Date: 06/04-16

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This version overrides all previous versions.

1 Introduction

This section gives a brief overview of the project.

1.1 Purpose of application
The purpose of this application is to create an online order system to reduce the waiting time of a queue. Customers are given the opportunity to order their food/drink etc through the app without the need of standing in a queue.

1.2 General characteristics of application
● Android application
● User interface where the user can place an order
● Continuous notifications on users place in queue.

1.3 Scope of application
● Gasquen (and Festu)

1.4 Objectives and success criteria of the project
● Working order system

1.5 Definitions, acronyms and abbreviations
Order system- a system where the user can look at a menu and place an order. Customer will get a notification when the food/drink etc is done.

2 Requirements

In this section we specify all requirements

2.1 Functional requirements
● Display a menu chosen by the host
● User can make an order and pay
● Host gets notification of the order
● Host can confirm that an order is ready
● User can get a notification when order is ready.
● User can get a receipt
● User can dismiss order

Create a list of high level functions here (from the use cases).

2.2 Non-functional requirements
- Clean and Well made UI (follows schneidermanrules etc)
- Secure app

Possible NA (not applicable).

2.2.1 Usability
Easy to use for customers especially for gaquen/festu visitors.

2.2.2 Reliability
Doesn't crash, hard to misplace an order.

2.2.3 Performance
N/A

2.2.4 Supportability
N/A

2.2.5 Implementation
Android studio, Java

2.3 Application models

2.3.1 Use case model

UML and a list of UC names (text for all in appendix)
- Add items to cart
- Make an order
- Update queue order
- Change menu

2.3.2 Use cases priority
- Add items to cart
- Make an order - one use case with item to cart
- Update queue order
- Change menu

A list

2.3.3 Domain model

UML, possible some text.

2.3.4 User interface
See AppDesign pdf

Clean UI, with grid of equals to showcase categories/items.

Text to motivate a picture.

2.4 References

APPENDIX

GUI

Domain model

Use case texts