**Vision and Scope**

**For**

**Mobile POS**

Prepared by BBAF Team

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**Revision History**

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| Name | Date | Reason For Change |
| BBAF Team | 08/09/2013 | Start a project. |

**1. Background, Requirements and Opportunity**

In form of a store, businesses these days must find a way to provide their services to it’s best, while making a lot of profit and avoid any mistakes. However, manually managing a business that grows bigger has it’s limit, and we need a better tool to help us in this process. POS is one of the suited tool for this kind of circumstance. And we aim to build a mobile POS to provide a bigger opportunity for any business, from small to large, in need of a helping hand.

**1 1. Background**

Looking back at its core, a Point-of-Sale is a system for any business that provide services in form of selling various products. Any standard POS requires some expertises and hardwares such as a technician and his computer. Because of this, installing a POS for a business might be harder than it looks, and this leads to the smaller-sized store being distrust with the POS. Still, living in this century where smartphone takes bigger role in our life, we thought developing a mobile POS could make a new possibility for anyone in needs of POS.

**1.2. Opportunity**

As introduced above, we aim to create a new opening for those stores. Most problem of the business is that they aren’t sure about the POS. They don’t know whether this system is going to make them more money, or cost them more. Installing a fully-equipped POS will cost a lot. To make it more simple, why bother buying a new computer for your store when you have your own mobile phone or tablet to help you selling things easier? This is where our project fits in. Additionally, many businesses might also think about setting up their stores outdoor and make a sale in the other place to spread out their products, and they occasionally can’t take their POS with them. A mobile POS will come in place where portability is a must.

**1.3. Business Objectives and Success Criteria**

Having a mobile POS installed in their branch, looking at the overall view, a mobile POS is usually much better for the outcomes of the business, and has advantage in form of portability. To give a better view of how portability would help, for example, the owner wants to hold up an event to spread the company’s products outdoors, but he can’t because his POS is installed and bound only to his main place. Mobile POS will make a business runs easier in the environment where the capability is lower than their usual location. For our project to be successful, it must has an answer to the questions such as “Can we sell this product outside our area?” or “Will this tool help us make more money?”, which is, definitely, yes.

**1.4. Customer or Market Needs**

Actually we can’t really conclude what market needs right now. We just predict how customer acts at the present time, and we saw an opening for a Mobile POS. They need a reliable system that they can bring with anywhere, and working anyhow. Maybe not exactly a mobile point-of-sale, they just need something that is more portable than their usual machine, and it must work the same way as well.

**1.5 Risks**

Most important risk about this project is that we are low-experienced android application programmer. We haven’t work on a full scale mobile application project before. Other than that, we also don’t have our own mobile lab. We work only with our personal laptops and our own mobile device to test and debug the project. Still, it is a risk worth trying for. On the other hand, the business itself might not gain interest in our project if we to release this without cautious.

**2.Vision of the Solution**

This section of the document will covers every visions of our project. The project will be a solution to many of the problems that has been addressed before in the section above. Most visions is a detailed information of how our project will work, how it will look like, and how could it be a solution to the business.

**2.1 Vision Statement**

POS includes core features, making a sale, record sales, making a receipt in digital form, establish connection to an inventory system, run on Android 4.1 Jellybeans and below. POS doesn’t support a barcode reading process for now. The user interface involves many buttons in square shape with the product detail and price. Details consist of product identity number, category it belongs to, and version or color. The customer who owns this POS can edit the interface themselves, by adding a new item to the inventory, they can assign that item to one of the buttons to make that button do the sales for each of that item. POS consists of an inventory. The inventory can store many types of items, and can arrange them in alphabetical order. Customer can add and remove items in inventory to their own needs. The mock up of the project will be included in this document.

**2.2 Major Features**

- Inventory system.

- Making sales.

- Record sales in a built-in ledger.

- Making receipts in digital form.

- Establish connection to the inventory system.

- Simple user interface anyone can easily use without technical expertise.

**2.3 Assumptions and Dependencies**

- A customer comes with a product. The POS do the sale of that product, showing price, and showing change when the sale is complete. The receipt will be shown on the screen. That item number of available will be decrease from the inventory.

- An administrator wants to add another item to the one of the category. The inventory screen show all of the category available, the administrator chose one of the category, select adding a product type to it and type in information including name, identity number, and amounts available.

**3. Scope and Limitations**

This will include our scope of the initial release, and the subsequent release, which will be addressed in detail below.

**3.1 Scope of Initial Release**

- Fully functional system to making a simple sale.

**3.2 Scope of Subsequent Release**

- Inventory system.

- Receipt that record sales.

**4. Business Context**

**4.1. Stakeholder Profiles**

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| **Stakeholder** | **Major Value** | **Attitudes** | **Major Interests** | **Constraints** |
| Owner | increased revenue | see product as avenue to increase market share | richer feature set than competitors; time to market | maximum budget ฿ 3M |
| Seller | fewer errors in work | highly receptive, but expect high usability | automatic error correction; high reliability; less mistake | must run on low-end workstation; |
| Programmer | quick access to data | increase usability of the program; maintain the system. | ability to handle larger database than current system; easy to learn | some stresses |

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**4.2. Operating Environment**

Our system will be installed on an android device and the server may be designed on window. The server should be connected to the mobile POS anytime so the owner can access them freely while using it. The server should be able to handle more than 5,000 users at normal state and it should be able to store the information from all users.

**5. References**

*http://mobilepointofsale.org/*

Quick introduce to mobile POS

<http://en.wikipedia.org/wiki/Point_of_sale>

History of POS

*http://computer.howstuffworks.com/point-of-sale-mobile.htm*

How are point-of-sale systems going mobile?