Software Requirements Specification

Version 1

1. Overview  
     
   1.1 Introduction  
   The purpose of this document is to provide a detailed description of the requirements for the Food Ordering Mobile Application. This application will allow users to browse different food shops, place orders, make payments, and receive confirmation receipts. Additionally, the application will provide the functionality to notify users when their order is ready.  
     
   1.2 Scope  
   The Food Ordering Mobile Application will be a platform for users to easily browse and order food from different shops. The application will include the Shop category, Place Order, ETD, Payment Gateway, Confirmation Receipt, notify when order is ready functionalities.
2. Functional Requirements  
     
   2.1 Shop Category  
   The application should display different shops based on their category, such as fast food, Chinese food, Italian food, etc. The user should be able to select a shop from the available categories and browse the menu.  
     
   2.2 Place Order  
   The user should be able to browse the menu of the selected shop and select the items they want to order. The application should display the total cost of the order and allow the user to add or remove items before confirming the order  
     
   2.3 Estimated Time of Delivery  
   The application should provide an estimated time of delivery based on the user's location and the shop's location. The ETD should be displayed to the user before they confirm the order.  
     
   2.4 Payment Gateway  
   The application should provide a secure payment gateway for users to make payments. The user should be able to select their preferred payment method, such as credit card or PayPal, and provide the necessary details.  
     
     
   2.5 Confirmation Receipt  
   The application should generate a confirmation receipt for each order. The receipt should include the details of the order, such as the items ordered, the total cost, and the estimated time of delivery.  
     
   2.6 Notify when Order is ready  
   The application should provide the functionality to notify users when their order is ready. The user should receive a notification on their mobile device when their order is ready for pickup.
3. Non-Functional Requirements  
     
   3.1 Performance  
   The application should be able to handle a large number of users simultaneously without any performance issues. The response time for each action should be less than 2 seconds.  
     
   3.2 Security  
   The application should provide a secure environment for users to make payments. The payment gateway should use encryption to protect the user's payment details.  
     
   3.3 User Interface  
   The application should have a user-friendly interface that is easy to navigate. The text and images should be easy to read and understand.  
     
   3.4 Compatibility  
   The application will be compatible with different mobile devices and operating systems.  
     
   3.5 Scalability  
   The application should be able to handle a large number of users.
4. Dependencies  
     
   4.1 The application will depend on the availability of products and their inventory.  
     
   4.2 The application will require an internet connection to function properly.   
     
   4.3 The application will require integration with a three-party payment gateway service.
5. Conclusion  
   This SRS describes the functional and not functional requirements of a mobile application that enables users to shop from categories, place order, make payment, receive confirmation receipt, and notify when order is ready. The users can experience user friendly interface, have fast response time, and can be compatible with different mobile devices.