Cairo University

Faculty of Computers and Artificial Intelligence

CS251

Intro. to Software Engineering

ToFFEE Shop Application

Software Requirements Specifications

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Document Purpose and Audience

Purpose

The Purpose of this document is to organize and clarify the software functionality, capabilities and requirements to the Product Owner and Developers to minimize development process's time and cost.

Audience

- Product Owner (The Client)
- Project Manager
- Software Development Team

Introduction

Software Purpose

- The Toffee Shop application is designed to streamline the retail management process and help businesses improve their efficiency, profitability and to make it easier for people to buy.

Software Scope

- The specific things that are important to the scope of the Toffee Shop application include inventory management, sales management, customer management, and reporting. By focusing on these key features, the software can provide a valuable tool for small and medium-sized retail businesses.
- This is simple points include inventory management, sales management, customer management, and reporting.

Software Requirements Specifications

- Definitions, acronyms, and abbreviations

Maintainability	Maintainability the ease with which a software system or component can be modified to correct faults, improve performance or other attributes, or adapt to a changed environment."
Scalability	Scalability the ability of the software to support a growing number of users while offering good performance.
Usability	Usability the degree to which a software can be used by specified consumers to achieve quantified objectives with effectiveness, efficiency, and satisfaction in a quantified context of use.
Portability	Portability the defines how a system or its element can be launched on one environment or another.
Availability	Availability the measures the ability of a piece of equipment to be operated if needed.
Reliability	Reliability the measures the ability of a piece of equipment to perform its intended function for a specific interval without failure.
Compatibility	Compatibility defines how a system can co-exist with another system in the same environment.

Requirements

Functional Requirements

1. The Main Page of the Application (for general users) Includes:
   - Catalogs of goods such as candy, toffee, and other sweet products
   - Log-in Button and Sign-up Button
2. Each item should have a mark that tells the user that if this item is sold by kilos or in pieces

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3. User can view all items in the catalog, items in a specific category, or search for an item by name or by brand

4. If the user isn't already logged-In the application and the user wants to buy a product, the application should tell the user to login or sign-up

5. The Sign-up Page consists of fields that require the user to enter a username, a valid email, a password, and an address.

   - The App should tell the user to enter a password that follow secure password guidelines.
   - After filling the required fields, the App send an OTP to the E-mail the user entered, and the user must enter it correctly to complete the registration; otherwise, registration is rejected.

6. The Log-in Page

   - Asks the user to enter his E-mail and Password Then the App checks if they exist in the stored users' data (database) or not, If the Email and Password entered are existed, The App will forward the user to home page which includes catalogs, Else the App will tell the user that the Email or the Password he entered is wrong.

7. The Application will allow Logged-In User to:

   - Add items to his/her shopping cart with his/her preferred amounts either they were in units or kilograms.
   - User can pay upon delivery or can pay via E-Wallet like Vodafone Cash or by Credit/Debit Card.
   - On Payment Process, the Application will tell him/her whether s/he wants to deliver the order to his address saved in his account (once s/he registered) or to another address (if the user chooses another address the system should provide a field to enter another address), And If the user chooses to pay upon delivery, The System will ask the user to enter a valid phone number and verify it by sending an OTP to the user and asking to enter it, If the user enters it correctly the order will be in place, otherwise the system will tell the user that the OTP is wrong and try to enter it again or to go back to the main page.
   - After paying for an order, User will earn loyalty points specified by the administrator which is a percentage of the total price of the order.

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- User can redeem some of his loyalty points to pay for the order or part of it.
- User can choose up to 50 units of each sealed item per order and choose up to 10 kilograms of each loose item, if the user wants more kilograms of this item, then he must pre-pay for it with a payment method (not in cash) available in the Application.
- The Application will have Order History that a user can view it (if he made an order).
- User can re-order a previous order by clicking on a Re-order button (next to each order) in order history section and that button will make a new order with the same conditions and options of the previous order.
- The Application will store (in the database) codes that represent gift vouchers that the users can buy, these codes are unique and each voucher can be redeemed once by enter this code in the check-out section (If the user buys the gift voucher, its code will appear to the user in a pop-up and saved in available vouchers section in the application, once the voucher redeemed by any user, to reduce the total price of the order by the value of the voucher, this saved code will be used and disappeared from the saved voucher section and not allowed anymore).
- Voucher can be used online only by entering the code, If the voucher value is greater than the order cost then the voucher value will reduce to be (its original value – order cost) after that the system will make a new voucher with the remaining value of the old one and it will appear (the old one will disappear(redeemed)) in user's voucher section in the App and a pop-up message should appear to the user telling him the code of the new voucher.
- After Adding items to the Shopping cart, User can press on its icon to check out, this section will include the summary of items' info. Like their names, amount ordered, price of a unit (or kilogram) of each ordered item, and the total price of the order, will also include an optional field to enter a voucher code and a button to redeem his loyalty points (if exist), then user can choose the payment method whether its cash or any other supported online payment method.

8. Each item should have a name, category, description, image, brand, price, and discount percentage (if any).
9. The System should suspend the user's account, if the user refused (failed) to receive the order or submits an invalid address more than two times

Software Requirements Specifications

10. The System Admin of the Application will have a dedicated web app that allows him or her to monitor the system and do the tasks assigned to him which can be:

- View Catalogue and items and search for them.
- Add a new item to a catalog.
- Cancel Existing item, and it will appear to shoppers as "out of stock".
- Update item info.
- View all orders and statistics of items like best seller items, lowest seller items, which items usually sold together, daily, and monthly sales of a particular item, sales of each item in a period and so on.
- Set loyalty points scheme or a discount, Admin can add them to a specific category or to an item or to all items in all categories.

Non-Functional Requirements

Performance:

- Application should open in 2 seconds at maximum.
- The sign-in/sign-up screen should take about 2.5 seconds to load.
- Every panel in the system should take less than 3 seconds to load.
- Checking the available money in the E-Wallet operation should take less than 10 seconds as it fetches information from another service
- Withdraw operation will be done within 15 second as it connects with another service

Scalability:

- System should be able to support up to 1000 simultaneous users without affecting its performance.

Usability:

- The system should be easy to use for users with a good interface that allows users to choose goods easily.
- The time taken by an administrator to check/update the catalog should be less than 8 seconds.

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- The time taken by a user to or his goods should be less than 5 seconds.
- The error rate of users signing in/up should be less than 3%
- The time taken by a user (process) to fill in their account details should not be more than 5 minutes
- The time taken by a user to search in the catalogue should not exceed 2 seconds

Allowances for reusability:

- Design of the code should be designed generically in a good way to reuse it in future.

Technology be used:

- Preferred programming language is flutter as we have a cross platform application.

Availability:

- The system should be working without any failures for 99% of the time. Taking into consideration the system's maintainability and reliability, it will be available for the user for 99% of the time.

Security:

- Users should access their accounts' payment details and private data. The system also does not return a restricted (forbidden) web page to a user who is not authorized to access it
- Data must be stored in a secure encrypted way with a security protocol.
- The system's development is based on following OWASP standards (Open Web Application Security) Project to ensure web application security.

