

Gifttr Project Report
IS 385 – System Analysis and Design
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I. Vision Document

Problem:

We live in a fast-paced world where juggling school, work, and maintaining relationships with others becomes tricky. Often enough, we have forgotten that warm feeling of affection when receiving a gift on either a special or normal occasion. People are being faced with the issue of simply forgetting to get a gift for someone for any reason whether it is a birthday or even just for an appreciation of friendship. Then comes another problem, which is that people have trouble picking out the right gift for their loved one. Another issue is that giant shopping websites like Amazon have taken over a large portion of the market of gift giving which has then taken away opportunities for smaller businesses. Many gifts that are found on these giant shopping websites can become are less personable.

Solution:

What if we told you that we created a user-friendly application to fix all these problems with gift giving? The answer is Giftr, a mobile application that understands that we are human and that we have a lot on our plate. Giftr is here to serve as an assistant in our lives to make the difficulties with gift giving a thing of the past and to finally give users the perfect gift.

System Capabilities:

- Ability to have a personal or store account
 - o Option to be subscribed member
- Search for gifts
- View cart
- View inbox
 - o Search inbox
- Ability to import contacts
- Create event (such as birthday, anniversary, etc.)

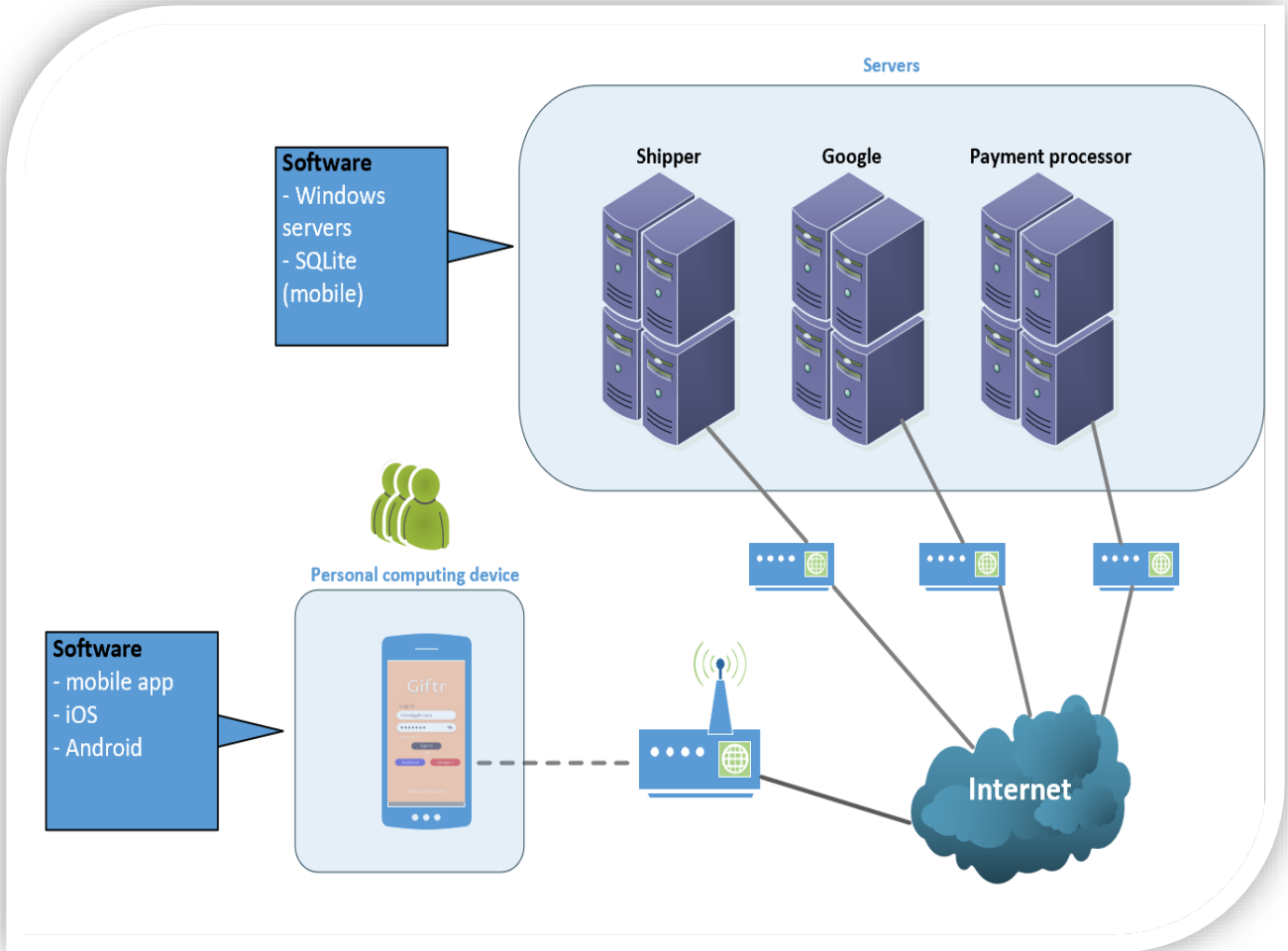
- Import calendar events
- Automate sending gifts to person
 - Ability to send gift to recipient's house
 - Track shipping
 - Ability to send gift to your house for self-delivery
- Notifications
 - View upcoming events
 - View sponsored gifts
 - View discounted gifts
- Ability to help choose gift
 - View and edit recipient's information (name, city, hobbies)
 - Search for gift
 - View shops near recipient
 - View recommended gifts (based on hobbies)
- View promotional gifts
- View receipt
- Display local business and what they offer
- View local businesses
- Allow local business to list items and pricing
- Allow local business to receive payments
- View recently shipped gifts
- View archived orders

Benefits:

The Giftr application was always designed with the user in mind, with its easy-to-use interface.

This app assists the user in setting important reminders when a gift might be necessary for a loved one or just spontaneous gifts. Gift also helps users pick the right gift for their close ones by having recommended gifts based on the person's hobbies and interests, as well as showing promotional gifts to users. Besides helping users with the tedious task of finding the perfect gift, Giftr is showcasing new boundaries to its users by opening their eyes to local businesses and their products. Another benefit is how Giftr allows for a more personal and warm experience with gift giving opposed to normal shopping online.

II. Proposed Application Architecture



III. Fully Developed Use Case Description for Given Cases

Use Case Name:	Create Account	
Scenario:		
Triggering Event:	Customer planning to transact in the gift app project	
Brief Description:	Before a customer does any transaction, he/she must signup	
Actors:	Customer	
Stakeholders:	staff, customer	
Preconditions:	Customer interests on the system products or services	
Postconditions:	Customer successfully registered .	
Flow of Activities:	Actor	System
	<ol style="list-style-type: none"> 1. Customer enters personal details 2. Customer submit details 	<p>2.1 System prompts for validation of information.</p> <p>2.2 System display success messages</p>
Exception Conditions:	none	

Use Case Name:	Make payment	
Scenario:		
Triggering Event:	Customer has ordered for goods and services.	
Brief Description:	Before a customer checkout he/she should pay for the goods and services.	
Actors:	Customer	
Stakeholders:	Staff, customer	
Preconditions:	Customer must have selected product or service	
Postconditions:	The system display success message. .	
Flow of Activities:	Actor	System
	<ol style="list-style-type: none"> 3. Customer select payment method. 4. Customer enters payment amount. 5. Customer Submit payment. 	<ol style="list-style-type: none"> 2.1 System validates payment details. 3.1 System returns success message. 3.2 If submission fails the system prompts the user to resend
Exception Conditions:	none	

Use Case Name:	Set Reminders	
Scenario:		
Triggering Event:	Customer planning to send a gift	
Brief Description:	After a customer request to send a gift to a friend or any given event	
Actors:	Customer,	
Stakeholders:	customer	
Preconditions:	Customer must have created an event	
Postconditions:	The system has display reminders set.	
Flow of Activities:	Actor	System
	<ol style="list-style-type: none"> 1.Customer input the reminder details 2.Customer enter the reminder date. 3.Customer set reminder 	<ol style="list-style-type: none"> 1.1 System display the reminder page 2.1 System prompts the user to enter the sate 3.1 System returns success message. 3.2 If submission fails the system prompts the user to resend

Exception Conditions:	none	
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Use Case Name:	Receive notifications	
Scenario:		
Triggering Event:	Customer planning to have event	
Brief Description:	After customer creates event and select gifts, he/she will receive notifications	
Actors:	Customer	
Stakeholders:	customer	
Preconditions:	Customer must have placed an order and create event.	
Postconditions:	Email notifications sent to customer.	
Flow of Activities:	Actor	System
	<ul style="list-style-type: none"> 6. Customer login to the system 7. Customer set reminder 8. Customer view notifications 9. Notifications displayed 	<ul style="list-style-type: none"> 2.2 System display the google map. 2.3 System prompts for validation of information. 3.1 System returns success message. 3.2 If submission fails the system prompts the user to resend

		4.1 system display available caterers as per the search criteria.
Exception Conditions:	none	

Use Case Name:	Create event	
Scenario:		
Triggering Event:	Customer planning to host event	
Brief Description:	Customer creates event and plan for gifts be delivered	
Actors:	Customer	
Stakeholders:	Customer	
Preconditions:	Customer must be logged in to the system	
Postconditions:	Event successfully created	
Flow of Activities:	Actor	System
	<ul style="list-style-type: none"> 10. Customer input event details 11. Customer submit details 12. Customer present request to potential clients. 	<ul style="list-style-type: none"> 1.1 System display event form 1.2 System prompts for validation of information. 2.1 System returns success message.
Exception Conditions:	none	

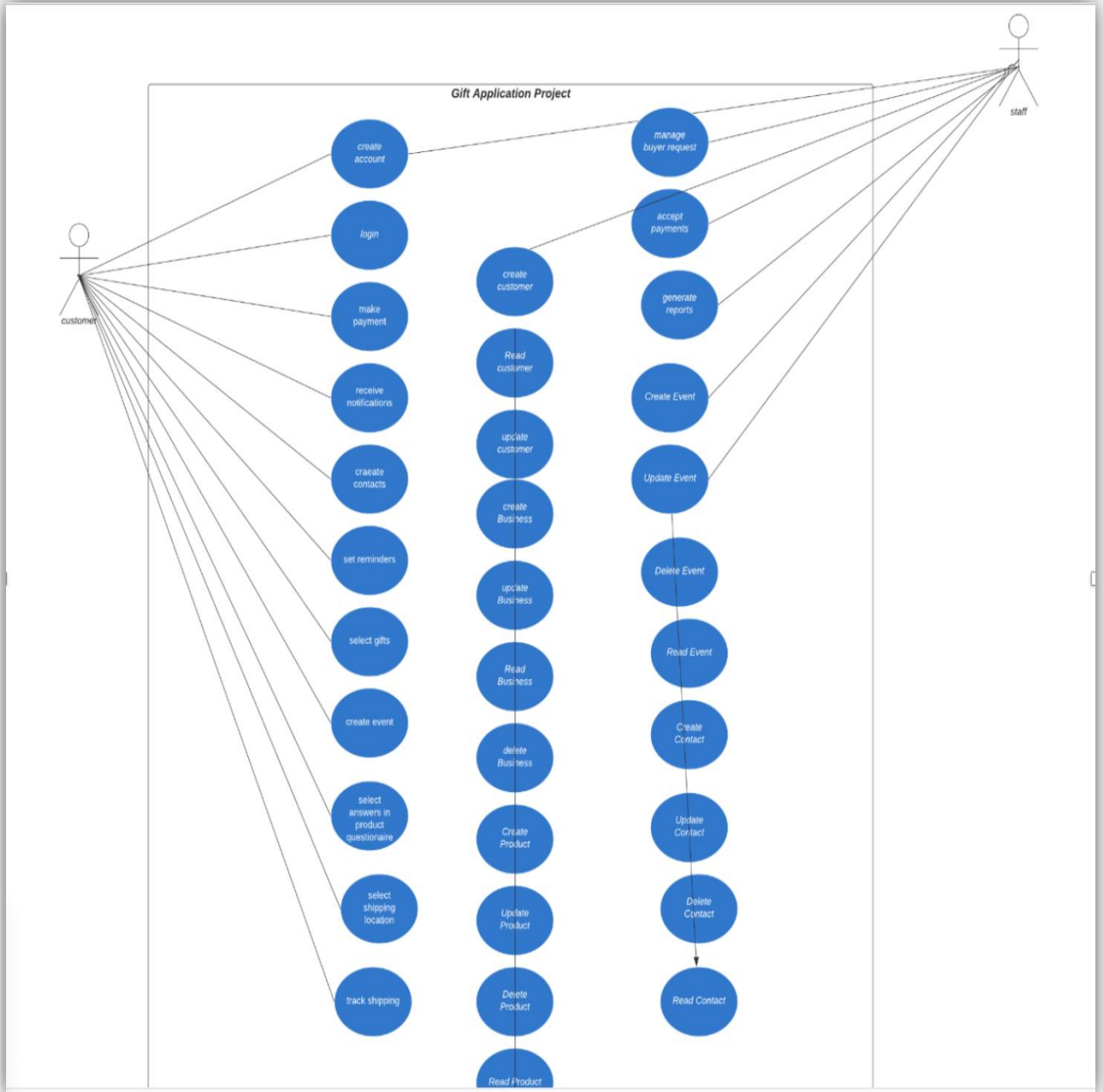
Use Case Name:	Select shipping location	
Scenario:		
Triggering Event:	Customer upcoming event	
Brief Description:	Before a customer is delivered goods to his/her pick up location he should select the location under which goods will be delivered	
Actors:	Customer	
Stakeholders:	Staff, customer	
Preconditions:	Customers must have made purchases of gifts.	
Postconditions:	The system the set location is added to the system .	
Flow of Activities:	Actor	System
	<ol style="list-style-type: none"> 1.Customer input their location. 2. Customer enters preferred shipping method. 3.Customer submit data. 	<ol style="list-style-type: none"> 2.1 System display the google map. 2.2 System prompts for validation of information.

