

# Hotel Management System:

**Problem Statement:** A hotel management system is required to streamline and automate processes like, reservations, check-ins, room allocation, billing and guest services. The system must provide both hotel staff and guests with a user-friendly interface for ensuring data security, accuracy and reliability.

## 1. Introduction:

1.1 The purpose of this document is to outline requirements and specifications for development of Hotel Management System.

1.2 Scope of document.

The document outlines the overall functionality, performance design and non-functional attributes of Hotel Management Software. It provides a preliminary schedule and budget estimation for the project.

1.3 Overview.

The Hotel Management Software will cater to the needs of various operations such as reservations, check-ins, checkouts, billing and inventory management.

## 2. General Description.

The Hotel management software will cater to the needs of staff, managers and guests. Key features include:

- Reservation Management.
- Check-in / Check-out Management.
- Billing and Invoicing.
- Room Inventory Management.
- Guest Profile Management.
- Reporting and Analytics.

## 3. Functional Requirements.

- Ability to create, modify and cancel reservations.
- Check-in / Check-out Management.
- Billing and Invoicing.
- Room - inventory management.



4. Interface Requirements: The hotel management software will interact with users through:

- GUI (Graphical User Interface) for hotel staff.
- Web-based interface for online reservations.
- Mobile applications for guests.

5. Performance Requirements:

- Response time should be minimum.
- Intuitive booking interface.
- Real time updates.

6. Design Constraints:

- System should comply with industry standards.
- System should be compatible with existing software and hardware.

7. Non-Functional Attribute:

- Security
- Scalability
- Portability
- Reliability.

8. Preliminary Schedule and Budget.

- Development timeline : 6 Months.
- Estimated Budget : ₹ 2,00,000