

Software Requirements Specification (SRS)

Project: Bazaar App

Team: Devinity

1. Introduction

1.1 Purpose

The purpose of this document is to define the requirements for the Bazaar App project. It provides a detailed description of the system features, functional and non-functional requirements, and the constraints within which the system will be developed. The intended audience includes the project team members, the instructor, and stakeholders who will evaluate the project.

1.2 Background

The Bazaar App is designed to address a gap in the Karachi market for a trusted, local digital marketplace combined with a secure communication tool. The app will empower small, informal businesses by helping them establish a digital presence and give users a privacy-first alternative to mainstream chat applications.

1.3 Scope

The Bazaar App will be developed as a web application (mobile-first design approach). It will integrate two primary features: a simple marketplace for local businesses and a secure messaging service. The project will produce an MVP (Minimum Viable Product) with core functionalities, and the scope excludes advanced features like payment integration or logistics.

1.4 Definitions and Acronyms

- MVP – Minimum Viable Product
- UAT – User Acceptance Testing

2. Overall Description

2.1 Product Perspective

The Bazaar App combines two existing concepts – e-commerce and messaging – into a single platform designed for local communities. It will be developed as a responsive web app accessible through smartphones and browsers.

2.2 Product Functions

Key functions include: user registration, private chat, business onboarding, seller discovery, and reviews. The chat will prioritize privacy and allow features like message editing.

2.3 User Classes and Characteristics

- Sellers: Informal/local business owners with little or no digital presence.
- Buyers: Everyday users looking for local businesses and products.
- General Users: Individuals who use the app mainly for chat.

2.4 Operating Environment

The system will run as a mobile-first responsive web application, compatible with major browsers (Chrome, Firefox, Safari) on smartphones with stable internet connectivity.

2.5 Constraints

- Timeline: Must be completed within a 10-week semester.
- Resources: Limited team size (student group), no external funding.
- Scope: Limited to MVP features only.

2.6 Assumptions and Dependencies

- Users have smartphones and internet access.
- Informal businesses are willing to try a simple digital platform.
- There is demand for a privacy-focused messaging tool.

3. System Features (Functional Requirements)

3.1 User Registration & Authentication

Users can register with a phone or email. The system should support login, password reset, and basic profile creation.

3.2 Chat Features

Users can chat with privacy controls such as hiding online status, read receipts, and extended message editing.

3.3 Bazaar Features

Sellers can create profiles, onboard easily, and list products. Buyers can search for local sellers and leave reviews.

3.4 General Features

The app will be mobile-first, responsive, and support multiple languages, with Urdu/ English as the primary language.

4. Non-Functional Requirements

4.1 Performance

The system should handle at least 25 concurrent users during testing without major slowdowns.

4.2 Security & Privacy

All messages should be encrypted, and user data should not be shared with third parties.

4.3 Usability

The design should be simple, intuitive, and easy for non-tech users to adopt.

4.4 Localization

The app will support Urdu and English as primary languages.

5. External Interface Requirements

5.1 User Interface

The app will have a simple, mobile-first interface designed with Figma.

5.2 Hardware Interface

The app will run on smartphones with internet capability.

5.3 Software Interface

The backend will use a MYSQL database, and authentication will be handled by Firebase.

5.4 Communication Interface

Requires stable internet for messaging and marketplace features.

6. Other Requirements

6.1 Testing & Validation

User Acceptance Testing (UAT) will be conducted with a small group of sellers and buyers. The prototype must pass without critical errors.

6.2 Documentation

Final project documentation will include the project charter, scope statement, WBS, and this SRS document.

6.3 Legal & Ethical Considerations

The app will respect user privacy and comply with ethical standards regarding data usage. Personal data will only be stored as necessary for functionality.