Exception Conditions:	none	

Use Case Name:	Track Shipping	
Scenario:		
Triggering Event:	Goods ordered	
Brief Description:	Customers are eligible to track goods from the source to its pickup location.	
Actors:	Customer	
Stakeholders:	customer	
Preconditions:	Customer must have placed an order	
Postconditions:	The system displays current order location .	
Flow of Activities:	Actor	System
	<ol style="list-style-type: none"> 1. Customer customer log in to the system 2. Customer enters tracking number 3. Customer submit the tracking number. 4. Customer view the location 	<ol style="list-style-type: none"> 2.1 System display the google map. 2.2 System prompts for validation of information. 3.1 System returns tracking information

		3.2 If submission fails the system prompts the user to resend
Exception Conditions:	none	

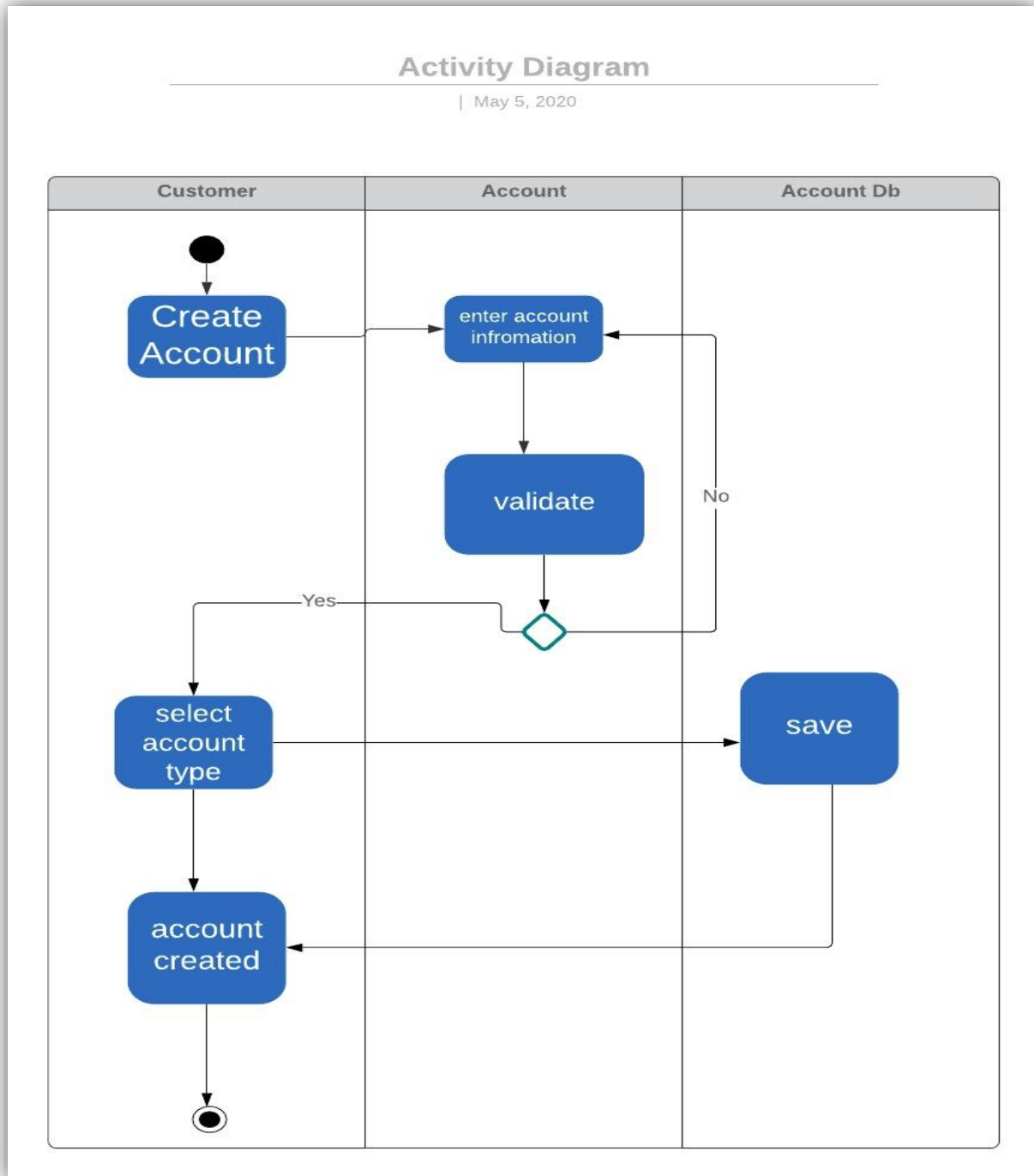
IV. Use Case Diagram



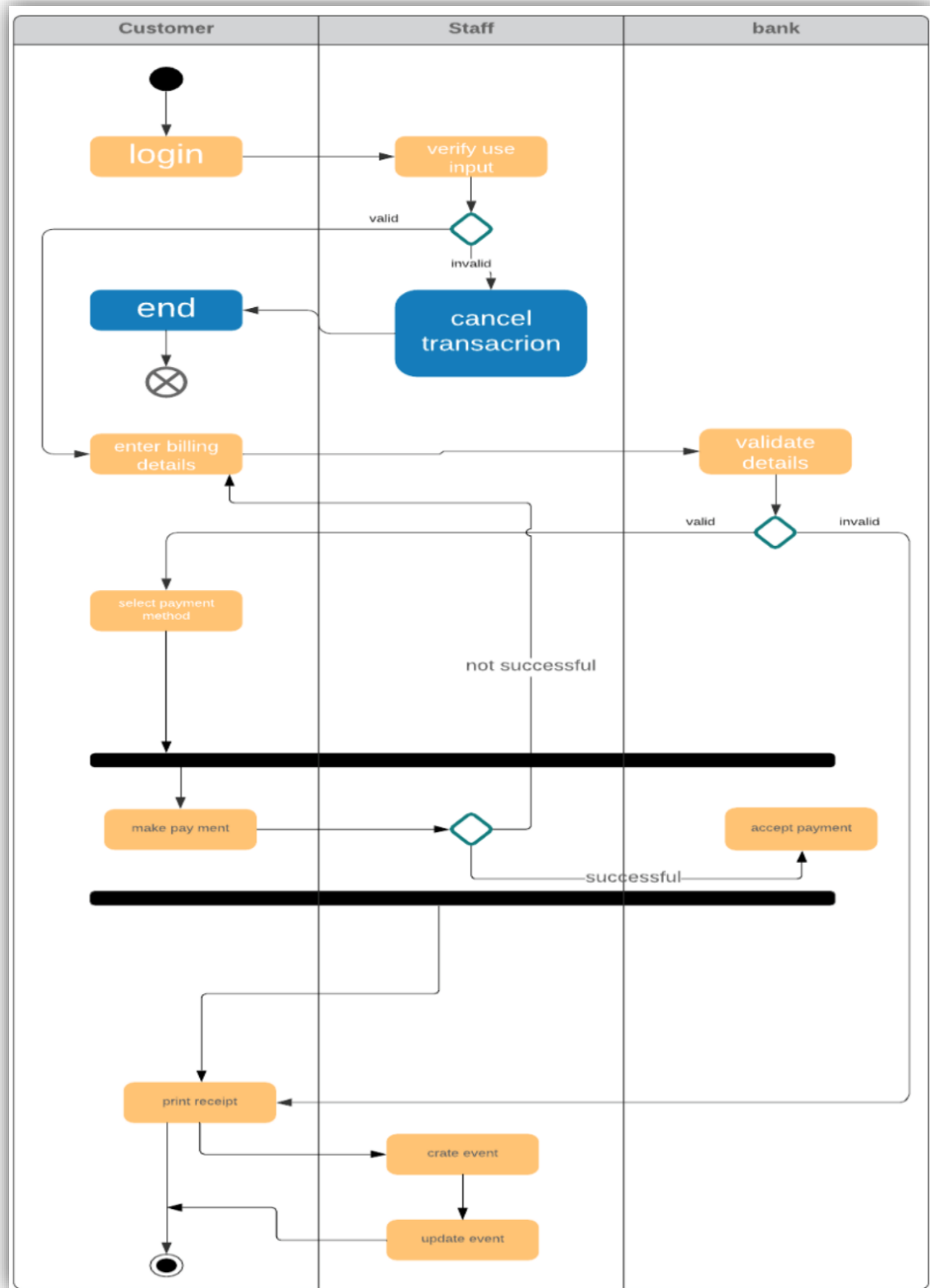
V. CRUD Matrix

<i>Use Case</i>	<i>Account</i>	<i>Contact</i>	<i>Calendar</i>	<i>Product</i>	<i>Order</i>	<i>Event</i>	<i>Store Account</i>
Create Customer	C						
Read Customer	R						
Update Customer	U						
Delete Customer	D						
Create Business							C
Read Business							R
Update Business							U
Delete Business							D
Create Event						C	
Read Event						R	
Update Event						U	
Delete Event						D	
Create Contact		C					
Read Contact		R					
Update Contact		U					
Delete Contact		D					
Create Calendar			C				
Read Calendar			R				
Update Calendar			U				
Delete Calendar			D				
Create Product				C			
Read Product				R			
Update Product				U			
Delete Product				D			
Create Cart					C		
Read Cart					R		
Update Cart					U		
Delete Cart					D		

