كلية الهندسة

FoodZilla

"Ordering Food Application"

SRS Document

v1.2

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1. Introduction

a. Introduction

Nowadays everyone has their own cellphone that they can use to access whatever they like, so we created an application that helps the user, named Foodzilla, that connects hungry customers with their favorite restaurants or choosing a new favorite one.
As a part of this application, we provide restaurant owners with the ability to show off their special recipes.

b. Problem definition

What is the need for the system? What problems are facing people in the current situation?

c. Scope of the system

A brief overview of the project indicating the goals of the project and including its benefits. You can draw a block diagram for the system showing its main components.

d. Similar systems

Compare yourself with existing systems doing similar jobs showing their advantages and disadvantages and state how you will be different.

e. Glossary

State any used definitions, acronyms, and abbreviations.

2. User requirements

Functional Requirements

Customer interface:

a. **Create customer account.**
   Allows first time users to create their account to use the application.
b. **Show Recommended Meal.**
   Application recommends specific meals based on the user's previous orders.
c. **Search by meal name.**
   Allows customers to search for specific meal in the restaurants' menus.
d. **Search by restaurant name.**
   Allows customer to search for a specific restaurant registered on the application.
e. **Show all available Meals.**
   Allows customer to view available meals.
f. **Show all available Restaurants.**
   Allows customer to view available meals.
g. **Show Restaurant menu.**
   Allows customers to view the menu of selected restaurants.
h. **Add meals to cart.**
   Allows customers to add the selected meals to cart.
i. **Clear cart.**
   Allows customers to clear all items in cart.
j. **Place order.**
   Allows customer to order the meal they selected through the application.

Non-functional requirements

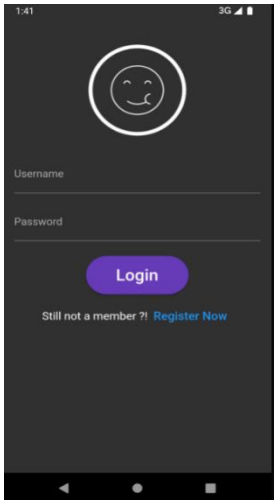
a. **Responsiveness**
   The application should be responsive to the user input or to any external interrupt which is of highest priority and return to same state.
b. **Usability**
   User should be able to understand the flow of app easily, that is users should be able to use the app without any guideline or help from manuals.
c. **Availability**
   The user can access the application to install and look for regular updates and give feedback from Google Play store.
d. **Security and safety**
   Keep your password safe and don't share it with any other people, applications, or websites under any circumstances. We also suggest using a different password for every service you use.

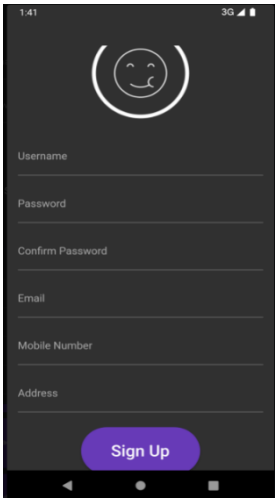
3. System Users

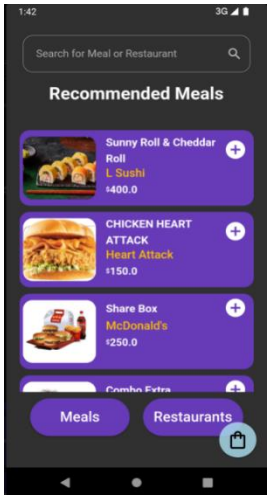
- **Customer**:
  Orders food, pays and eats.

