

CLup - Customer Line-up

RASD **Requirement Analysis and Specification Document**

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xx-xx-2020

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1 Introduction

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1.1 Purpose

This document is the Requirement Analysis and Specification Document for the Customers Line-Up system. The purpose of this document is to describe the system focusing on scenarios, use cases, requirements and specifications, analyzing what the software will do, how it will be used and the constraints under which it will operate. This document is intended both for users and developers.

1.2 Scope

In recent times, it has become clear that avoiding gathering of groups of people in small spaces is critical for the safety of the population. During lockdowns some places become more crowded than others. This reason lead to the development of various solutions, all resulting roughly in restricting the capacity of a building, without having a real knowledge of the number of people inside (as often required by the law).

A definitive and well-articulated system is still missing, especially considering that most people aren't much tech-savvy, and especially elderly aren't familiar with the Internet. According to recent statistics¹, in Italy over 30% of the population has never used the Internet, in particular only the 10% of 75+ years old regularly use it; on the other hand many of those able to surf the web do it through a smartphone and lack digital skills.

The proposed system will focus on solving the problem posed by queues in front of groceries stores but it could be generalized for queues handling in multiple scenarios.

Customers Line-Up (CLup) is a system that allows supermarket managers to regulate the influx of people inside physical stores and giving customers a way to drastically reduce (or remove completely) the time spent waiting in a queue. The idea of CLup is being more akin to an open-source framework that can be adopted and improved, rather than it being a closed-source product.

This tool reaches the goal by offering a number of functionalities, including:

- access to the service via mobile app or website
- physical alternatives for people that do not have Internet access
- monitor and dynamically restrict the amount of people allowed in a store
- book a visit, notifying customers of any change in the schedule
- suggest alternative stores and/or time frames
- track the time spent in the store by customers to provide better estimate of waiting times

here we include an analysis of the world and of the shared phenomena

1.2.1 Current System

While there are already existing similar services, some are usually independent from store chains and therefore have limited functionalities. Notable examples are:

- *Ufirst* allows customers to virtually get a number and get notified when it's their turn, offers an app for store managers and a tablet app for totems where a customer without a smartphone can get a ticket. Stores are required to register to make use of the service.
- *FilaIndiana* allows customer to know how many people are in queue in front of a store by using GPS data from its userbase. Doesn't allow to book because it's independent from store chains. It's similar to what Google Maps offers with location-based crowd prediction.
- *QuandoSpesa* works similarly to *FilaIndiana*, but allows users to select a certain time slot that is guaranteed to be the less crowded for all the app users.

CLup is a service that supermarket chains can implement alongside their existing services. The system is as independent as possible from existing infrastructures, and it can be used with minimal setup.

¹<https://www.istat.it/it/archivio/216672>

1.2.2 Goals

- [G1] allow users to avoid crowds inside and outside the store
- [G2] allow users to save time
- [G3] allow managers to have control over the maximum number in a store
- [G4] allow managers to get insights on the behavior of the users
- [G5] allow managers to monitor the current status of the store

1.3 Definitions, Acronyms, Abbreviations

1.3.1 Definitions

- *Customer* (also *User* or *Visitor*): A person that intends to shop at a store.
- *Registered User*: A User that has registered an Account within the System.
- *System Manager*: A stakeholder (owner, employee, manager etc.) of the Store chain that can tweak the parameters of the System and access informations and statistics.
- *Account*: A reference to a specific User in the System, that allows to track the User across multiple visits.
- *Reservation* (or *Booking*): Arrangement made between a User and the System in which the System shall grant the User access to Store at the arranged time.
- *Visit*: The time frame in which the User enters the store, shops and exits.
- *Time slot*: The time at which a Customer with a Reservation is expected arrive at the store.
- *Store*: Any physical location (e.g.: building) where it is possible to utilize the System.
- *Totem*: A physical device with a touchscreen display that allows Customers to make a Reservation.

1.3.2 Acronyms

- RASD: Requirement Analysis and Specification Document.
- API: Application Programming Interface
- CLup: Customer Line-up

1.3.3 Abbreviations

- [Gn]: n-goal.
- [Dn]: n-domain assumption.
- [Rn]: n-functional requirement.