Portability:

- The system supports android OS from version 6.0 to 13.0 and any android devices that support these versions.
- The system can be installed on any iPhone device running on IOS OS versions 9.0 to 16.0 and the system's website is compatible with the browsers listed below and any operating system that runs them.
  Google Chrome browser, Brave browser, Opera browser, and Microsoft Edge browser.

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Maintainability:

- if a component in the system had a critical issue, there is a 90% chance that this component will be fixed in 2 days
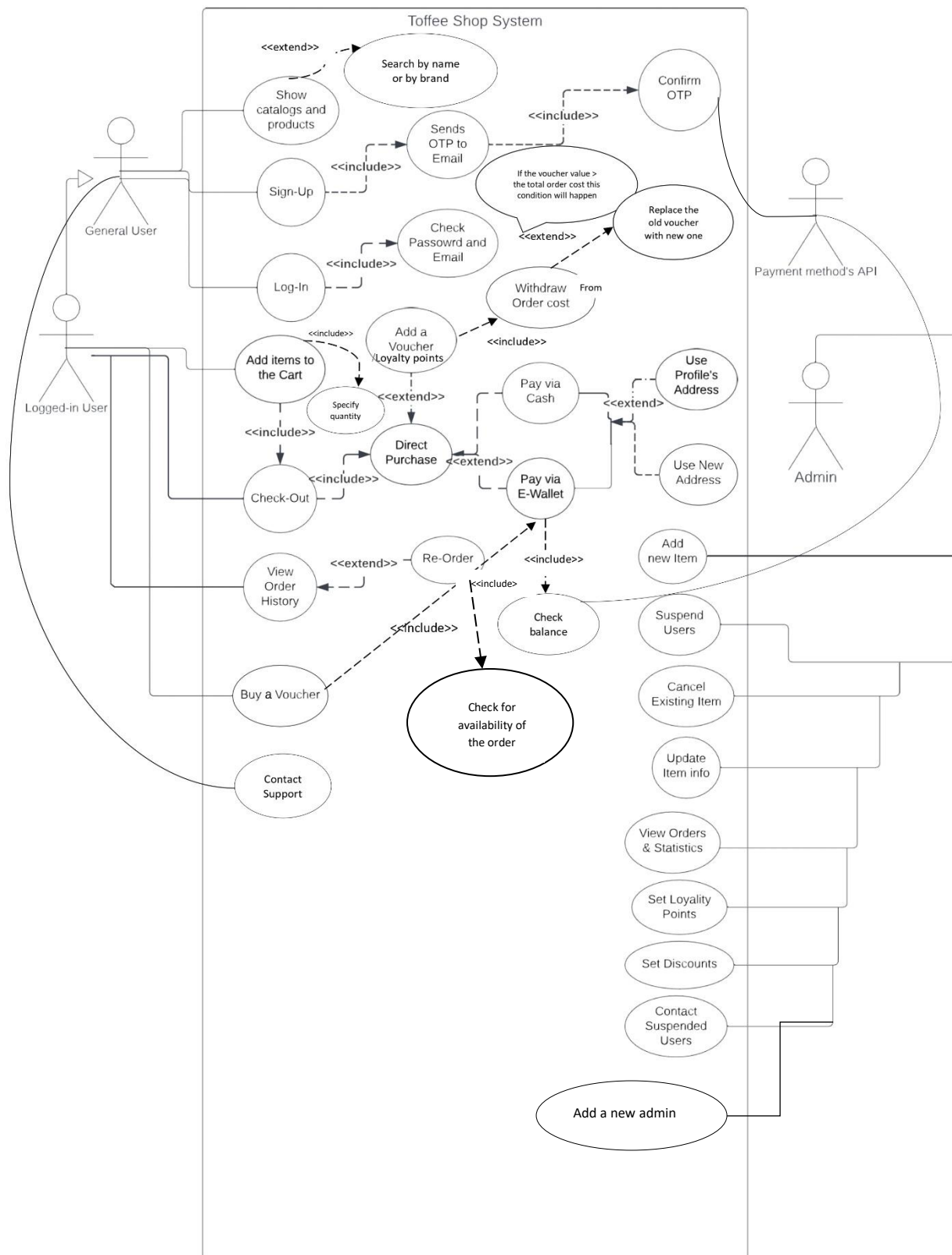
System Models

Use Case Model:

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Toffee Shop System

<<extend>>
Search by name or by brand
Show catalogs and products
Confirm OTP
<<include>>
Sends OTP to Email
Sign-Up
<<include>>
If the voucher value > the total order cost this condition will happen
Check Passowrd and Email
Replace the old voucher with new one
General User
Log-In
<<include>>
Payment method's API
<<extend>>
Withdraw Order cost   From
Add a Voucher /Loyalty points
<<include>>
<<include>>
Add items to the Cart
Use Profile's Address
Pay via Cash
<<extend>>
Specify quantity
<<extend>>
Logged-in User
Direct Purchase
<<extend>>
Admin
<<include>>
Check-Out
<<include>>
Pay via E-Wallet
Use New Address
Add new Item
<<extend>>
Re-Order
<<include>>
View Order History
<<include>>
Suspend Users
Check balance
Cancel Existing Item
<<include>>
Buy a Voucher
Check for availability of the order
Update Item info
View Orders & Statistics
Contact Support
Set Loyality Points
Set Discounts
Contact Suspended Users
Add a new admin

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Software Requirements Specifications

General User: The general user who doesn't logged-in to the system.

Logged-In User: The user who logged-in to the system to order items.

Admin: The person who monitors application.
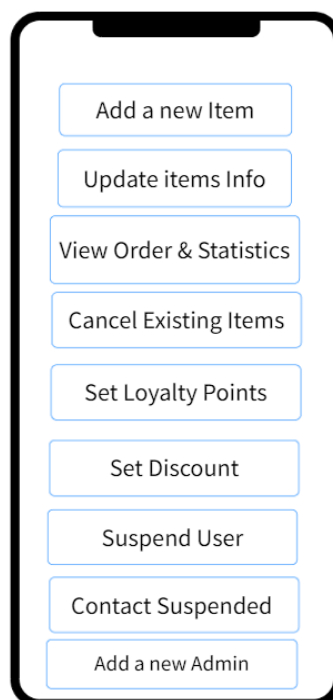
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System Navigation Map:

User Interface

Software Requirements Specifications

Admin Interface

Tools

- Lucidchart: Intelligent Diagramming | Lucidchart
- Microsoft Word
- Online Wireframing and Product Design Tool | MockFlow

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User Enrich Story

USER STORY #1

User Story ID	US#1
User Story Name	Shopper Sign-up
Actors	Shopper
Description	As a shopper or user I'd like to be able to sign up to the application So that I can log in and access its services
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm a Shopper / General User and I'm on the sign-up **When** I fill in the sign-up information fields with my credentials and I click sign up **Then** the system signs me up