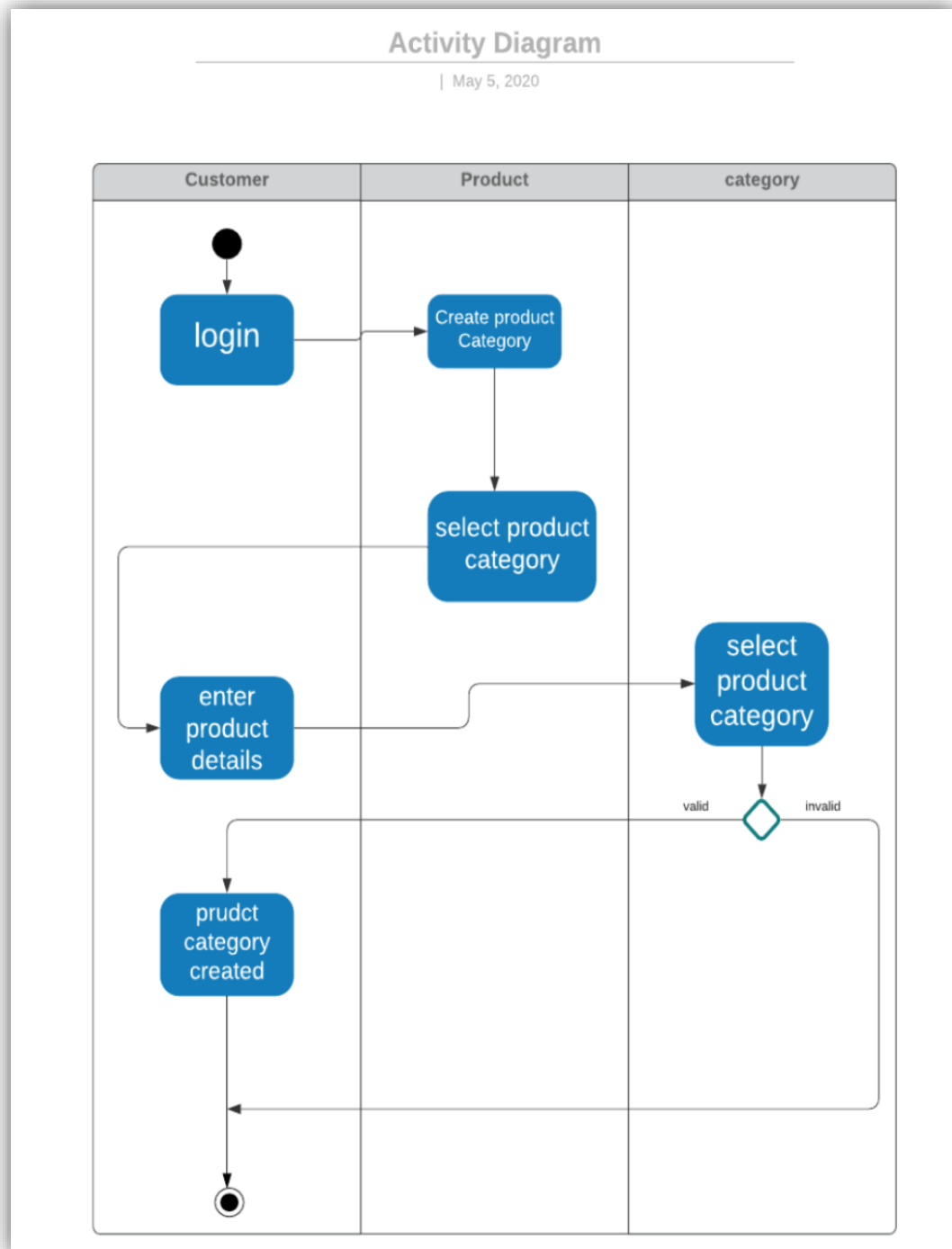
VI. Activity Diagrams



Create Account Activity



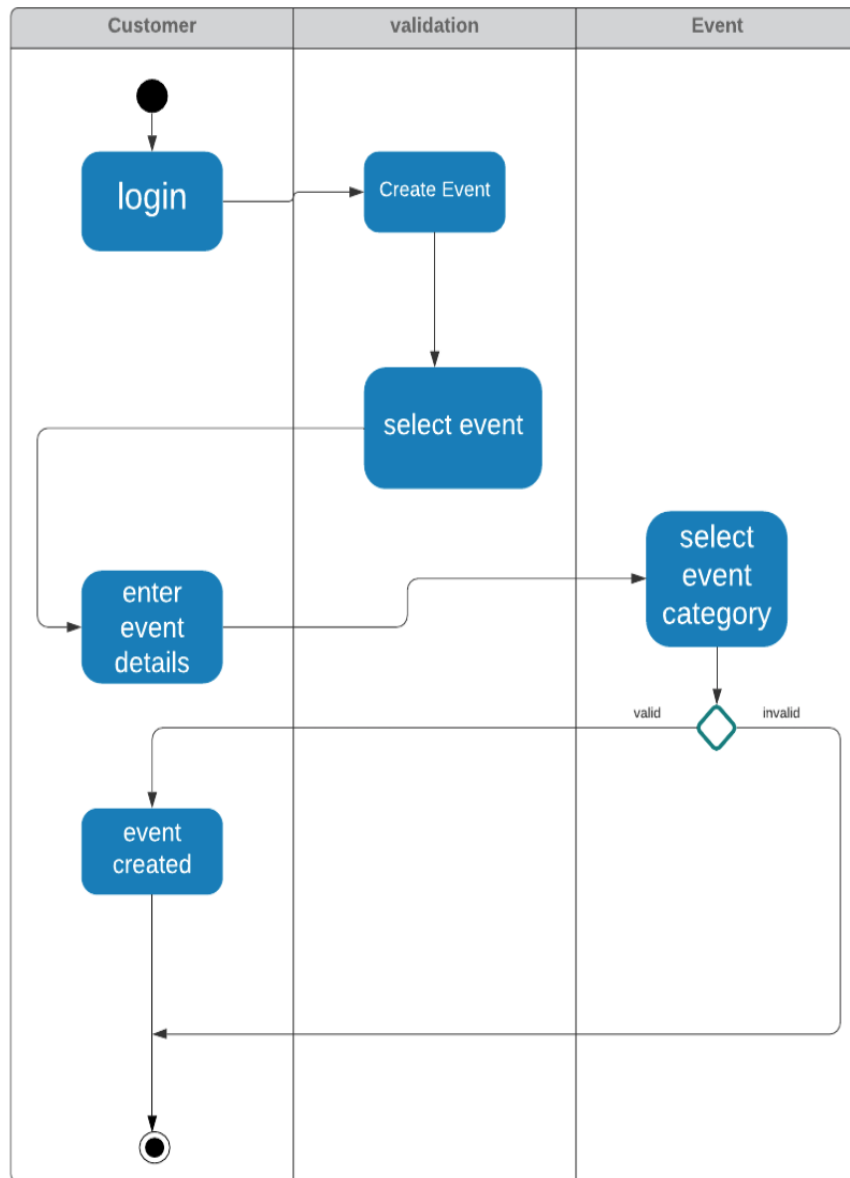
Make Payment Activity



