*OpenMarket*

**Software Requirements Specification Document**

*Retailers*

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| 1 | 1 Introduction |
| 2 | 1.1 System Overview The design of the OpenMarket project is to host multiple shops for buyers of different tastes all in one mobile application. The application will cover all buyers’ needs from average grocery shopping to hardcore gaming. Furthermore, the idea of the application is to include existing online shops; that sell physical material like clothes, devices, or even car parts, and software like games and application subscriptions, with different owners from different local cities in one application. |
| 3 | 1.2 Operating Environment The project aims to develop an Android application that executes on Mobile phones. |
| 4 | 1.3 Conceptual Model |
| 5 | 2 Functional Requirements The mobile application, OpenMarket, will consist of a logo of the application’s brand, a table of contents at the left-hand side of the application’s main page, a photo collage of the most popular products and brands based on the user’s browsing information, and a shopping cart displaying the items that the user is interested in buying. |
| 6 | 2.1 User Interface Specifications |
| 7 | 2.1.1 User Long in Furthermore, the top rights side of the screen will have the user’s log information, or if the user did not register, a button requesting the user to sign in will appear. Then, the user proceeds to the registration page that will allow the user to sign in and enter his or her information, such as personal information, billing information, and shipping information. |
| 8 | 2.1.2 Table of Contents Moreover, the table of contents on the left side of the main page will contain a list of interests that the user could choose from; for example, grocery, electronic devices, vehicle parts, games, subscriptions, and many more. |
| 9 | 2.1.3 Checkout In addition, the checkout process will begin when the user enters the checkout page, which will then display the items in the shopping cart. Then, the user will have the option of continue o shop or to checkout the items and proceed to the billing page. The billing page will request the user to enter his or her credit card information and shipping address information. Lastly, the system gives a tracking number to the user to track the status of the shipment until the package arrives to their doorstep. |
| 10 | 2.2 External Interfaces and Database Requirements The application will reach out to similar shopping websites for their items’ database. In addition to the database of independent merchants that sell their items online, and merchants that still use the traditional way of retail by displaying their items physically and not online. Introducing traditional non-online shops to the world of online shopping will increase the popularity of these kind of shops and the OpenMarket application. |
| 11 | 2.3 Error Handling If the user entered their username and/or password wrong; it did not check the user’s logs in the database, for three consecutive times, the application will send an email to the user asking them to reset their forgotten information, and display an error to the user informing them of he sent email. If the user entered wrong credit card information for 3 times, the system locks out the user for 10 minutes. If items are not in stock and a user looked for it, the user is referenced to similar items in the application. |
| 12 | 2.4 Foreseeable Functional Changes and Enhancements Software updates, which means displaying a simpler user interface and that is more user friendly. Adding a feature that will allow users to display and sell their own items on the OpenMarket application. |
| 13 | 3 Non-Functional Requirements |
| 14 | 3.1 Error Handling |
| 15 | 3.1.1 System breach If the system senses a breach from a particular connection, the system will terminate this connection and block it from connecting for at least 24 hours. |
| 16 | 3.1.2 Full memory If the memory is getting full, the system will hold until the enough memory is free and use it. |
| 17 | 3.1.3 Slow connection If the internet connection is too slow the system will time out after 1 minute of waiting for a reply from the server. |
| 18 | 3.1.4 Connection terminated If the connection is terminated for any reason during checkout or confidential information transmission the information will be stored in the user’s device encrypted and will be used later when connection resume. |
| 19 | 3.2 Development Requirements |
| 20 | 3.2.1 Available database Developers will need to know how to design a database of all the items on the system using SQL. |
| 21 | 3.2.2 Android developer Developers will need to know how to design an android application using android developer. |
| 22 | 3.2.3 Application tutorial Users will be able to use the system with zero errors after following with the tour slideshow at the start of every new user’s visit. |
| 23 | 3.2.4 RAM The system will need 128 Mb of ram or above. |
| 24 | 3.2.5 Memory The system will need 10 GB of memory or above. |
| 25 | 3.2.6 Android version The system will need android marshmallow 1.0 or above. |
| 26 | 3.3 Foreseeable Non-Functional Changes |
| 27 | 3.3.1 Increase of memory The memory needed by the system might increase with the increase of items on the system. |
| 28 | 3.3.2 Updated OS version The operating system version needed by the system might increase with newer versions. |
| 29 | 3.3.3 Security The application needs more secure connections with the increase of the system’s popularity. |
| 30 | 3.3.4 Broader database The application needs bigger databases with the increase of items on the system. |