CLup

Covid Line up

1. INTRODUCTION
2. Purpose

This document has the purpose to clearly define the functionalities that the system-to-be will provide, the goals it strives to achieve, indicate general use cases and describe its limitations as to guide the engineers’ job and the stakeholders’ decision making.

The system tries to put an end to overcrowding inside common spaces and physical queues as much as possible, as to reduce the possibility of getting infected by Covid-19 while doing a daily activity such as grocery shopping. It will incentivize its users to line up virtually to go to said shops and permit to the shop managers to check how many people are inside at any time.

1. Scope

In the following tables are listed the most relevant world and shared phenomena. In this application, it is critical to consider, among world phenomena, the behaviour of the user, since there are some factors (e.g. W1,W2,W6,W7) that if not considered and handled, can create problems that may lead to unwanted situation, as the creation of a line in front of the store.

1. World Phenomena
2. Shared Phenomena

|  |  |
| --- | --- |
| **W1** | User reaches the shop |
| **W2** | User lines up in front of the shop |
| **W3** | User enters the shop |
| **W4** | User exits the shop |
| **W5** | User gets into a corridor to get a product |
| **W6** | User takes physical ticket with him |
| **W7** | User loses physical ticket |

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| --- | --- | --- |
|  |  | Controlled by |
| S1 | Virtual User gets ticket through the app | World |
| S2 | Virtual User books a visit through the app | World |
| S3 | Physical User requests ticket from the dispenser | World |
| S4 | Physical User retrieves ticket from the dispenser | Machine |
| S5 | User scans QR code at entrance | World |
| S6 | User scans QR code at exit | World |
| S7 | Turnstile opens | Machine |
| S8 | Turnstile closes | Machine |
| S9 | Virtual User is notified about his coming turn | Machine |
| S10 | Virtual User registers providing requested info | World |
| S11 | Virtual User queries available markets | World |
| S12 | Shop manager queries statistics on shop entrances | World |

1. Definitions, Acronyms, Abbreviations

Physical user: the person who goes directly to the market without using the application.

Virtual user: any person who uses the app to line up virtually and asks for a ticket.

User: Either a physical user or a virtual user.

Ticket: QR code that permits you to enter inside the market at a certain time written on the ticket.

Store, Market, Supermarket, Shop: Any building that provides goods and services in return for money and are connected to the CLup application.

Authorized Account: Account associated to a Shop Manager, formally authorized through adequate procedures.

Inactive User: a virtual user that does not click on any button in the “Get a ticket” or “Book a visit” page

1. Revision history

Group meetings:

1st meeting: Defined a very high level of what we want our application to be and what it will provide, by brainstorming scenarios and possible stakeholders’ needs and wants. Duration: 1.5h, 14/10/2020

2nd meeting: Defined scenarios and some key World and Shared Phenomena. We categorized the shared phenomena into World/Machine controlled.

Duration 1.5h, 17/10/2020

3rd meeting: Revised the R&DD document of the last year’s group.

Duration 1.5h, 24/10/2020

4th meeting: Defined Use Cases

Duration 1.5h, 14/11/2020

5th meeting: Defined Functional Requirements, Domain Assumptions and Goals  
Duration 2h, 21/11/2020

6th meeting: Reviewed Goals and defined all the External Interfaces  
Duration 1.5h, 25/11/2020

1. Reference documents  
     
   3.A.1 : Graphic demo of mobile application: https://customerlineup.bubbleapps.io
2. Document Structure

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1. OVERALL DESCRIPTION
2. Product perspective:
3. Scenarios
4. Hajsen wishes to buy groceries but remembers that the nearest market is small, and he would probably have to wait for an hour. Instead of going downstairs and waiting in line:

* He opens the app on his phone and clicks on the button to “Get a ticket”
* He chooses the market he wants to go from a map
* The system shows the first available hour to enter the market
* Hajsen decides to go at that time and clicks on “Confirm”
* The system sends a notification to remind about his **appointment**, and Hajsen gets ready to go
* He arrives in the market in the assigned time and opens his app again
* He clicks on the “Show ticket” and scans it in the apposite machine
* After he finishes buying the groceries and paying for it, he opens the app and shows the ticket to the cashier
* Now he can exit the market

