Software Requirements Specification

for

Food Delivery/Order System

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0. Preface:

This document presents a detailed explanation of the objectives, features, user interface and application of the Food Delivery system in real life. It will also describe how the system will perform and under which conditions it must operate. Both the stakeholders and the developers of the system can benefit from this document.

1. Introduction:

This section of the Software Requirements Specification (SRS) document provides the overview of the Food Delivery System specifically the systems context, scope, problem specifications and overview of the whole document and its structure.

1.1 Context:

- This document aims to capture the system requirements and features particularly related to ordering food.
- This document is intended to be used by the members of the project team that will implement and verify the correct functioning of the system.
- Unless otherwise noted, all requirements specified here are high priority and committed for release 1.0.

1.2 Problem Specification:

- In conventional cake stores and coffee shops, a static menu is utilized to show the available food and beverage choices to customers.
- These menus are generally paper based and therefore impose restrictions on the prices available and a responsibility to update them.
- This suggests the requirements for a restaurant paper menu and ordering replacement strategy to alleviate the problems associated with the current method.

1.3 Scope:

- Three related concepts are encompassed by the general scope of the Restaurant Menu and Ordering System.
- The first pertains to the replacement of paper-based menus using an electronic format
- the second relates to a complementary electronic strategy for the front of house handling of a customer's order
- the third surrounds the process of transferring said electronic orders to the kitchen for preparation.
- It should be noted that while the suggested strategy incorporates the use of various hardware components, the primary focus of the presented SRS relates to the constituent software elements.

1.4 Overview of the document and its structure:

- PREFACE
- INTRODUCTION
    - Context
    - Problem Specification
    - Scope
    - Overview of the document and its structure
- GENERAL DESCRIPTION
    - Workflow
    - Use case
    - Overall description of the software product.
- FUNCTIONAL REQUIREMENTS
- INTERFACE REQUIREMENTS
- PERFORMANCE REQUIREMENTS
- DESIGN CONSTRAINTS
- NON - FUNCTIONAL REQUIREMENTS AND ITS MEASURES
- SCHEDULE AND BUDGET ESTIMATES

General description

- Workflow: The user can add multiple items in the cart from a variety of items from the menu. The user is allowed to edit the items added in the cart or discard them. After that, the user is provided an option to place the order and prompted to confirm it and later fill in the details like name, delivery address,etc.The food delivery will take place and the user will

make payment by cash on delivery mode.The user can also book a table at the restaurant at a specific time. And an enquiry/feedback form is also provided in-case the user has any queries.

- Use case:
    1. Customer use-case: The customer can order food and make payment using cash on delivery mode.
    2. Chef use-case:The chef can prepare the food as ordered by the customer.
    3. Delivery man use-case: The delivery man will deliver the food to the location entered by the customer.
- Overall description of the software product: The web application is designed to be easy to use for all kinds of users for ordering food to their doorsteps all the while focussing on user interface aesthetics and appropriateness recognizability under the usability quality attribute and compatibility quality attribute of ISO 25000.

Functional requirements:

- Food order via webapp: User can order food with the app but it needs wifi connection.
- Order confirmation: User will receive a prompt showing their order has been confirmed.
- Address: User will be asked the address to which they want the delivery to happen.
- Payment: Users will have to make payment via cash on delivery mode.

Interface requirements:

- User Interfaces The user interface will be implemented using any desktop or smartphone browser. This interface will be user friendly and aesthetically pleasing.
- GUI and keyboard based interface for desktop or touch based for smartphone.
- Users will be provided with buttons to select dishes/edit their carts/place and confirm orders and input fields for inputting their address and personal information.

Performance requirements:

- The product will take initial load time.
- The performance will depend upon hardware components and internet connectivity.

Design constraints:

- The product is compatible with desktop,smartphones and tablets using web browsers.
- The product is user friendly and can be used by any age groups.
- The product does not provide accessibility for specially-abled people.

Non functional requirements:

- The product focuses on making the user-interface aesthetically pleasing and easily operable.
- The UI design measures are:
    I. Place users in control of the interface
    II. Make it comfortable to interact with a product
    III. Reduce cognitive load
    IV. Make user interfaces consistent

Schedule and budget estimates:

- Schedule:
  Research and planning:
    1. Research and planning: 3/18 - Priyansh
    2. Deciding food items and locations to serve: 3/19- Praneet

  Designing:
    1. Wireframing and low-fidelity design: 3/20 - 3/21 - Priyansh
    2. Prototype: 3/22 - 3/23 - Priyansh
    3. High fidelity design - 3/23-3/25 - Praneet
    4. Feedback- 3/25 - Praneet

  Development:

1. Development phase 1 and review: 3/26 - 4/10 - Priyansh and Praneet
2. Development phase 2 and review: 4/11 - 4/22 - Priyansh and Praneet

Testing and Implementation:

1. Testing and Implementation: 4/23 - 4/26- priyansh and Praneet
2. Revisions: 4/27 - 4/28 - Priyansh and Praneet

Deployment and maintenance:

1. Deployment: 4/29 - 5/2 - Praneet and Priyansh
2. Maintenance: 5/2 - Praneet and Priyansh

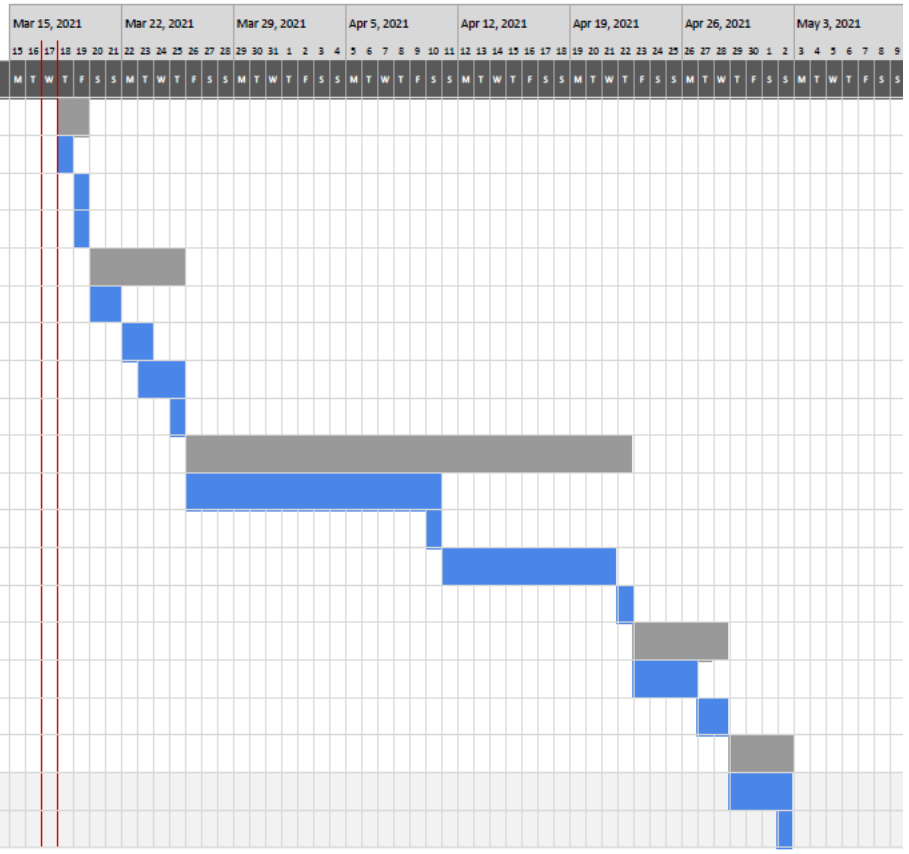
SE Project

Priyansh(B19CSE067), Praneet Thakur(B19CSE066)

Starting date: Thu, 3/18/2021

Display week: 1

TASK	ASSIGNED TO	PROGRESS	START	END
Research and Planning				
Research and Planning	Priyansh	0	3/18/21	3/18/21
Deciding food items and prices	Praneet	0	3/19/21	3/19/21
Deciding locations to serve	Praneet	0	3/19/21	3/19/21
Designing				
Wireframing- Low fidelity design	Priyansh	0	3/20/21	3/21/21
Prototype	Priyansh	0	3/22/21	3/23/21
High Fidelity design	Praneet	0	3/23/21	3/25/21
Feedback	Praneet	0	3/25/21	3/25/21
Development				
Development phase 1(front-end)	Priyansh & Praneet	0	3/26/21	4/10/21
Review	Priyansh	0	4/10/21	4/10/21
Development phase 2 (back-end)	Priyansh & Praneet	0	4/11/21	4/22/21
Review	Praneet	0	4/22/21	4/22/21
Testing & Implementation				
Testing & Implementation	Priyansh & Praneet	0	4/23/21	4/26/21
Revisions	Priyansh & Praneet	0	4/27/21	4/28/21
Deployment & Maintenance				
Deployment/Feature complete	Priyansh & Praneet	0	4/29/21	5/2/21
Maintenance	Priyansh & Praneet	0	5/2/21	5/2/21



- Budget estimate:
  - Project duration:10 weeks
  - 2 programmers: 5 lacs each
  - 1 designer: 10 lacs
  - 1 project manager: 12.5 lacs ,Total budget: 32.5 lacs