2.2.3 Performance Requirements (Mobile App)

On the below subcategories, we will focus on finding the best system to have a high performance. We will focus on creating the app to be compatible with the **IOS** and **Android** system to increase the compatibility across devices.

2.2.3.1 Speed

* The app needs to start in 1-2 seconds
* The logo icon needs to be responsive and activate the app
* Needs to be able to process a transaction in 3 seconds
* All the system databases needs to be up to date
* Ensure minimum memory consumption for the app to run fast and smooth
* The server down time , will be once a month for installing additional updates and run a main system check

2.2.3.2 Capacity

As the app will be connected to the same database the website will be using, the capacity will be limited by the same limitations as the website.

2.2.3.3 Reliability

* Needs testing for high battery time consumption
* Will be available 160 hours per week out of 168 hours
* Payments will be available 365 days out of 365

2.2.3.4 Usability

Determined time that will reflect on how long does any category able to learn how to use the app

The groups of users mentioned below reflect how much time has taken each group to use the app.

* Beginner user

In less than 10 minutes, a novice phone user should be able to navigate through the app and learn how to perform basic tasks, such as discovering the zoo's contact information and booking tickets using the app.

* Intermediate user

In less than 8 minutes, an intermediate phone user should be able to navigate through the app and learn how to perform basic tasks, such as discovering the zoo's contact information and booking tickets using the app.

* Expert user

In less than 5minutes, a novice phone user should be able to navigate through the app and learn how to perform basic tasks, such as discovering the zoo's contact information and booking tickets using the app.