- **Scenarios**

Normal Scenario

Actor Action	System Response
1- User Clicks on sign-up	
	2- System display sign-up form
3- User fills in the form	
	4- System verifies user's data 5- Then system store user's data in DB

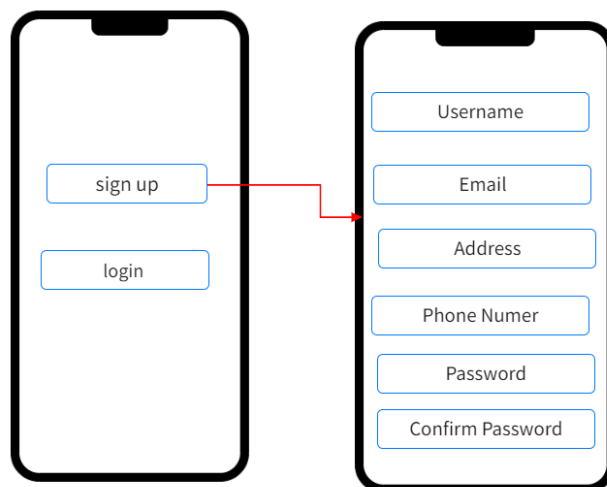# Software Requirements Specifications

Exceptional Scenario

Actor Action	System Response
1- User Clicks on sign-up	
	2- System display sign-up form
3- User fills in the form	
	4- System verifies user's data
	5- System finds input information or OTP invalid
	6- System displays "Please enter valid information." Message at the bottom of invalid fields

Screen Design

Software Requirements Specifications

Data Dictionary:

Element Label	Type/Length	Data Validation / Business Rule
Name field	Text < 100 Characters	Structured Text
Address field	Text < 500 Characters	Structured Text
Email field	Text < 100 Characters	Email Format
Password field	8 character < Text < 100 Characters	include an uppercase letter, Numbers, and special Characters
Phone number field	Integer < 15 digits	Integer >= 0 and confirm via text message (OTP)

USER STORY #2

User Story ID	US#2
User Story Name	Shopper log-in
Actors	Shopper
Description	As a shopper or user I'd like to be able to log-in to the application So that I can use its functionalities
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm a logged-out system user and I'm on the Log-In page **When** I fill in the "Email" and "Password" fields with my authentication credentials and I click the Log-In button **Then** the system signs me in

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Software Requirements Specifications

- **Scenarios**

Normal Scenario

Actor Action	System Response
1- User Clicks on log-in	
	2- System display log-in page 3- System display fields to input email and password
4- User fills in the fields	
	5- System verifies user's data 6- System accesses user to app functionalities

Exceptional Scenario

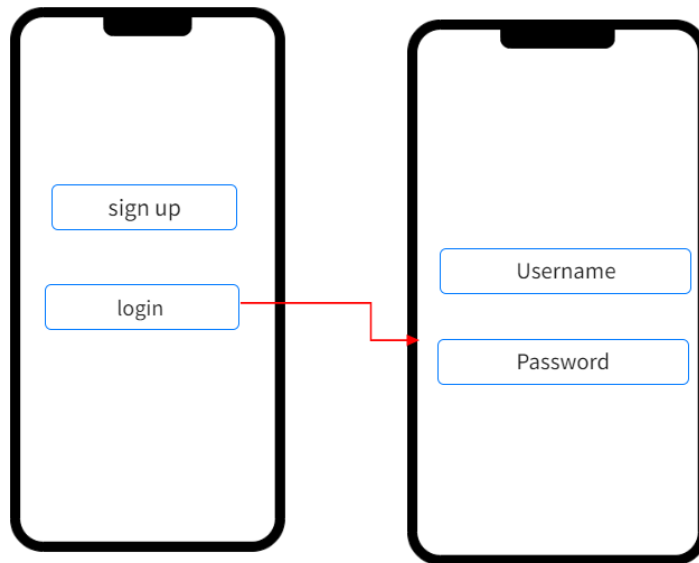| Actor Action	System Response
1- User Clicks on log-in	
	2- System display log-in page 3- System display fields to input email and password
4- User fill in the fields	
	4- System verifies user's data 5- System finds input information invalid 6- System displays "Please enter valid username/password." message

Software Requirements Specifications

- **Screen Design**

Data Dictionary:

Element Label	Type/Length	Data Validation / Business Rule
Email field	Text < 100 Characters	Email Format
Password field	Text < 100 Characters	Structured Text

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Software Requirements Specifications

USER STORY #3

User Story ID	US#3
User Story Name	Catalogue/Search
Actors	Shopper/ Admin
Description	As a shopper or user or an Admin I'd like to be able to search for an item or a brand So, I can find the preferred items
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm a logged-out/in system user or an admin and I'm on the Home page **When** I am looking for items and I click the Catalogue or Search button **Then** the system shows preferred items

- **Scenarios**

Normal Scenario

Actor Action	System Response
1- User Clicks on Catalogue	
	2- System display Catalogue page
3- User Clicks on Search	
	4- System checks Item existence 5- System display it

Exceptional Scenario

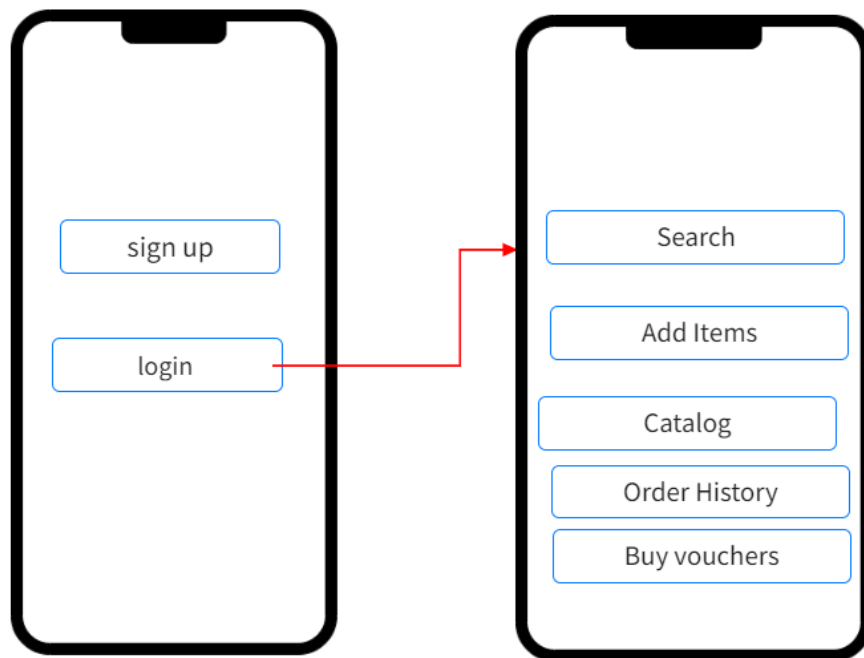| Actor Action	System Response
1- User Clicks on Catalogue	
	2- System display Catalogue page
3- User Clicks on Search	
	4- System checks Item existence 5- The item is not found 6- search bar will print message "Not Found"