Create Product Category Activity

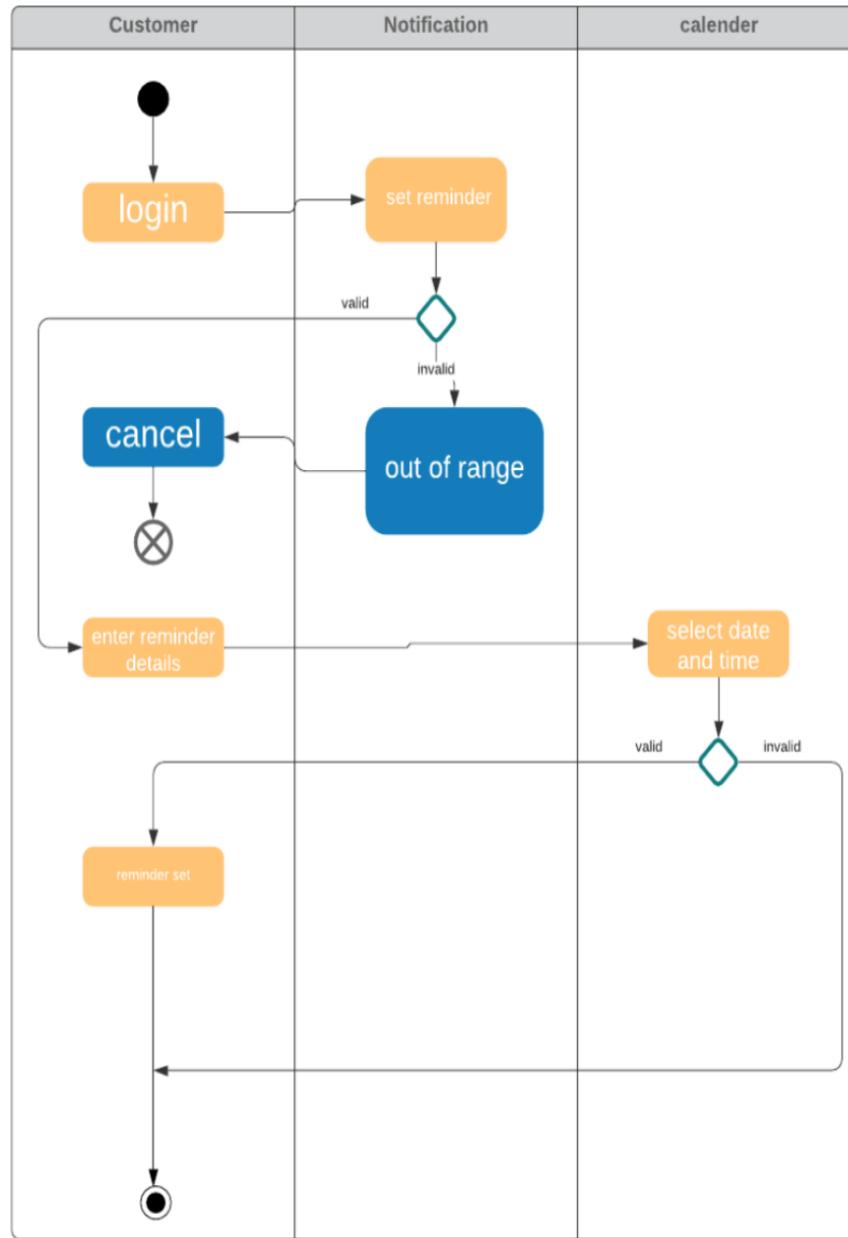
Activity Diagram

| May 5, 2020

**Create Event Activity**

