

Report – Airport Food Court

Submitted To :- Mr.Golam Rabbany

Submitted By :- Md.Asadul Islam Emon
Id:221-15-4715

Section:61_U

Date: 21-09-2023

Table of Content

Table of Contents

Revision History

Chapter1

- I. Introduction
- II. Scope
- III. Overview

Chapter2

- I. User profile for customer
- II. User profile for manger

Chapter3: List of Functional Requirements

I. Functional Requirements : Customer

II. Functional Requirements : Manager

Chapter4

- I. Use case diagram for customer
- II. Use case diagram for manager

Chapter5: Storyboard

- I. Storyboard for Customer
- II. Storyboard for Manager

Chapter6: Traceability matrix

Revision History

Version	Date	Reason for change
SRS_Food_1.0	20-09-2023	User profile, Functional requirement, Non-functional requirement, Use case.
SRS_Food_2.0	20-09-2023	Story board , Requirement traceability.

1. Introduction

The purpose of this document is to describe the online food order system (OFCS) product with the release number 2.0. This documents contains the functional and non-functional requirement of the project and also user profile, use case, database, and storyboard. This documents contains the guidelines for system engineers and designers to start working the project.

2. Scope

- OFCS product is basically a mobile app which will allow customer to order food using their mobile app.
- This project is developed as a course project of "CSE 236: Requirement Analysis & Design"
- OFCS can be use for hotel or restaurant from where customer can order food from any place of the hotel/restaurant.
- From secondary user, point of view, manager can check the list of food order by customer.

.

3. Overview

- Chapter 2. Describes both primary secondary user profile.
- Chapter 3. Shows the list of functional and non-functional requirement including mind-map and requirement prioritization.
- In chapter 4. Use case diagram was provided.
- Chapter 5. Displays the storyboard.
- Chapter 6. Contains requirements traceability

1.User profile:1

User class: Customer	Characteristics	Requirement Implied
User type	Primary	Must give input
Age range	15-60	Minimal Design
Frequency of use	Any Time	24 hours available
Mandatory / Voluntary	Mandatory	Static
Computer	Yes	Type option or Touch
experience/OS/Application		
Education	N/A	Simple interface
Goals	To order food	Must sec price to give
		order
Language skill	English	Simple English
Number of user	Unlimited	Bandwidth should be high
Training	Not required	Not required
Other system use	N/A	Can not take system
Ways of working	To order food	Must sec price to give
		order

2. User profile: 2

User class: Manager	Characteristics	Requirement implied
User type	Secondary	Must see output
Age range	30-40	Minimal Design
Frequency of use	Any time	24 hours available
Mandatory / Voluntary	Voluntary	Static
Computer	yes	Only type or click option
experience/OS/Application		
Education	Higher education	Simple interface
Goals	To see food order	Must be sec overall order
Language skill	English	Simple English
Number of user	3	Bandwidth should be normal
Training	Required	2 days training will be provided
Other system use	Not available	Can not take system
Ways of working	To check food order	Must be sec overall order

List of Functional requirement

1. Functional requirement: Customer

Requirement ID	FR.C.1	
Requirement Name	Food Menu	
Description	Customer can select menu	

Requirement ID	FR.C.2	
Requirement Name	Price	
Description	Customer can see the food price	

Requirement ID	FR.C.3	
Requirement Name	Oder food	
Description	Customer can the order food	

2.Functional requirement: Manager

Requirement ID	FR.M.1	
Requirement Name	Log in	
Description	Manager can log in using user name and	
_	password	

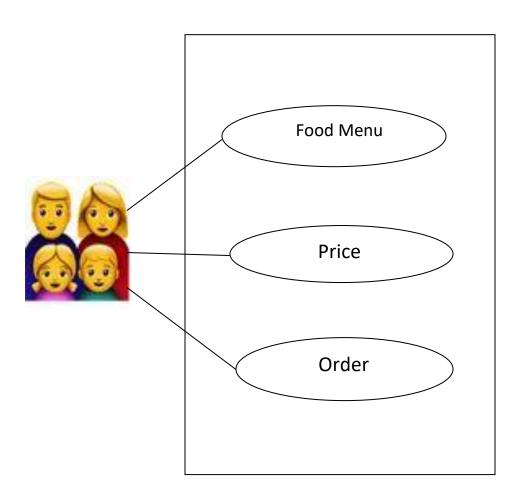
Requirement ID	FR.M.2	
Requirement Name	Check order	
Description	Manager can see all the orders	

