

# Software Requirements Specification (SRS)

Project: Kirana - Bazaar App

Team: Devinity

## 1. Introduction

### 1.1 Purpose

The purpose of this document is to define the requirements for Kirana (Bazaar App project). It provides a detailed description of the system features, functional and non-functional requirements, and the constraints within which the system will be developed. The intended audience includes the project team members, the instructor, and stakeholders who will evaluate the project.

### 1.2 Background

Kirana is designed to address a gap in the Karachi market for a trusted, local digital marketplace combined with a secure communication tool. The app will empower small, informal businesses by helping them establish a digital presence and give users a privacy-first alternative to mainstream chat applications.

### 1.3 Scope

Kirana will be developed as a web application (mobile-first design approach). It will integrate two primary features: a simple marketplace for local businesses and a secure messaging service. The project will produce an MVP (Minimum Viable Product) with core functionalities, and the scope excludes advanced features like payment integration or logistics.

### 1.4 Definitions and Acronyms

- MVP – Minimum Viable Product
- UAT – User Acceptance Testing

## **2. Overall Description**

### **2.1 Product Perspective**

The Bazaar App combines two existing concepts – e-commerce and messaging – into a single platform designed for local communities. It will be developed as a responsive web app accessible through smartphones and browsers.

### **2.2 Product Functions**

Key functions include: user registration, private chat, business onboarding, seller discovery, and reviews. The chat will prioritize privacy and allow features like message editing.

### **2.3 User Classes and Characteristics**

- Sellers: Informal/local business owners with little or no digital presence.
- Buyers: Everyday users looking for local businesses and products.

### **2.4 Operating Environment**

The system will run as a mobile-first responsive web application, compatible with major browsers (Chrome, Firefox, Safari) on smartphones with stable internet connectivity.

### **2.5 Constraints**

- Timeline: Must be completed within a 10-week semester.
- Resources: Limited team size (student group), no external funding.
- Scope: Limited to MVP features only.

### **2.6 Assumptions and Dependencies**

- Users have smartphones and internet access.
- Informal businesses are willing to try a simple digital platform.
- There is demand for a privacy-focused messaging tool.

### **3. System Features (Functional Requirements)**

#### **3.1 User Registration & Authentication**

Users can register with email. The system should support login, password reset, and basic profile creation.

#### **3.2 Chat Features**

Users can chat with privacy controls such as hiding read receipts, and extended window for message editing and deletion.

#### **3.3 Bazaar Features**

Sellers can create profiles with easy on-boarding process. Buyers can search for local sellers and leave reviews.

#### **3.4 General Features**

The app will be mobile-first, responsive, with Urdu/ English as the primary language.

### **4. Non-Functional Requirements**

#### **4.1 Performance**

The system should handle at least 25 concurrent users during testing without major slowdowns.

#### **4.2 Security & Privacy**

All messages should be encrypted, and user data should not be shared with third parties.

#### **4.3 Usability**

The design should be simple, intuitive, and easy for non-tech users to adopt.

#### **4.4 Localization**

The app will support Urdu and English as primary languages.

## **5. External Interface Requirements**

### **5.1 User Interface**

The app will have a simple, mobile-first interface designed with Figma.

### **5.2 Hardware Interface**

The app will run on smartphones with internet capability.

### **5.3 Software Interface**

The backend database and authentication will be handled by Firebase.  
The frontend will be built using Next JS.

### **5.4 Communication Interface**

Requires stable internet for messaging and marketplace features.

## **6. Other Requirements**

### **6.1 Testing & Validation**

User Acceptance Testing (UAT) will be conducted with a small group of sellers and buyers. The prototype must pass without critical errors.

### **6.2 Documentation**

Final project documentation will include the project charter, scope statement, WBS, and this SRS document.

### **6.3 Legal & Ethical Considerations**

The app will respect user privacy and comply with ethical standards regarding data usage. Personal data will only be stored as necessary for functionality.