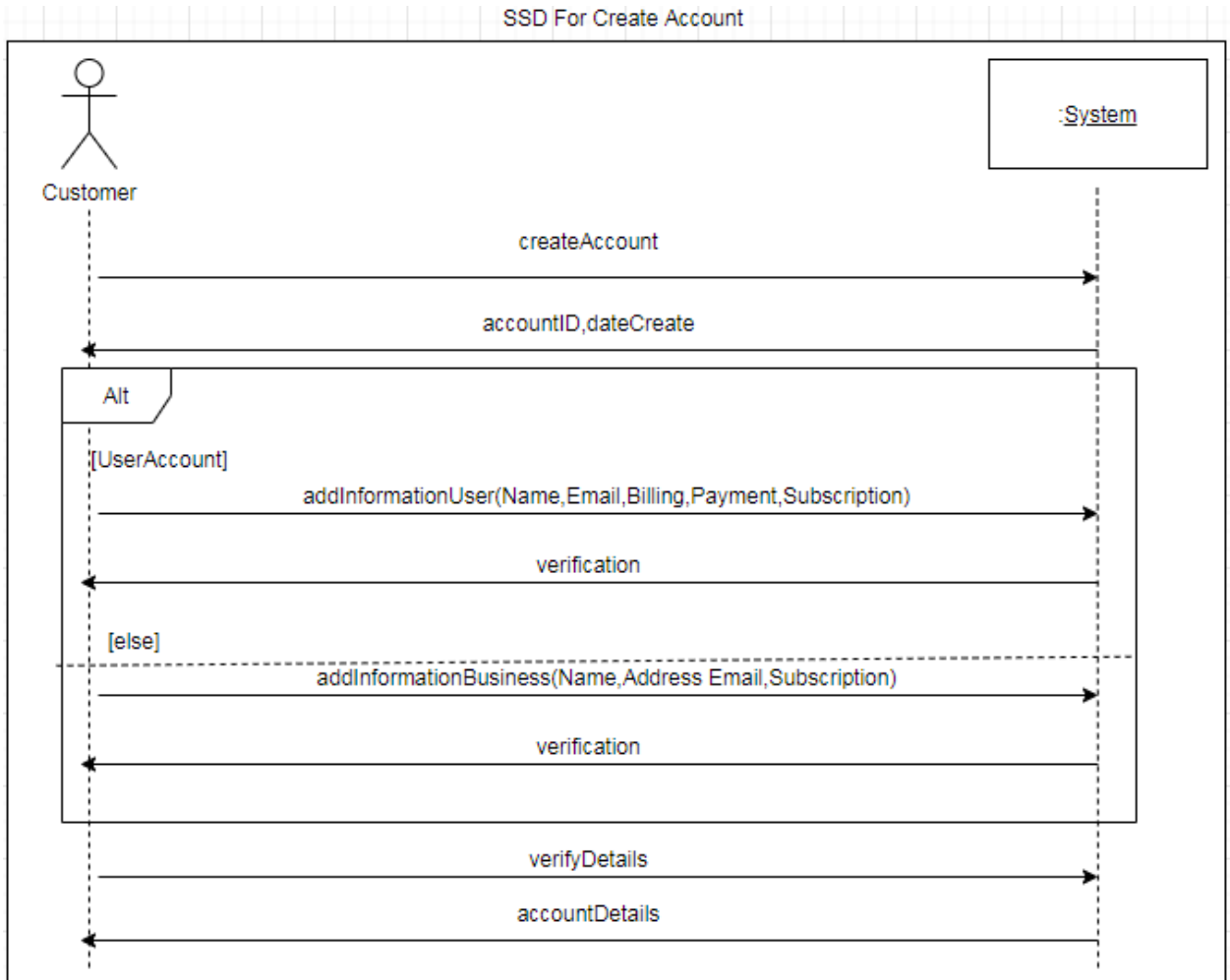
Activity Diagram

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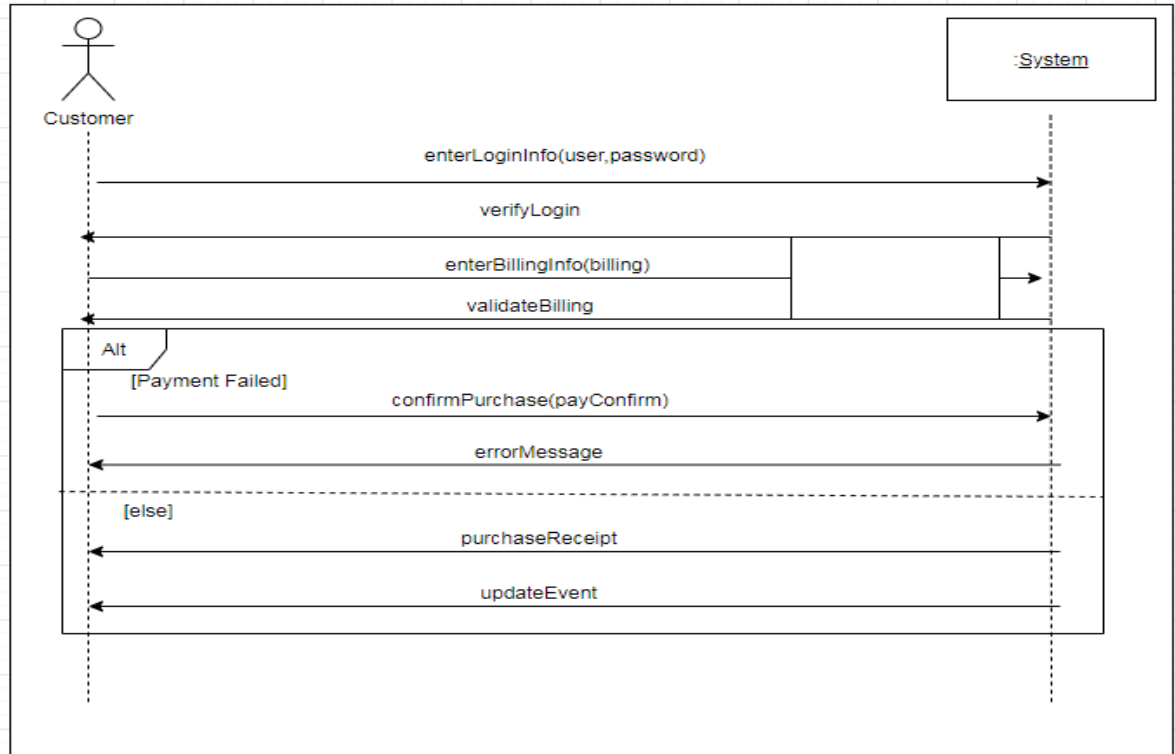


