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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. Customer are given the opportunity to order and pay for their food/drink etc

through the app without the need of standing in a queue.

1.2 General characteristics of application

● Android application

● Order System

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

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

2.2 Non­functional 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

2.2.4 Supportability

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)

2.3.2 Use cases priority

● Place an order

● Receive notification

● Host can put a menu

● Host can confirm an order.

A list

2.3.3 Domain model

UML, possible some text.

2.3.4 User interface

Text to motivate a picture.

2.4 References

APPENDIX

GUI

Domain model

Use case texts