

Project Task:

1. Identifying stakeholders – Create a list of stakeholders (as taught in Business Analysis Planning and Monitoring Knowledge Area)
2. Identify the problem statement in this system.
3. Identify objectives of the new Canteen Ordering System.
4. Create as-is and future process map (using flowcharts). You can use any of the popular tools in the market like Microsoft Visio, Lucid Chart, Creately, Pidoco, or Balsamiq
5. As a Business Analyst working on this project, find out the scope of the Canteen Ordering System. To find the scope you can use the case diagram (UML) or context diagram for the same.
6. Write down the main features that need to be developed.
7. Write the in-scope and out-of-scope items for this software.
8. Draw an activity diagram for the system.
9. Draw an ER diagram of the system.
10. Write out the business requirements, both the functional and nonfunctional requirements.
11. Draw wireframes or mock screens for any two of the features namely Menu Creation and any other feature as deemed fit by the student. (Use the technique prototyping or wire framing that is taught in the Training). You can use any of the wireframing tools like Microsoft PowerPoint, Microsoft Word, Balsamiq, Sketch, Adobe XD, Adobe Illustrator, Figma, UXPin, InVision Studio, InVision Freehand, or Moqups.

You can download the **Project Solution Templates** from here - 

You can download the project assistance slides here –

SOLUTION TEMPLATE

Catering Industry

Stakeholders

| ACTOR | What they can do on the software created |
|-------------------|--|
| Employee/Customer | <ul style="list-style-type: none">• Please mention here what the employee (customer) using the add should be able to do. You can have more than 1 point. |

| | |
|-----------------|---|
| Canteen Manager | <ul style="list-style-type: none"> Please mention what the canteen manager should be able to do using the new features. You can capture more than 1 point. |
| Delivery Boy | <ul style="list-style-type: none"> Please mention what delivery boy should be able to do. |
| Payroll system | <ul style="list-style-type: none"> You can mention here, what the payroll system should enable. Record the actions that can be taken in payroll system. |
| Management | <ul style="list-style-type: none"> In this line item please suggest what the final management system must do. |

Problem Definition and Solution

- Here you can mention why we need this canteen system for both: the canteen and the customer. Can write more than 1 point.

Advantages and Objectives

Advantages of the Canteen Ordering System:

- Write down the advantages for canteen and the employees.

Objectives:

- Mention in points what will be objective of the system.

Existing System

- How is the existing system? Does it have any of the mentioned features already?

Proposed System

What is the proposed solution or system? Mention in points how the system itself will be for the user.

- User friendly interface
- ...
- ...

Scope using *use case diagram* (UML)

Create a use case diagram including all the actors and processes for an end to end process of the system.

Scope using *context diagram*

Depict the scope using Context diagram.

In Scope

- Mention the name of features and what they are used for.

Out of Scope

- What are the facilities or features—for both patron and the canteen—the are out of scope or cannot be implemented now.

Activity Diagram for the System:

Create an activity diagram for the system.

ER Diagram for the System:

Create an ER Diagram for the system you have designed.

Preconditions and Triggers: Example

- What user/manager should be able to do in a step?
- What are the triggers?
- What is the basic flow?
- What are the data elements?
- In case of errors, what happens?

Business Requirements:

Business objective – 1:

Business objective – 2:

Business objective – 3:

Business objective – 4:

Functional Requirements

- Write down all the functional requirements for the system.

Nonfunctional Requirements

- Write all the nonfunctional requirements for the system.

System Requirement:

Usability:

Environments