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- **Screen Design**

- **Data Dictionary:**

Element Label	Type/Length	Data Validation / Business Rule
Search field	Text < 500 Characters	Structured Text

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USER STORY #4

User Story ID	US#4
User Story Name	Add item to cart
Actors	Shopper
Description	As a shopper or user I'd like to be able to add item to cart and specify its quantity So, I can buy the items
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm a logged-in system user and I'm on the Catalogue page **When** I am looking for items and I click the add item button **Then** the system adds it to the cart

- **Scenarios**

Normal Scenario

Actor Action	System Response
1- User Clicks on Add item button 3- User specifies quantity	2- System let user choose quantity
	4- System check existence of the item 5- System add it to the cart and show the message "This item added to your cart"
6- User continue adding items (if he want) 7- User click Cart button 9- User clicks Checkout button	8- System displays the summary of added items' info.
11- User choose payment method	10- System let user choose payment method

Software Requirements Specifications

First Exceptional Scenario

Actor Action	System Response
1- User Clicks on Add item button 3- User specifies quantity	2- System let user choose quantity
	4- System check existence of the item 5- System Found that specified quantity is bigger than available quantity 6- System Displays message & a button "Change Quantity" to the user to change the quantity "Available quantity of (item name) is (number of available quantity). Want to Change it?". 7- System waits a response from the user
8- User Clicks on Change Quantity Button 10- User Clicks on Cart 12- User Clicks on Check-out	9- System add it to the cart and show the message "This item added to your cart" 11- System displays the summary of added items' info.
14- User choose payment method	13- System let the payment method

Second Exceptional Scenario

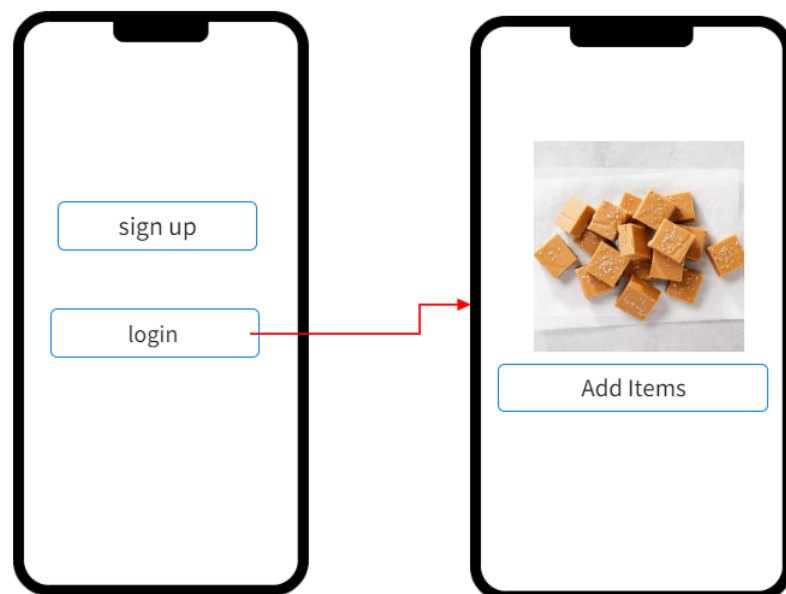| Actor Action	System Response
1- User Clicks on Add item button 3- User specifies quantity	2- System let user choose quantity
	4- System check existence of the item 5- System Found that specified quantity is bigger than 10 KG (if it's a loose item) or bigger than 50 unit (If it's a sealed item). 6- System Displays message & button "Okay" to the user "As you want more than 10KG (or

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	50 unit) of (item name) So you must pre-pay for this item using one of the online payment methods".
7- User Clicks on Okay Button	8- System add it to the cart and show the message "This item added to your cart"
9- User Clicks on Cart	10- System displays the summary of added items' info.
11- User Clicks on Check-out	
	12- System let user choose one of online payment method (E-wallet or Credit/Debit Card)
13- User choose the payment method	

- **Screen Design**

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USER STORY #4

User Story ID	US#4
User Story Name	Check-out / payment
Actors	Shopper
Description	As a shopper or user I'd like to be able to check out and pay for the order So, I can get the order
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm a logged-in system user and I'm on Cart Page **When** I View the order to pay for it and I click Check-out button **Then** the system continues to payment page

- **Scenarios**

First Normal Scenario

Actor Action	System Response
1- User Clicks on Check-Out	
	2- System displays a summary of the order and a field to add a voucher and a button to redeem his loyalty points (if exist) 3- System Display a button "Pay".
4- User Clicks on pay button	
	5- System Display the available options for paying
6- User chooses to pay upon delivery	
	7- System will ask the user whether to deliver it to his saved address or to another address
8- User choose to deliver the order to his saved address	

Software Requirements Specifications

10- User entered a valid phone and clicks continue	9- System display a page to enter a valid phone number and a button to submit the number (continue)
13- User enter the OTP correctly 15- User Pay for order successfully	11- System send an OTP to the phone number 12- System ask the user to enter OTP sent to his phone 14- System display a message "Thanks for Buying, your order will be in place soon." 16- System display a message "You Earn (number) Loyalty Points because you successfully pay for your order".

Second Normal Scenario

Actor Action	System Response
1- User Clicks on Check-Out	
	2- System displays a summary of the order and a field to add a voucher and a button to redeem his loyalty points (if exist). 3- System Display a button "Pay".
4- User Entered a Voucher Code	
	5- System Check for the validation of the code and it was okay and (voucher value < order cost) 6- System displays a message "The Voucher Redeemed Successfully"
7- User Clicks on pay button	
	8- System Display the available options for paying
9- User chooses to pay via E-Wallet (or a Credit/debit Card)	
	10- System will ask the user whether to deliver it to his saved address or to another address

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11- User choose to deliver the order another address	12- System Displays a field to write the new address
13- User Enters the Address and clicks submit	14- System Save the Address to the account 15- System will ask user for Enter information of selected E-Wallet (or a Credit/debit Card) and send it to the E-Wallet (or a Credit/debit Card) API
16- User enter his E-Wallet Information	
	17- System Deliver the Response from the API and it was "Payment went Successfully". 18- System display a message "Thanks for Buying, your order will be in place soon."
19- User Closes the message	20- System display a message "You Earn (number) Loyalty Points because you successfully pay for your order".

First Exceptional Scenario

Actor Action	System Response
1- User Clicks on Check-Out	
	2- System displays a summary of the order and a field to add a voucher and a button to redeem his loyalty points (if exist) 3- System Display a button "Pay".
4- User Clicks on pay button	
	5- System Display the available options for paying
6- User chooses to pay upon delivery	
	7- System will ask the user whether to deliver it to his saved address or to another address
8- User choose to deliver the order to his saved address	

Software Requirements Specifications

10- User entered a valid phone and clicks continue	9- System display a page to enter a valid phone number and a button to submit the number (continue)
13- User enter the OTP Wrong	11- System send an OTP to the phone number 12- System ask the user to enter OTP sent to his phone 14- System display a message "Incorrect OTP, Please Try Again with the new OTP sent to your phone." 15- System send a new OTP to the phone number
16- User Entered the OTP Correct 17- User Pay for order successfully	18- System display a message "You Earn (number) Loyalty Points because you successfully pay for your order".

