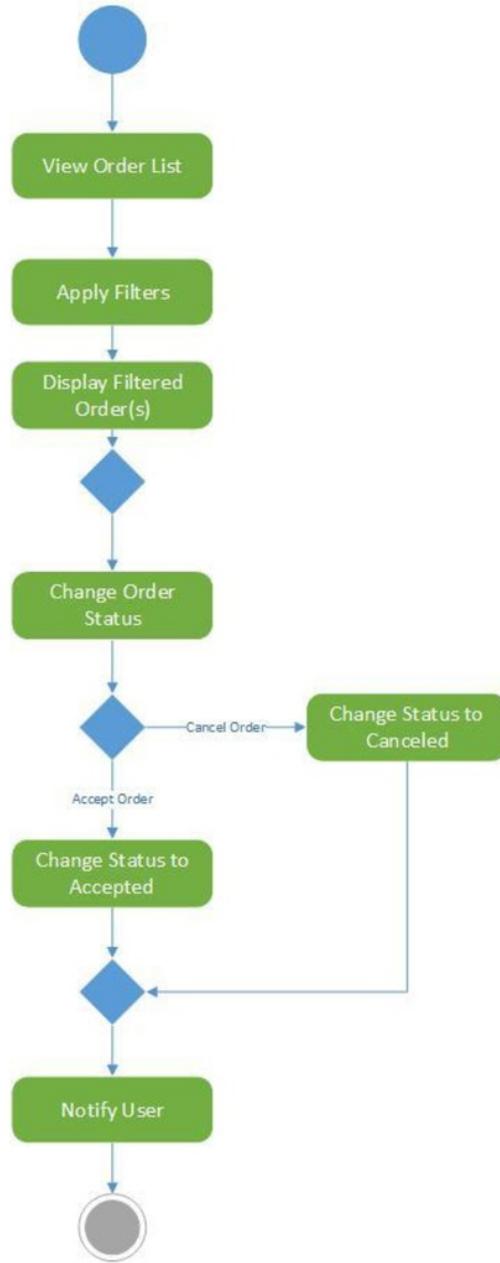


Figure 3.10: Activity Diagram for View Order Details

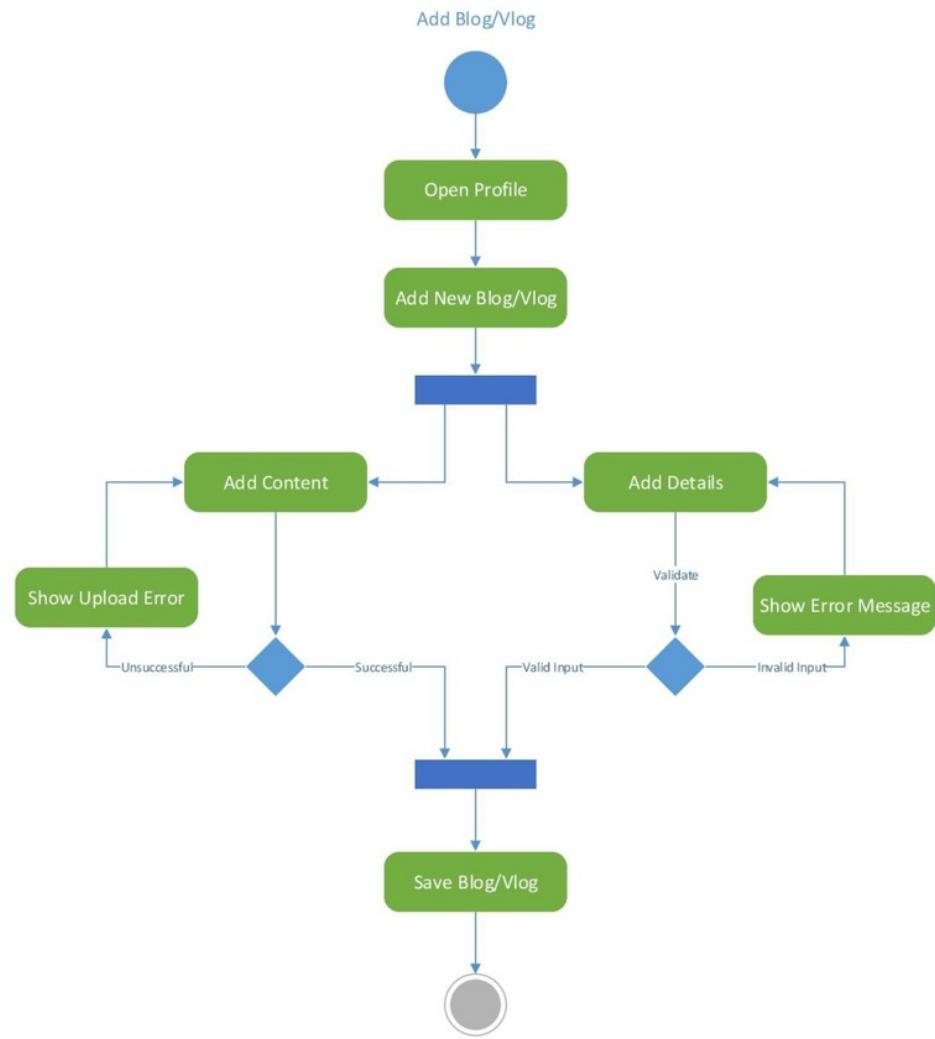


Figure 3.11: Activity Diagram for Add Blog/Vlog

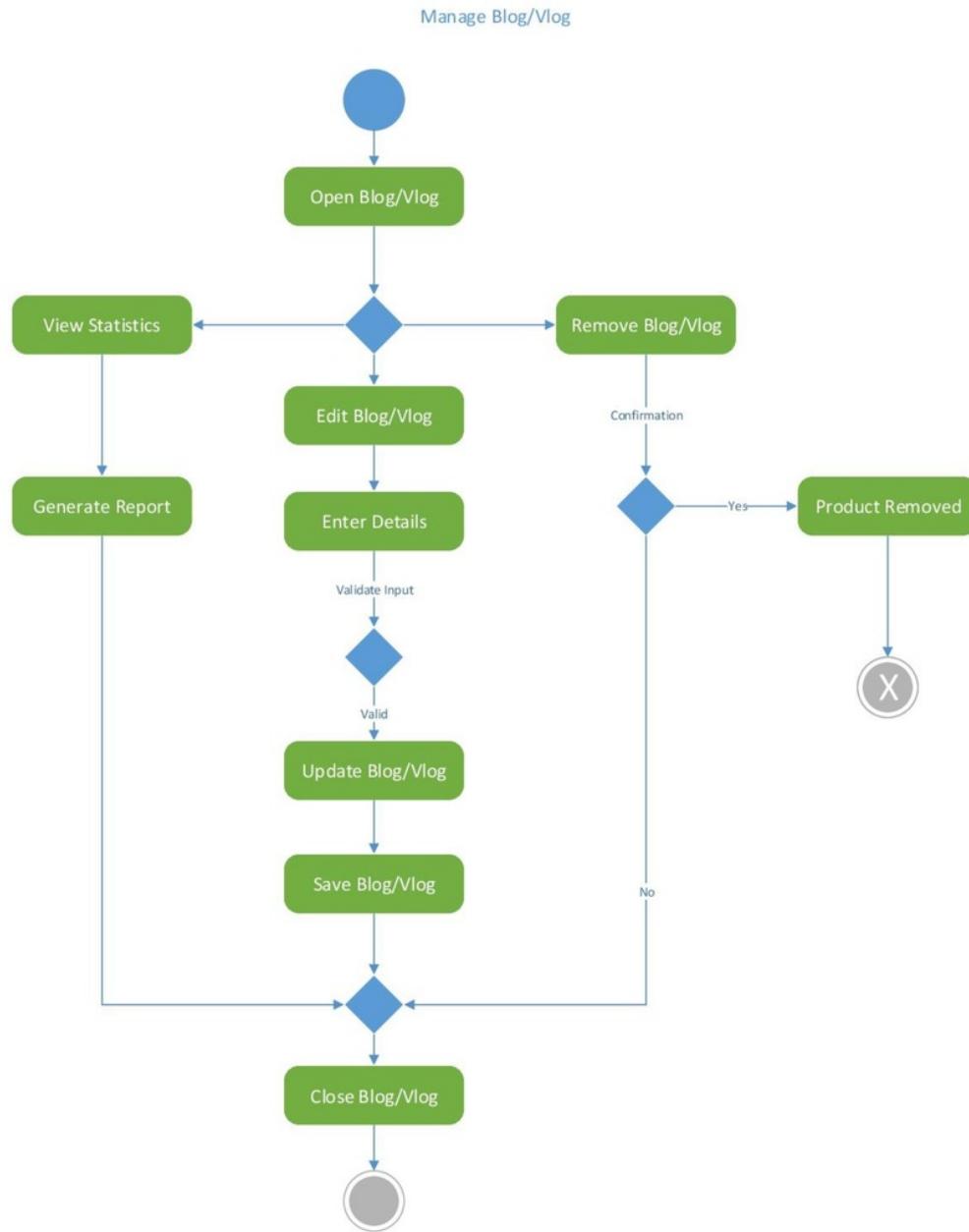


Figure 3.12: Activity Diagram for Manage Blog/Vlog

3.3 Sequence Diagrams

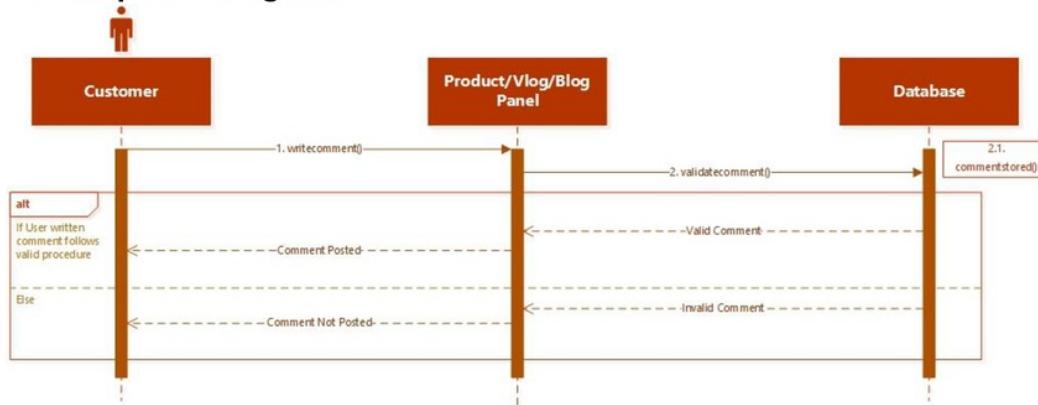


Figure 3.13: Sequence Diagram for Comment Procedures

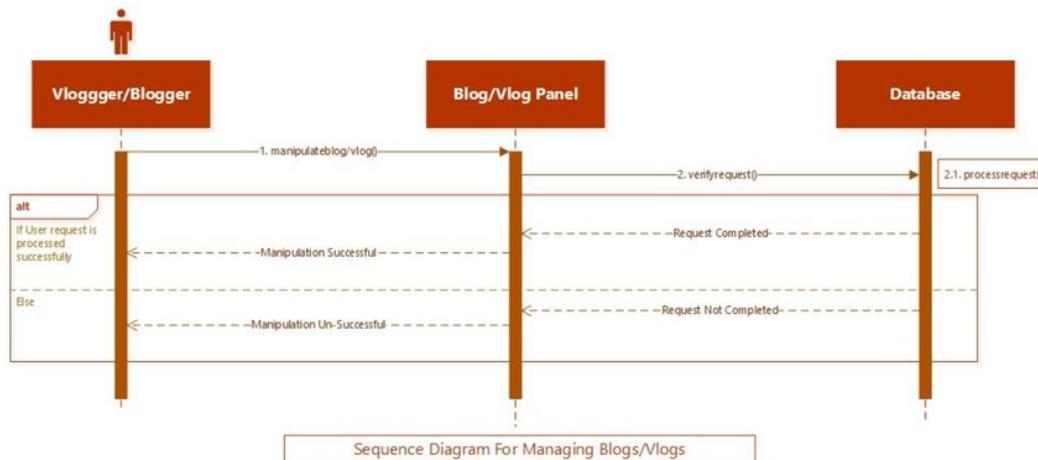


Figure 3.14: Sequence Diagram for Managing Blogs/Vlogs

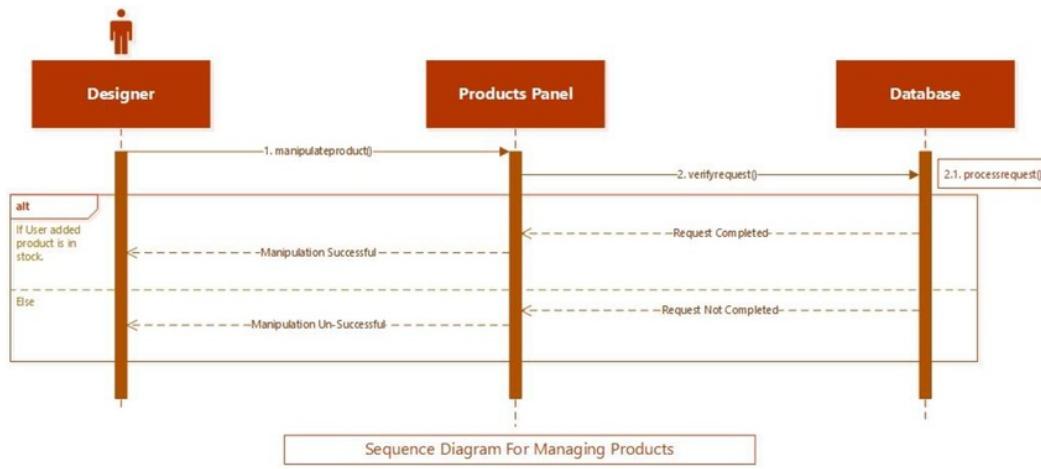


Figure 3.15: Sequence Diagram for Managing Products

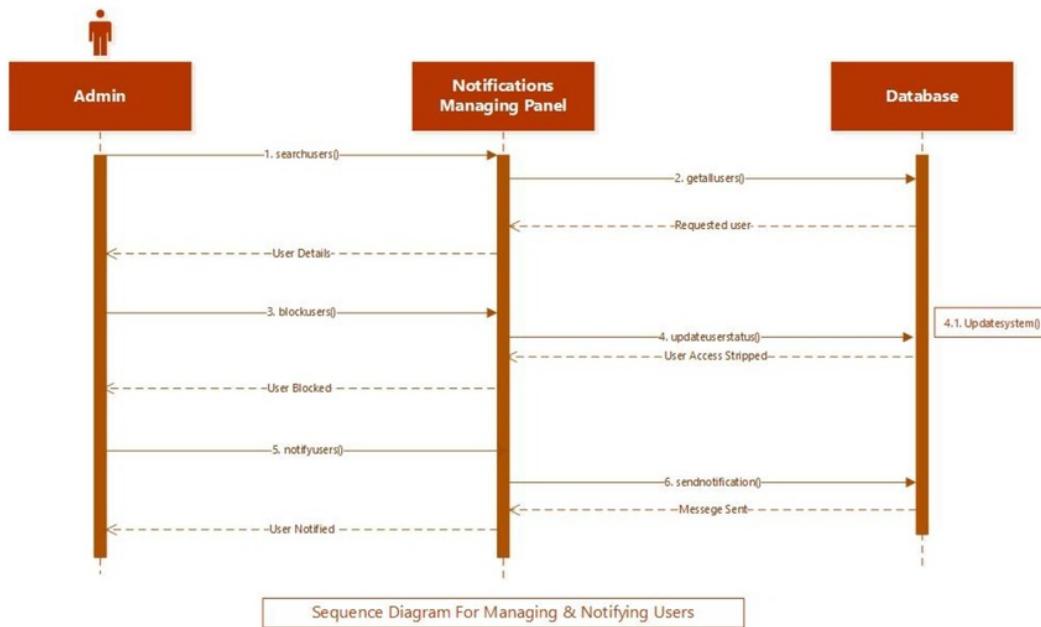


Figure 3.16: Sequence Diagram for Managing & Notifying Users

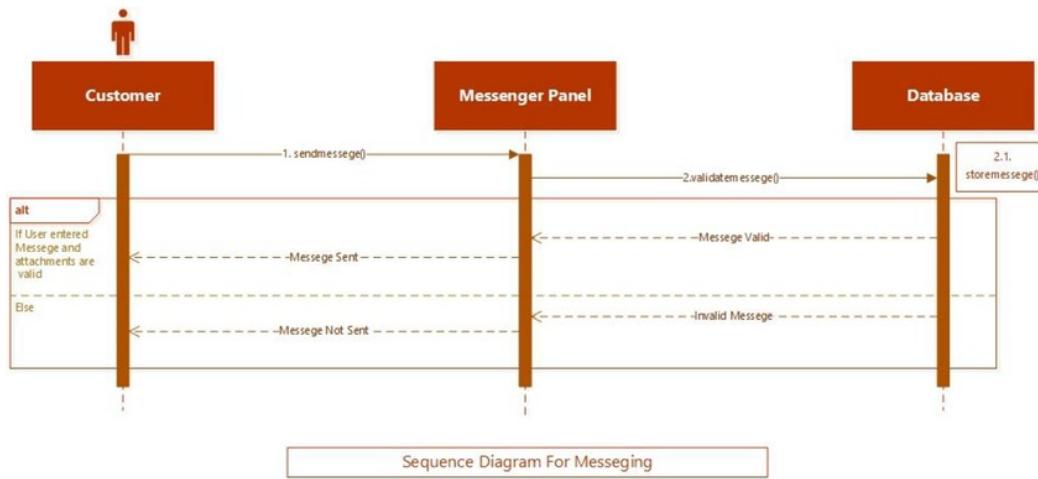


Figure 3.17: Sequence Diagram for Messaging

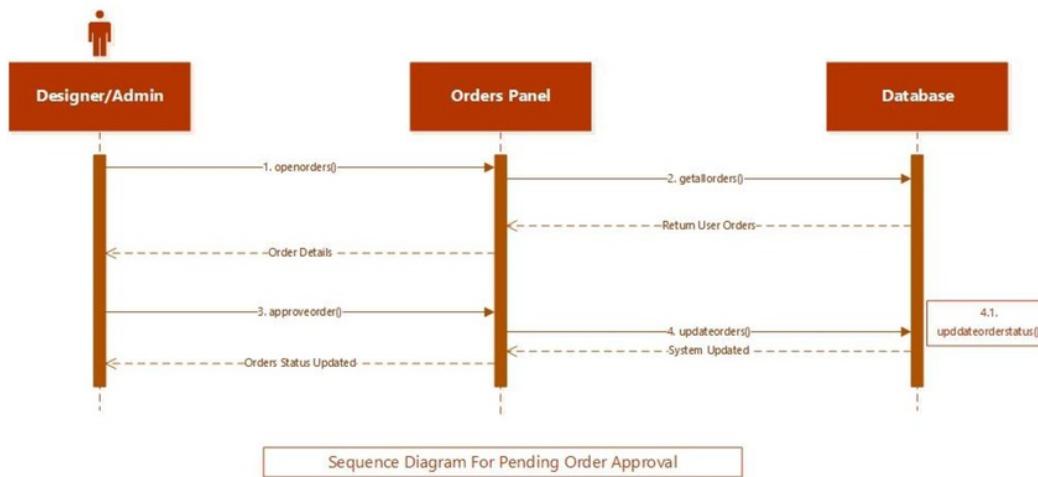


Figure 3.18: Sequence Diagram for Pending Order Approval

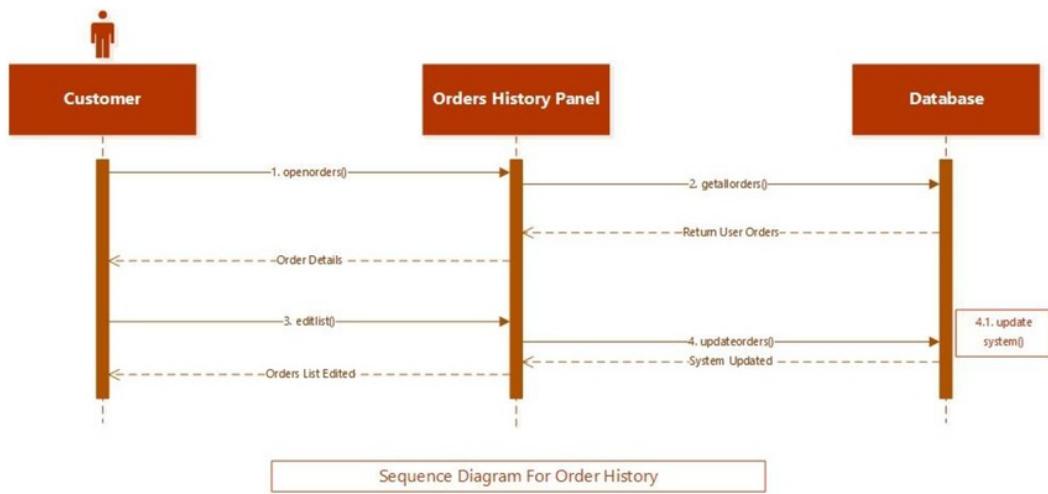


Figure 3.19: Sequence Diagram for Order History

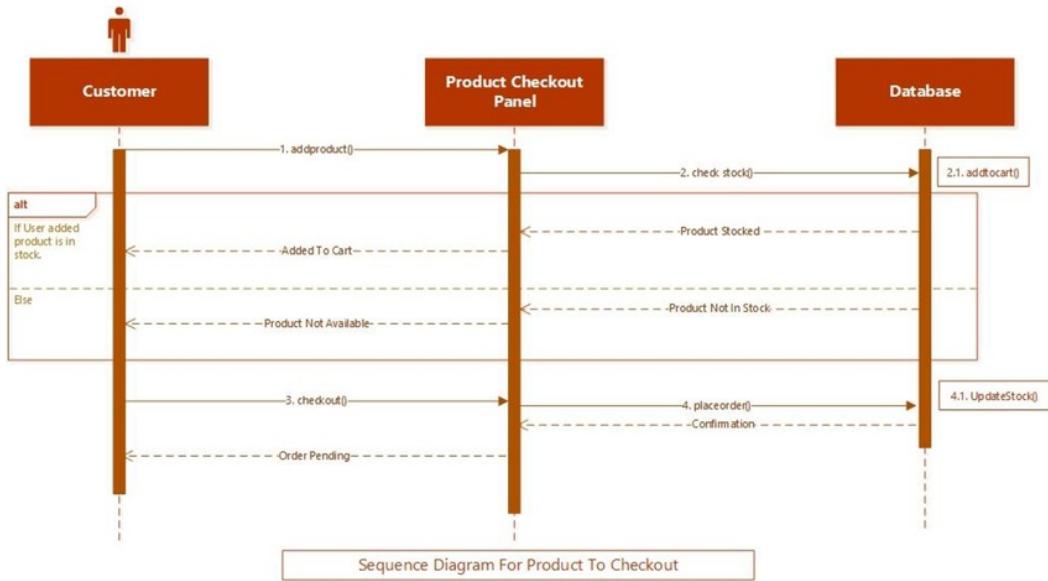


Figure 3.20: Sequence Diagram for Checkout

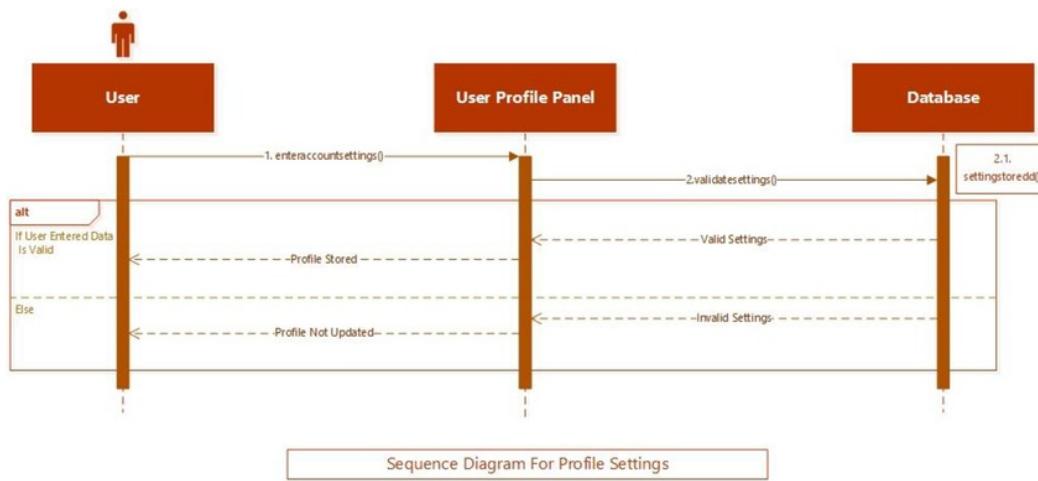


Figure 3.21: Sequence Diagram for Profile Settings

