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| Fontys Hogescholen |
| User Requirements Specifications |
| Media Bazaar Project |

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| IBI Student Group  Supervisor: Roopali Gupta  Eindhoven, 19.02.2020 |

Document Change Record

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| 19.02.2020 | 1.0 | Kaloyan Aleksiev | Definitions, Table of contents, Introduction, Background |
|  |  |  |  |

# Definitions, Acronyms and Abbreviations

|  |  |
| --- | --- |
| *Term* | *Description* |
| GUI | Graphic User Interface |
| Interface | Screen for user interaction |
|  |  |

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# Introduction

## Document Purpose

This document is the definitive specification of the user requirements for the Media Bazaar project. It is a primary input to the technical development and the primary specification for the acceptance criteria for those evaluating the outcome after the development has been finalized. This document is intended to be read by all responsible for the management of the development.

## Document Overview

Section 2 provides a general description of the product and the factors that affect their requirements, including the objectives.

# Background

Media Bazaaris a new hardware store funded by the parent company Jupiter**.** They are opening a new shop in Eindhoven and want to be as prepared as possible when it comes to keeping track of management and stocks. Because the administration is the backbone of that manages all aspects of the company, management would like to hire a team of software developers to implement an administrative system.

## Scope and Objectives

The scope of the project includes developing a complete system which consists of a database, a website and a C# application, all of which should work together in order to let the client manage their stocks and employees.

# Stakeholder and User Analysis

The stakeholders in our project are the following: The parent company “Jupiter”, the store “Mediabazaar”, the IBI student group. The solution is intended to be used internally within “Mediabazaar” by the Administration and Management departments as well as the Depo-workers and the employees that work in the store. Each of the users will have access to a specific part of the application while everyone will be able to log into the website. The most frequent users would be the employees in the shop and the depo workers. That is because they are the ones that would need to check for stock availability and send restock requests. The Management would also use the application quite frequently in order to schedule employee’s shifts for each month and to resolve problems when it comes to an employee being unavailable or sick. Administration would check the statistics of the store, separate employees and stock a couple of times per month, which means they would use the system the least.

# User Requirements

## Functional Requirements

|  |  |  |
| --- | --- | --- |
| *ID* | *Name* | *Priority (MoSCoW)* |
| FR-01 | Adding employees to the system. | M |
| Assigning employees to different departments. |
| Removing employees from the system. |
| FR-02 | Schedule shifts for each employee. | M |
| FR-03 | Change employee information. | M |
| FR-04 | View statistics. | M |
| View employee information. |
| View stock information. |
| FR-05 | Send restock requests. | M |
|  |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| *ID* | *Name* | *Priority (MoSCoW)* |
| FR-01 | Everyone must be able to login into the website. | M |
| FR-02 | Everyone must be able to view their shifts. | M |
| FR-03 | Everyone must be able to change personal info. | M |
| FR-04 | Attendance could be recorded via the website. | C |
| FR-05 | People could switch shifts | C |
| FR-06 | People should be able to call in sick or unavailable through the website | M |
|  |  |  |

## Non-Functional Requirements

[All non-functional requirements]

|  |  |  |
| --- | --- | --- |
| *ID* | *Name* | *Priority (MoSCoW)* |
| N-FR-01 |  |  |
| N-FR-02 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# Assumptions/Constraints

[Describe all constraints/assumptions for the project that the specific requirements; for example as the number of users, reliability of online interaction]

# Use Case Models

1. UC: Buy product(s) in shopping cart

|  |  |
| --- | --- |
| Use case: | Buy product(s) in shopping cart (FR-01) |
| Actor: | Customer |
| Pre-condition: | Customer must be logged in |
| Trigger: | Confirmed checkout is triggered |
| Main Success Scenario: | 1. System requests for shipping information  2. Customer fills in shipping information (address; next-day or 3-day delivery) and confirms  3. System shows full pricing information, including the shipping costs  4. Customer fills in payment information and confirms  5. System confirms the payment was successfully and sends conformation an email to customer |
| Extensions: | 1a: No products are in the shopping cart  .1: System displays an empty shopping cart message  .2: End of use case  2a: Customer decides to cancel the order  .1: End of case  2b: Customer does not fill shipping information and confirms  .1: System notifies customer of error  .2: Return to MSS step 1  … |

1. UC: Title

|  |  |
| --- | --- |
| Use case: |  |
| Actor: |  |
| Pre-condition: |  |
| Trigger: |  |
| Main Success Scenario: |  |
| Extensions: |  |

1. UC: Title

|  |  |
| --- | --- |
| Use case: |  |
| Actor: |  |
| Pre-condition: |  |
| Trigger: |  |
| Main Success Scenario: |  |
| Extensions: |  |

# GUI

[Add app screenshots and describe each view]

# Website Wireframes (if not applicable, remove section)

[Add app screenshots and describe each view]