ONLINE PIZZA ORDERING SYSTEM

Version 1.0

Revision History

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| --- | --- | --- | --- |
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| 19/03/18 | 1.0 | First version of vision | Andreea Ionutas |
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# Introduction

The purpose of this document is to collect, analyze, and define high-level needs and features of the **Online Pizza Ordering System**. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the OPOS fulfills these needs are detailed in the use-case and supplementary specifications.

The introduction of the **Vision** document provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this **Vision** document.

## Purpose

The purpose of the project is to implement a simpler way to order pizza. The process of ordering by a phone call can lead to miscommunication, so an online system with a viewable menu can be a solution. It would also let the clients know when their order is ready so they can pick up the order directly.

## Scope

The system would make the pizza ordering more convenient. The payment can be easily done using various online mode or cash on delivery (COD). The main scope is to make the system applicable in any pizza store.

## Definitions, Acronyms, and Abbreviations

OPOS – Online Pizza Ordering System

COD – Crash on Delivery.

## References

http://nevonprojects.com/online-pizza-ordering-system/

## Overview

In the next section, there will be presented some of the problems that this solution aims to solve, how it is going to solve them and what to expect when trying to meet the stakeholders’ and users' real needs. It will also present the user environment and what are the necessities of the system.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | not having a viewable menu |
| affects | the phone call order communication |
| the impact of which is | the client could not be totally satisfied with his order |
| a successful solution would be | an online menu which can be accessed through the application |

## Product Position Statement

|  |  |
| --- | --- |
| For | pizza stores |
| Who | want to make the online order much easier and efficient |
| The OPOS | is an online ordering app |
| That | makes the pizza ordering process more convenient |
| Unlike | simple online menus |
| Our product | also offers the possibility to see the waiting time until de order is complete |

# Stakeholder and User Descriptions

This section provides a profile of the stakeholders and users involved in the project, and the key problems that they perceive to be addressed by the proposed solution. It does not describe their specific requests or requirements as these are captured in a separate stakeholder requests artifact. Instead, it provides the background and justification for why the requirements are needed.

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Pizza Store Owner | Pizza stores which acquire the system and use that as their way of receiving pizza orders. | To personalize the menu according to their pizza offer.  To view sales-reports which are helpful for future decision-making. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Client | Clients that need a fast way to pick up an order. | Provide valid data for future personal offers.  Give feedback after each order. | Pizza Store Owner |

## User Environment

The time required on placing the order would be as short as possible. The problems come when there are a high number of clients that placed orders as they would have to wait a little bit longer until their order is processed and ready to be picked up.

# Product Requirements

Being a web application, the system requires connection to Internet. The orders, sales reports and feedbacks will be stored in a database. As it contains private information, a secure way of accessing data would be recommended.