Pizza Ordering Manager

Vision

Version 1.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 17/03/17 | 1.0 | Initial version | Bagoly Szabolcs-Marton |
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Vision

# Introduction

The introduction provides a general overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and an overview of the Vision document.

## Purpose

The purpose of this document is to collect, analyze, and define high-level needs and features of the system **Pizza Delivery Manager**. It focuses on the capabilities needed by the stakeholders and target users, and why the presented system would be able to fill in a gap in client needs.

## Scope

The scope of this Vision document is to briefly describe the system **Pizza Delivery Manager**. Starting from the existing food ordering systems, reviewing user opinions and searching for undiscovered gaps in the currently used systems, a new description of a food delivering system is given, highlighting the methods in which the currently unsatisfied requirements can be resolved.

## Definitions, Acronyms, and Abbreviations

All terms, definitions, abbreviations and acronyms required to properly understand the Vision document can be found in the project’s Glossary document.

## References

<https://play.google.com/store/apps/details?id=com.expremio.pizzahut>

<https://play.google.com/store/apps/details?id=com.global.foodpanda.android>

## Overview

The rest of the Vision document is organized in three sections: problem statement, description of the stakeholders and users, and the identification of product requirements.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | ordering food using an Online platform |
| affects | both companies of the food industry, which are providing home delivery services and the clients who want to order food, and track status of the ordered products |
| the impact of which is | lowering the time spent on completing a food order, and reducing the amount of incorrect information transmitted from the client to the food delivery company and speeding up the ordering process. |
| a successful solution would be | a platform, which requires user login to use. After the user logged in, several previously saved information is retrieved, so if the order information is similar to previous orders, it is not necessary to give it again, the user can reuse previous data. |

## Product Position Statement

|  |  |
| --- | --- |
| For | costumers in possession of a smartphone |
| Who | are ordering food from restaurants to their homes/offices. |
| The Pizza Delivery Manager | is a mobile application |
| That | is used to rapidly and efficiently select and order food |
| Unlike | visiting the shop personally, or making phone calls to complete the order |
| Our product | is more simple and efficient, because once an user account, with the correct information is set up, with a few gestures a food order can be made, implying no additional costs than connection to the Internet. |

# Stakeholder and User Descriptions

This section of the Vision document 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.

## Stakeholder Summary

There are a number of stakeholders with an interest in the development and not all of them are end users. Present a summary list of these non-user stakeholders. (The users are summarized in section 3.2.)

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Restaurant/Food preparing and delivering company | The responsibility of this part is to prepare the food based on the incoming orders from the clients, and deliver it, in the specified time limit to the corresponding location. | Makes sure that the system is developed according in a user friendly manner, so their clients can easily place an order.  Verifies the information which is provided by the application to be correct, product availability is correct and the time for preparing and delivering the order is not under or overestimated. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Registered Client | Client using the mobile application after creating an account and providing the necessary information (delivery address, pay method…) | The client can access the products and promotions given by the food shop.  Placing an order with the wanted products, specifying delivery address. |  |
| Employee | A person or a group of people working at the company who are taking and processing the orders. | Access the orders placed by the clients and process them.  Change the state of an order from: waiting to process to processing, delivering or completed.  Correct eventual errors made by clients when making the order. |  |
| System Administrator | Administrator of system and database. | Make CRUD operations on clients, employees, products, orders. |  |

## User Environment

There are two target users of the application: the first category of the users are the clients using the mobile application, who are placing the orders. These type of clients can actively use the application for a short amount of time, while they select the products and place the order. After that, they might periodically come back, and check the order status, estimating an approx. time of delivery. The client user must use a mobile device with Android operating system.

The second category of users are the employees of the company, who are receiving and processing the orders. This type of user should constantly use the application, and whenever a new order appears should be able to view and process it. The employee part user would be use a desktop or web version of the application.

# Product Requirements

All the application information will be stored using SQL database, so a first requirement is a running MySQL Server with the corresponding database. A backend application is necessary forming the connection between the database and the two end user applications: the mobile application for clients running on Android devices, with Android version 4.4 or higher. For the employee based application a web browser will be necessary. Every component mentioned above will need to be connected to the Internet in order to communicate between them.