Second Exceptional Scenario

Actor Action	System Response
1- User Clicks on Check-Out	
	2- System displays a summary of the order and a field to add a voucher and a button to redeem his loyalty points (if exist). 3- System Display a button "Pay".
4- User Entered a Voucher Code	
	5- System Check for the validation of the code and it was okay and (voucher value > order cost) 6- System displays a message "The Voucher Redeemed Successfully"

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8- User Clicks on pay button	7- System create the new voucher with the remaining value and display a message "A new Voucher (voucher code) with (remaining value) EGP has been added to Your Vouchers"
	9- System Display the available options for paying
10- User chooses to pay via E-Wallet (or a Credit/debit Card) 12- User choose to deliver the order another address 14- User Enters the Address and clicks submit 17- User enter his E-Wallet Information	11- System will ask the user whether to deliver it to his saved address or to another address 13- System Displays a field to write the new address 15- System Save the Address to the account 16- System will ask user for Enter information of selected E-Wallet (or a Credit/debit Card) and send it to the E-Wallet (or a Credit/debit Card) API
20- User Closes the message	18- System Deliver the Response from the API and it was "Payment went Successfully". 19- System display a message "Thanks for Buying, your order will be in place soon." 21- System display a message "You Earn (number) Loyalty Points because you successfully pay for your order".

Software Requirements Specifications

Third Exceptional Scenario

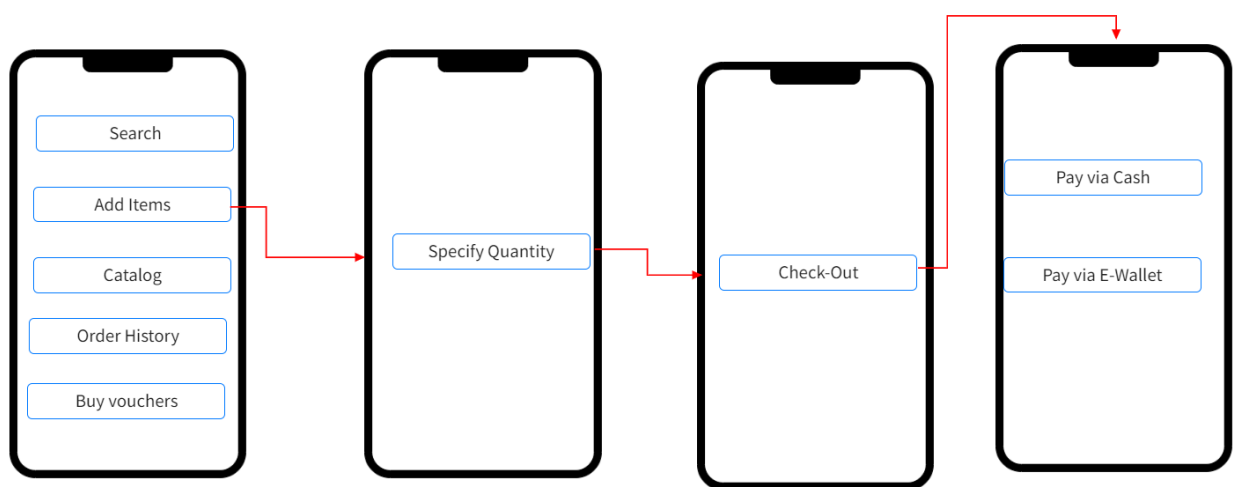| Actor Action	System Response
1- User Clicks on Check-Out	
	2- System displays a summary of the order and a field to add a voucher and a button to redeem his loyalty points (if exist). 3- System Display a button "Pay".
4- User Entered a Voucher Code	
	5- System Check for the validation of the code and it was wrong 6- System displays a message "The Voucher Code is not valid."
7- User Clicks Redeem Loyalty Points	
	8- System display a field to enter the amount of loyalty points he wants to redeem
9- User chooses to redeem 100 points	
	10- System Check for available loyalty Points and found it's not enough 11- System displays a message "You don't have this amount of loyalty points."
12- User Choose to redeem 50 points	
	13- System Check for available loyalty Points and found it's enough 14- System displays a message "50 Loyalty points have been redeemed successfully".
	15- System Display the available options for paying.
16- User chooses to pay via E-Wallet (or a Credit/debit Card)	
	17- System will ask the user whether to deliver it to his saved address or to another address
18- User choose to deliver the order to his saved address	

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20- User enter his E-Wallet Information	19- System will ask user for Enter information of selected E-Wallet (or a Credit/debit Card) and send it to the E-Wallet (or a Credit/debit Card) API
23- User Closes the message	21- System Deliver the Response from the API and it was "Payment went Successfully". 22- System display a message "Thanks for Buying, your order will be in place soon." 24- System display a message "You Earn (number) Loyalty Points because you successfully pay for your order".

- **Screen Design**

Software Requirements Specifications

USER STORY #5

User Story ID	US#5
User Story Name	Re-order
Actors	Shopper
Description	As a shopper or user I'd like to be able to reorder items So, I can get the exact same order
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm a logged-in system user and I'm on order history **When** I view previous orders and click on reorder button next to a specific order **Then** the system forwards the user to reorder page

- **Scenarios**

Normal Scenario

| Actor Action	System Response
1- User Clicks on Re-order button	
	2- System checks items availability and it found that it's available 3- System added the exact same order to user cart
4- User Clicks on Cart	
	5- System displays the summary of added items' info.
6- User Clicks on Check-out (the same scenario will occur that's in user story #4)	

Software Requirements Specifications

Exceptional Scenario

Actor Action	System Response
1- User Clicks on Re-order button	
	2- System checks items availability and it found that it's not available 3- System displays "the item (item name) is not available". 4- System displays "Re-Order without this item?"
5- User Clicks on Yes 7- User Clicks on Cart	6- System added the exact same order without the not available item to user cart.
	8- System displays the summary of added items' info.
9- User Clicks on Check-out (the same scenario will occur that's in user story #4)	