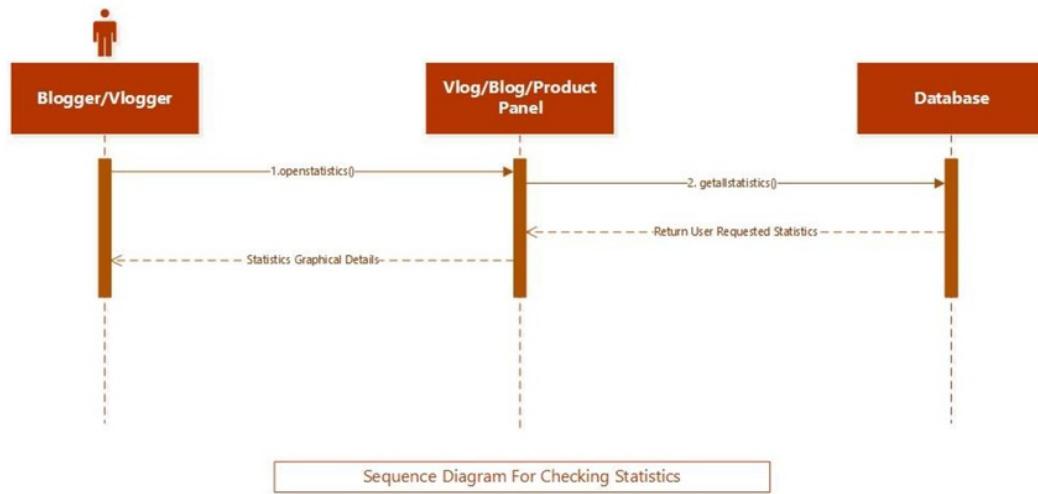


Figure 3.22: Sequence Diagram for Checking Statistics

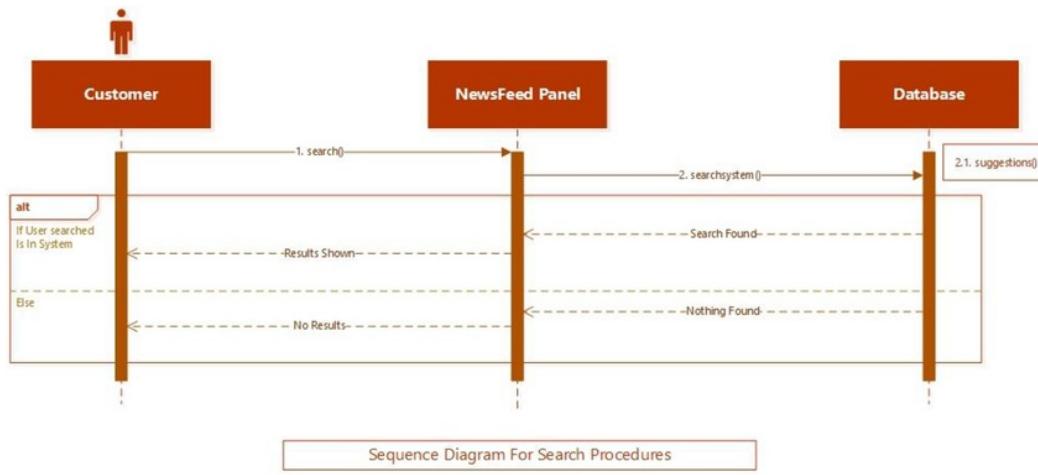


Figure 3.23: Sequence Diagram for Search Procedures

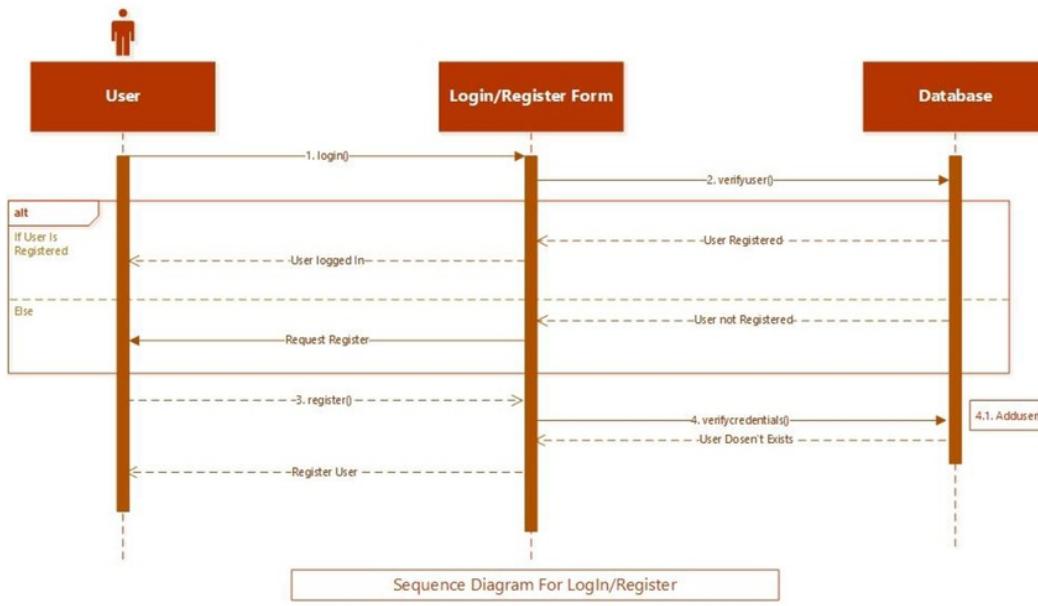


Figure 3.24: Sequence Diagram for Login/Register

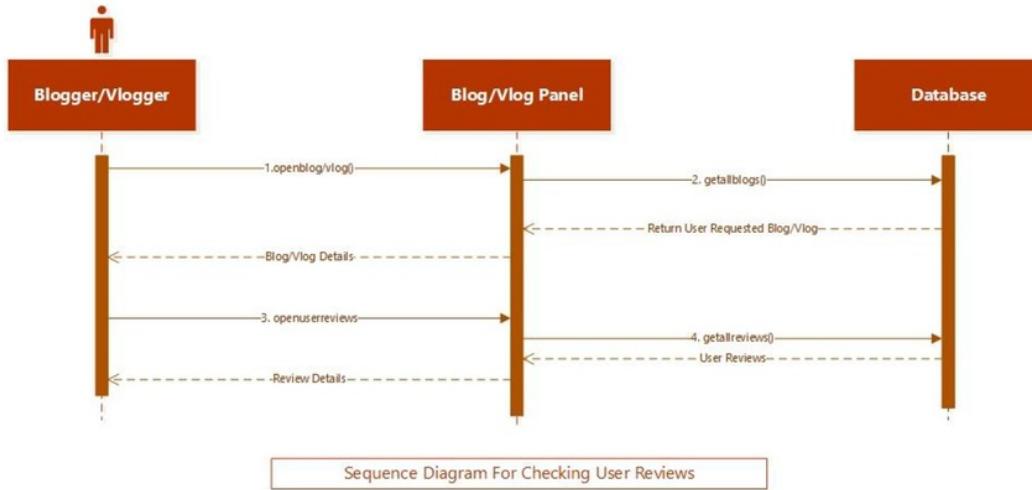


Figure 3.25: Sequence Diagram for User Reviews

3.4 Software Architecture

The software architecture that we are using for this project is client server architecture. In client server architecture we will focus on three-tier architecture. There are following layers in three-tier architecture:

- ❖ Client Layer which contains client applications, also called presentation layer.
- ❖ Business Logic Layer which contains the applications business rules and all the request from clients are process in this layer. This layer also called data access layer.
- ❖ Data Layer which contains the main data source which can be relational database mongo dB etc.

3.4.1 Working of three-tier architecture

The user makes a request through presentation layer and this request is process by business layer and after converting user query into low level language it sends the request to data layer and database responds to the user requests by sending response to business layer. Business layer act as an intermediate between client and database.

