



Specification of Requirements according to the IEEE 830 standard

“Fashion Store Management Application”

G5 Pythons



Integrants:

- *Miguel Gutiérrez*
- *Erick Lasluisa*
- *Luis Orozco*
- *Jonathan Quituisaca*

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Instructor: PhD. Edison Lascano

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1. INTRODUCTION

1. Introduction

Problem:

We need a system to help in the management of a shop dedicated to the production of customized dresses. To understand what the program needs to do, it is necessary to understand a little bit about the dress production process, knowing that the time needed to manage all the orders in a wandwrite notebook takes a long time and can be susceptible to data loss or deadline crossing.

1.1. Purpose

The general purpose of the system is to help the fashion designer to organize her store having as customer Miriam Tul, the fashion designer.

1.2. Scope of the System

The system is called Fashion Store Management App, it will work only with the fashion designer helping her to organize her store

With the use of this system, it's expected to improve the productivity in all levels and forms, starting from the organization of time and ending in the organization of storage and designs.

1.3. Definitions, Acronyms and Abbreviations

In the program the common terms used to define each class are:

- The order an specification of all the requirements needed in a cloth model.
- Cloth model images that show previews of the cloth models.
- Fashion Designer the user of the app and the manager of the store.
- Measurements different types of measurements that are needed in the cloths confection.
- Calendar a simple calendar that will show up deadlines.
- Deadline the end of the time to work on a cloth model.

1.4. References

A complete list of all documents referenced in the ERS will be shown in this subsection.

1.5. Document Overview

In the realm of fashion, clients tend to base their orders on models that the designer has previously made as a form of proof of the work that the designer offers. When the client trusts the work that the designer has already done, then

that client wants to know something about the history of the store and the due process that is required for the delivery of the order.

2. General Description

If we think about the creation and advice of dresses we could define it as the application of the principles of art and design to the garments and accessories that people use. All this within the scope of fashion, taste and needs of each person who requires this service in this case that person is the client. This dress store is located in the parish of Sangolquí, it's a family business builded in order to deliver to its customers dresses of the best quality. At this business, the main worker is Miriam Tul, who fulfills the role of manager, fashion designer, dressmaker. She is the only worker at the place and it's difficult to manage the time to handle all these roles in a correct and orderly way. At the time of making and creating a dress, several characteristics are identified such as measurements of different parts of the body, customer tastes, customer needs, advice to the customer for the design of the dress and for what occasion this product is going to be used. In addition, we can add that previously made works can be shown in order to have a better idea and to be able to follow a more adequate way to make the dress. Starting with the role of manager, Miriam opens and closes the store every day, checks on the day's customers, keeps the store clean and tidy, manages customer payments, etc. The customer will come to the store and talk to Miriam for advice according to her needs and the occasion. Miriam will take into account everything the client tells her and all these ideas will be written down, to make a possible model of the dress, an approximate price will be quoted, which may vary depending on future modifications to be made. After a short period of time the client will come back to check how the product is coming along and to mention if any modifications are needed. After another period of time the client will return to get her finished product and make the respective payment for this same product already created with all the needs that were previously discussed. Finally, she fulfills the role of dressmaker by using her skills and knowledge of seamstress taking care of the details and following the model chosen by the customers. All this is done on a much larger scale since we are not only working with a single customer but with several at the same time and the delivery periods of each one can be very close to each other. Therefore, to keep track of them, a tool is used which is an agenda of the establishment in question and that will carry customer data such as: customer name, customer order number, customer's personal data, data of the different measures of the client, price of the dress which itself varies if they have extra modifications, field for modifications of the dress and a calendar where the date of delivery of the product will be agreed. All this to maintain a strict order and not to create conflicts with different customers and incorrect delivery dates.

2.1. Product Perspective

The future system (software product) to other products. If the product is completely independent of other products, it should also be specified here. If the

ERS defines a product that is part of a larger system, this subsection will relate the requirements of the larger system to the functionality of the product described in the ERS, and identify the interfaces between the larger product and the product here described. It is recommended to use block diagrams.

2.2. Product Features

A summary, in broad strokes, of the functions of the future system will be shown. For example, in an ERS for an accounting program, this subsection will show that the system will support account maintenance, display account status, and facilitate billing, not to mention the enormous detail that each of these functions requires.

Functions should be displayed in an organized way, and graphics may be used, as long as the graphics reflect the relationships between functions and not the design of the system.

2.3 User Characteristics

The general characteristics of the users of the product, including educational level, experience, and technical expertise.

2.4 Restrictions

The system will not allow the interaction of 3rd persons that are not the fashion designer manager

2.5 Assumptions and Dependencies

This subsection of the ERS will describe those factors which, if they change, may affect the requirements. For example, the requirements may assume a certain organization of certain business units, or they may assume that the system will run on a certain operating system. If such details change in the organization of the company, or if certain technical details change, such as the operating system, it may be necessary to review and change the requirements.

2.6 Future Requirements

An interaction pair to pair with the clients would be excellent to maximize the productivity and use of the system, but for this is needed to convince the client to download an app or to enter a web site.

3. Specific Requirements

- Add order
- Edit Order
- See deadlines
- Show Catalogue
- Edit Catalogue
- Delete Order

3.1 External Interfaces

- The requirements that affect the user interface, interface with other systems (hardware and software) and communication interfaces will be described.

3.2 Functions

3.2.1 Register Information

Use Case Name:	Create Orders
Identifier:	REQ-01
Description:	The Fashion designer can create orders.
Goal:	Optimize order creation
Status:	Active
Version:	1.0
Autor:	Miguel Gutiérrez, Erick Lasluisa, Luis Orozco, Jonathan Quituisaca
Creation date:	23/11/2022
Modified date:	26/12/2022
Pre conditions:	The system must request the data from the clients.

Basic Flow:	The designer enters the system and goes to the option create order, then enters the client data and saves them.
Actor	System
User:	<ol style="list-style-type: none"> 1. Enter the clients data. 2. Information is saved in a database. 3. Continue with the stablished Flow of the system.
Alternative Flow:	If the data isn't entered, the button "save" Will not be active.
Post Conditions:	Once the order is created, the designer can add the measurement of the clients.

3.2.2 Check Deadlines

Use Case Name:	Check Deadlines
Identifier:	REQ-02
Description:	The Fashion designer can check for deadlines.
Goal:	Optimize time managment of the designer
Status:	In progress
Version:	-
Autor:	Miguel Gutiérrez, Erick Lasluisa, Luis Orozco, Jonathan Quituisaca
Creation date:	-
Modified date:	-
Pre conditions:	The system must show the ordest nearest to be delivered.
Basic Flow:	The designer press the "Check" button and a table with the nearest orders to be delivered should appear.
Actor	System

User:	<ol style="list-style-type: none"> 1. Press “Check” button. 2. Orders displayed in a table. 3. Continue with the established Flow of the system.
Alternative Flow:	-
Post Conditions:	-

3.3. Performance Requirements

- The system will only be used by one person, so it has to be fast, have no delays and functions as good and properly as a notebook.
- Information would be saved in the datacenter and this should be compiled and showed the faster way to the customer in order to improve the productivity of the store

3.4 Design Constraints

- Anything that restricts the decisions related to the design of the application: Restrictions of other standards, hardware limitations, etc.

3.5 System Attributes

- The quality attributes (the “ilities”) of the system will be detailed: Reliability, maintainability, portability, and, very importantly, security. It should be specified what types of user are authorized, or not, to perform certain tasks, and how the security mechanisms will be implemented (for example, by means of a login and a password).

3.6. Other requirements

- To get a notification when the deadlines are close.

4. Appendices