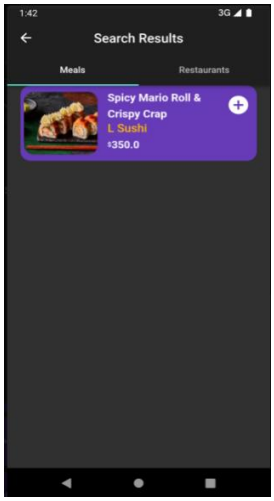
4. System interfaces

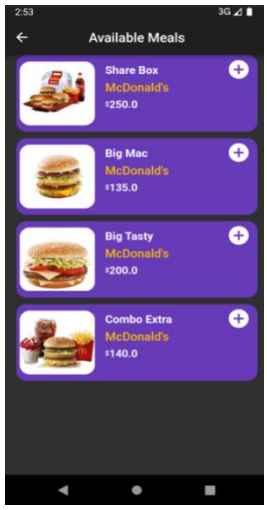
a. User interfaces

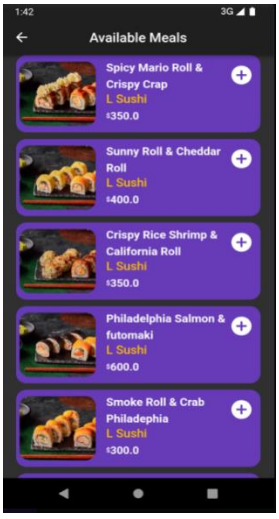


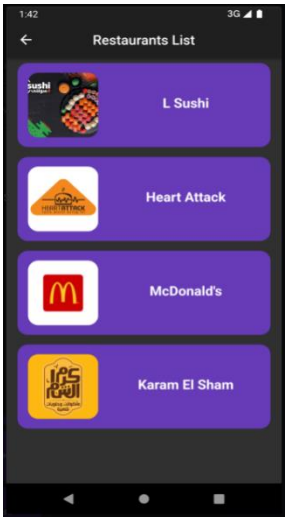


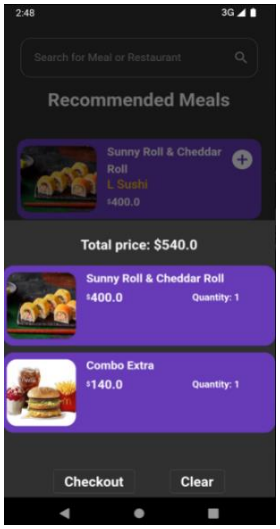


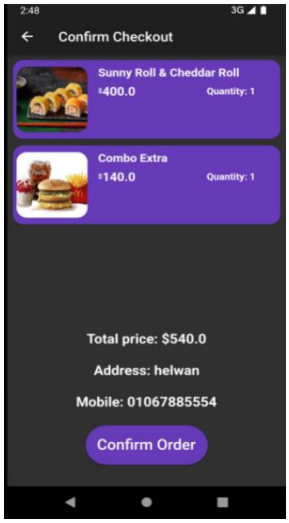












b. Hardware interfaces

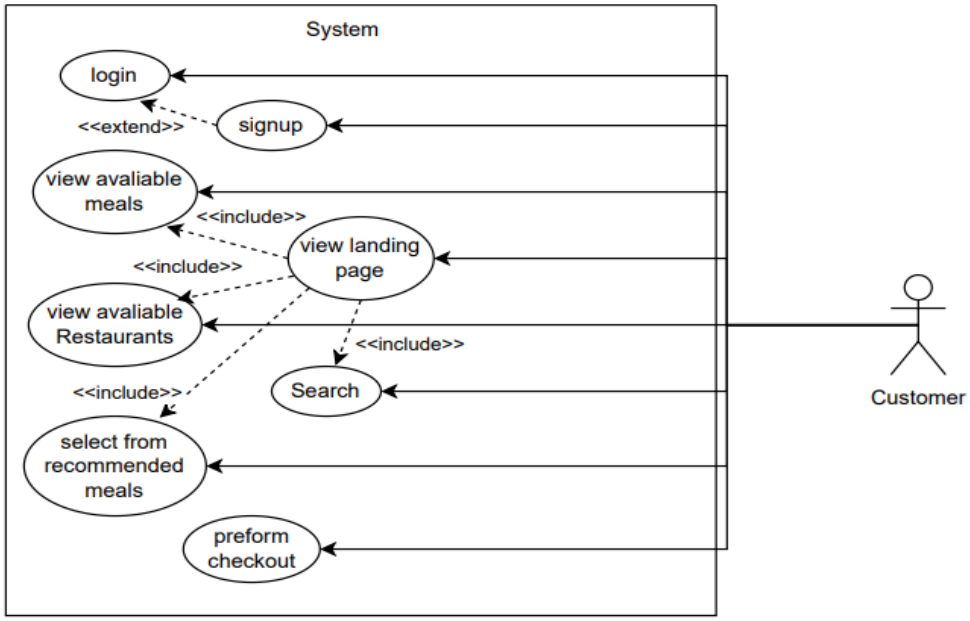
Computer systems will be needed by each of the actor as well as that user must be connected to the internet. So, concisely following hardware will be needed like Mobile System(Android, IOS).