Requirement ID	FR.M.3	
Requirement Name	Add discount	
Description	Manager can see all the discount	

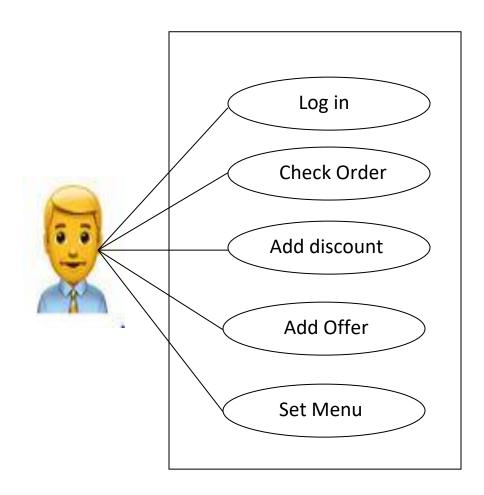
Requirement ID	FR.M.4	
Requirement Name	Add offer	
Description	Manager can see all the offer	

Requirement ID	FR.M.4	
Requirement Name	Set menu	
Description	Manager can set menu	

1.Use case diagram : Customer



2. Use case diagram: Manager



Storyboard customer

> Food menu



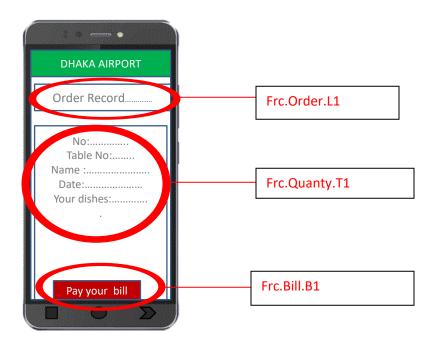
Objects	Purpose	Validation Criteria
Frc.Food menu.C1	This Combo box will	Customer can not
	used to select the	select any food
	food menu	menu which is not
		available in the
		menu

> Price



Objects	Purpose	Validation Critera
Frc.Fooditem.C2	This picture box will	Customer will see all
	contain food item	the food item
Frc.Price.T1	This label will have	This label should be
	the price of that	static. Customer can
	specific food	not change the
		price.

➢ Order Food



Objects	Purpose	Validation Critera
Frc.order.L1	This box will contain	It should be static
	the order for record	and no action when
		customer click.
Frc.Quanty.T1	This box will contain	Customer can simply
	Customers name,	put number, any
	date and quantity of	alphabet
	dishes	
Frc.Bill.B1	This box will contain	Customer can click
	About customer bill	and pay ther bill

4 Storyboard Manager

➤ Log In



Objects	Purpose	Validation Critera
Frm.Log.T1	In this text box	No space between
	manager will input	user name
	his user name	
Frm.Log.T2	In this text box	Password should be
	manager will input	more than 6
	his user name	characters
Frm.Log.B1	If manager click this	Function can be
	button, system will	activated only in one
	check the user name	click
	and password. After	
	valid log in new	
	window will open	
	for report.	

> Check Order



Objects	Purpose	Validation Critera
Frm.Checkorder.T1	This box will contain	Manager can see all
	to checking order by	the input which
	table.	customer add to
		order their food.

> Add Discount



Objects	Purpose	Validation Critera
Frm.Discount.C1	This box will	Manager can
	contain about	simply click to
	customers	input discount.
	discount.	

4 Traceability Matrix

Serial	Functional req	Trace
1	FR.C.1	Frc.Food menu
2	FR.C.2	Frc.price
3	FR.C.3	Frc.Order
4	FR.M.1	Frm.log in
5	FR.M.2	Frm.check order

Software Requirement Specification

For

Online Food Court System

Version 2.0