- **Screen Design**
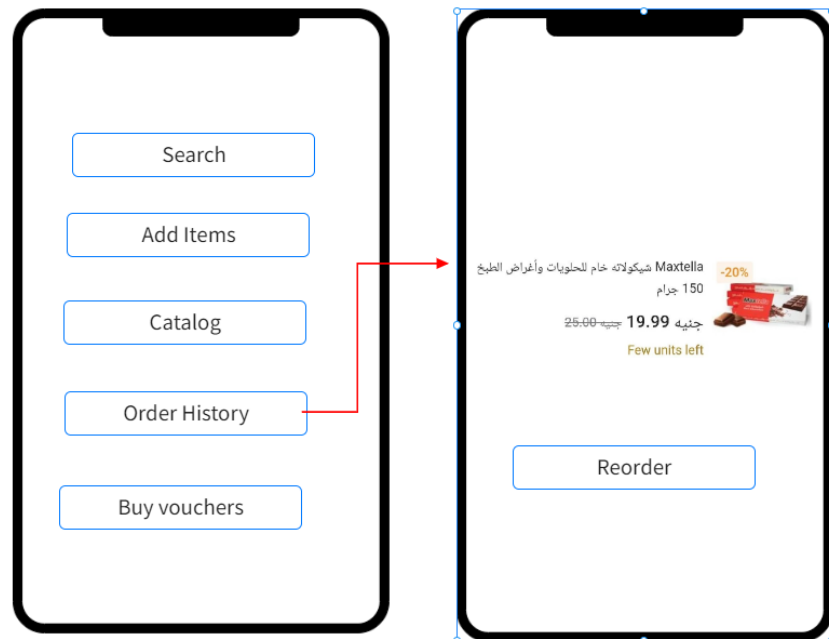
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USER STORY #6

User Story ID	US#6
User Story Name	Add a new item
Actors	Admin
Description	As an Admin I'd like to be able to add a new item So, I can add it
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm an admin and I'm on home page/ dashboard **When** I Click on add a new item **Then** the system forward me to fill the new item information

Normal Scenario

Actor Action	System Response
1- Admin Clicks on add new item button	
	2- System display a field to enter details for a new item
3- Admin fill in the fields and clicks submit	
	4- System will add the item to the database and to the application
	5- System displays a message "The item added successfully."

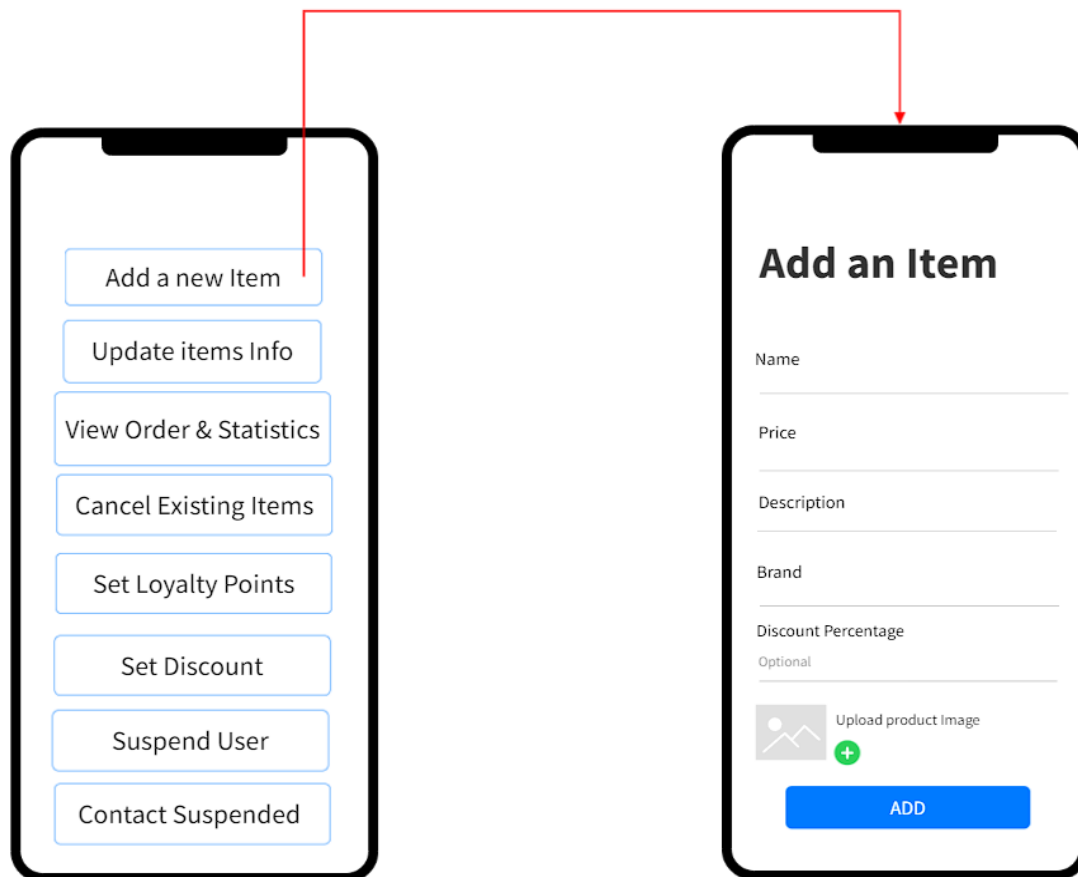## Exceptional Scenario

No Exceptional scenario

Software Requirements Specifications

- **Screen Design**

Software Requirements Specifications

USER STORY #7

User Story ID	US#7
User Story Name	Update Item Info
Actors	Admin
Description	As an Admin I'd like to be able to Update item's information So, I can update its information
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm an admin and I'm on Catalogue **When** I Click on update Item Info **Then** the system let me update its info

Normal Scenario

| Actor Action	System Response
1- Admin Clicks on update item info	
3- Admin Clicks edit button next to a field	2- System display the items information in fields and a button "Edit" next to each field. 3- System allow admin to edit in the field value
4-Admin Change the field value and clicks on the "Save" button	And display a button to save changes
	5- System displays a message "The item info updated successfully."

Exceptional Scenario

No Exceptional scenario

Software Requirements Specifications

Screen Design
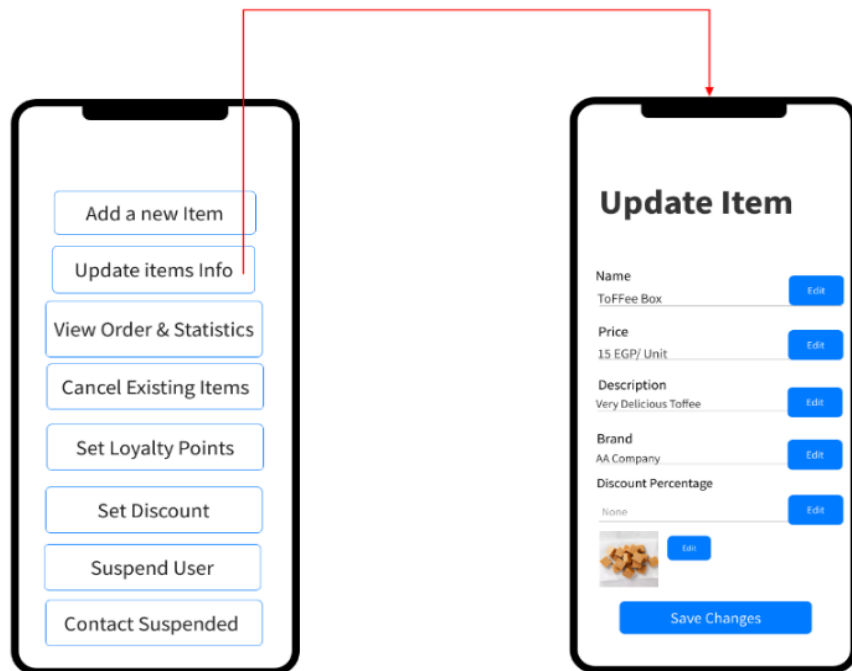
USER STORY #8

User Story ID	US#8
User Story Name	Cancel an existing Item
Actors	Admin
Description	As an Admin I'd like to be able to cancel an existing item So, I can remove it from the system
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm an admin and I'm on Catalogue **When** I Click on Remove Item **Then** the system deletes the item