1. Giulio has just remembered that he promised to her fiancée a special dinner the following day. Since it is too late and he has no time to do the shopping, he decides to book a visit to the nearest supermarket to his home for the following day:

* He opens the app on his phone and clicks on the button to “Book a visit”
* He selects the time he would want to go
* He selects the available supermarkets for the chosen time from a map
* The system asks Giulio an estimate of how much time his visit will last and a list of items (or categories of items) he intends to buy. Since Giulio has not a clear idea of what he will purchase and how much the visit will take, he clicks on “Confirm” leaving the two previous fields empty
* The system sends a notification to remind him the visit, so Giulio gets ready to go
* He arrives in the market in the assigned time and opens his app again
* He clicks on the “Show ticket” and scans it in the apposite machine
* After he finishes to do the shopping and paying for it, he opens the app and shows the ticket to the cashier
* He proceeds to exit the market

1. Shalini is the manager of one of the grocery shops of the chain “Ellelunga” and she wants to check on peak times how many people are entering inside the shop

* She opens the application either on a smartphone or on the PC
* She presses on the button log in as manager
* She logs in with her credentials
* On the home page she sees the button “Statistics and Diagnostics” and presses it
* In front of her there are number of effective and expected entrances for the current week

1. Alberto B. hates technology, so he gambles his luck and tries to enter inside the market, unfortunately there are no available places to enter so he takes a ticket from the dispenser

* He gets to the ticket dispenser in front of the shop and presses the button to get a ticket
* Reading the ticket he sees the time spot in which he can enter the market
* Since the time spot assigned is 2 hours later, he decides to do other things he had to do instead of queuing in front of the shop
* When the time is getting close to the appointment time, he gets back to the shop
* He retrieves the ticket from his pocket and scans it in the apposite machine, that lets him enter the market
* After he finishes buying the groceries and paying for it, he shows the ticket to the cashier
* Now he can exit the market

1. World and Shared phenomena details

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1. Class Diagram
2. Statecharts

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1. Product functions:
2. Functional Requirements:

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| R1 | The system shall allow users to get a ticket with a date and time that shows when to go to a certain store virtually |
| R2 | The system shall allow users to get a ticket with a date and time that shows when to go to a certain store physically |
| R3 | The system shall allow users to book a visit virtually with their desired store, up to the next #n upcoming days |
| R4 | The system shall allow users to look up on a map available stores where to go to |
| R5 | The system shall count the number of entrances and exits each day, for each market |
| R6 | The system shall store the number of entrances and exits for each market |
| R7 | The system shall allow users to be identified by their phone unique ID |
| R8 | The system shall allow users to be identified by a username of their choosing |

1. User Characteristics

Virtual User: A person who has a smartphone or any smart device that can connect to the internet and the application as to virtually line up or book a visit. He will have to show the image of the ticket of his appointment in the right place in the entrance of the store.

Physical User: A person who goes directly to the shop and takes a ticket with the date and the time written on the card, from the dispenser. He will have to show the card of the ticket of his appointment in the right place in the entrance of the store.

Cashier: An employee of the shop who will provide with the correct scanning of the ticket before the exit of a Physical/Virtual User. If the market has a self check-out department, the turnstile will serve as the aforementioned employee.

Manager: An employee of the shop who is interested in checking the number of entrances or exits and in regulating them as needed. He will have the possibility to use our application for the statistics of entrances and exits.

1. Assumptions, dependencies and constraints

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| A1 | Users will take the shortest path to shops |
| A2 | User which specified a shopping list will spend 90% of their time within that visit in the departments related to the declared list |
| A3 | Data about store departments and items collocation in departments is correct |
| A4 | All store entrances and exits will have turnstiles gates |
| A5 | Users in stores will abide to local norms on social distancing |

1. SPECIFIC REQUIREMENTS
2. External Interface Requirements:  
   1. User Interfaces:
3. Map

   Description automatically generatedGraphical user interface, application

   Description automatically generatedMobile App, this must be easy to use, as it will have to be used from people of all ages, this means that the interface must be very minimal and direct. The app will allow virtual users to get a ticket, book visits, as well as monitor their tickets and visits, either if the virtual user has an account or not. If user does not login, the app will just consider him as a guest.   
   Here we can see some draft mockups\* with colours and graphics not optimized:

Shop selection

Home page of the app

The app will allow user to define first either the shop or the date and time, in the case of “Book a visit”, it is not shown in this demo because it is similar and irrelevant.