Set Reminder Activity

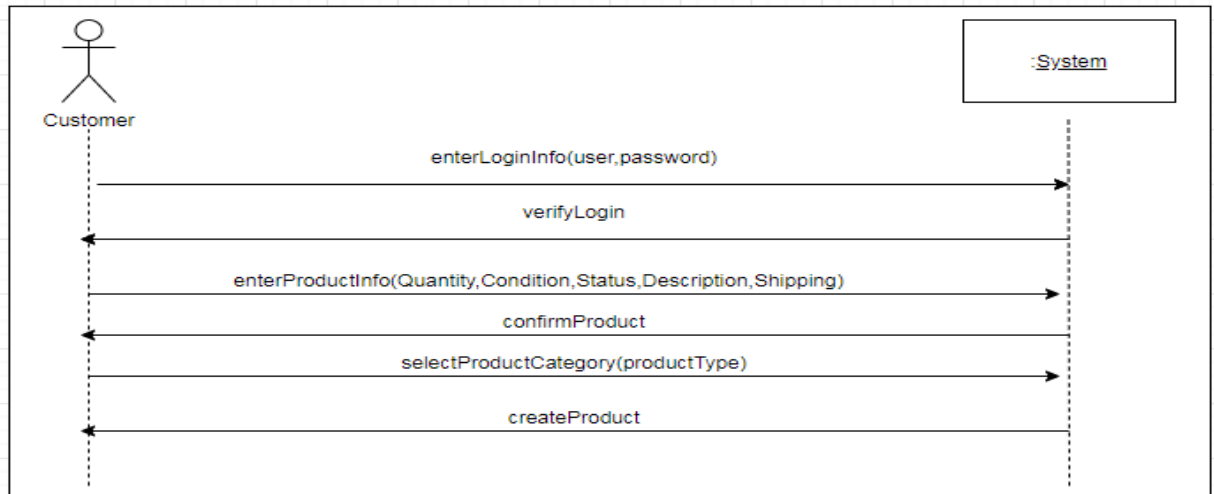
VII. System Sequence Diagrams



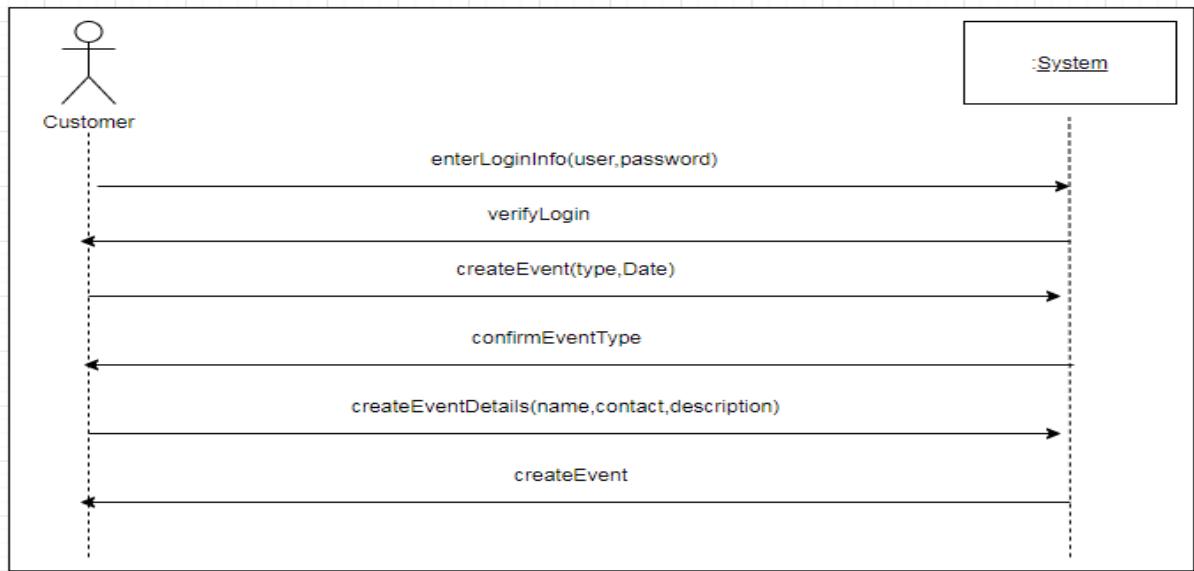
SSD For Make Payment



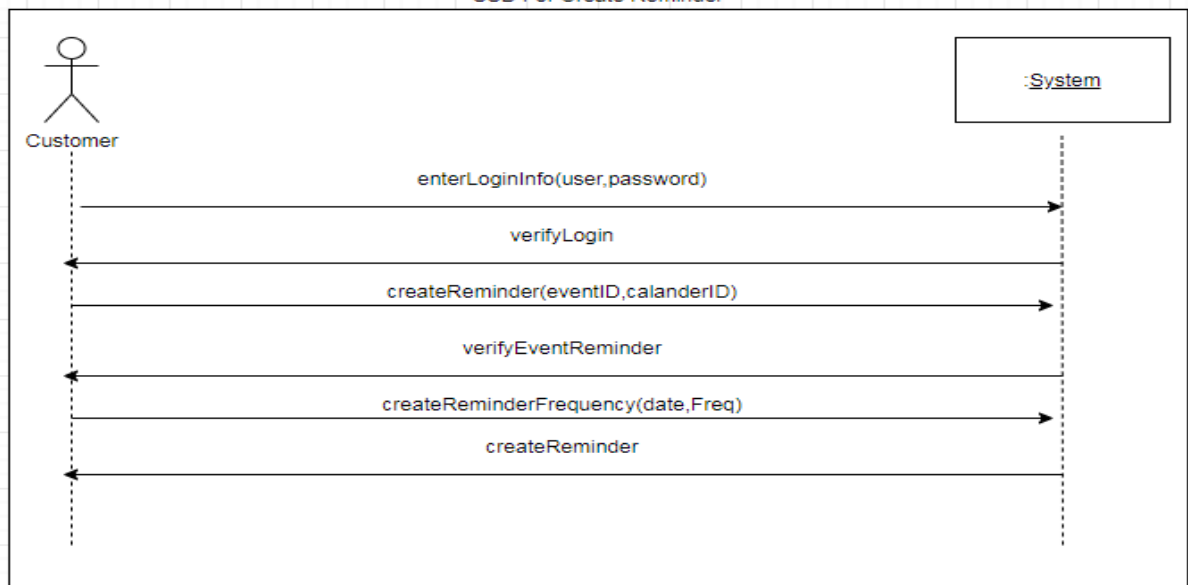
SSD For Create Product



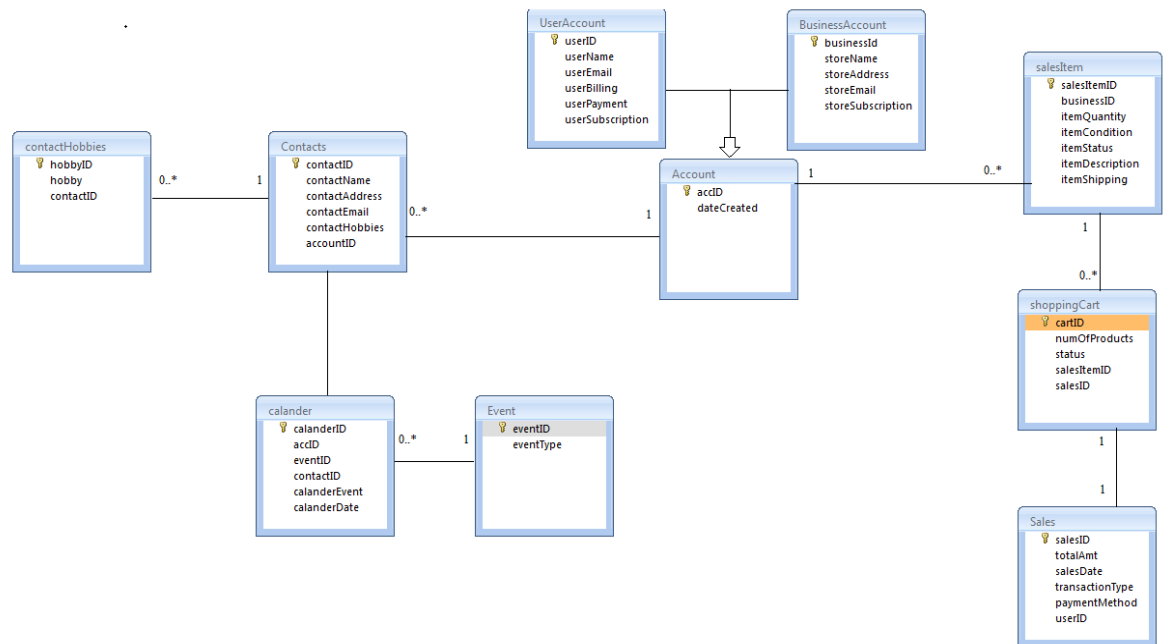
SSD For Create Event



SSD For Create Reminder



VIII. Domain Model Class Diagram



IX. Use Case Description User Goal Technique

Use Case	Brief use case description
Create Customer	User/Actor enters new details and the system stores all the customer information.
Read Customer	User/Actor Reads the entered information.
Update Customer	User/Actor update user information entered before.
Delete Customer	User/Actor deletes all the entered information for the customer.
Create Business	User/Actor enters new business details in the system
Read Business	User/Actor views business details in order to register business
Update Business	User/Actor modify new business details after registering the business
Delete Business	User/Actor delete user details from the database
Create Product	User/Actor inputs new product to the system for customers to order
Create Event	User/Actor enters new event details to the system

Read Event	User/Actor can view event details after submitting to the system
Update Event	User/Actor can modify event details to suit the changing needs
Delete Event	User/Actor can delete event related data from the database
Create Cart	User/Actor can create cart to order event goods and services in the system
Read Event	User/Actor can view the event details in the system
Update Event	User/Actor can modify the event details to meet the changing needs of the client
Delete Event	User/Actor can delete user information from the database upon successful completion or cancellation
Create Contact	User/Actor can create contact details in the system and save in the database for easy communication or follow up.
Read Contact	User/Actor can view the already existing user contacts.
Update Contact	User/Actor can modify contact information
Delete Contact	User/Actor can remove contact information from the system
Select Gift Shipping Delete Gift Shipping Tracker	User/Actor can select shipping method for the already ordered goods
View Gift Shipping Tracker	User/Actor can view the shipping process of the ordered goods to its final destination.
Update Gift Shipping Tracker	User/Actor can modify gift tracking information