3.4.2 Critical Analysis of three-tier architecture

We are not focusing on two-tier architecture because it has scalability and security problems. Three-tier architecture address both of these problems as scalability is increases and security is enhancing because, there is no direct link between database and client, client access database through application layer, plus data integrity can be improved.

Some other advantage of using three-tier architecture over two-tier architecture are as follows:

Performance:

It is because the Presentation layer present in three-tier architecture caches the client requests. So, the network utilization between client and database server is minimized, and the load is reduced to minimum extent on the application and database server.

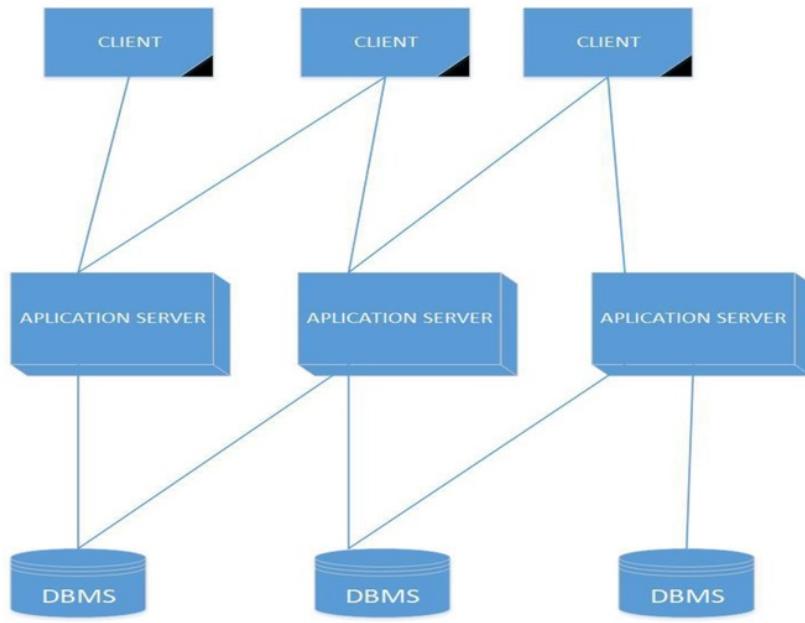
- ❖ Availability:

In three-tier architecture when the application server is down we can process the clients request on presentation layer by using cache memory when the caching is sufficient.

