USER REQUIREMENTS SPECIFICATION (URS)

AUTHORS

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INTRODUCTION

Food Oasis is a tech project based on a Software Engineering course in Georgia State University taught by Dr. William Johnson. We wish to develop a software application that helps people to find food sources/shops based on a given GPS location. This User Requirement Specification (URS) documents the user requirements for the development of the software.

OBJECTIVES

Our goal is to create an app for Android phones that allows people to search for food sources or shops in their immediate vicinity. The app should allow users who own food shops to create profiles and create a shop and add necessary details such as GPS location of the shop, while every other user can search for food sources given a GPS location. Existing food oasis apps often force all users to create accounts before using the platform. By allowing users to use the application without creating an account, we give users a sense of security since their data is not collected and saved.
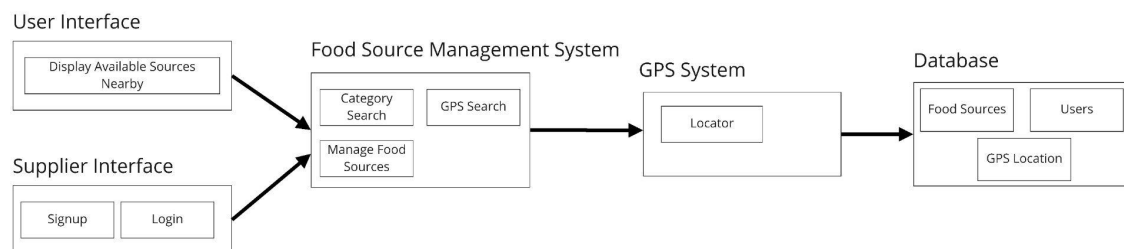
REQUIREMENTS

Food Supplier

1. As a food supplier, I would like to have an account to manage my shop/s.
2. As a food supplier, I would like to add a shop to the platform, edit or check out my shop on the platform.
3. As a food supplier, I would like to have my contact available for clients to reach out to me.

Clients

1. As an end-user, I would like to see all food shops close to my current GPS location.
2. As an end-user, I would like to see all food shops in a particular area.
3. As an end-user, I would like to search for food shops selling a category of food.
4. As an end-user, I would like to get directions to a shop I have selected on the platform.

SUPPORTING DOCUMENTS

CONCEPT VIEW

There are 4 main objects in this application from a conceptual point of view

1. **Interface**

   This is the interface the Client (person looking for food shop or source) and Supplier interact with directly.

2. **Food Source Management System**

   This is the system in charge of most of the business logic such as adding new food sources, searching for food sources etc.
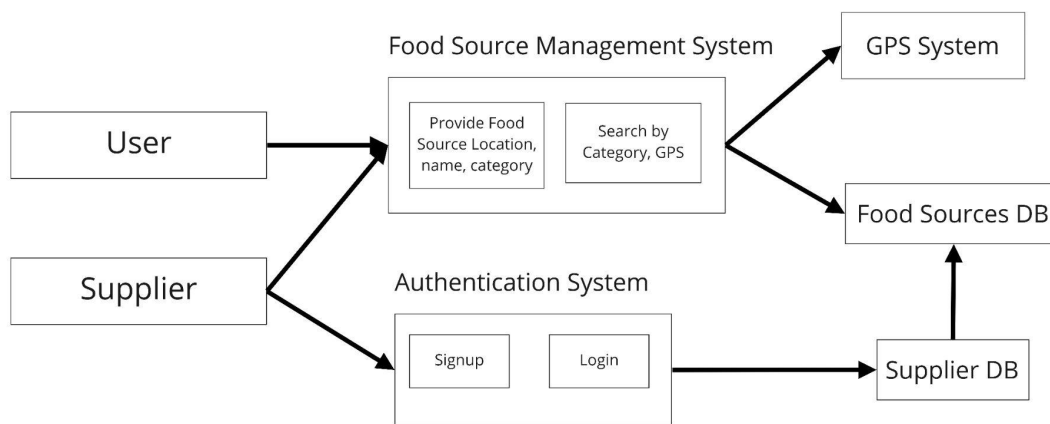
3. **GPS System**

Since the application depends on GPS, it needs to connect to a GPS system to find location and possibly give directions through GPS.

4. Database

This is the data entry point. It manages all of the data we need in the application such as suppliers, food sources and food sources GPS location.

PROCESS VIEW

Our process view shows how the 4 basic components described in the Conceptual view communicate with each other.

- **User** or User Interface (also called **client**) communicates directly with the **Food Source Management System (FSMS)**.
- **Supplier** communicates with the **Authentication System** since the supplier will have to signup/login to put food sources into the system
- **Supplier** communicates with the **FSMS** also - suppliers may need to search for other food sources as well
- **Authentication System** communicates with **Supplier DB**.
- **Supplier DB** needs to connect to **Food Sources DB** since each food source is related to its creator (the **supplier**)
- **FSMS** communicates with the **GPS System**.
- **FSMS** communicates with **Food Sources DB.**