Software Requirements Specification

For

E-Catering

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Introduction

Purpose

This document presents a detailed explanation of the objectives, features, user interface and application of E-Catering in real life. It will also describe how the system will perform and under which it must operate. In this document it will be also shown user interface. Both the stakeholders and the developers of the system can benefit from this document.

Intended Audience and Reading Suggestions

The document is intended for different types of readers such as system designer, system developer and tester. By reading this document a reader can learn about what the project is implemented for and how it will present its basic ideas. This document has a sequential overview of the whole project so if a reader reads the document from top to bottom; he will get a clear idea about the project.

Product Scope

E-Catering will help to manage and run the restaurant business systematically. In this, customers can order food and make payments through debit or credit cards using POS which will be integrated with the management software. All the information about daily expenses and profit will be saved in the system. Also the required information about customers will be saved in the system which can only be accessed by the system admin.

References

www.google.com-the world's information.
www.wikipedia.com-free online encyclopedia.

Overall Description

Product Perspective

E-Catering helps the manager to manage more effectively and efficiently by computerizing meal ordering, billing and inventory control. Reports will be generated from these data which help the manager to make appropriate business decisions. The whole system is designed for a general computerized digital catering so that any catering owner can get it and start automated process to his restaurant.

Product Functions

Following are the product functions-
- Registration or login of the customer
- Navigation of menu
- Selection of food item
- Addition or removal of item
- Placing order
- Payment of order
- Customer Review
- Customer Information

User Classes and Characteristics

In E-Catering, the chef can see the order and prepare food accordingly. Waiter can get the confirmation that food is ready through this system. The cashier can access the system and receive the payment from customers. The Admin can edit the price, count total earning and expenditure.

Operating Environment

Operating System: Minimum Windows XP or Windows VISTA. Better

environment Windows 7, 8, 8.1, 10.
Language: C#, XML, CSS

Design and Implementation Constraints

There are some constraints which costs more for the system. If those constraints can

overcome then this whole system and then it will perform best. They are-

1. Information flow or data flow can be controlled and more effective.

2. Faster server system such as LINUX server.

3. C# can be use for more security.

User Documentation

It will provide specific guidelines to any user for using the E-Catering system. Furthermore video (Slide show) will be provided which will represent the whole system and how it works.

Assumptions and Dependencies

Customers who use smart phone will be more benefitted. If there are more Tablets for each tables the whole system performance will be better. For more secure system it is beneficial to use CC camera and TV.

External Interface Requirements

User Interfaces

The user interface will be implemented using any android smart phone app browser. This interface will be user friendly so that every kind of customer can place the food order easily. Customers can also give feedback through it easily with some demo comment or if they are keen to write their review by own they can do it.

Hardware Interfaces

- Processor   : Dual Core
- Operating System   : XP
- RAM   : 1gb
- Hard disk   : 500mb
- Display   : 168*132

Software Interfaces

- Technology Implemented   : ASP.NET
- Language Used   : C#
- Database   : MYSql
- User Interface Design   : ASP Tool
- Web Browser   : any

System Features

System Feature 1

Functional Requirements

- Food Order:

   Customer can order food with the app but it needs specific wifi connection.
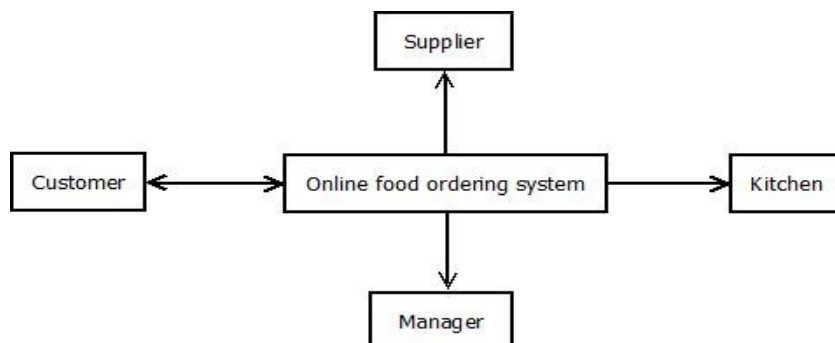
- Take Order:

