FURPS:

Functionality:

* Buy Washcard
* Buy Washtype
* Admin - view Stats
* Recharge Washcard

Usabillity:

* Reciept

Reliabillity:

* Error command

Perfomance:

* Count number of washes

Supportabillity:



Implementation:



Interface:

Operations:

Packaging:

Legal:

* Godkendt handel

Use Cases:

UC#1: Accessing machine

Actor: Costumer

MSS:

The mahcine asks the costumer to choose:

* 1: Buy Washtype
  + If they choose 1, the machine runs the buy washtype.
* 2: Buy Washcard
  + If they choose 2, the machine runs the buy washcard.
* 3: Recharge
  + If they choose 3, the machine runs recharge washcard.
* 4: Exit
  + The system exits.
* 5: Admin/owner

Use Cases:

UC#2: Buy washtype

Actor: Costumer

MSS:

The costumer inserts his Washcard and enter his code. The machine gives the costumer options for wash types. The costumer select which, and the machine accept, remove amount from wash card, and begin the wash.

1. IF the customer dont have enough money, the machine ask if the costumer wants to recharge
2. IF costumer don't choose the machine resets back to Main menu

Use Cases:

UC#3: Buy Washcard

Actor: Costumer

MSS:

IF: The costumer chose to create a washcard, the machine asks the cosutmer to give personal info and then it sends the info, with a random generated number to the person. The costumer enter amount of money (Max 1000kr.) The machine asks the costumer if they want to buy a wash.

Use Cases:

UC#4: Recharge card

Actor: Customer

MSS:

If costumer chooses Recharge, the machine runs the payment method. The costumer deposits an amount, and the system then resets to costumer layout.