c. Software interfaces

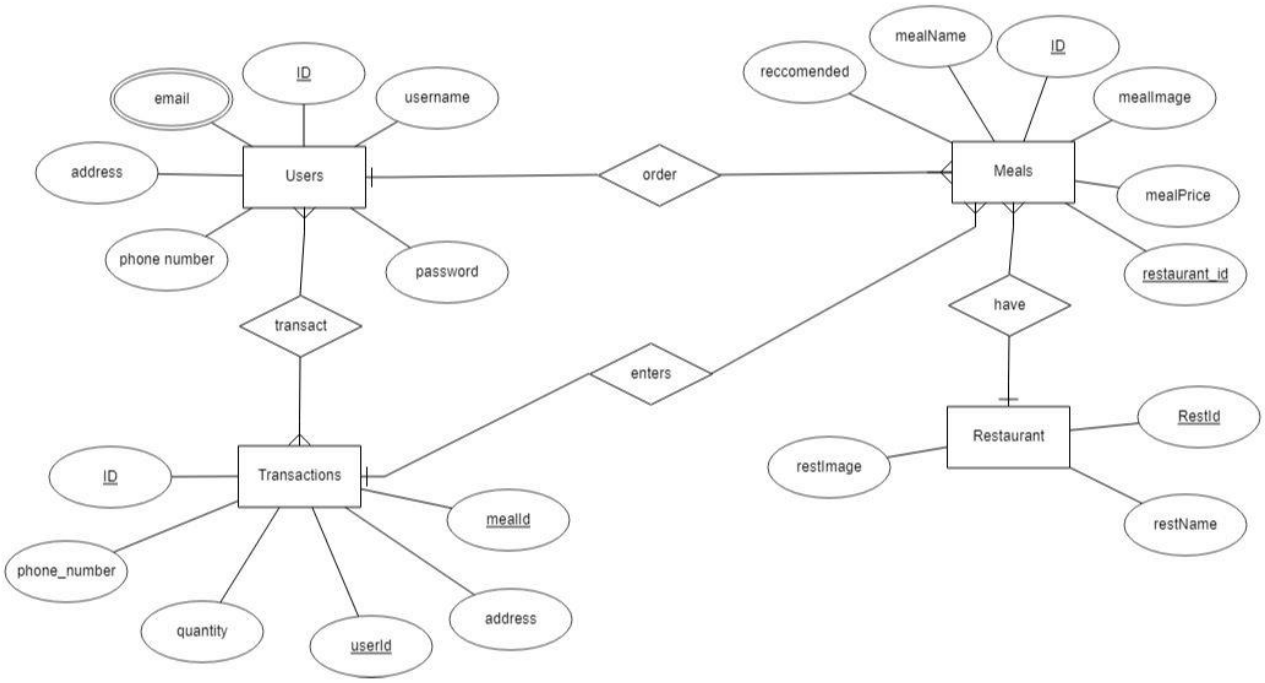
The database we use is local and called SQLite.