\*Mockups are taken from an interactive graphic demo with graphic-driving purposes only, linked in the “reference documents” paragraph.

Graphical user interface, text, application, chat or text message

Description automatically generatedQr code

Description automatically generatedDiagram

Description automatically generatedIn the case of “book a visit”, after the shop selection, the app will allow registered users to select their shopping list:

book a visit as registered user

book a visit as Guest

Ticket Confirmation

Ticket proposal

1. Physical ticket dispensers, that will be installed in front of each shop, acting as proxies for the system. Physical ticket dispensers will allow physical users to get a ticket for the shop to which the dispenser belongs to.
2. Admin interface, that will be a more statistics-oriented panel, accessible through a desktop app (requiring an Authorized Account), that will allow the shop manager to login from an authorized device and monitor entrances and statistics as the average duration of a visit.   
   1. Hardware Interfaces:
3. Virtual Users must have a device that can download and run the app. To use all of the functionalities, as the notifications about the traveling time to a shop when the time is close to user’s turn, the device must have GPS turned on.
4. Dispensers must have a screen to display the first available time slot for a ticket and to ask for confirmation. There must also be two clearly distinguishable buttons for accepting or declining tickets, as to allow for an easy interaction with the customers.  
   1. Software Interfaces:
5. The system will need to access to some external APIs to access to maps, needed for user localization, user-to-store distance and time estimation and to find stores near a given address.
6. Devices that run the app will have as operating system IOS 9+ or Android 4.0.3+.
7. A relational DBMS is required for managing store and tickets data and to allow lookups.
8. Shop manager’s PC that runs desktop app will have Windows 10 as operating system.
   1. Communication Interfaces:
9. Virtual user devices connect to the system via Internet.
10. Ticket dispensers can connect to system via ethernet cable or by a wireless connection.
11. Desktop app connects to the system via Internet.
12. Functional Requirements:
13. Use Cases
14. Virtual User’s registration

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| --- | --- |
| Actors | Virtual User |
| Entry condition | No entry condition |
| Events flow | 1. The user opens the CLup app on his smartphone and clicks on the “Create account” button. 2. The user fills all the mandatory fields. 3. The user clicks on the “Confirm” button. 4. The user receives a notification confirming the registration. |
| Exit condition | Virtual User’s data are saved into the database and the registration terminates successfully |
| Exceptions | 1. The user chooses an already registered username or email 2. The user does not fill one or more mandatory fields 3. The use inserts not valid information in one or more fields   For all the exceptions the system notifies the user that an error occurred. The Events flow starts again from point 2. |

1. Virtual User’s Login

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| Actors | Virtual User |
| Entry condition | The virtual user is already into the CLup app homepage |
| Events flow | 1. If the user wants to login as a guest, he directly selects either “Get a ticket” or “Book a visit” button, otherwise he inserts username and password into the “Username” and “Password” fields, respectively. 2. The user clicks on the *“Login”* button. 3. The system redirects the user to the CLup app homepage |
| Exit condition | The virtual user is successfully redirected to the CLup app homepage |
| Exceptions | 1. The virtual user clicks on the “Login” button but either the username or the password is wrong. The system notifies the user about the error. The Events flow starts again from point 1. |

1. Get Virtual Ticket

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1. Suggestion Alternative Stores (Get Virtual Ticket)



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| Actors | Virtual User |
| Entry condition | The virtual user is already logged into CLup app or he wants to access as a guest |
| Events flow | 1. The first four events are the same of the “Get Virtual Ticket” use case. 2. The user remains inactive for 30 seconds. 3. The system notifies to the user the possibility to check among a list of further suggested stores. 4. The user clicks on the received notification. 5. The system provides to the user a list with further available stores with an available time slot preceding the already provided one. |
| Exit condition | The user successfully receives the list of further suggested stores. |
| Exceptions | 1. The user clicks on the “Confirm” button without being inactive 30 seconds.   The Events flow proceeds from event 6 of “Get Virtual Ticket” use case.   1. The user does not click on the notification.   The user can only confirm or reject the provided time slot for the selected store (the Events flow proceeds from event 5 of “Get Virtual Ticket” use case). |

