FR-RC-1: Search for Restaurants

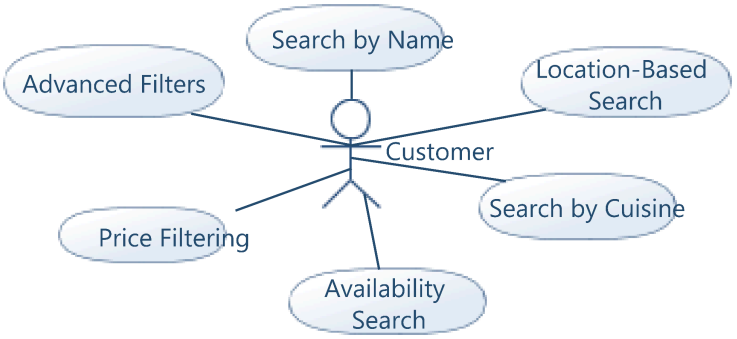
- **Objective**: Enable customers to search for restaurants via a smartphone app.
- **Requirements**:

  Actors: Customer: The primary actor who initiates the search to find restaurants according to various criteria

  1. **Search by Name**: Allow users to enter the name of a restaurant to find matches.
  2. **Location-Based Search**: Enable searching for restaurants based on proximity to the user's current location or a specified address.
  3. **Search by Cuisine**: Provide options to filter restaurants by the type of cuisine they offer.
  4. **Availability Search**: Allow searches based on the number of available seats at desired times.
  5. **Price Filtering**: Enable users to filter restaurants within a specified price range.
  6. **Advanced Filters**: Include filters for user ratings, amenities (e.g., parking availability), and special offers.

  System: Customer: The primary actor who initiates the search to find restaurants according to various criteria

UML Search for Restaurants:



FR-RC-2: Booking A Table

- **Objective**: Facilitate the reservation of tables through the app.
- **Requirements**:

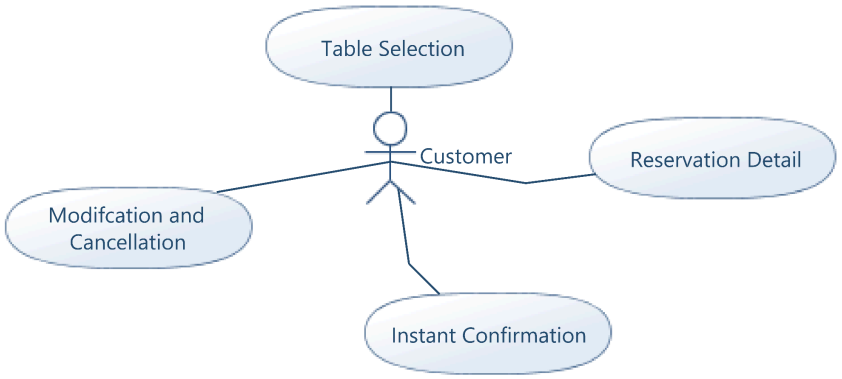
  Actors: Customer: The primary actor who will book, modify, or cancel a reservation.

  1. **Table Selection**: Display interactive floor plans showing table availability at different times.
  2. **Reservation Details**: Allow users to select the number of seats, date, and time for the booking.

3. **Instant Confirmation**: Provide real-time confirmation of bookings, adjusting availability automatically.
4. **Modification and Cancellation**: Enable users to modify or cancel reservations up to a certain time before the booking.

System: Table Booking System: This is the system component that handles all the booking-related functionalities.

UML Booking A Table



FR-RC-3: Pre-Order of Food

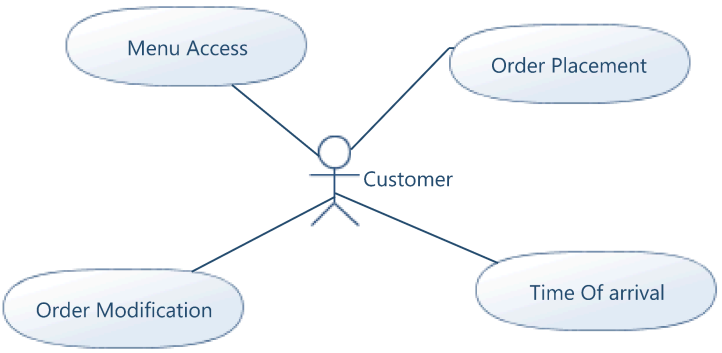
- **Objective**: Allow customers to pre-order their meals via the app.
- **Requirements**:

Actors: Customer: The user who will interact with the system to pre-order food.

1. **Menu Access**: Provide a full menu with options for customization of dishes.
2. **Order Placement**: Let users place orders tied to their reservation time and table.
3. **Time of Arrival**: Enable customers to specify their expected time of arrival.
4. **Order Modification**: Allow changes to pre-orders up to a set time before the reservation.

System: Food Pre-Ordering System: This system component manages all functionalities related to food ordering before the customer arrives at the restaurant.

UML Pre-Order Of Food



FR-RC-4: Customer Feedback

- **Objective**: Collect and display feedback from customers.
- **Requirements**:

  Actors:

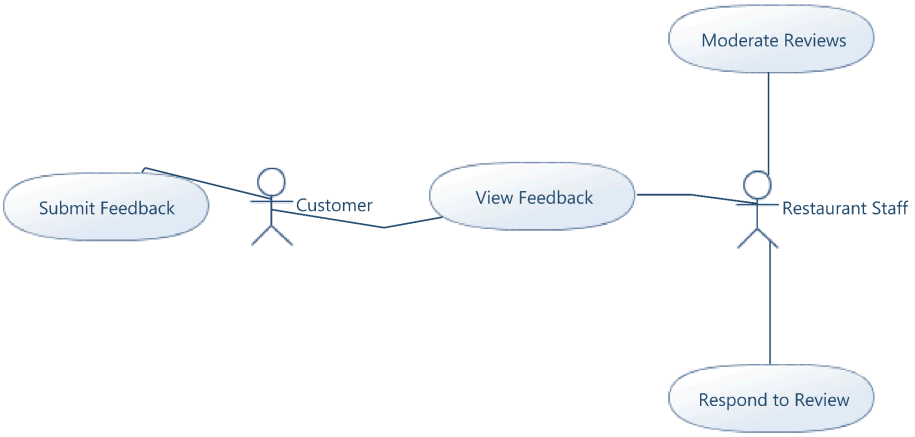
  Customer: Users who can submit feedback after visiting the restaurant.

  Restaurant Staff: Representatives of the restaurant who can respond to customer reviews.

1. **Feedback Submission**: Registered users can post reviews, rate their experience, and upload photos.
2. **Visibility of Reviews**: Ensure that feedback is visible to the public on the restaurant's profile.
3. **Review Moderation**: Implement a system for moderating reviews to ensure authenticity and appropriateness.
4. **Response Mechanism**: Allow restaurants to respond to reviews, addressing customer concerns and feedback.

System: Feedback Management System: This system handles all aspects of feedback, including submission, moderation, visibility, and response.

UML Customer Feedback



Activity Model - Customer Feedback: