MOTEL MANAGEMENT

INTRODUCTION

PURPOSE: It provide comprenhensing description of junctionalities, judiere and interface of system, which will serve as rejerence for stakeholder and user.

SCOPE OF THIS DOCUMENT

Outline of this is to manager sooking, customer check-is, check-out, buting. and other hotel service. It provide detail of system punctionalities, interface design constraints and cost estimate.

OVER VI WE W

System is designed to streamline the hotel operation including reservations hotel operation including reservation, buting management, troom allocation, buting and customer source. The system is build to easi of the hotel mangement system. The prumary user of system include hold state, administrators and customers.

GENERIC OFPE KTE I TO 2) Simplified noon. 2) Efficient customer check-in and check 3) Early billing and payment processed REQUIREMENT FUNCTIONAL

- 1) Room Reservation Management 2) Check-in and Check-out
- 3) Billing payement. 4) Room Auccations
- 9) vuels service Management. 6) Authentication - and Authorization.

INTERFACE requirement

- 1) user Enterjace: smould for show the true me booking, check-out, check-us.
- 2) patabase Enleyace: store data and relating data.
- 3) API Inleyace: for three party system system such as payment.

PERFORMANCE REQUIREMENT 1) Response Pine: system should provide just service . Ho hooning should be Past 2) Scalability: System should support to 10000 concurrent user. 3) Erroy should be low NON-FUNCTIONAL ATTRIBUTES 1) Securing should be their (data showd be encryph be encriph) 2) Reliablely: System should be trusted 3) Portabelly - system should be accessible on any device 5) Dala Integrity: up to 1000 booking should be done concurrently.

Integraled property SCHEDULE 2 BUDGET schiddle for devloping Requirement Cramering: 1 month System Besign: 2.5 Month Development and unit ting: 4 months System tesury: 3 month, Our budgt for of system us \$2,00006 and \$10 per LOC.



@ notel Management System

