Online Pizza Ordering System
Vision

Version \<1.0\>

Revision History

Date	Version	Description	Author
21/03/18	<1.0>	First version	Margin Razvan Cristian

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Vision

1.   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.

1.1   Purpose

The purpose of the **OPOS** is to offer any client an alternative way of ordering pizza. Instead of going to the pizza restaurant and order it from there, one can simply open the website associated with the system and select from there what products he/she wants. Furthermore, it offers also an administrator view of the page, which can be managed by an employer.

1.2   Scope

- Create a website page with access from the point of view of the client/administrator

- Reduce time spent on ordering pizza

- Offer easy way of keeping track of pizza orders

- Increase comfort for clients that use the system

1.3   Definitions, Acronyms, and Abbreviations

For understanding the abbreviations used in this document, check the ***Project_Glossary*** document.

1.4   References

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

1.5   Overview

In the next part of the document, you can see why I chose to develop this system, who are the stakeholders and how is the team structured.

2.   Positioning

2.1   Problem Statement

The problem of	Spending too much time going to a restaurant to order a pizza, waiting for it and then going back home to enjoy your product
affects	Product Owner because he is losing clients
the impact of which is	That clients choose not to order from the restaurant
a successful solution would be	Website page from which clients can order from home (in a more comfortable way, less time consuming) and from which employees can keep track more easily of orders

2.2 Product Position Statement

For	Clients/employees
Who	Want to waste less time + order from a more comfortable position (at home)
The OPOS	is an online order system
That	Decreases time wasted + assures everyone is satisfied
Unlike	Normal restaurants where you need physical presence to order
Our product	Saves time + brings more clients

3. 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.

3.1 Stakeholder Summary

Name	Description	Responsibilities
Product Owner	Owner of a pizza restaurant that wants to implement the system for increasing profit	Approves funding
Website Administrator	Employee of the restaurant	Maintain the website Keeps it up-to-date
Tudor Vlad	Project Manager	Coordinate the project
Margin Razvan	Project Leader	Develop the application

3.2 User Summary

Name	Description	Responsibilities	Stakeholder
Clients	Persons that want to access the system in order to place an order for a pizza	No responsibilities	-
Employees	Persons that keep track of the orders, update the menu, update orders	Update the website according to true events (pizza has those ingredients / order is finished)	Product Owner

3.3   User Environment

The people involved in completing an order are the clients and the employees working on the website. Firstly, the client should search for his favourite pizza and add it to the cart. After finishing the order it sends it. When this thing happens one employee should see the order placed, and change its status according to real status of the pizza. When the pizza is ready the client should see this on the website. A task cycle depends on the pizza being made, on the number of orders placed, etc. It should be more quicker than the real physical task of a person coming to order a pizza face to face. As a future development, the system could be extended to smartphone devices through a mobile app.

4.   Product Requirements

- Connection to Internet

- Database server