1.4 Revision History

1.5 Reference History

- Problem Specification Document: "Assignment AY 2020-21.pdf"
- <https://standards.ieee.org/standard/29148-2018.html>

1.6 Document Structure

The document is structured in three sections:

- In the *Introduction* we provide a brief explanation of the problem, what the proposed solution consist of and how it differs from existing systems, reference for used resources, language and revisions.
- In the second section, we provide an overall description of the product and its functions, with the help of scenarios to illustrate various situations. We also analyze the possible userbase of the service and then base assumptions and constraint upon them.
- In the third section we explain the more technical details by analyzing the software, hardware and user interfaces with the help of UML diagrams (sequence, activity) and mockups. We explore also aspects related to reliability, availability, security, maintainability and portability. We also analyze formally the proposed models with the help of the Alloy Tool.

2 Overall Description

2.1 Product Perspective

here we include scenarios and further details on the shared phenomena and a domain model (class diagrams and state charts)

Customers Line-Up is developed for both shop managers and customers. The intent is to provide functionalities adding value to the interactions between the two. Managers have access to a website that will help them to avoid large crowds inside and outside their stores, providing them with useful analytics. Customers may avoid queues by booking visits to stores via website or mobile application, and will be guided in selecting the best place and time. Customers must register an account in order to utilize the website or the mobile app. Customers who do not possess an Internet-connected device may still utilize the service via physical totems outside the stores.

The system will be developed from scratch, giving great flexibility and scalability. The privacy of the customers will be guaranteed according to the latest privacy related norms.

2.1.1 Scenarios

A. Customer with the mobile app arrives in time

Ian wants to buy groceries to make a cake. Ian uses CLup to get a ticket for the supermarket with the shortest queue in his area. The app provides Ian with an estimate on the travel time (by car or by foot) and the time of the reserved slot. Ian arrives at the supermarket in the correct time slot, scans a code generated by the app and is granted access the store. Once he pays for his groceries he scans again his code, so that he can increase the loyalty points associated with his store chain account.

B. Customer with no knowledge on the booking system

Pino is an elderly man. Pino knows nothing about Smartphones or Computers. Pino needs to buy a cake for his nephew's birthday party, so he decides to go to the local supermarket. When he arrives, he notices that the doors of the supermarket aren't opening. He reads the sign pointing him to a totem. As soon as he approaches the machine, the machine activates itself and starts speaking with a reassuring voice. The machine allows Pino to book a reservation to enter the store and instructs Pino on how to do so. As soon as the time is up, Pino places his ticket onto the reader beside the door of the store, and he is granted access.

C. Customer cancels the reservation

Luigi, after booking a visit to the store, remembers that he had a visit to the dentist at the same time. Since Luigi cares about others, he cancels his reservation, freeing up a time slot to be used by other customers.

D. Customer is unable to provide their code

Andrea books visit and reaches the store in time, but has forgot to charge his phone, which turns off as he pulls it out of his pocket in order to scan his code. Andrea goes at the totem, makes a new reservation, and receives a new code and a new time slot.

E. Manager adjusts the number of users allowed without reservation

Ada is a store manager that notices that most of the customers at her store are elderly and do not make use of the app. She also notices that very few customers actually use the app, and the system is reserving too many spots for customers using the app. She navigates to the web panel of the service, logs in with her credentials, and navigates to the correct section, then she increase the number of customers allowed without reservation. The system automatically decreases the number of customers allowed by booking with the app.

F. Store employee creates fast-line ticket for pregnant lady

The store manager has enabled a dedicated queue for pregnant ladies and people with disabilities Mark is the store employee assigned to control the flow at the entrance of the store. Laura is a pregnant lady that hasn't got a reservation, but she deserves a ticket for the dedicated queue (or even instant access if possible). Laura goes to Mark and asks him to provide her with a fast-line ticket. Mark uses his credential on the totem to create a special ticket and gives it to Laura. Laura enters the store with the provided ticket and is able to get the things that she needed.

2.2 Product Functions

The functions of Customer Line-Up can be clearly divided in two categories, based on the type of the stakeholder that is being addressed.

