THIS IS A SAMPLE FRD THAT I HAVE CREATED FOR PRACTICE

FUNCTIONAL REQUIREMENT DOCUMENT – for 10 min grocery App

Project Name	**Quick Basket**
Version	**2.9**
Date	**15 /09/2024**
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Introduction

Welcome to Quick Basket, your premier grocery website designed for convenience and efficiency. We understand that modern life can be demanding, which is why we have streamlined the process of ordering groceries, ensuring delivery in just 10 minutes. Whether you require fresh produce, snacks, or everyday essentials, our user-friendly platform allows for a quick and effortless shopping experience.
With Quick Basket, you can minimize the time spent on grocery shopping and maximize your time for what truly matters. Enjoy the convenience of having your groceries delivered swiftly, allowing you to focus on the things that enrich your life.

Purpose

The purpose of Quick Basket is to revolutionize the grocery shopping experience by providing a fast, efficient, and user-friendly platform for ordering everyday essentials. We aim to save our customers valuable time by ensuring that groceries can be delivered within just 10 minutes, allowing them to focus on what truly matters in their busy lives. By offering a wide selection of fresh produce, snacks, and household items, Quick Basket seeks to make grocery shopping not only convenient but also enjoyable, promoting a seamless integration of quality and speed in the daily routines of our users.

Scope

- **Rapid Delivery Service**: Ensure groceries are delivered to customers within 10 minutes of placing an order, enhancing convenience and efficiency.

- **Wide Product Selection**: Offer a diverse range of high-quality products, including fresh produce, snacks, and household essentials, to meet various customer needs.

- **User-Friendly Interface**: Develop an intuitive and accessible platform that simplifies the ordering process, making it easy for users of all ages to shop.

- **Personalized Shopping Experience**: Implement features such as customized recommendations and saved shopping lists to enhance user engagement and satisfaction.

Audience

- Busy Professional
- Parents
- Students
- Elderly Individual

2. User Stories

User Story 1

Title: Quick Order placement for Groceries

As a Busy Professional
I want quickly select and order groceries through the app
So that I can have my essential delivered in just 10 min without interrupting my busy schedule

Title: Real Time Order Tracking

As a Customer using the Quick Basket app
I want to track my grocery order in real time
So that I can know exactly when my delivery will arrive and plan my time accordingly

Acceptance Criteria

Acceptance Criteria for User Story 1

Product selection: user can browse and select items from a categorized list of available groceries

Checkout Process: The app provide a straightforward checkout process with minimal steps to complete order

Order Confirmation: user receives a confirmation notification with details of their order and an estimated delivery time of 10 min

Payment Options: The app support multiple payment method to facilitate smooth transaction

Acceptance Criteria for User Story 2

Order Tracking Interface: User can access a dedicated tracking page that display current status of order in real time

Egg – Order Received, Being Prepared and Out of Delivery

Live Location Update: The app provide a live location update for the delivery person

Notification: user receives push notification for key milestone in the delivery process

Estimated Arrival Time: The app must delivered an estimated arrival time that adjust based on delivery person progress

3. Non-Functional Requirements

Non-Functional Requirements for the EAM System

- **Performance:** The app must be able to process and display order tracking information within 2 seconds to ensure a smooth user experience.
- **Scalability:** The system should support at least 10,000 concurrent users during peak hours without performance degradation.
- **Availability:** The application must maintain an uptime of 99.9%, ensuring users can access order tracking at any time.
- **Security:** The app must implement strong encryption protocols for user data and payment information to protect against unauthorized access and breaches.

3. Assumptions and Dependencies

Assumptions:

- **User Familiarity**: Users are familiar with smartphone navigation and can easily use the app.
- **Stable Internet Connection**: Users have access to a stable internet connection for real-time updates.
- **Delivery Personnel Availability**: Sufficient delivery personnel are available to meet the 10-minute delivery promise.

Dependencies:

- **Payment Gateway**: The app relies on a third-party payment service for secure transactions.
- **GPS Services**: Accurate GPS and mapping services are needed for real-time tracking of deliveries.
- **Inventory System**: The app depends on a real-time inventory management system to display available products.

Appendix

A. Glossary of Terms

- **User Interface (UI)**: The visual elements of the app that users interact with.
- **Real-Time Tracking**: A feature that shows the current location and status of an order.
- **Payment Gateway**: A service that processes secure online payments.
- **Inventory Management System**: A system that tracks stock levels of grocery items.
- **Push Notifications**: Alerts sent to users about order updates or promotions.
- **Delivery Personnel**: Individuals responsible for delivering groceries to customers.
- **Performance**: The speed and efficiency of the app.
- **Scalability**: The app's ability to handle more users without performance issues.
- **Encryption**: A security method that protects data from unauthorized access.
- **User Experience (UX)**: The overall satisfaction a user has while using the app.

Stakeholder

- **Maintenance Manager**: Primary user responsible for overseeing asset management.
- **Customer : Individuals who use the app to order groceries**
- **IT Staff:** Responsible for system implementation and support.
- **Marketing Team** : responsible for promoting the app and attracting new users

Project Timeline

Phase	Name	Start Date	End Date
1	Requirement Gathering	**01/ 10/2024**	**15/10/2024**
2	System Development	**16/10/2024**	**15/12/2024**
3	System Launch	**16/12/2024**	**5/01/2024**
4	User Training and Aftersales Support	**8/01/2024**	**Onwards**

E. Contact Information

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- **Training Coordinator**: Emily Johnson, emily.johnson@example.com, (555) 555-1212

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