**Software Requirement Specification**

Version 2.0

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Coupon Website

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**1.0. Introduction**

***1.1 Purpose***

The purpose of this document is to present a detailed description and information about the Coupon Website (hereinafter called **Website**, **Company** or **Organization**). It will explain the purpose and features of the website, as well as its interface.

***1.2 Scope of the project***

This website is designed for both users and companies. On one hand, the website is intended to help users save money by giving them the opportunity to buy products and services at discounted prices provided by companies. On the other hand, it gives companies the opportunity to introduce their products to large audience in exchange for small fee which is paid to the coupon website.

***1.3 Overview of Document***

Section 2 (**Overall Description** section)gives an overall description of the website and explains the key differences between standard users and company clients. Section 3, (**Specific Requirement** section), contains information about the specific requirements the website is expected to deliver. Functional requirements are given by various use cases.

**2.0 Overall Description**

***2.1 Website purpose***

The website aims towards two different types of clients. It cannot operate if either of those is not present. The first type, which we will simply call **User**, is using the website for personal use. The second type, which we choose to name **Company Client**, is using the website for business aims.

***2.1.1 Customers***

Customers can browse different categories and find offers which match their taste. After finding the desired offer customers can buy vouchers with discounted prices. Customers have access to all coupon offers in the website and are able to choose from a big variety of offers. The only requirement for customers is to register.

***2.1.2 Company Clients***

Company clients are able to present their products to large customer audience which can be very beneficial for their business. They have to make an offer of a particular product or service which is then presented on the website and can be viewed from everyone (even from visitors which do not have registration) but accessed and purchased only by registered users. However, company clients should apply and be approved by the organization first. Otherwise their offer will not be displayed on the website.

***2.2 System Environment***

Sell

Buy

Standard User

Company Client

Website

Both standard users and companies access the website through internet from a particular URL. However, once accessed the website, companies should register and fill in a request form and after that waiting for approval before they become partners which allows them to place offers. Users on the other hand have to register but do not have to wait for approval. They are able to use the full potential of the website right away.

**3.0 Functional Requirement Specification**

**3.1 Functional Requirements**

We describe the functional requirements by giving various use cases.

**3.1.1 Use Case 1 (Accessing the website)**

The website is accessed through its initial URL. When it is loaded, upper tab with websites logo on the left side and **login field** on the right side can be found (**main tab**). On the left side of the screen, right under the main tab there is a **category menu** displaying categories in descending order. When logged in, the login form is replaced by user tab button with user’s username on it and small arrow pointing down. When the button is clicked **new tab expands downward**. It shows profile information, vouchers, messages, user’s settings and exit button.

**3.1.2 Use Case 2 (Registration for new users)**

For using the full functionality of the website, users should **register**. This can be done by filling registration form which can be accessed by **clicking a button** on the right side of the log in field named **“registration for new users”**. When clicked, new page loads. Users are able to choose from **two options**. The first one is for **standard users** and the second one is for **company clients**.

**3.1.2.1 Use Case 3 (Standard user registration)**

If standard user registration option is chosen, a new page loads. It contains various fields for users to fill, e.g. first name, last name, username, password, e-mail address and phone number. On the bottom of the screen there is a **button named “register”**. After all the fields are filled and the register button is clicked users should receive an e-mail with **conformation link**. When the link is clicked, the registration is finished and users **have full access** to the website.

**3.1.2.2 Use Case 4 (Company client registration)**

If registration option for company clients is chosen, a new page loads. It contains fields for users to fill, e.g. company name, username, password, e-mail address and phone number. On the bottom of the screen there is a **button named “register”**. After all the fields are filled and register button is clicked users should receive an e-mail with **conformation link**. When clicked, the registration is finished but company clients **do not have full access** to the functionality of the website **yet**. When the website is loaded again, a new “apply for partnership” **message** appears right below the main tab. When clicked, a new page loads. Users can find a message form which have to be filled in order to apply for **partnership**. Under the message field, a user agreement link can be found. Right under the agreement link there is a **checkbox** with text next to it stating “I understand and accept the user agreement”. Users have to click on the checkbox and then they are able to send their **request**. If approved, company clients become partners and are able to place their offers on the website.

**3.1.3 Use Case 5 (Login)**

Users should **fill** the login field with their **username** and **password**, which they have **chosen when registering**. After that the login button, which is on the right side of the login form, should be clicked. A new page loads and instead of the login form users can find their user tab button as stated in **section 3.1.1.**

**3.1.4 Use Case 6 (Offers shown)**

On the central section of the screen various voucher offers are displayed in **horizontal rows in descending order**. Every row includes four offers, any one of which is displayed by a picture and small text on it. There are arrows on the left and right side of the rows which when clicked on, the particular row moves to left or right and another offer is shown. Every row shows different offers category. There are **four** categories: **newest**, **most popular**, **most viewed** and **all categories**.

**3.1.5 Use Case 7 (Loading a category)**

As stated in **section 3.1.1**, when the website loads, category tab on the left side of the screen is displayed. When clicked on certain category, items from this category are shown on the **central part** of the screen. Above the offers, on the upper left side of screen, below the main tab, **new small button** with arrow pointing down is displayed. When clicked on, a menu expands downward and users can choose between **newest**, **most popular** and **most viewed** offers of the category they have chosen. On the right side there is a **location button**. When clicked, a **menu expands downward** and users can choose among different cities depending on their current location. When particular city is chosen, only offers from that location are displayed. Every offer is displayed by a picture and description text under it. Under the text there is the **price** of the voucher in bold text. In the lowest part of the offer there is information of how much **time remains** till the offer expires as well as how many vouchers are **bought** till now.

**3.1.6 Use Case 8 (Choosing an offer)**

When an offer is clicked, a new page loads. The new page displays a **picture** of the product/service in the upper section of the screen, **description text** under it (with more details), **social media section** where users can share the offer on their social media profiles, **buy button** and **comment section** where users share their thoughts of the offer.

**3.1.7 Use Case 9 (Buying a voucher)**

Users can buy a voucher by **clicking the buy button** stated in **section 3.1.6**. When a user click on that button, new page loads. It contains information of the ways the voucher can be **paid**, e.g. debit card, credit card, etc. When the voucher is paid, new page loads. It contains **unique ID** of the voucher as well as a **print button**. When clicked on, users can **print** their vouchers or **save** a pdf file with the voucher on their computers.

**3.1.8 Use Case 10 (Placing voucher offers)**

When company clients are accepted in the program and become **partners** they are able to easily place voucher offers on the website so that **everybody can see them** (even **not** registered users). In order to do that, they should click on their profile tab in the main upper tab and then click on the **“place an offer” button** from the dropdown menu. When the button is clicked, new page loads. It displays many **options** to choose from, e.g. how much time till the offer expires (the user can choose between 24, 36 and 48 hours), section for uploading pictures (at least **one** is **mandatory**), information section (should provide information about the service/product) and price section. After all the fields are filled and all options are selected, company clients click **“place your offer” button**, which is located on the bottom of the screen. After that the new offer should appear on the website in **less** than 24 hours.