2.2.1 Manager functions

The manager is the owner of the store or store chain that is using the system. The functions targeted at the manager regard the management of the queue and the knowledge of statistics about the behavior of the clients. The system will let managers select the type of commercial exercise (whether single store or chain), manage independently every physical store, select the number of slots dedicated to reservation and the ones dedicated to a classical queue, as well as to create a high priority queue for special categories of people. At the same time the system will provide info about the number of people who are currently in a store, how the number of people changes over time and the average visit length.

2.2.2 Customer functions

The customer is the person who visits a store. The functions targeted at the customer regard the possibility of skipping queues. The system will let people book visits at specific time slots or queue up at the moment. If the user is in the queue, they will be updated live with their estimated time of entrance in the store. If the user has booked a visit, they will be notified immediately if the system realizes that their visit has become unfeasible and automatically assign a new time or, in the worst case, cancel completely the visit. The system will offer the possibility of creating an account and of logging in. Users using their personal accounts will be able to check their past history.

2.3 User Characteristics

Customers Line-Up is mainly aimed at essential and widely used services. Because of this its audience will be wide and diversified, and the system will be easy to use and accessible in several of ways, accounting in particular for people with disabilities or people who are not familiar with technology. On one side of the system there is the system manager (single or multiple), who will monitor how the system is used and obtain useful information. They are usually already familiar with other customer relationship managers and already know what to expect from a control panel. On the other side there is the customer, who uses the system in order to avoid boring lines and to prevent contact with others. The main categories of customer are:

- **Tech-friendly**

People who are familiar with modern technologies. They find it easy to navigate the menus of a complex application. They are able to use the system in an autonomous way and are the ones who will benefit the most from the more complex and advanced features.

- **Tech-unfriendly**

People who are not familiar with modern technologies. They have problems navigating complex application, and are more accustomed to talking to humans. They might need aid using the system or misuse the system. They benefit from a system designed around clarity and simplicity, or from different, easier ways of using the system. This category includes people with disabilities.

The objective of Customers Line-Up is to be as inclusive as possible, providing utilities targeted at all possible users.

2.4 Assumptions, Dependencies, and Constraints

2.4.1 Domain Assumptions

- [D1] The number of people in a store cannot go over a certain fixed amount
- [D2] If an user enters the store they will exit the store before it closes
- [D3] The system reliably counts the number of people entering and exiting the store
- [D4] The time of real operation of the store corresponds with the one registered in the system
- [D5] A customer cannot enter the store without using the system
- [D6] External software dependencies the system relies on always provide true data and never fail

Dobbiamo mettere
che ci sono i tornelli
o c'è una persona

rephrase

2.4.2 Dependencies

- The system requires access to a third party maps API.
- The system needs a third party API in order to send SMS to customers' phones.
- The mobile app shall be deployed on major mobile phones operating systems (Android, iOS).

- The website requires a modern browser (no legacy browser support).
- The application deployed on the totem has to be compatible with its operative system.

maybe it should be the web app?

2.4.3 Constraints

- The system shall be compliant to local laws and regulations, in particular users data should be treated according to the GDPR. This means that users should be always able to request their data.
- The system should in first place limit itself to collect only the necessary ones to function, such as the user telephone number.
- To better protect the users' sensitive information, such as their telephone number, their data should be encrypted.

3 Specific Requirements

Here we include more details on all aspects in Section 2 if they can be useful for the development team.

3.1 External Interface Requirements

3.1.1 User Interfaces

The application is designed to allow the customer to make a reservation for a certain hour or to register in the current queue of a supermarket. The first time the user opens the app, they are prompted to register for an account: they have to provide their mobile phone number (Fig. 1a), then they'll receive an SMS with a confirmation code (Fig. 1b) to insert. If the code inserted is the one sent to the phone number inserted in the first screen, the account creation is successful.

