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FINAL REQUIREMENTS

SYSTEM INTEGRATION AND ARCHITECTURE

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APPOINTMENT SYSTEM

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Purpose and Objectives

I. Purpose

This system will be use in different category when it comes to appointing different varies of appointments depending on the category of business. And also, to clients of the business, it will be comfortable for the clients to have an appointment system to be able for them to check the availability of the date and time when they want to have a schedule. This is all for them to know what will this system.

- This is to lessen the time consumption of the front desk, gathering information with the appointee via SMS or phone call.
- It will provide convenience to both parties of users the admin and the client, to be able for them to see and know the availability of each other.
- This is also less the disturbance to the clients of the business, by using this system the clients will not consume time to walk in to book an appointment.
- This is also an auto-incrementing number of appointment ID number.

II. Objectives

- Develop a profiling module capable of managing Information of the business clients.
- A system with an automatic increment number of the appointment ID. And a system can be used queuing appointment numbers for the schedule of the client.
- Providing a printable copy of the appointment schedule

Methodology: AGILE

I. Planning Phase

Get all the necessary information needed from the client, things or functionalities that will help their organization meet its goals. And all of the information that is very important or crucial to their organization.

II. Design Phase

Create a design where the client can access or see a glimpse of what the system will look like. A prototype of the system, the prototype will act as the system based on the UI (User Interface) and UX (User Experience) these will give an idea of what the system can be in terms of design and feel.

III. Developing Phase

The system will be put in a code now. As a developer or a programmer, I will code the system from the front end and to the backend side of the system. This will build the system, making the system now reality. And can be now tested by the developer and the client.

IV. Testing Phase

Test the system if all of the requirements are running and check for the bugs or errors of the system. Analyst all of the findings and repair all of the bugs that exist in the system.

V. Deploy Phase

Deploy the system to a third-party hosting provider or if the client has its own server host the system to their organization server.

VI. Review Phase

Communicate with the client if the system needed a new functionality or feature(s). If the client requests for new functionality and/or feature(s) the development will back to the designing phase and so on, for adding the requests' function(s) or/and feature(s) by the client.

VII. Lunch Phase

The system is now fully working all of the functionalities and features are completely implemented, the system will be now launched to the users.

Entity Relationship Diagram