Software Requirements Specifications

Normal Scenario

Actor Action	System Response
1- Admin Clicks on Delete Item button	
	2- System Deletes the Item from the application and the database
	5- System displays a message "The item has been Deleted successfully."
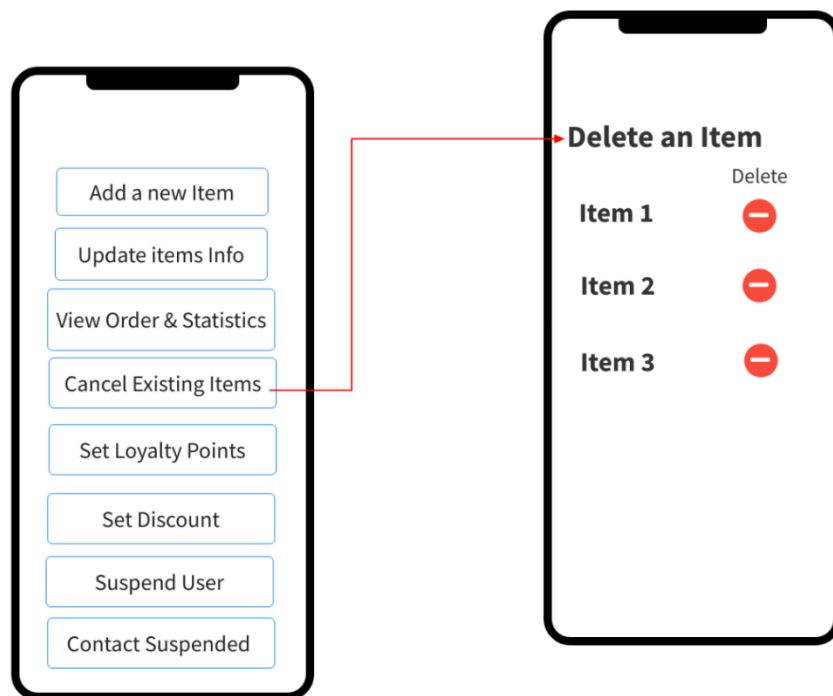
Exceptional Scenario

No Exceptional scenario

Screen Design

Software Requirements Specifications

USER STORY #9

User Story ID	US#9
User Story Name	Add a new admin
Actors	Admin
Description	As an Admin I'd like to be able to add a new admin So, I can allow another admin to access the website (admin version)
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm an admin and I'm on dashboard/homepage **When** I Click on Add Admin **Then** the system forward me to add admin page

Normal Scenario

Actor Action	System Response
1- Admin Clicks on Add Admin	
3- Admin fills in the fields 4-Admin Click on Submit	2- System displays Field to enter the information of the new admin 4- System verifies admin's data and finds it's valid 5- System added the new admin data to the database
	5- System displays a message "A new Admin has been added to DB successfully."

Software Requirements Specifications

Exceptional Scenario

Actor Action	System Response
1- Admin Clicks on Add Admin	
3- Admin fills in the fields 4-Admin Click on Submit	2- System displays Field to enter the information of the new admin 4- System verifies admin's data 5- System finds input information invalid 6- System displays "Please enter valid information." Message at the bottom of invalid fields
(If the admin fills it correctly the same events in normal scenario will occur)	

- **Screen Design**
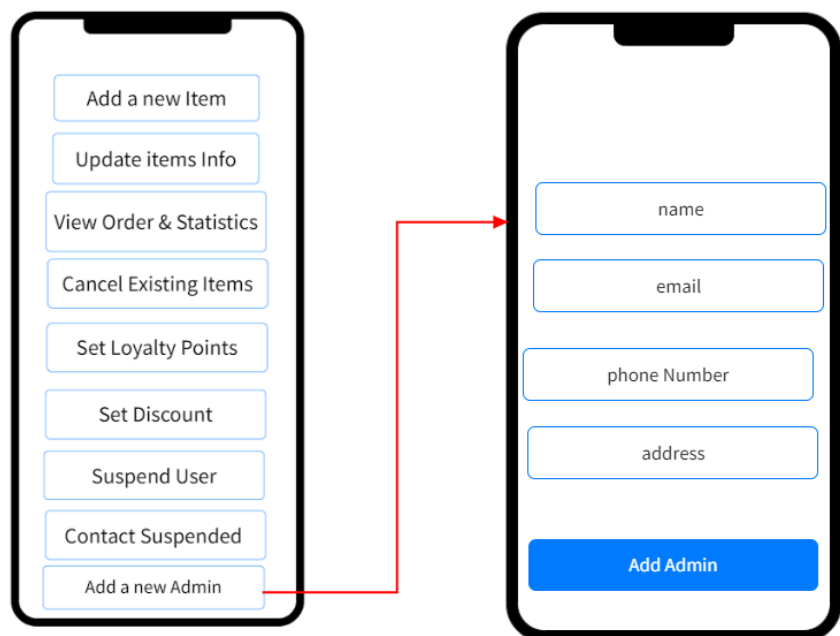
Software Requirements Specifications

USER STORY #10

User Story ID	US#10
User Story Name	Add Discount
Actors	Admin
Description	As an Admin I'd like to be able to add Discount So, I can add discount for category or item or all item
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm an admin and I'm on dashboard/homepage **When** I Click on add discount **Then** the system forward me to catalogue

First Normal Scenario

Actor Action	System Response
1- Admin Clicks on Add discount.	
3- Admin choose category or item from the catalogue or by search.	2- System displays list to choose item , category or all item.
5.Admin enter the discount that he wants. 6.Admin Click on Submit.	4.System display field to enter the percentage. 5- System displays a message "The discount added successfully."

Software Requirements Specifications

Second Normal Scenario

Actor Action	System Response
1- Admin Clicks on Add discount.	
3- Admin choose all item.	2- System displays list to choose item, category or all item.
5.Admin enter the discount that he wants. 6.Admin Click on Submit.	4.System display field to enter the percentage. 5- System displays a message "The discount added successfully."

