**Software Requirement Specification**

**for**

**Online shopping system**

1. Introduction
   1. Purpose

Online shopping system is intended to help the user to buy toy products form internet. The purpose of this document is related to QA testers and developers. It will serve as a guide to everyone, who is responsible to the project. It should give all of the staff the necessary information to develop and test the software and what can and cannot the system do. Also it will show the behavior and reaction of the system due to external interaction.

* 1. Scope

This document contains a complex description of the functionality of the online shopping system. We describe what features will be in the scope of the software and what are not in the scope of software. We divide project in two parts – GUI section and APS for local editor (hereinafter called administrator or admin).

**In scope:**

* Login system in GUI section – which include many use cases for login into website and have an access for buying toys, accessories and other stuffs. It should be simple, with hidden letters for password.
* Login system in APS – which include many use cases for login into administration panel and have access for upload products, pictures of products, shipping details etc. It should be simple too, in the right corner of monitor with hidden letters or numbers for password.
* Discovering items in GUI section – searching tools. Discovering how to find products by name in searching tool. The product should be found by typing the first three letters from it`s name. The product should be seen with picture.
* Adding and removing products from wish list section. - Misho
* Upload products in APS – Uploading products in APS by name, description, size, pictures and quantity
* Shopping products from GUI section – ways for shopping a chosen product and add it into the basket.
* Delivery in GUI section - the way of delivery by writing information from website page – name, town, email, phone, and choosing where and when exactly to deliver a product. One way for payment – only when the product is shipped to certain address. – Test case and Use case (Nevena)

**Out of scope:**

* Design of online shopping website
* Blog of the site
* Discount of products in site
* Mobile version of website
  1. Definitions:
* APS – Admin Panel System
* GUI - Graphical User Interface
* Admin – administrator, editor
* OSS – Online shopping system
  1. System Overview:

The rest of the SRS is organized as follows:

Section 2 is overall description. There is a diagram, which show the two main roles in SRS – admin and user. Section 3 gives us functional requirements and use cases for admin. Section 3 gives us functional requirements and use cases for user. Section 5 gives us performance requirements and finally – in section 6 there will be some diagrams, called “users screens”.

1. Overall Description:

2.1 System Environment

Web shop

Adminpanel

(Admin) (User, client)

OSS

***Figure 1: System Environment***

This is environment system of OSS. There are two roles in the OSS - admin has access to administration tool and web shop. User or client has access only to web shop, where he/she can look at, choose and buy items.

3. Functional requirement specifications

3.1 Use cases

3.1.1 Use Case 1 (Accessing the system)

The system is accessed through the internet from its initial URL. It loads all existing features as tabs above the main logo and as categories under the main logo. Those, which are above the logo includes tabs my account, blog, wishlist, my basket, order and login. The other categories are located under the logo and they are describing the product types in the OSS. The top products are shown in separated boxes. They must be six per page. They are ordered by the admin’s choice. On the right side of the start page are located the “My basket” and the promotion tabs. Just between the two lines of tabs on the top, the search option is located. Also, there must be six tabs at the bottom of the start page – for us, deliveries, policy, map site, popular phrases and contacts.

3.1.1.2. If the user is logged in, the start page looks a little bit different with some extra tabs and options. Instead of log in tab, an exit tab occurs. A greeting “Hello, (username)” is printed just above the exit tab. In the right there is a tab with last viewed products. Beneath the six-per-page shown products, five additional recently viewed products shall occur, when viewed from the user.

3.1.2. Use Case 2 (Loading a category)

Once a category is clicked items from these category are rendered, including a photo on the center, an item name, description and additional information. A price in Bulgarian currency is based under the photo, while the information is over the photo. Under the price there shall be three additional options on three separate lines – add to basket (white text in orange colored box), add to wishlist, written with blue and add to compare, with dark text. There must be twelve items on page. User can choose the quantity of products per page from 12, 24 and 36, and can sort them by position, name and price. Those options are located under the last three items, where are located the pages with items. The number of pages depends on the number of items per page chosen by the user.

3.1.2.1. The user can choose a subcategory when putting the cursor on one of the categories, without clicking on it. A droplist with subcategories must appear under the category with mouse cursor on it.

3.1.3. Use case 3 (Items promotion)

The promotion box is located in the right at the page. The promoted price should be shown in purple color in bulgarian currency. The text describing the promotion should be in orange.

3.1.4. Use case 4 (Adding to cart)

There will be a shopping basket, where the user, no matter registered or not, may add the desirable products and buy it. The shopping basket possess three more options in the items list. Continue shopping, actualization of the basket and empty the basket, which respectively removes from the basket the current item. The shopping basket should be accessed from the header menu or the user can add certain item to it by clicking the add to basket button under the item picture. Once an item is added into the shopping basket, it stays there with the price taken in the time of adding. For instance, an active promotion might end in between the adding to cart and checking out the cart, but the item is bought with the active promotion. The grid view in the shopping cart follows the standards from the category list view. Photo - information – price – quantity – subtotal and a bin icon. Clicking on the bin icon will remove the item from the basket. There should be a message for empty basket and checkout button the bottom, from where the user can continue browsing. If the customer does not checkout its cart for more than one hour, it should be cleared automatically.???

3.1.5. Use Case 5 (Administration)

Since the project is divided in two parts, thus an administration panel is required for the editor's purpose. The administration panel consist of the basic CRUD operations regarding the backend data, which are products and their respective metadata - categories, models and trades.???

3.1.6. Use case 6 (search options)

The search option is located next to the logo. It consists of white line, where the user can type characters and numbers. Black button with white text Search is sticked to the white line. The searching option should read characters from cyrillic and english alphabet. If there are matches a droplist shall occur containing the matched items.