

Requirements of software

Project: Software to control the use of table games in the fast-food restaurant “ni ton ni son”.

1. Introduction

This document is a software requirement specification for the system which control the use of table games. This specification has been structured based on the guidelines given for the standard IEEE Recommended practice for software requirements specifications ANSI/IEEE 830, 1998.

1.1 Purpose

The present document has as purpose define the functional specifications, nonfunctional requirements for the development of a software which controls the use of each table game that the restaurant owns. It will be use for all the costumers of the restaurant to register who is using the table game.

1.2 Scope

This software is made for the all the costumers that go to the restaurant, for a good organization in the use of the table games which will help to know if a table game is already being used by someone else, if the table game is free and to know if it has any damage.

1.3 Personnel involved

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1.4 Abstract

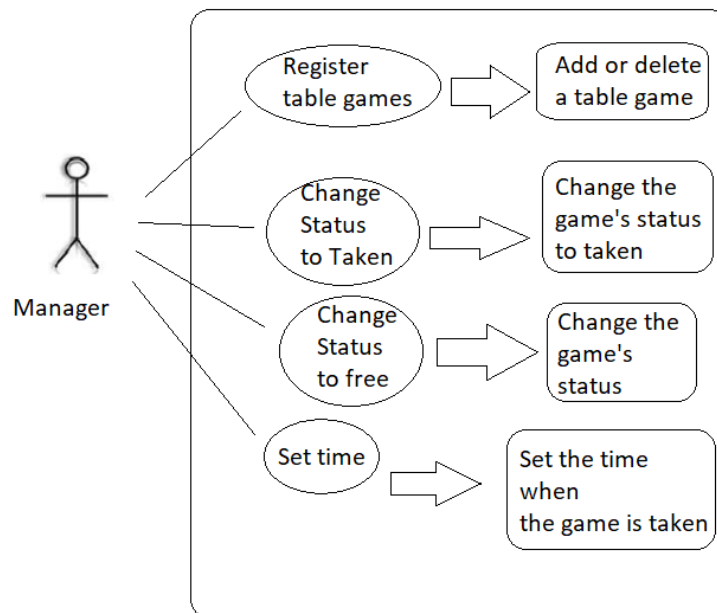
This document has three sections. In the first section we have an introduction and a general vision of the software we want to control the usage of the table game. In the second section we have a general description of the software so we can know the main functions it has to do, restrictions and dependencies which affect the development. And finally, in the third section we detail all the requirements which satisfy the software.

2. General description

2.1 Perspective of the product

The software will be a desktop application that will run on the manager's computer, with this, the application will help the manage to know where is each table game and its status.

2.2 Functionality of the product



2.3 User's characteristics

User type	Restaurant manager
Training	Restaurant Service
Activities	The management of the system

2.4 Restrictions

- Interface used with internet
- Languages and technologies: Java
- The software will have to be easy to use
- We will have to manage a database
- Design will must be approved by the user

2.5 Assumptions and dependencies

- Computers where the software will be running, will must have the enough hardware and software capacity so we can be sure the software will work efficiently.
- It is assumed that the database will be updated by the owner.

3. Specific requirements

3.1 Common requirements of the interfaces

3.1.1 User's interfaces

The user interface will all the items that the consumer can take so the user can click and change the status to "taken" or "free" depending the status. Also, there will be an interface to take note if the table game is broken.

3.1.2 Hardware's interfaces

It will be necessary to have a computer in good conditions with:

- Mouse
- Keyboard
- Internet connection

3.1.3 Software's interfaces

- Windows XP or higher

3.1.4 Communication's interfaces

- The software will communicate with the database using the internet so we just will need a normal internet connection.

3.2 Functional requirements

3.2.1 Functional requirement 1

- **Register and delete table games:** The user can update the table games he owns
 - The software can access to the database an upload a table game.
 - The software can access to the database an delete a table game.

3.2.2 Functional requirement 2

- **Change the status of the table game:** The user can change the game's status.
 - The software can change the status to taken if a table game is being used.
 - The software can change the status to free if a table game was returned.

3.2.3 Functional requirement 3

- **Leave a comment:** The user can leave a comment when the game is returned
 - If the table game is broken o has a missing piece, the user can leave a comment so other people can know the game's status.

3.2.4 Functional requirement 4

- **Set the time:** The user can set the time when the game is taken and when it is returned

3.3 Nonfunctional requirements

3.3.1 Performance requirements

Guarantee the design and hardware requirement will not affect the fluency and the usability of the software.

3.3.2 Security

- Guarantee the security of the information that is put into the database.
- Guarantee the functionality of the software in the real use.
- Guarantee the user can know all the information saved into de database.

3.3.3 Reliability

- The interface must be easy to use and easy to maintain.
- The interface must adjust to the restaurant requirements.

3.3.4 Availability

- The availability of the software must be in all the day, every day, so it can be used in the time when people go to eat and if it has a bug, it can be resolved in another time of the day.

3.3.5 Maintainability

- The system must have a documentation that every programmer can understand so the maintenance can be done by another person.
- The interface has to be easy to use so any person who is in charge of the management can use it.

3.3.6 Portability

The software will be able to be installed in every computer with Windows.