Create Notification	User/Actor enters new reminder details to system and the information is saved in the database
View Notification	User/Actor can view user information in the database
Update Notification	User/Actor can modify notification details to meet the changing needs within an organization
Delete Notification	User/Actor can delete user information and notification on set reminders
Create Sponsored Gift	User/Actor can enter sponsored gifts details into the system
Read Sponsored Gift	User/Actor can view the gift details in the application section.
Update Sponsored Gift	User/Actor can modify the updated details in the application to suit the events

Delete Sponsored Gift	User/Actor can delete all the gifts information in the database
Create Points	User/Actor can create user points as per the buyer history
Read Points	User/Actor can view the awarded points in the organization.
Update Points	User/Actor can modify customer points in the system to suit the increase or redemption of points
Delete Points	User/Actor can delete points in the application
Select gift category	User/Actor select product category
Read Category	User/Actor can view product category in the system
Update Category	User/Actor can modify category details
Create Calendar	User/Actor can create calendar of events in the system
Read Calendar	User/Actor can view calendar details
Update Calendar	User/Actor can modify calendar details in the application
Delete Calendar	User/Actor can delete calendar details
Create Payment method	User/Actor can create payment method to be used on checkout
Read Payment method	User/Actor can view payment methods available
Update Payment method	User/Actor can modify payment method
Delete Payment Method	User/Actor can delete payment method in the system
Create Shipping address	Actor/User can enter shipping address in the system.
Delete Shipping address	Actor/User can delete shipping address in the system
Read Shipping address	Actor/User can view shipping address set in the system
Update Shipping address	Actor/User can modify shipping address set in the system
Create product/shop rating	Actor/User create shop rating upon order completion.
Read product/shop rating	Actor/User can view shop rating
Update product/shop rating	Actor/User Modify shop rating in the system

Delete product/shop rating	Actor/User can delete shop rating in the product

X. Graphical User Interface

Images included on following page

Prototype: <https://tinyurl.com/y8y4za8c>

