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# CLup

## Requirements Analysis and Specification Document

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# 1. Introduction

## 1.1 Purpose

During the ongoing COVID-19 pandemic, social distancing has proven to be a valuable tool to reduce the diffusion of the virus among the population. To enforce this kind of behaviour, governments around the world adopted strict lockdown policies, allowing people out of their homes only to carry out essential tasks. Grocery shopping has proven to be a challenging situation to regulate, due to the need for both restricting access to the shops and avoiding the formation of crowded queues outside of them. CLup, the software-to-be, aims at solving both problems by acting as the digital counterpart to physical ticket queues.

To maximize the accesses to the store while preserving a safe environment and to ease visit planning, the application will provide a way to express preferences for a time slot and to indicate the approximate duration of the visit. Moreover, the system aims at balancing accesses across different stores and day or time ranges by proactively suggesting possible alternatives. Overall, the application should be easy to use to include all demographics.

The goal of the following document is to provide a comprehensive description of requirements and specification for the software-to-be under analysis. Relevant use cases and models will be addressed through the use of natural language, UML, and Alloy. Choices made regarding the interpretation, the problem under analysis and the related software-to-be will be clearly stated by the creators of this document, along with their rationale.

### 1.1.1 Goals

ID	Goal
G1	The number of people in the store should be compliant with the country's regulation.
G2	The distance between people in the store should be compliant with the country's regulation.
G3	Store managers should be able to regulate the influx of customers to the store.
G4	Every customer should be able to access a store.
G5	Every customer should be able to access a store in a first come, first served order.
G6	The distance between people in proximity to the store should be compliant with the country's regulation.
G7	Customers should be evenly distributed across the stores adopting the system.
G8	Customers should be evenly distributed across the available time slots.
G9	Customers should access a store in an acceptable time slot.
G10	Customers should access a store at an acceptable location.
G11	If available, customers should access the store in the preferred time slot.
G12	Customers should access the store at the preferred location.

## 1.2 Scope

### 1.2.1 Product

CLup is a system that allows to handle access to supermarkets when the flux of people is restricted. Handling properly such a situation is very important due to the currently active Coronavirus pandemic: grocery shopping can't be avoided since it is one of the most essential needs, thus access to supermarket cannot be prevented, but it must be regulated to prevent overcrowding.

In particular, CLup allows customers who need to go grocery shopping to line-up remotely (i.e., without being physically in a line outside the supermarket) and suggests them the right time to go to the supermarket without having to form a queue outside.

CLup allows customers either to request access to the supermarket as soon as possible, or to book in advance an access to the supermarket at a given slot of date and time. In both cases, the system aims at preventing overcrowding in each area of the building. Access to the supermarket is granted only when using the system so that CLup can actively monitor the number of people inside the building.

If many people are in a queue for the same access slot, CLup gives the customers possible alternatives about slots or supermarket that are less crowded. Moreover, upon customer request, it can proactively inform them if there are available slots in a given day or time range.

The main interface between CLup and the user is assumed to be an IT device with an Internet connection. However, since not all people may have access to such technologies, the system can be used, with limited functionalities, just through a standard telephone line or in presence.

The system is completed by an administrative dashboard that allows store managers to monitor the accesses to the supermarkets in real-time and to manage the queuing parameters, such as the maximum number of people allowed in the building at the same time.

### 1.2.2 World and Shared phenomena

#### 1.2.2.1 World phenomena

ID	Phenomenon
WP1	The customer needs to go grocery shopping.
WP2	The customer arrives at the supermarket.
WP3	The customer leaves the supermarket.
WP4	The local authority asks the store manager to report how many people are inside the building.
WP5	The local authority asks the store manager to increase or decrease the maximum number of people allowed inside the building.

### 1.2.2.2 Shared phenomena - controlled by the World

ID	Phenomenon
SP1	The customer asks the system to line up and enter the supermarket as soon as possible through an IT device.
SP2	The customer asks the system to book an entrance at the supermarket at a given date and time through an IT device.
SP3	The customer asks the system to line up and enter the supermarket as soon as possible through a standard telephone line.
SP4	The customer asks the system to book an entrance at the supermarket at a given date and time through a standard telephone line.
SP5	The customer asks the system to line up and enter the supermarket as soon as possible with an on-site device.
SP6	The customer asks the system to print the receipt of a request made by telephone with an on-site device.
SP7	The customer informs the system on the estimated duration of the visit to the supermarket.
SP8	The customer informs the system on the categories of products they intend to buy.
SP9	The customer scans the QR code receipt at the entrance of the supermarket.
SP10	The customer scans the QR code receipt at the exit of the supermarket.
SP11	The store manager queries the system for the number of people inside the building.
SP12	The store manager informs the system on the maximum number of people allowed inside the building.

### 1.2.2.3 Shared phenomena - controlled by the Machine

ID	Phenomenon
SP13	The system shows the user a QR code as a receipt of a request performed through an IT device.
SP14	The system prints through an on-site device a QR code as a receipt of a request performed through a standard telephone line.
SP15	The system prints through an on-site device a QR code as a receipt of a request performed through the on-site device itself.
SP16	The system informs the customer that it's time to go to the supermarket to take advantage of the requested slot.
SP17	The system allows a customer to enter the supermarket.
SP18	The system gives the customer suggestions on less crowded slots or supermarkets.
SP19	The system informs the customer that a specific time slot in a range they chose in advance is available

## 2. Effort spent

### 2.1 Andrea Riva

Date	Effort spent (h)	Notes
17/10/2020	0.5	Introduction briefing
09/11/2020	3	Scope

### 2.2 Alessandro Sanvito

Date	Effort spent (h)	Notes
10/10/2020	1.0	project set-up
17/10/2020	0.5	introduction briefing
17/10/2020	0.5	purpose description
10/11/2020	0.5	scope review
11/11/2020	2.0	purpose description

### 2.3 Luca Vecchio

Date	Effort spent (h)	Notes
17/10/2020	0.5	introduction briefing