3.4.3 Basic three-tier architecture

There are 3 basic components of three-tier architecture:

- 1) Client
- 2) Application server
- 3) DBMS



3.5 Database Diagram

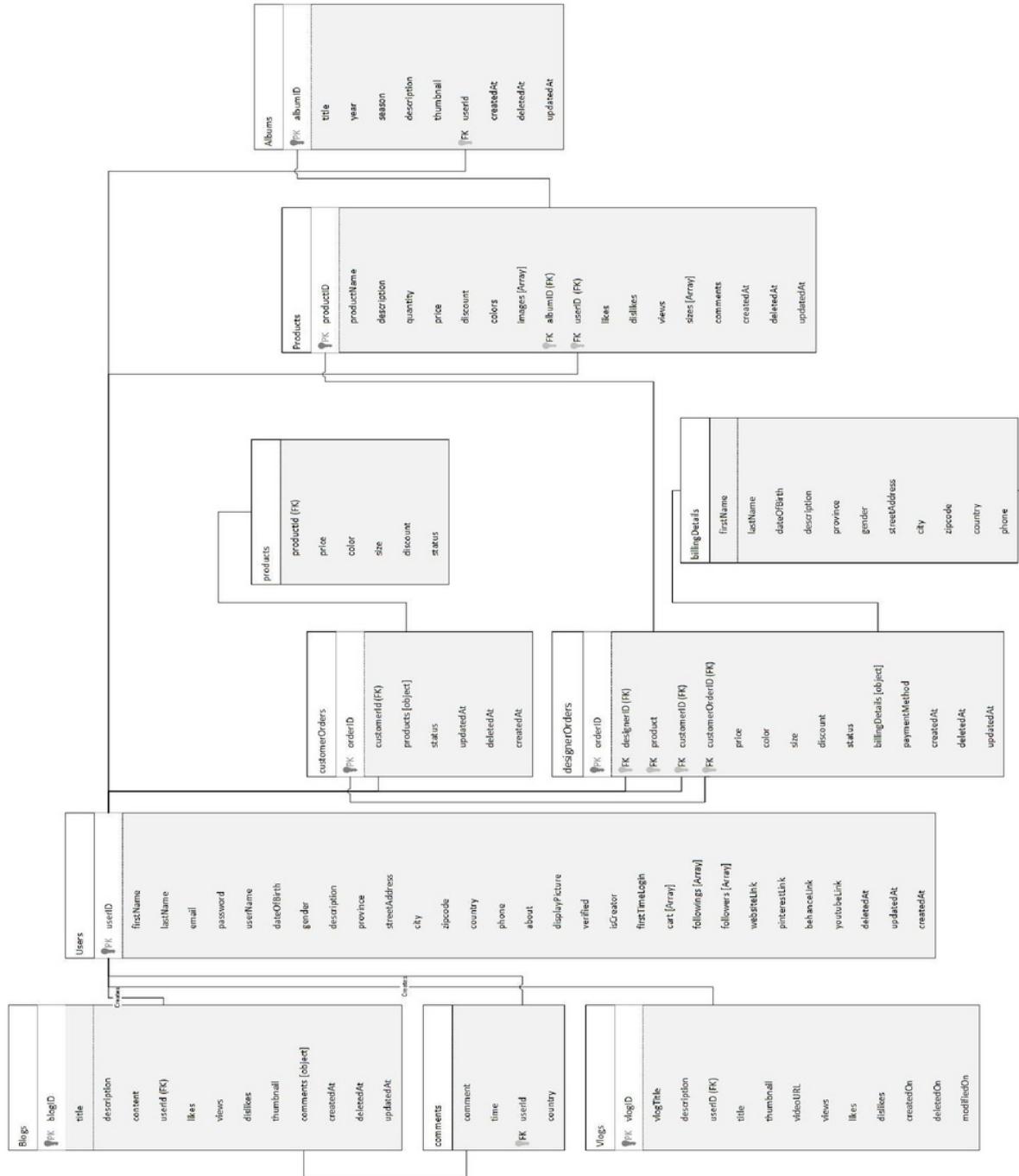


Figure 3.26: Database Diagram for Vogue Junction

3.6 Network Diagram

Resource Name	Initials	Group	Std. Rate
Burhan Maseel	BM	Engineer	Rs 1,000.00/day
Zunaib Imtiaz	ZI	Engineer	Rs 1,000.00/day
Muhammad Hamza Tufail	HT	Engineer	Rs 1,000.00/day

Table 3.1: Resource Availability Matrix

Activity	Activity Name	Duration	Predecessors	Resource Initials	Cost
1.1 Initial Stage					
1	Meeting With Supervisor	1		BM,HT,ZI	Rs 3,000.00
2	Identify Project Background	6	1	BM,HT,ZI	Rs 18,000.00
3	Fact Finding	7	2	BM,ZI,HT	Rs 21,000.00
1.2 Analysis Stage					
4	Identify Weakness & Strength	1	3	BM,ZI	Rs 2,000.00
	Analysis Existing Solutions	2	4	BM,HT	Rs 4,000.00
6	Evaluate Existing Solutions	2	5	BM,HT,ZI	Rs 6,000.00
7	Identify Project Requirements	7	6	BM,HT,ZI	Rs 21,000.00
8	Define Methodology	4	7	BM	Rs 4,000.00
9	Identify Project Contribution and Innovation	4	8	ZI	Rs 4,000.00
1.3 Design Stage					
10	Basic Diagrams	11	9	HT,ZI	Rs 22,000.00
11	Advance Diagrams	10	10	BM,ZI	Rs 20,000.00
12	Design System Architecture	2	11	HT	Rs 2,000.00
13	Design Web Graphical User Interface	14	12	BM,HT,ZI	Rs 42,000.00
14	Design Android Graphical User Interface	15	12	HT,ZI	Rs 30,000.00
15	Documentation	10	12	BM,ZI	Rs 20,000.00
1.4 Implementation Stage					
16	Web Module Design	15	13	BM,ZI	Rs 30,000.00
17	Android Module Design	15	14	HT,ZI	Rs 30,000.00
18	1.4.3 Module Generation & Compilation	20	16,17	BM	Rs 20,000.00
19	1.4.4 Web Module Implementation	25	16	BM,HT,ZI	Rs 75,000.00
20	1.4.5 Android Module Implementation	20	17	BM,HT,ZI	Rs 60,000.00
1.5 Testing					
21	1.5.1 Unit Testing	5	19,20	HT,ZI	Rs 10,000.00
22	1.5.2 Integration Testing	5	21	HT,ZI	Rs 10,000.00
23	1.5.3 Final Testing	5	22	BM	Rs 5,000.00
TOTAL					Rs 459,000.00