The chef will take the order and if it is available to make then he will

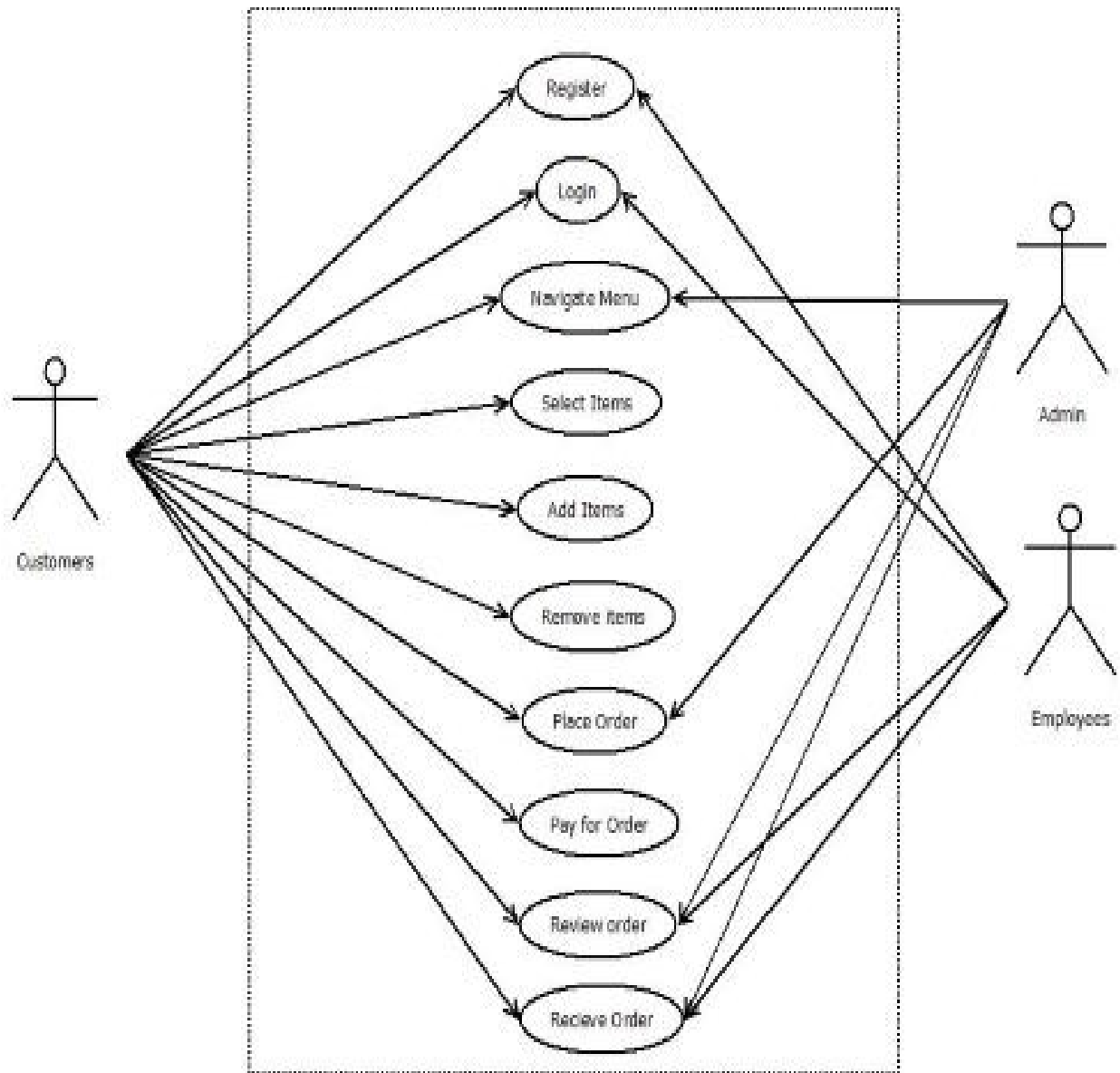confirm   the order and start to prepare food.

- Payment:

The cashier will receive the payment if the customer is a member he or she will get discount.

System Feature 2

Context Diagram

Use Case Diagram

Other Nonfunctional Requirements

Performance Requirements

- The product will be based on local server.
- The product will take initial load time.
- The performance will depend upon hardware components.
- Payment system will be fully secure.

Safety Requirements

- The source code developed for this system shall be maintained in configuration management tool.
- The whole system is secured. Only Admin can access all the data.
- This system ensures the safety for payment.
- Customer can cancel the order if they want. It will not misuse the details of customers.

Software Quality Attributes

Availability: E-Catering shall be available to users on the corporate Intranet and to dial-in users 99.9% of the time between 5:00am and midnight local time and 95% of the time between midnight and 5:00am local time.

Robustness: If the connection between the user and the system is broken prior to an order being either confirmed or canceled, the System shall enable the user to recover an incomplete order

Other Requirements

- Licensing requirements are not applicable.
- Legal, copyrights and other notices are all reserved by our team.
- It is as per the industry standard.