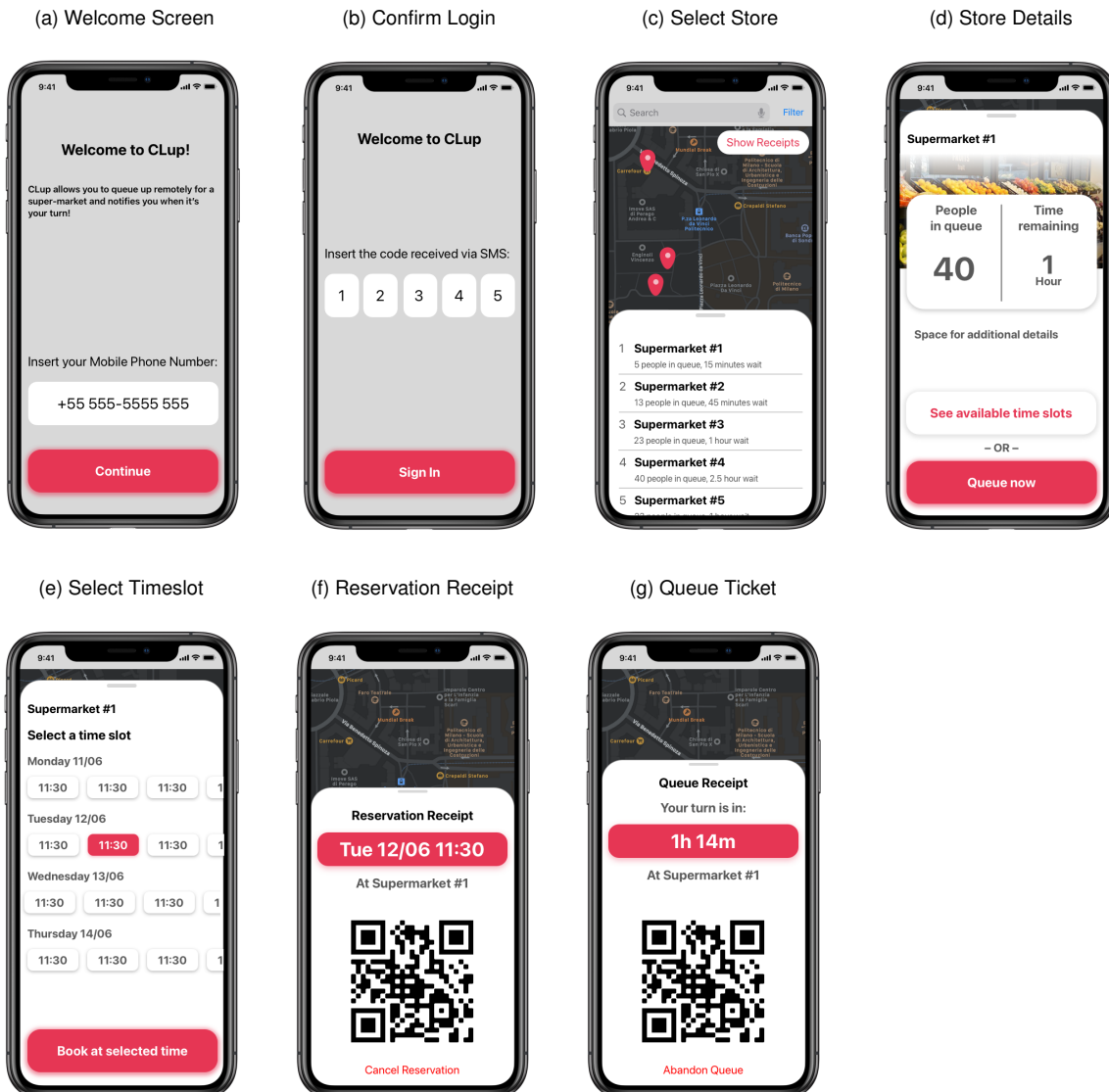
If the registration is successful, the user can immediately see a map (Fig 1c) with stores nearby their location (they might have to allow the app to receive their location through the OS API), otherwise they can manually search stores by typing an address. Stores are also listed by distance and queue length.

Upon selecting a store (Fig. 1d), the current number of people in queue is shown to the user, as well as the estimated waiting time in queue. They can choose to enter the queue as soon as possible, or to pick an available time slot.