Table 3.2: Activity Duration Table

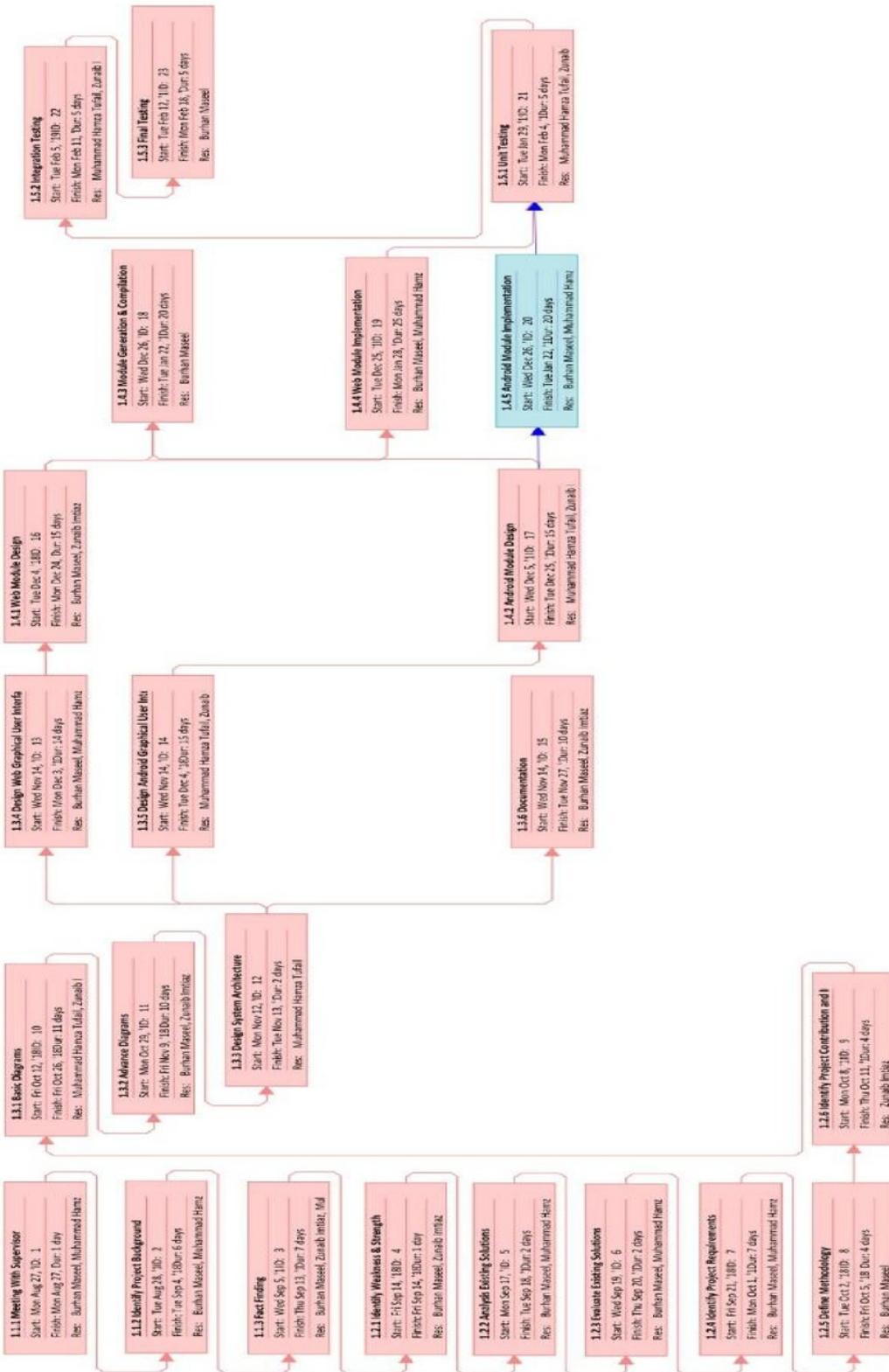


Figure 3.27: Network Diagram for Vogue Junction

3.6.1 CRITICAL PATH:

1-2-3-4-5-6-7-8-9-10-11-12-13-16-19-21-22-23

1+6+7+1+2+2+7+4+4+11+10+2+14+15+25+5+5+5 = 126

126 days to complete the project with total cost of Rs. 459,000

3.7 Collaboration Diagram

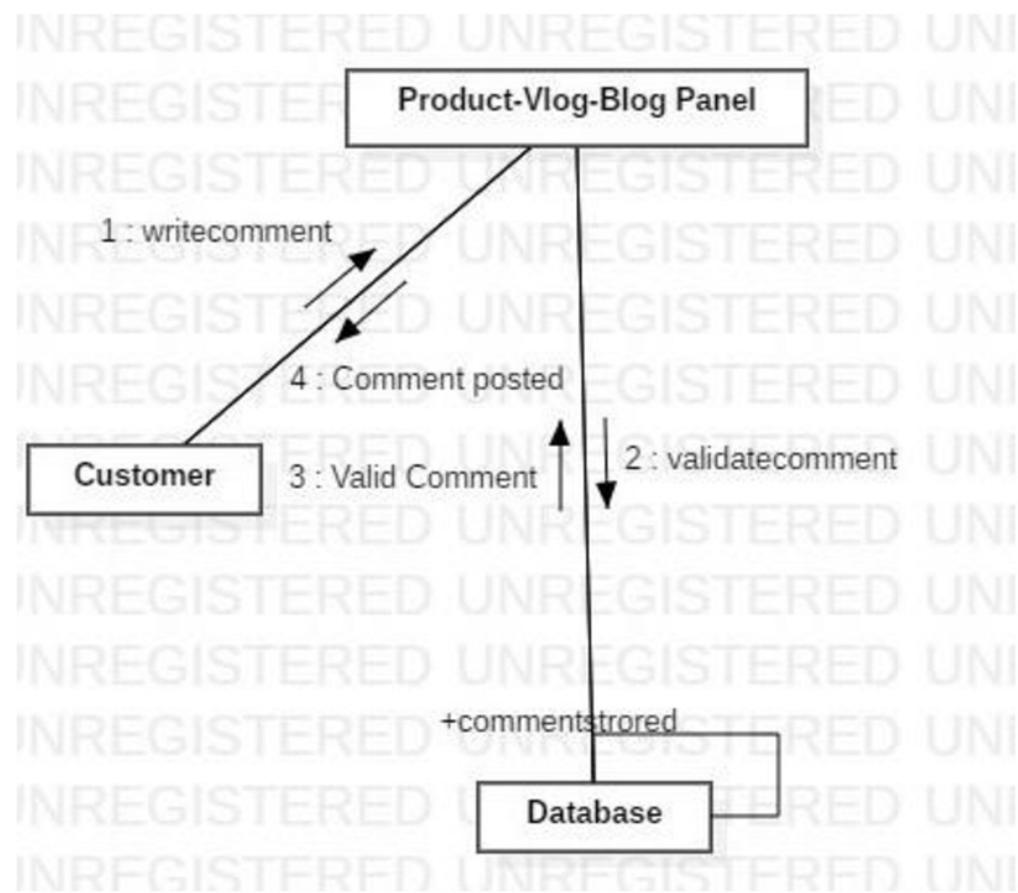


Figure 3.28: Collaboration Diagram for Comment Procedure

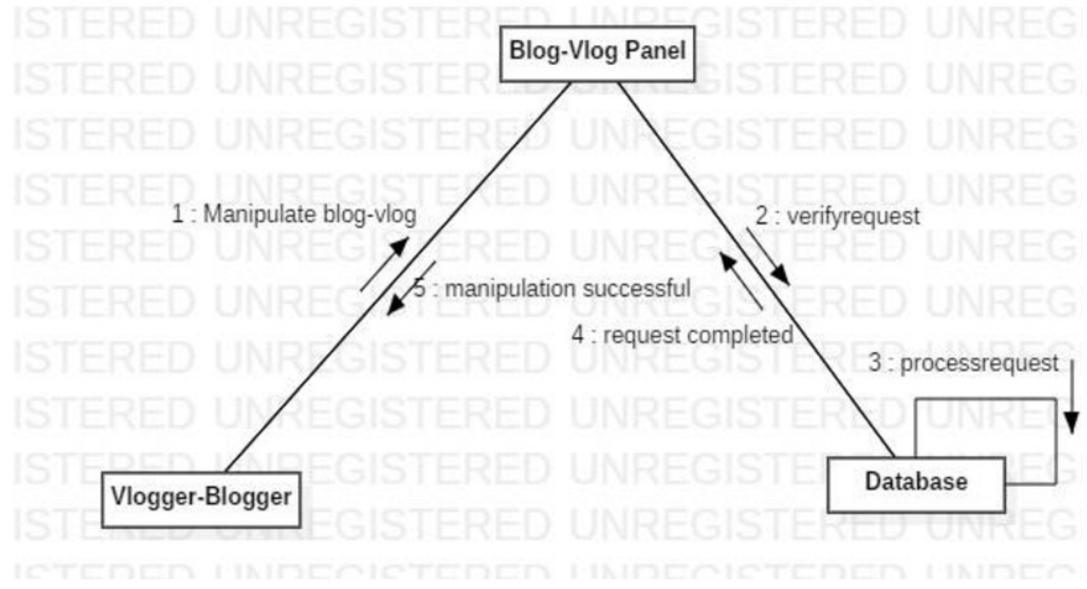


Figure 3.29: Collaboration Diagram for Manage Blog/Vlog

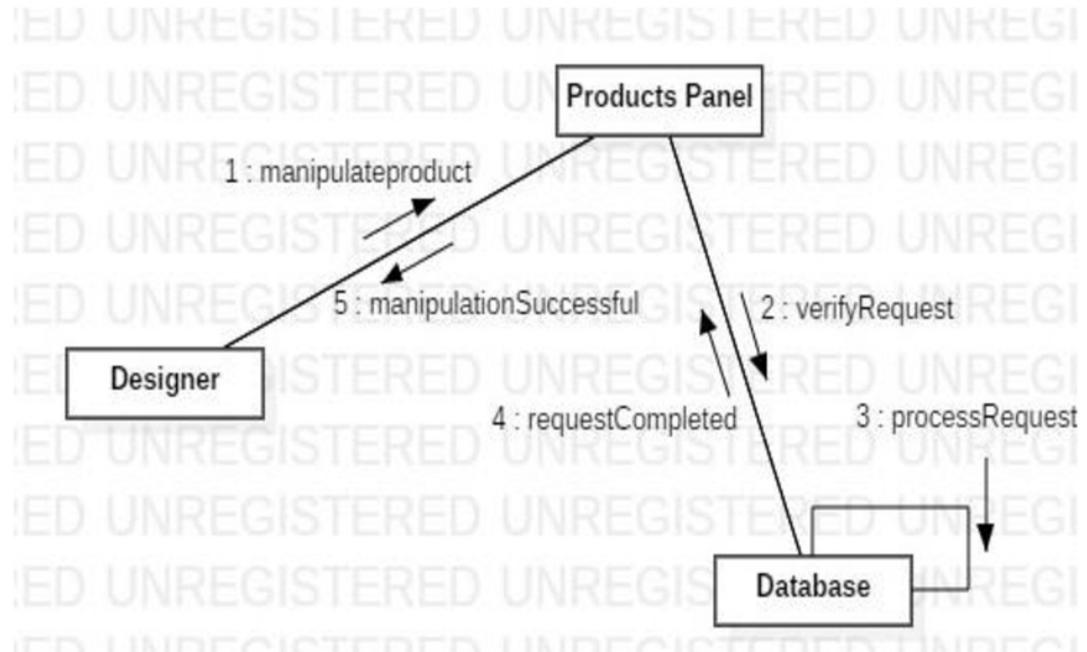


Figure 3.30: Collaboration Diagram for Managing Products

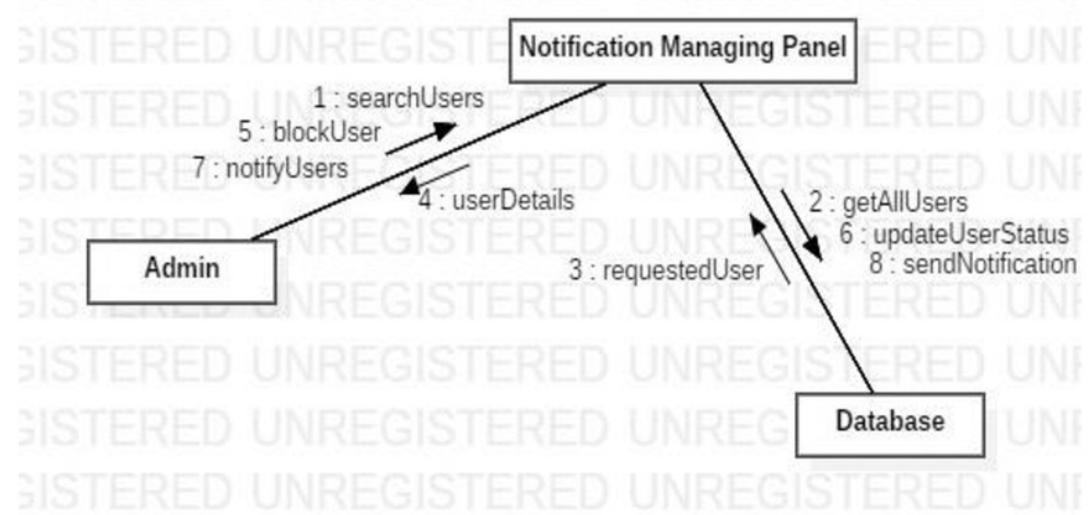


Figure 3.31: Collaboration Diagram for Managing & Notifying Users

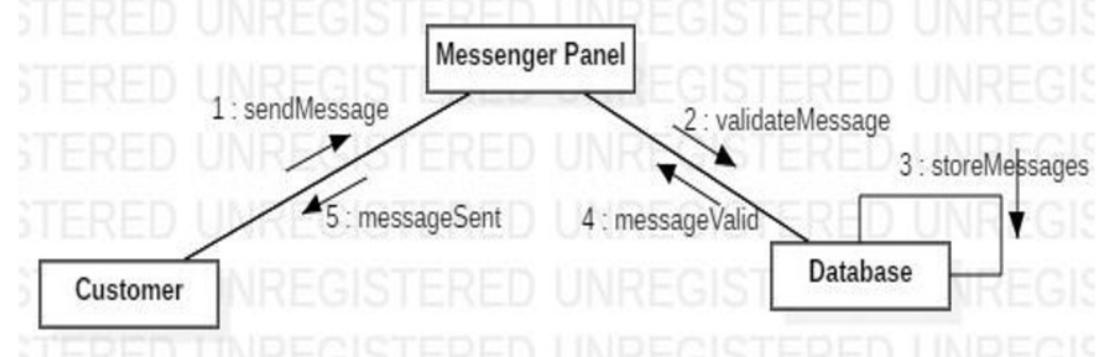


Figure 3.32: Collaboration Diagram for Messaging

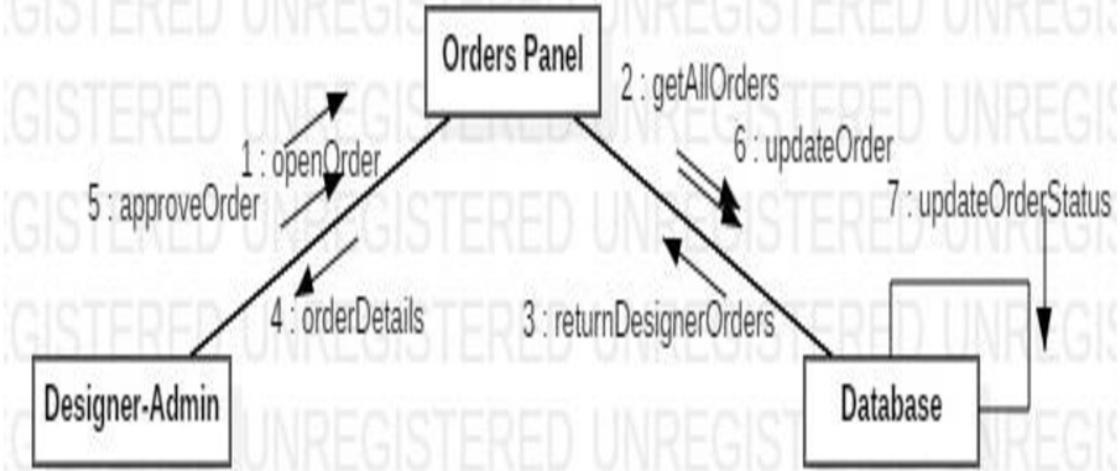


Figure 3.33: Collaboration Diagram for Pending Order Approval

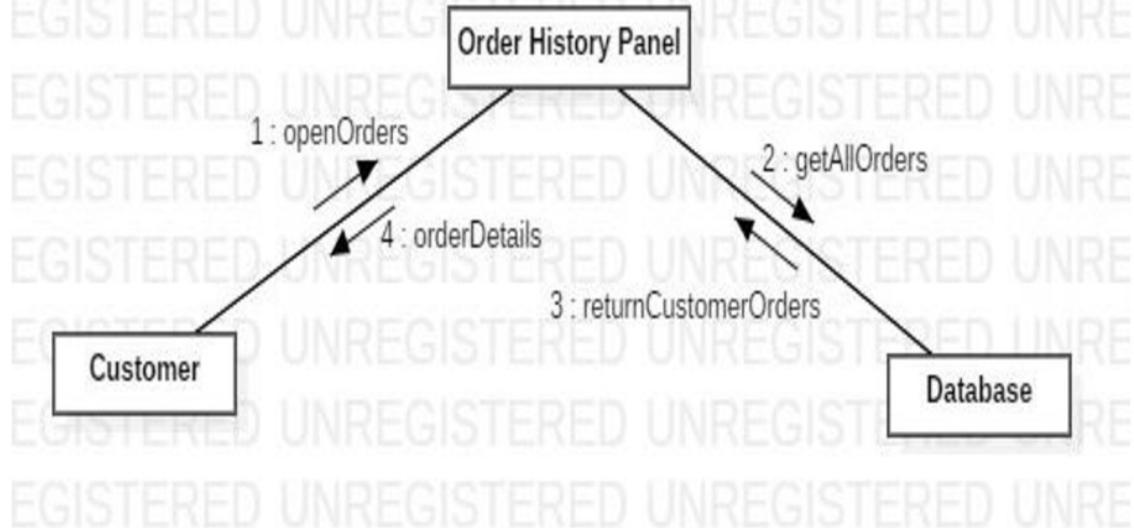


Figure 3.34: Collaboration Diagram for Order History

