|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| App | Restaurant from outside premises | Pre order | University cafe | reservation |
| Mobile ordering app for UOW | Y | Y | N | Y |
| SchoolCafé | N | N | Y | N |
| Our app | N | Y | Y | Y |

# **Requirements:**

## **Functional requirement**

Our app will have pay with card option built into it.

Our app will have the entire cafeterias menu in the form of categories so it’s easer to navigate for the user.

Our app will allow the user to select which university cafe to order from

Our app will have the request an item option

User will also have an option to reserve a certain table if it’s available.

Our app will have the in-app wallet which will accommodate all the neglectable values (2 RS,5 RS, bigger value in case of no change)

Our app will have option to add multiple orders for a single user.

Our app will have an option to add a table number of the customer which he/she can change later even after order is given.

Our app will have deals in our app (breakfast deals, deal for 2)

Our app will have star rating for the food which is shown to the customer

Our app will have the option to pop up notifications if there is new item that we add or a new hot sale item.

Our app will allow the cafe manager to add and remove and change the price of the item.

Our app will allow the cashier to remove or add the item into the order.

Our app will allow the café manager to add the stock amount and set when to notify about restock.

## **System requirements**

Our system which is running the app must be connected to the internet (the user)

Our system must be able to accommodate the café manager system.

Our app will implement the rest API so that it can work on university slow Wi-Fi connection

## **Nonfunctional requirements**

Our app will be active 24/7 except the non-active hours of the café

Our app will have less textual button and more descriptive icon buttons for the quick learnability and memorability.

Our app will implement the easy on eyes color scheme (we can use throwaway prototype for this task)

Our app will require to sign up/login with REGNO, staff id and password.

# **Usability goals**

Initially we need to make sure that our user class are comfortable using the app and ordering the food and receiving the order from it thought it for evaluation we can simply hand the product in the hand of a user and just observer their behavior while they use our app. If our faculty members are able to use the app without ease then that’s’ a success because students are generally young and they understand this but old people generally find all this challenging so if they can go through the learnability and memorability then that’s a success.