|  |  |
| --- | --- |
| Actors | Virtual User |
| Entry condition | The virtual user is already logged into CLup app or she wants to access as a guest |
| Events flow | 1. The user selects the “Book a visit” button. 2. The system redirects the user to a page where she can select the time slot or the store where she would want to go (from a map) 3. The user selects the time slot, the system provides, through the map, the first 10 available stores closest to the user’s current position. 4. The user selects a store from the map, the system provides the list of available time slots for the next 7 days. 5. The user selects either a store from the map (case a) or a time slot (case b), then she clicks on the “Confirm” button. 6. The system redirects the user to a page where she can indicate the approximate expected duration of the visit, the exact list of items and the categories of items she intends to purchase. 7. The user optionally fills the previous fields, then she clicks on the “Confirm” button. 8. The system notifies the user that the procedure has been successfully managed. 9. The system sends to the user the virtual ticket containing: 10. The user’s selected time slot. 11. The store’s name and address. 12. The QR code to enter (and exit) the store. |
| Exit condition | The user successfully receives the virtual ticket. |
| Exceptions | 1. The user clicks on the “Cancel” button.   The system redirects the user to the homepage (Events flow starts again from event 1).   1. The user’s GPS is unavailable (case 3.a).   The system asks the user to insert an address and provides the 10 available stores closest to the user’s address (Events flow continues from event 4). |



1. Suggestion of Alternative Time Slots (Book visit)

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| Actors | Virtual User |
| Entry condition | The virtual user is already logged into CLup app or she wants to access as a guest |
| Events flow | 1. The first three events are the same of the “Book visit” use case (the user selects a store: case 3.b). 2. The user remains inactive for 30 seconds. 3. The system notifies to the user the possibility to check available time slots of further suggested stores. 4. The user clicks on the received notification. 5. The system provides to the user a list of available time slots of further suggested stores close to selected one. |
| Exit condition | The user successfully receives the list of available time slots. |
| Exceptions | 1. The user selects a provided time slot without being inactive 30 seconds.   The Events flow proceeds from event 5 of “Book visit” use case.   1. The user does not click on the notification.   The user can select only the initial provided time slots (the Events flow proceeds from event 4 of “Book visit” use case). |

1. Suggestion of Alternative Stores (Book visit)

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| Actors | Virtual User |
| Entry condition | The virtual user is already logged into CLup app or she wants to access as a guest |
| Events flow | 1. The first three events are the same of the “Book visit” use case (the user selects a time slot: case 3.a). 2. The user remains inactive for 30 seconds. 3. The system notifies to the user the possibility to lookup further available stores for the selected time slot. 4. The user clicks on the received notification. 5. The system provides to the user a list with further available stores. |
| Exit condition | The user successfully receives the list of further available stores. |
| Exceptions | 1. The user selects a provided store without being inactive 30 seconds.   The Events flow proceeds from event 5 of “Book visit” use case.   1. The user does not click on the notification.   The user can select only the initial provided stores (the Events flow proceeds from event 4 of “Book visit” use case). |

1. Activate Periodic Notification

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| Actors | Virtual User |
| Entry condition | The virtual user is already logged into CLup app or she wants to access as a guest |
| Events flow | 1. The user accesses the notification panel. 2. The user selects one or more stores she wants to be notified about. 3. The user selects a day or a time range. 4. The user selects how often she wants to be notified. 5. The user clicks on the “Confirm” button. 6. The system notifies the user that the procedure has been successfully completed. |
| Exit condition | The user’s notification preferences are correctly updated. |
| Exceptions |  |

1. Monitor Entrances



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| Actors | Store Manager |
| Entry condition | The store manager access CLup app through an authorized account. |
| Events flow | 1. The store manager selects a store between those he manages. 2. The system redirects the store manager to a page where he can: 3. See the statistics about entrances of the selected store. 4. Regulate the influx of people entering the store by setting a parameter. |
| Exit condition | The store manager can see the statistics and regulate the influx of people entering the selected store |
| Exceptions |  |

1. Performance Requirements:
2. Design Constraints:  
   1. Software Compliance:
   2. Hardware Limitations:
   3. Other Constraints:
3. Software System Attributes:  
   1. Reliability:
   2. Availability:
   3. Security:
   4. Maintainability:
   5. Portability:
4. FORMAL ANALYSIS USING ALLOY
5. EFFORT SPENT
6. REFERENCES