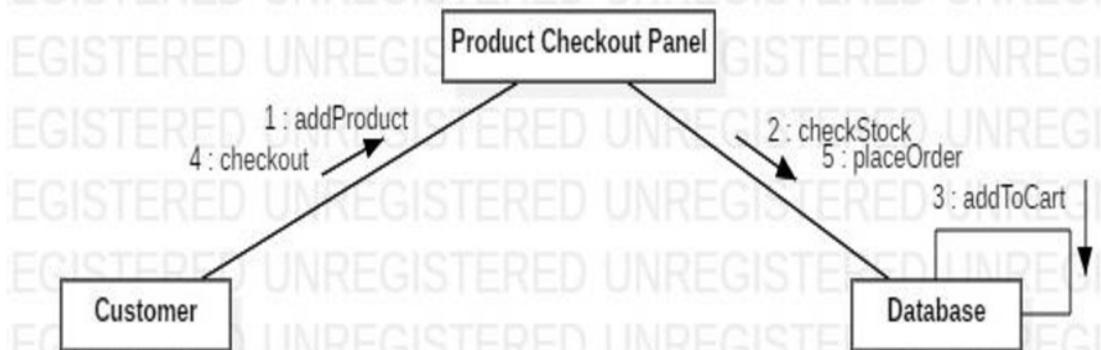


Figure 3.35: Collaboration Diagram for Checkout

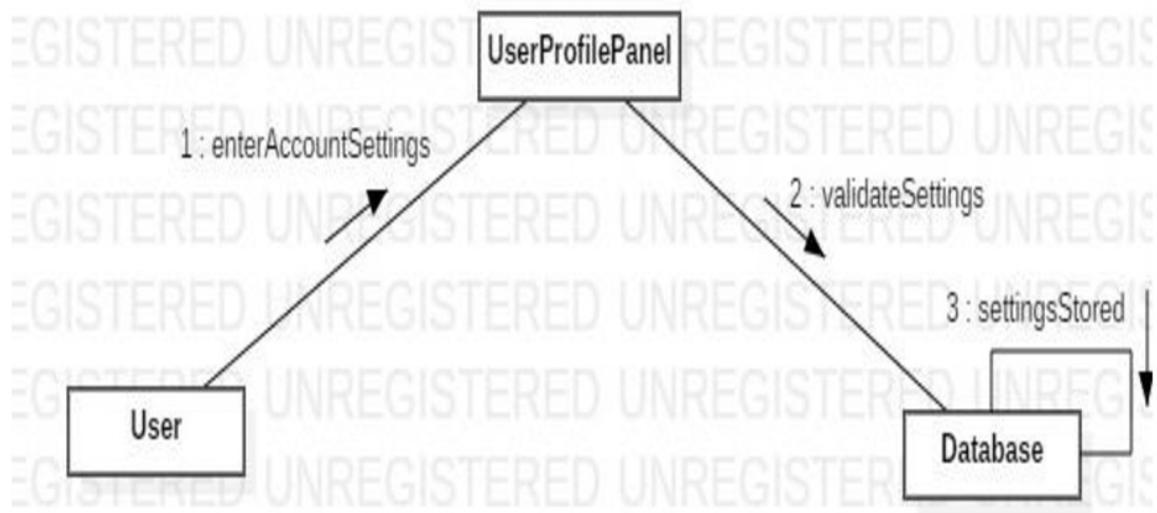


Figure 3.36: Collaboration Diagram for Profile Settings

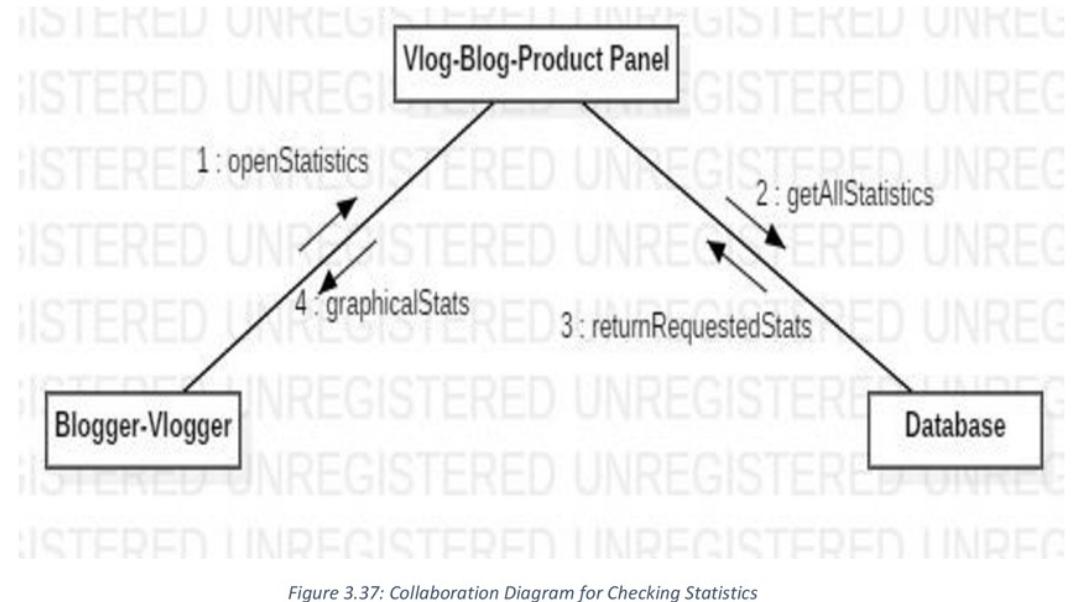


Figure 3.37: Collaboration Diagram for Checking Statistics

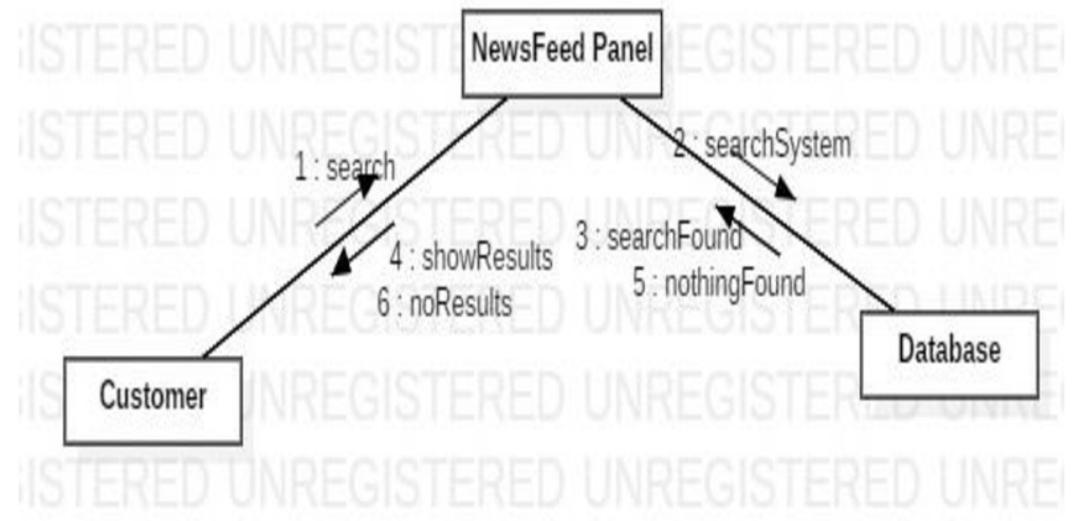


Figure 3.38: Collaboration Diagram for Search Procedures

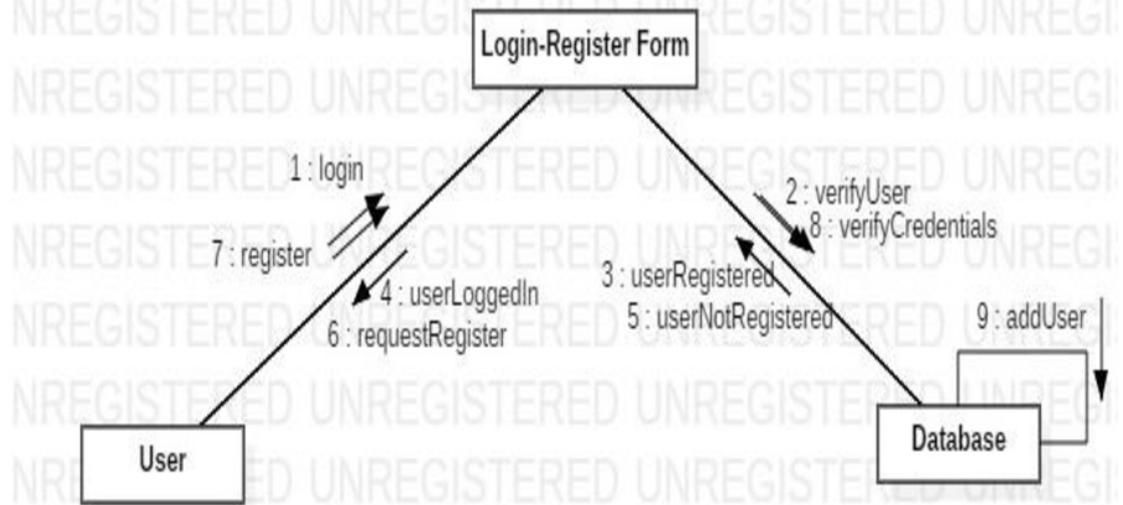


Figure 3.39: Collaboration Diagram for Login/Register

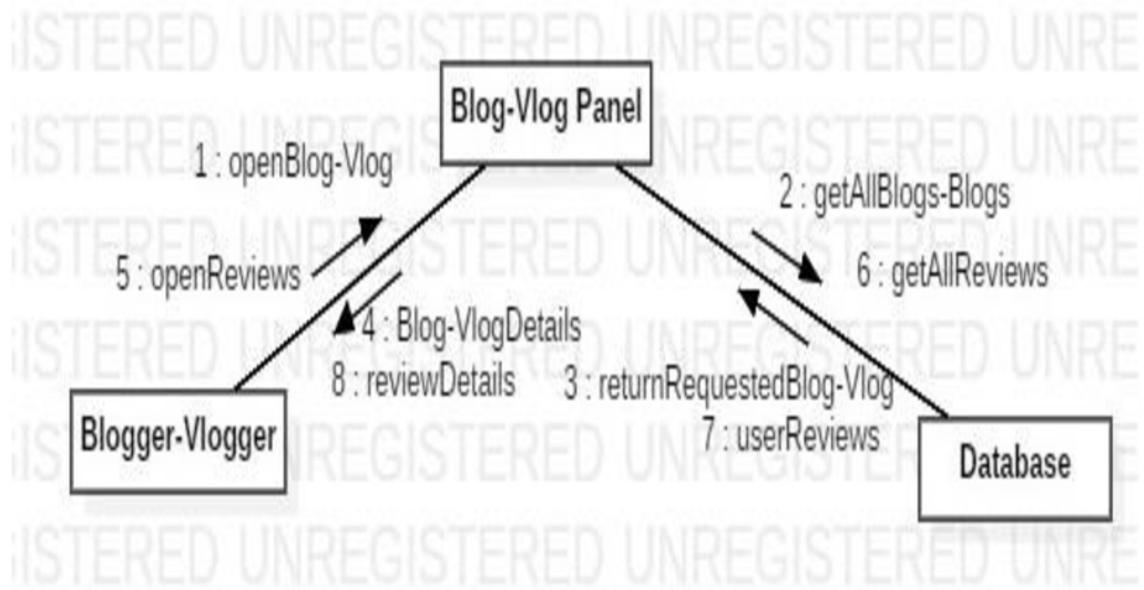


Figure 3.40: Collaboration Diagram for User Reviews

1 CHAPTER 4: System Testing

4.1 Test Cases

Test Case #: 1 System: Vogue Junction Designed By: Zunaib Imtiaz Executed By: Short Description: Tests the functionality of a user registering and logging into the system.	Test Case Name: System Access Subsystem: Registration, Log In Design Date: 3/12/2018 Execution Date:
--	---

Pre-Conditions

The user must not be registered or have any record before.
The user must be registered to log into the System.