5. Software requirements and specifications

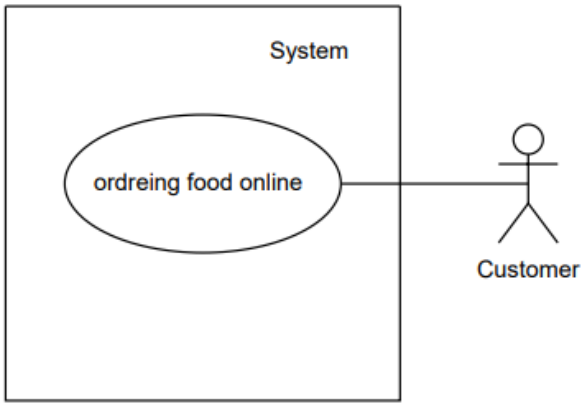
a. Use Case diagram.



b. ER diagram.

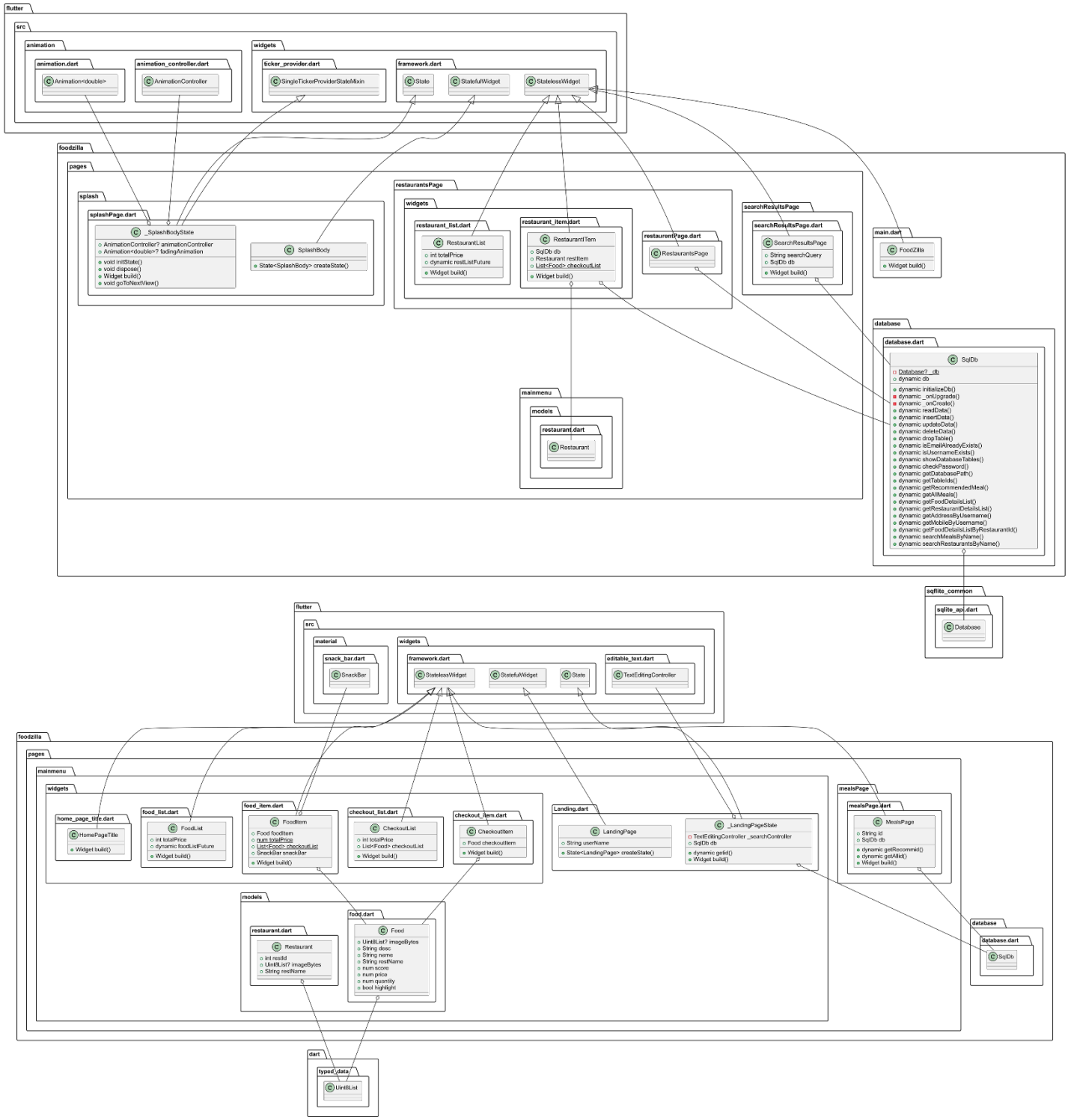


c. Context diagram

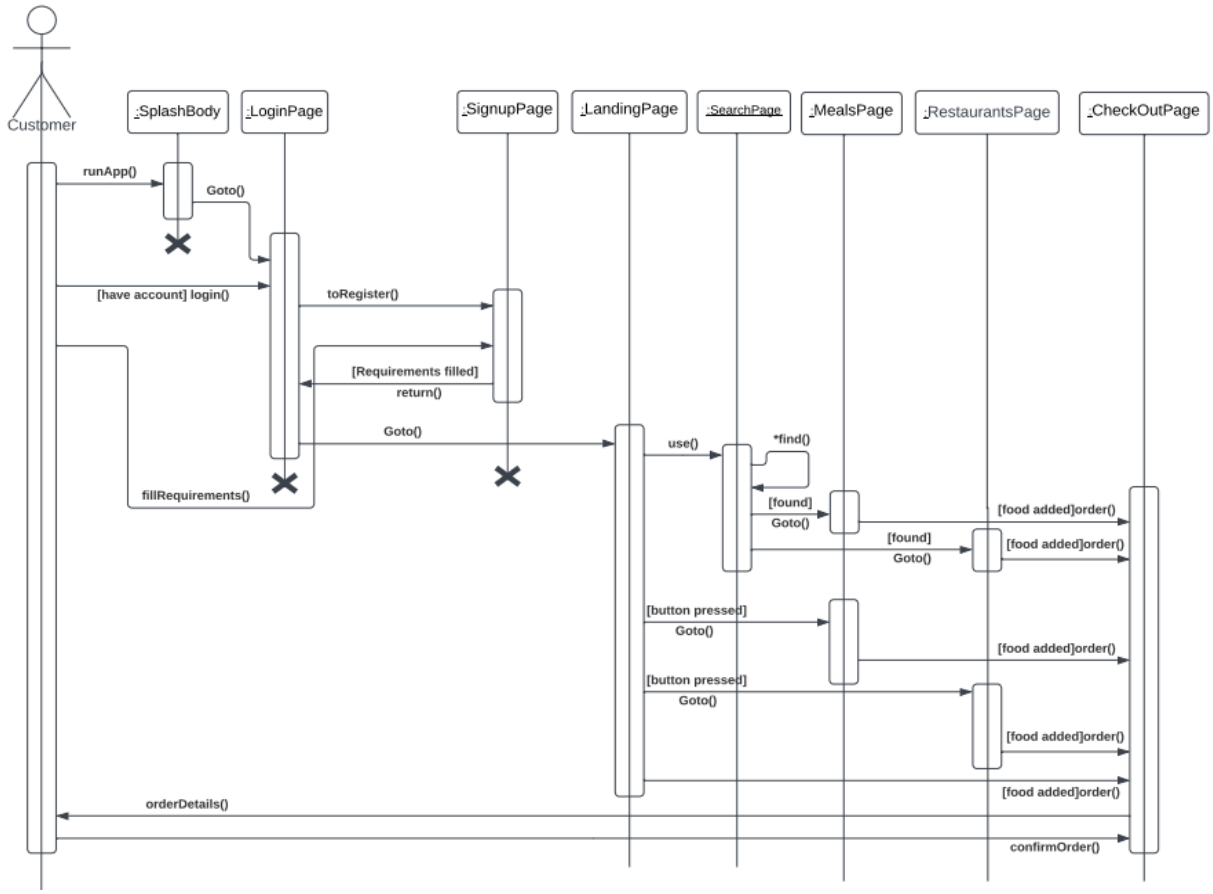


6. System Modeling

a. Class diagram



b. Sequence diagrams



7. Future Work

There can be more features for the customer and make the system easier to use.

8. Work Plan

9. Appendices

10. References