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Phase 1

12/10/2023

Project Description

1. INTRODUCTION

In these days, organizations of all types grapple with the ongoing challenge of providing secure storage solutions for their members. LOCKIFY is the innovative solution tailored for organizations, simplifying locker management by utilizing a user-friendly, integrated ID system. With this approach, unique identification credentials are employed both within the organization and for locker access. This ensures a unified and secure experience for users, with seamless integration into the organization's existing systems. Moreover, the app allows users to conveniently check the availability of lockers. Users can now verify whether a locker is available or not, enhancing usability and convenience.

2. PROJECT GOAL

LOCKIFY aims to enhance practicality and usability by offering an app that allows users to easily check the availability of lockers. The project seeks to simplify and improve the locker management process, eventually providing organizations with a more efficient and secure way to meet the storage needs of their members.

3. PROJECT OBJECTIVES

In order to achieve the main goal of LOCKIFY, we have to perform the following objectives:

1. provide users with a convenient and hassle-free solution for temporary storage by offering an easy-to-use app to find, rent, and manage lockers.
2. prioritize the security and safety of users' belongings. The app ensures that the lockers provided are secure and equipped with reliable locking mechanisms.
3. endeavors to streamline the process of locker rental and management, reducing time and effort for both users and organizations. It aims to offer a seamless experience from locker selection and rental to access and return.
4. strive to offer flexible storage options to cater to the diverse needs of users. This can include short-term rentals, different locker sizes, and customizable rental durations.
5. provide an intuitive and user-friendly interface, making it easy for users

to navigate, search for lockers, make reservations, and access their rented lockers.

6. expand our service coverage to reach more locations and establish partnerships with organizations such as educational institutions, fitness centers, or event venues. This allows for a wider user base and greater convenience for users in different areas.

4. TARGET USERS

The targeted users of LOCKIFY are Individuals in Need of Temporary Storage, such as College Students or Gym goers. Organizations can also benefit from the app, such as Educational Institutions like Schools, colleges, and universities. And also, Fitness Centers and Gyms or Event Venues or Hospitality Industry.

5. PROJECT OUTCOMES

1-An IOS and Android application developed using flutter and it supports Arabic and English languages.

2- Increase the total storage capacity of members by 20%.

3- Implementing educational programs for members, including instructions for keeping tanks clean and safe.

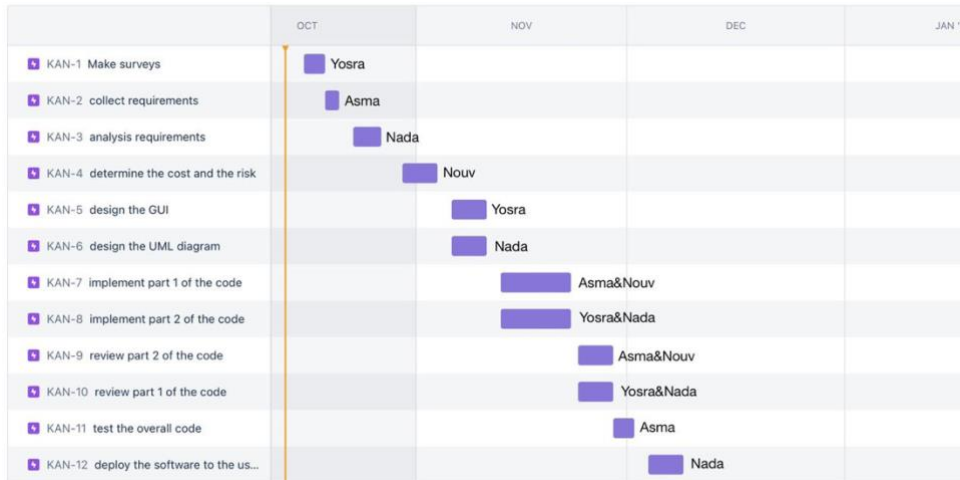
4- By optimizing locker allocation and maintenance, organizations can reduce operating costs.

5- LOCKIFY app makes it easier for users to manage their lockers, check availability and receive notifications about locker-related updates.

6- Increase profit by 15% by renting lockers to members.

6. PROJECT PLAN

LOCKIFY project include 4 members, and it will cost approximatly 55,000 SAR. Starting the plan at 16 Oct until we finish at 8 Dec.¹²



7. CONCLUSION

In conclusion, the application of lockers for members in a organizations setting offers a wide range of benefits and contributes significantly to the overall members experience. The provision of lockers in organizations empowers members in various ways. It enables them to store personal belongings, reducing the burden of carrying heavy loads throughout the day. Furthermore, lockers promote a sense of security and privacy for members, organizations can implement reservation systems or efficient locker allocation methods to meet the diverse needs of their members population.

Phase 2

2/11/2023

8. FUNCTIONAL REQUIREMENTS

User's Functional Requirements

1. The user shall be able to register using his/her name, organization's ID number, mobile number, email address, and password.
2. The user shall be able to login using his/her ID number and password.
3. The user shall be able to search for available lockers.
4. The user shall be able to view locker details.
5. The user shall be able to reserve locker.
6. The user shall be able to set the duration of the locker reservation.
7. The user shall be able to view his/her specific locker location.
8. The user shall be able to view his/her profile information (full name, id number, mobile number, email, and recently booked lockers).
9. The user shall be able to receive notifications.
10. The user shall be able to pay via Visa/Mastercard payment systems.
11. The user shall be able to modify (time, location) on his/her reservation.
12. The user shall be able to provide feedback on their locker experience.
13. The user shall be able to report any issues encountered.
14. The user shall be able to reset his/her password.
15. The user shall be able to logout of his/her account.
16. The user shall be able to delete their account.

Organization's Functional Requirements

18. The organization shall be able to register using the organizations name, id number, official email, region, city, username, and password.
19. The organization shall be able to login using the organizations username and password.
20. The organization shall be able to determine the available lockers.
21. The organization shall be able to view the information about the specific locker reserver.
22. The organization shall be able to cancel a user's reservation for a specific locker.
23. The organization shall be able to reset their password.
24. The organization shall be able to log out of their account.
25. The organization shall be able to delete their account.

9. NON-FUNCTIONAL REQUIREMENTS

Quality Factor	Nonfunctional Requirement
Correctness	1. The system shall respond to user requests within less than 3 seconds.
Accessibility	2. The system shall support both English and Arabic languages.
Reliability	3. The system shall be able to restore service in case of a failure in less than 30 minutes. 4. The system must have a failure rate less than one per million cases.
Reusability	5. The login function in the application can be reused for the development of other systems.
Integrity	6. The application shall send an OTP (one time password) to the user upon logging in.
Usability	7. The user shall be able to register within two minutes. 8. New users shall be able to learn how to use the system within 15 minutes.
Portability	9. The system can run on future iOS/Android versions without changing the behavior of applications.
flexibility	10. The system must adapt with at least 4 of 5 changed requirements.
efficiency	11. The system should support a minimum of 100 locker access requests per minute. 12. The application should not consume more than 100 MB of RAM per user session.

10. REFERENCES

- 1- [Collaboration software for software, IT and business teams \(atlassian.com\)](https://atlassian.com)