3 Step	Action	Expected System Response	Pass/Fail	Comment
1	User clicks register button.	The System opens registration form.		
2	User enters his/her credentials	The System validates the entered credentials.		
3	User clicks Register.	The system successfully adds user to the database.		
4	Check post condition 1			
5	User clicks log in button.	The System opens Log In form.		
6	User enters his/her credentials.	The System verifies the entered credentials.		
7	User clicks log in.	The system successfully gives user system access.		
8	Check post condition 2			

Post-Conditions

1. Add User to Database Record.
Direct User to Welcome Page if new, if not, direct to news feed.

Test Case #: 2 System: Vogue Junction Designed By: Zunaib Imtiaz Executed By: Short Description: Tests the functionality of adding a product to checkout cart.	Test Case Name: Add Product To Checkout Subsystem: Add product, Checkout Design Date: 3/12/2018 Execution Date:
---	--

Pre-Conditions

The product being added to cart isn't already added and the product is in stock.

Step	Action	Expected System Response	Pass/Fail	Comment
1	User sets product attributes.	The System checks current stock and availability.		
2	User adds product to cart.	The System successfully adds product to cart.		
3	Check post condition 1			
4	User checks and clicks checkout	The System opens checkout form.		
5	User enters his/her address and billing information.	The System validates the entered information.		
6	User clicks place order.	The system successfully places order and sets order status to pending.		
7	Check post condition 2			

Post-Conditions

1. System adds product to cart with desired quantity and attributes.
2. The order should now be placed with pending approval status in order history.

Test Case #: 3 System: Vogue Junction Designed By: Zunaib Imtiaz Executed By: Short Description: Tests the functionality of messaging or sharing across system.	Test Case Name: Messaging ,Sharing Products Subsystem: Messenger Design Date: 3/12/2018 Execution Date:
--	--

1

Pre-Conditions

The user must be logged in in order to send or share a message.

3

Step	Action	Expected System Response	Pass/Fail	Comment
1	User types text message.	The System validates the message.		
2	User enters the recipients.	The system confirms the recipients.		
3	User adds attachments to the message.	The System validates the file formats and size.		
4	User clicks send.	The system delivers the message to recipients		
5	Check post condition 1			

Post-Conditions

1. System delivers the message with corresponding attachments and confirms of delivery.

Test Case #: 4 System: Vogue Junction Designed By: Zunaib Imtiaz Executed By: Short Description: Tests the functionality setting profile.	Test Case Name: Setting Profile Subsystem: Profile Module Design Date: 3/12/2018 Execution Date:
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1

Pre-Conditions

The user must be logged in in order to set his/her profile.

3

Step	Action	Expected System Response	Pass/Fail	Comment
1	User opens profile	The System responds with corresponding profile.		
2	User click profile settings	The System opens profile settings		
3	User edits his /her details and clicks save.	The system validates and saves profile settings,		
4	Check post condition 1			

Post-Conditions

1. System would update profile record in the database and all over system.

Test Case #: 5 System: Vogue Junction Designed By: Zunaib Imtiaz Executed By: Short Description: Tests the functionality of searching throughout the system.	Test Case Name: Search Procedures Subsystem: Search Module Design Date: 3/12/2018 Execution Date:
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Pre-Conditions

The searched text must mean something semantically.

Step	Action	Expected System Response	Pass/Fail	Comment
1	User clicks search bar.	The System responds shifting active cursor to search bar.		
2	User types searchable text.	The System gives relative suggestions.		
3	User clicks search,	The system searches through system and gets all relative content.		
4	Check post condition 1			

Post-Conditions

1. System should be displaying all relative content.

Test Case #: 6 System: Vogue Junction Designed By: Zunaib Imtiaz Executed By: Short Description: Tests the functionality of commenting on a post.	Test Case Name: Comment Procedures Subsystem: Comment Module Design Date: 3/12/2018 Execution Date:
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1

Pre-Conditions

The user must be logged in in order to comment.

3

Step	Action	Expected System Response	Pass/Fail	Comment
1	User clicks comments.	The System responds by displaying all comments.		
2	User write comments.	The System validates comment .		
3	User clicks enter.	The system successfully post comment.		
4	6 Check post condition 1			

Post-Conditions

1. System must upgrade the database and display comment in comments section.

Test Case #: 7 System: Vogue Junction Designed By: Muhammad Hamza Tufail Executed By: Short Description: Tests the functionality of checking users Orders.	Test Case Name: checking order Subsystem: Checking orders Module Design Date: 3/12/2018 Execution Date
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1

Pre-Conditions

The user must be logged in in order to check orders.

3

Step	Action	Expected System Response	Pass/Fail	Comment
1	User opens his/her profile.	The System responds by displaying corresponding user profile..		
2	User hit orders tab	The System responds by displaying all orders..		
3	User clicks any order.	The system displays details of the order..		
4	Check post condition 1			

Post-Conditions

1. System successfully display corresponding order details.

Test Case #: 8 System: Vogue Junction Designed By: Muhammad Hamza Tufail Executed By: Short Description: Tests the functionality of managing user products.	Test Case Name: Managing Products Subsystem: Managing products module Design Date: 3/12/2018 Execution Date
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1

Pre-Conditions

The user must be logged in to the system and must have his/her own products.

3

Step	Action	Expected System Response	Pass/Fail	Comment
1	User adds new products.	The System validates the credentials, add new product in products table and update the system.		
2	Check post condition 1			
3	User delete products.	The System generates confirmations popup.		
4	User confirms delete product.	The system responds by deleting the product from the system and move product to bin table in database..		
5	Check post condition 2			
4	User update product	The System validates the credentials and update database and the system.		
5	Check post condition 3			
6	User opens a product	The system responds by displaying the products details.		
	Check post condition 4			

Post-Conditions:

1. System adds new product in database.
2. System deletes the product from database.
3. System update the database.
4. System must display the details of the corresponding product.

Test Case #: 9 System: Vogue Junction Designed By: Muhammad Hamza Tufail Executed By: Short Description: Tests the functionality of approving pending approvals.	Test Case Name: Pending approvals Subsystem: Pending approvals module Design Date: 3/12/2018 Execution Date
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Pre-Conditions

User must be logged in to system and the user must have some pending approvals in order to approve them.

Step	Action	Expected System Response	Pass/Fail	Comment
1	User opens pending approvals..	The System responds by displaying all corresponding pending approvals.		
2	Check post condition 1			
3	User approves desired pending approvals.	The System changes corresponding order status to "Shipping" and places the order.		
4	Check post condition 2			

Post-Conditions

1. System must only display orders related to user's product.
2. System must update the status and make updates system wise.

<p>Test Case #: 10 System: Vogue Junction Designed By: Muhammad Hamza Tufail Executed By: Short Description: Tests the functionality of managing blogs/vlogs.</p>	<p>Test Case Name: Managing Blog/Vlog Subsystem: Managing content module Design Date: 3/12/2018 Execution Date</p>
---	---

1

Pre-Conditions

The user must be logged in in order to manage blogs/vlogs.

3

Step	Action	Expected System Response	Pass/Fail	Comment
1	User adds new blog/vlog.	The System validates the credentials, add new blog/vlog in blog/vlog table and update the system.		
2	Check post condition 1			
3	User delete blog/vlog.	The System generates confirmations popup.		
4	User confirms delete blog/vlog.	The system responds by deleting the blog/vlog from the system and move blog/vlog to bin table in database.		
5	Check post condition 2			
4	User update blog/vlog	The System validates the credentials and update database and the system.		
5	Check post condition 3			
6	User opens a blog/vlog	The system responds by displaying the blog/vlog details.		
	Check post condition 4			

Post-Conditions:

1. System adds new blog/vlog in database.
2. System deletes the blog/vlog from database.
3. System update the database.
4. System must display the details of the corresponding blog/vlog.

Test Case #: 11 System: Vogue Junction Designed By: Burhan Maseel Executed By: Short Description: Tests the functionality of reviewing and checking the statistics of blogs/vlogs.	Test Case Name: User reviews and statistics Subsystem: Review and statistics module Design Date: 3/12/2018 Execution Date
---	--

1

Pre-Conditions

The user must be logged in and he/she must have uploaded at least one or more blogs/vlogs.

3

Step	Action	Expected System Response	Pass/Fail	Comment
1	User opens blog/vlog	The System responds by displaying the details of corresponding vlog/blogs.		
2	Check post condition 1			
3	User selects reviews tab	The System responds by displaying the reviews of corresponding blog/vlog		
4	User reply to reviews	The system validates the user reply and posts the reply.		
5	Check post condition 2			
4	User selects statistics tab	The System responds by displaying the statistics of corresponding blog/vlog		
	Check post condition 3			

Post-Conditions

1. The details of only user corresponding vlogs/blogs are shown.
2. System must update the database and display review in review section.
3. The system should be now displaying of corresponding single blog/vlog.

Test Case #: 12 System: Vogue Junction Designed By: Burhan Maseel Executed By: Short Description: Tests the functionality of managing a user from admin side.	Test Case Name: Managing users Subsystem: Managing users module Design Date: 3/12/2018 Execution Date
--	--

1

Pre-Conditions

The user must be logged in in order to manage users.

3

Step	Action	Expected System Response	Pass/Fail	Comment
1	User clicks system users tab.	The System displays the list of all users currently registered within the system.		
2	User searches a system user.	The System responding by displaying the results of the relating user search.		
3	User changes system users status	The System changes the system users status and make corresponding system access changes.		
	Check post condition 1			

Post-Conditions

1. System must change user's status and update it all over the system.

1

4.2 Unit/Integration/Acceptance Testing:

4.2.1 Unit Testing:

Procedure of testing each unit of system comes under unit testing. The main cause of performing unit testing on each unit is to validate that every unit of a system is working in accordance with design. There are many testing tools, through which we can perform unit testing, such as NUnit, JMockit, and Embunit etc.

Units we are going to test are:

- ❖ Admin Unit
- ❖ Creator Unit
- ❖ Customer Unit
- ❖ Messages Unit

4.2.2 Integration Testing

In integration testing modules are combine together to perform testing activities. It exposes the defects occur during interaction between the modules.

In integration testing we are going to test system's interacting modules/unit.

- Admin interaction with all users of system
- Checkout interaction with customer and payment modules
- Customers, designers, bloggers and vloggers interactions with each other and their interaction with the system.
- etc.