Exceptional Scenario

No Exceptional scenario
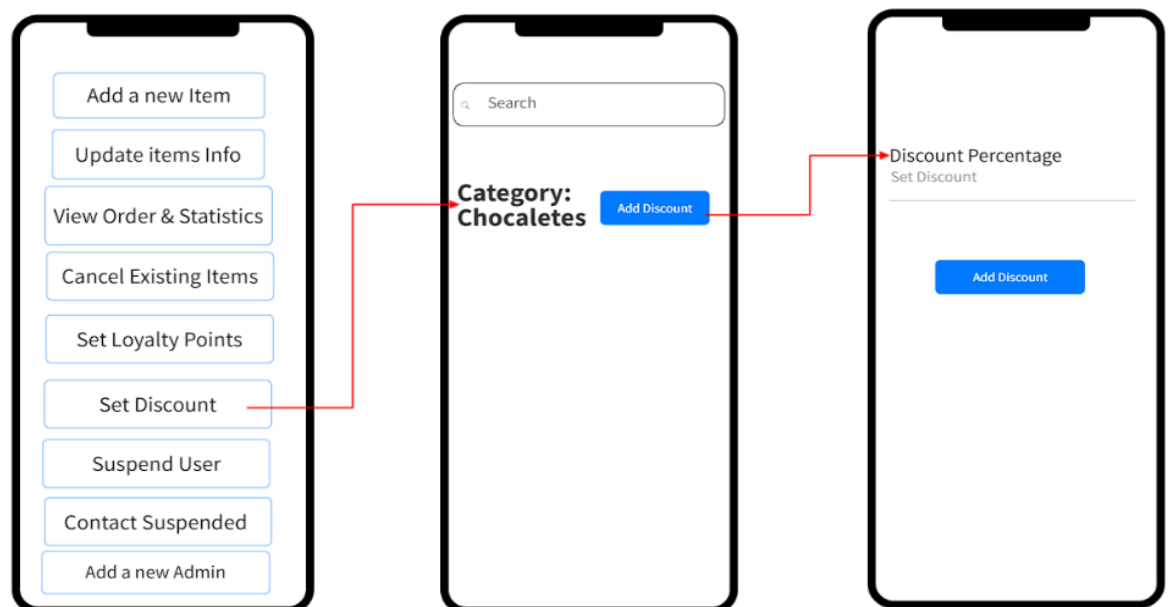
- **Screen Design**

Software Requirements Specifications

USER_STORY#11

User Story ID	US#11
User Story Name	Suspend user
Actors	Admin
Description	As an Admin. I'd like to be able to suspend user. So, I can suspend user.
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm an admin and I'm on dashboard/homepage. **When** I Click on suspend user. **Then** the system forward me to suspend user page.

Normal Scenario

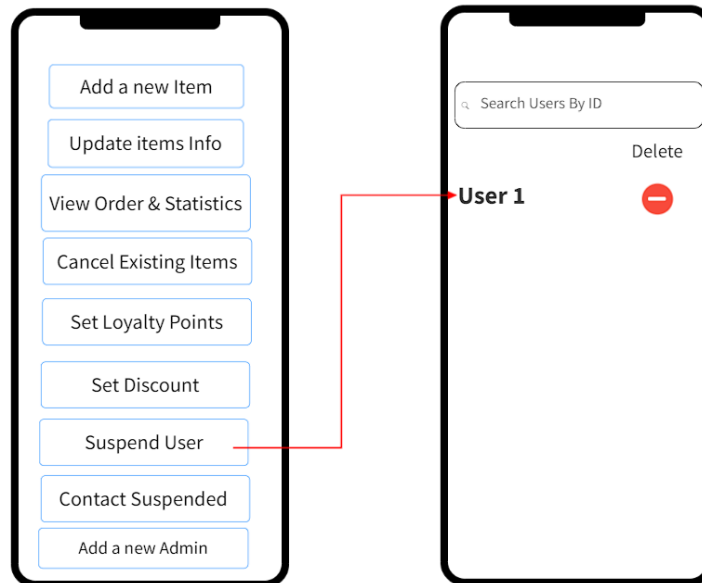| Actor Action	System Response
1- Admin Clicks on Suspend user.	
3- Admin enter the id.	2- System allow to admin to suspend specify user by enter his id.
	4.System suspend this user. 5- System displays a message "The User Suspend successfully."

Exceptional Scenario

No Exceptional scenario

Software Requirements Specifications

- **Screen Design**

USER STORY #12

User Story ID	US#12
User Story Name	View Order and statistics
Actors	Admin
Description	As an Admin.
	I'd like to be able to view order and statistics.
	So, I can see all order and statistics.
Pre-condition	
Post condition	
Acceptance Criteria	**Given** I'm an admin and I'm on dashboard/homepage.
	When I Click on View Order and statistics.
	Then the system forward me to View Order and statistics page.

Software Requirements Specifications

Normal Scenario

Actor Action	System Response
1- Admin Clicks on view order and statistics.	
	2- System view order and statistics.
3- Admin enter the id.	

Exceptional Scenario

No Exceptional scenario

Screen Design
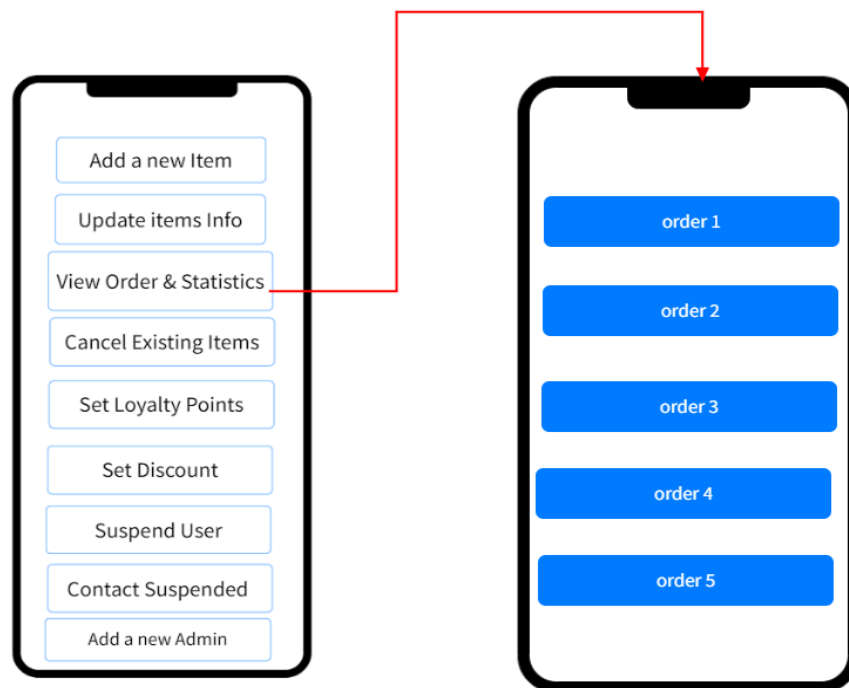
Software Requirements Specifications

Ownership Report

Student	Items he created
Ahmed Reda Bayoumy	**Part of: Use Case Model, Functional, Non-Functional Requirements, User Enrich Story.**
Abdallah Hussein Ibrahim	**Part of: Use Case Model, Functional, Non-Functional Requirements, User Enrich Story.**
Abdelrhman Sayed Ali	**Part of: Use Case Model. Navigation Map, Functional, Purpose, Audience, introduction, User Enrich Story**