If they choose to pick a time slot, they are shown a list of time slots sorted by day (Fig. 1e). Upon confirmation, the user receives a receipt (Fig. 1f) with the date and time of their reservation, and a QR code that they'll need to show when they present themselves at the store.

Should the customer queue for the first available time slot, then they will receive a similar receipt (Fig. 1g), that has a countdown of the time remaining in queue before their visit.

Figure 1: Mockup of the Application User Interface



3.1.2 Hardware Interfaces

To account for Customers without an Internet-connected device, an interactive totem (Fig. 2) with a touchscreen display should be made available at each store entrance. The totem is connected to Internet or the store local network. It mirrors the key features of the web application, but it doesn't require the customer to authenticate. Customers may reserve a time-slot, or enter the queue, but they won't be able to be notified of possible changes. The reservation receipt is printed and the customer must keep it until they're admitted to the store, otherwise they won't be able to enter.

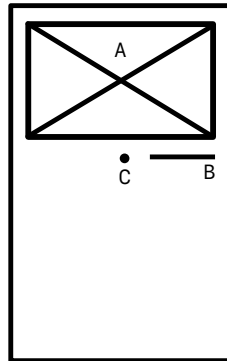


Figure 2: The totem interface: (A) is the touchscreen display, (B) is where the printed ticket is emitted, (C) is a proximity sensor that wakes the totem when a client is nearby.

3.1.3 Software Interfaces

3.1.4 Communication Interfaces

3.2 Functional Requirements

Definition of use case diagrams, use cases and associated sequence/activity diagrams, and mapping on requirements

- [R1] Allow a User to find Stores nearby a specified location.
- [R2] Allow a User to get in the virtual line.
- [R3] Allow a User to preview an estimate of the queue time.
- [R4] Allow a User to cancel their reservation.
- [R5] Allow a User to retrieve a scannable QR Code/Barcode that they must present in order to be granted access to a store.
- [R6] Allow a User to sign up for an Account after providing a mobile phone number.
- [R7] Allow a registered User to book a visit for themselves or for someone else to a specific store.
- [R8] The System notifies the Users affected by delay.
- [R9] The System postpones Users visits in case of a delay.
- [R10] The System enforces the limits on the allowed number of concurrent Customers inside a store.
- [R11] The System does not admit Users that arrive earlier, even if the current number of Customers isn't maximum.
- [R12] The System grants a User access only after the User's time of reservation.
- [R13] The System invalidates a User's reservation if they do not show up during a certain time interval.
- [R14] The System reserves a certain number of the allowed quote of customers for a special category of Users.
- [R15] The system grants priority access to Users without a reservation that show up at the store and are pregnant women, elderly or with disabilities.
- [R16] Allow System Managers to set a limit to the people allowed into the store at a time.

[R17] Allow System Managers to not provide the physical ticket option.

[R18] Allow System Managers to enable the functionality that allows customers to link their Account with Loyalty Program feature.

Goal	Requirements	Assumptions
G1	R1, R2, R3, R4, R5, R6	
G2	R3, R7, R8,	
G3	R5, R10	
G4		
G5		

3.2.1 Use Case: Sign Up

Name	Sign Up
Actors	Customer
Entry Condition	The unregistered Customer has installed the application on their device.
Event Flow	<ol style="list-style-type: none">1. The Customer opens the application.2. The Customer may read Privacy Policy and the Terms of Service by clicking on the respective links. If they create an account, it's implied that they accept them.3. The Customer enters their mobile phone number and taps "Continue".4. The Customer enters the received code via SMS and taps "Sign In".
Exit Condition	The Customer is now registered and they may utilize the application.
Exceptions	<ul style="list-style-type: none">• The Customer inputs invalid data.• The Customer doesn't fill the required data.
Notes	When an exception occurs, the user is informed by a human-readable message.

3.3 Performance Requirements

3.4 Design Constraints

3.4.1 Standards Compliance

3.4.2 Hardware Limitations

3.4.3 Any Other Constraint

3.5 Software System Attributes

3.5.1 Reliability

3.5.2 Availability

3.5.3 Security

3.5.4 Maintainability

3.5.5 Portability