4.2.3 System Testing

In System Testing the whole system is tested including all units and all the interactions between all units/modules. The purpose of performing system test is to verify that the complete system is working according to specified requirements and standards.

1

4.2.4 Acceptance Testing

Acceptance testing is a formal testing with a purpose of evaluating system's compliance with the user business needs and to check whether the system satisfies the acceptance criteria from the user perspective. It gives accurate contract between user and developer.

CHAPTER 5: Conclusion

5.1 Problems faced and lessons learned

The document for our project was filled with challenges as we decided to work on a platform alien to us. Our project was majorly based on web but the technology we used is MERN stack and android those are few of the latest technologies being used in the market.

We were familiar with the various modules in the report as we had learned them throughout the course of the degree but using all of those concepts according to our project was always a challenge.

Deciding the features being provided in our project was one of the biggest challenges faced by us as we were providing a dedicated platform for the fashion industry. We had to get the best features that will encourage people to showcase their work and as well as customers to merchandise with ease and feasibility. Another challenge faced was to design the platform as the audience of our project is very vast so we had to make a universal design which will sooth the diversity.

The next biggest challenge that was faced by us was requirement gathering as the stakeholders of our platform are completely from different field of work. Setting up meetings with the different stakeholders to gather their requirements and using requirement gathering techniques was always a challenging task.

Developing use case models, activity diagrams, sequence diagrams and database diagram was also a challenging task as the technology we are using is new and uses No SQL database. Scope of our project is very vast due to which we also faced a lot of problems creating these diagrams. Learning through various tutorials, referencing to some samples and with the guidance of our supervisor we gained the skills to develop all of the said diagrams and managed to complete our report within given time.

These were the few challenges we faced during our work in the particular phase but this helped us in learning new techniques and using multiple approaches to solve a single task. Our problems were more likely the challenges which helped us in learning.

5.2 Project Summary

Our project consists of various modules which are bind together in such a way that it can facilitate several type of users at the same time. We have learnt different skills throughout our course of software engineering and the main challenge was to find the similarities between everything we learnt and utilize them in building our project. As the scope of our project is very vast, we have to provide all of the essential features along with a very interactive and easy to use interface. Our users will be mostly non-technical so we have to take care of every user by providing an ease of use by designing our system in such a way that an action could be performed with minimal clicks.

We have been fortunate that we have been taught the courses of Web Engineering, Human Computer Interaction, Software Engineering, Database Systems, Software Requirement Engineering and Software Project Management to name a few. These courses helped us at every stage in building our report. In this report we have mentioned various techniques that we will be using to develop this project which were taught throughout our courses of software engineering in such a way that we were easily able to link down every technique from gathering requirements to managing the project and developing the project efficiently. We were taught well to follow the Software Development Lifecycle and as per we have mentioned above the model we were using we gathered our requirements easily

by following the requirement gathering techniques and methods that were being used. As we have mentioned our requirements clearly in this report our goal became clearer. All of the development techniques are mentioned above so we are expecting to develop this project with an ease and without facing any major hurdles. We will be following the development model mentioned above and going through every phase by which we will be ensuring an orderly approach while developing this project.

5.3 Future Work

Our main aim was to provide a platform for emerging designers who are unable to showcase their work to the open market without a large capital and as well as the customers who have to face difficulty finding the trending clothes. Our goal is to make this project live and facilitate the world by launching worldwide.

We plan on adding a Job Portal and an event management system in future so that the whole fashion industry can be facilitated by finding all of the essential features at a single place.

As almost all of the world is shifting to mobile devices and the Smart Phones are becoming very powerful and can power apps with enormous features we are also planning to develop this project for IOS users and Android users with all of the features available on the Web Portal. So that people can use it on the go and be enabled to connect with the world with an ease.

5.4 Prototypes



The sign-up page features a large image of people walking in a modern city setting. Overlaid on this is a yellow rectangular area containing the text: "JOIN VOGUE JUNCTION FOR ENDLESS FASHION AND MORE EXCITING FEATURES." Below this, smaller text reads: "Expand your talent with much more furnished opportunities and stay up to date with every fashion update." At the bottom left of the main image is a link: "Already have an account? Log in".

SIGNUP

VJ

FIRST NAME

LAST NAME

EMAIL

PHONE NO

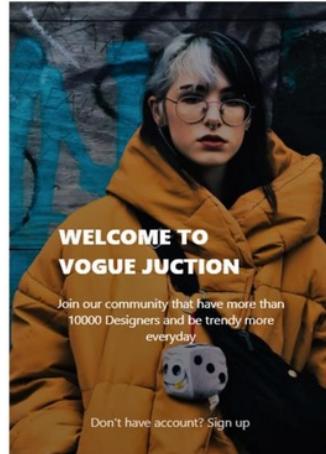
PASSWORD

RE-ENTER PASSWORD

SIGNUP AS

By clicking "Sign up" I agree that I have read and accepted the Terms of Use.

SIGN UP Or Continue With [f](#) [g+](#)



The login page features a large image of a person wearing a bright yellow puffer jacket and glasses, standing against a graffiti wall. Overlaid on this image is the text: "WELCOME TO VOGUE JUNCTION". Below this, smaller text reads: "Join our community that have more than 10000 Designers and be trendy more everyday". At the bottom left of the main image is a link: "Don't have account? Sign up".

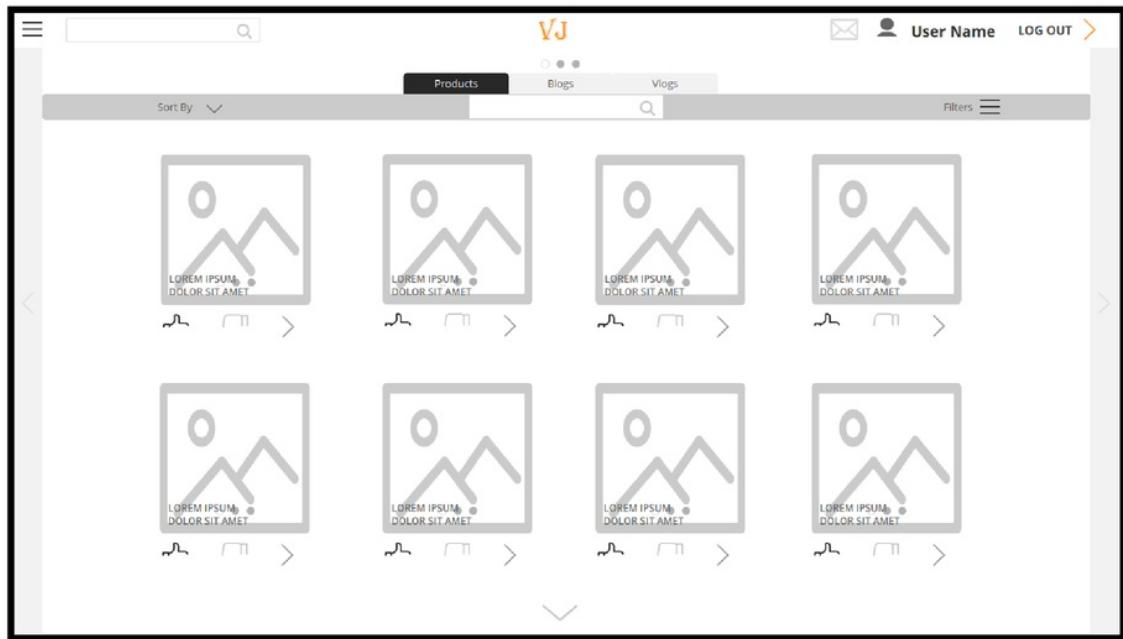
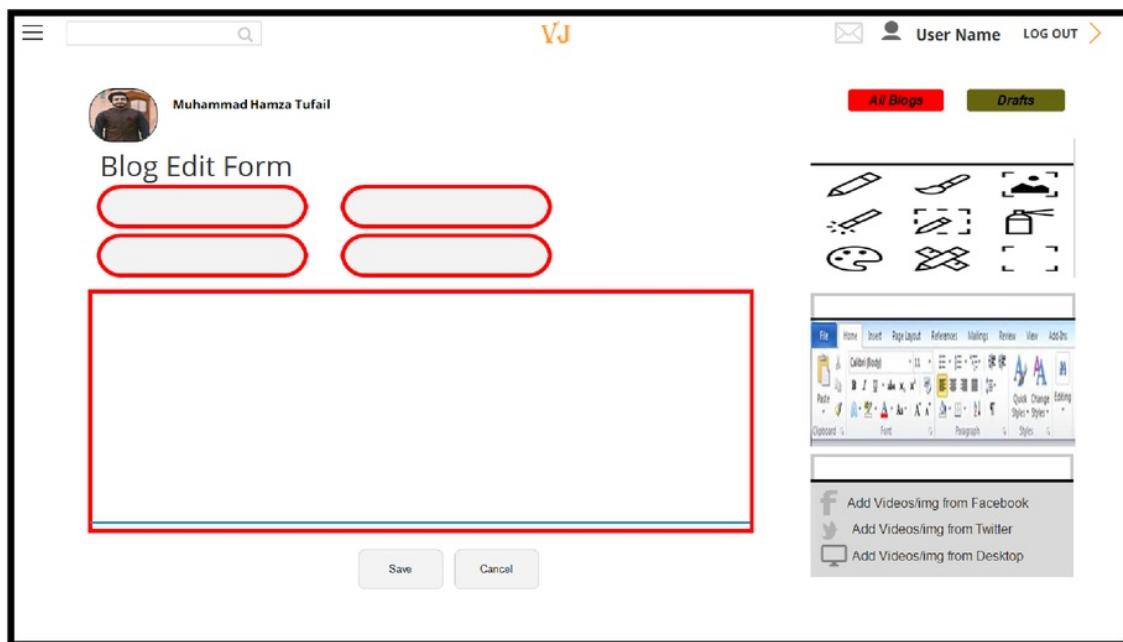
LOGIN

VJ

EMAIL

PASSWORD

LOGIN >



Muhammad Hamza Tufail

Description
Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. **Posts : 32**

Description
Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. **Following : 500**

Description
Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. **Followers : 700**

Upload New Blog **All Blogs** **Drafts**

Recent Blogs

New Fashion Trends In Pakistan

Description
Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. **Edit** **Remove**

New Fashion Trends In World

Description
Lorem ipsum dolor sit amet, sapien etiam, nunc amet dolor ac odio mauris justo. **Edit** **Remove**

VJ **LOG OUT >**

ALL USERS **ALL ORDERS** **NOTIFY USERS** **SETTINGS**

GROUP BY	SELECT	SORT BY	SELECT	FILTER	SEARCH
NAME	EMAIL	STATUS	USER TYPE	LOCATION	ACTION
Name Last name	abc@xyz.com	Lorem ipsum	Lorem ipsum	Location	(X) Call Message
Name Last name	abc@xyz.com	Lorem ipsum	Lorem ipsum	Location	(X) Call Message
Name Last name	abc@xyz.com	Lorem ipsum	Lorem ipsum	Location	(X) Call Message
Name Last name	abc@xyz.com	Lorem ipsum	Lorem ipsum	Location	(X) Call Message
Name Last name	abc@xyz.com	Lorem ipsum	Lorem ipsum	Location	(X) Call Message
Name Last name	abc@xyz.com	Lorem ipsum	Location	Location	(X) Call Message

The screenshot shows a web-based account settings interface. At the top, there is a navigation bar with a search icon, a logo consisting of orange letters 'VJ', and user information including 'User Name' and a 'LOG OUT' link. On the left, a sidebar menu lists 'General Account Settings' (which is highlighted in orange), 'Notification Settings', and 'Security Settings'. The main content area is titled 'General Account Settings' and contains a table with the following data:

Name	Lorem ipsum	Edit
User Name	Lorem ipsum	Edit
Contact	Lorem ipsum	Edit
Email	Lorem ipsum	Edit
Phone Number	Lorem ipsum	Edit
Delete Account		Delete

CHAPTER 6: References

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