**MINISTRY OF EDUCATION AND TRAINING**

**FPT UNIVERSITY**

Capstone Project Document

**Freight Truck Services**

|  |  |
| --- | --- |
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-Ho Chi Minh City, ***January 6, 2015***

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# Definitions, Acronyms, and Abbreviations

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| --- | --- | --- |
| **No.** | **Abbreviation & Acronym** | **Definition** |
|  |  |  |

# Introduction

## Project Information

* Project name: Freight Truck Services
* Project Code: FTS
* Product Type: Website & Android Application
* Start Date: Jan 6th, 2015
* End Date: May 2nd, 2015

## Introduction

Nowadays, trucks are used to carry goods across the country. However, after they deliver the goods, the trucks usually come back empty. Our project looks to solve this problem by proposing a solution: when drivers come back after a delivery, they will also pick up and deliver additional goods from other owners on their way. We provide mobile application for drivers to search for goods when they return and for good owner to send their request for delivery. We also build a website for necessary management for admin, staff and goods owner.

## Current Situation

First of all, truck driver only deliver goods for one owner at a time. Therefore, when they finish deliver goods to the owner, they usually return home without anything.

Secondly, sometimes good owners and truck drivers make verbal agreement without delivery contract. Therefore, there is no guarantee that items will be delivered safely.

## Problem Definition

The problem arises when truck has delivered goods, it usually return with empty container on the way while owners always want to optimize shipping costs and need to ensure the safety of your items, but they can only contact each other through phone calls based on the relationship had known before.

## Proposed Solution

Our system supports two types: the mobile application for truck drivers, goods owners; the website application for admin, staff, and goods owners. There are following functions in the system:

### **Feature functions**

Admins can

* Manage accounts.
* Manage configuration.

Staff can

* Tracking orders and transactions.

System can

* Support the suggestion to driver in making decision choosing the goods owners.
* Give the optimal road to drivers.

Truck drivers can

* Post their road, container size, contact info…
* Make arrangement with goods owners and delivery items on their way back.

Goods owners can

* Search for drivers.
* Request for delivery and make a deal with truck drivers.
* Track their order’s status.

### Advantages and disadvantages

Advantages:

- Guarantee the goods are delivered with care.

- Increase income for truck drivers.

- Goods owners can find appropriate drivers quickly.

Disadvantages:

- Truck driver must have smartphone with GPS.

- Internet must be available so users can utilize all features.

## Functional Requirement

Functional requirements of the system are listed as below:

Truck drivers:

- Publish the destination with specified date, container size, contract information…

- Define the proposed road and/or adjust depending on the goods owners.

- Suggest goods owners for truck driver.

- Optimize road for truck drivers.

Goods owners:

- Search and get suggestions about truck drivers.

- Make deals with truck drivers and make orders to transfer their items.

- Track their order’s status.

## Role and Responsibility

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No | Full Name | Role | Position | Contact |
| 1 | Kiều Trọng Khánh | Project Manager | Instructor | KhanhKT@fpt.edu.vn |
| 2 | Bùi Đức Huy | Developer | Leader | HuyBDSE61006@fpt.edu.vn |
| 3 | Nguyễn Quang Thiện | Developer | Member | ThienNQSE61000@fpt.edu.vn |
| 4 | Đặng Phú Thịnh | Developer | Member | ThinhDPSE60879@fpt.edu.vn |
| 5 | Nguyễn Duy Khương | Developer | Member | KhuongND60493@fpt.edu.vn |

Table 1: Roles and Responsibility

# Software Project Management Plan

## Problem Definition

### Name of this Capstone Project

### Problem Abstract

### Project Overview

#### Current Situation and Disadvantages

#### The Proposed System

#### Boundaries of the System

#### Development Environment

##### Hardware requirements

**For Server**

|  |  |  |
| --- | --- | --- |
| Windows | Minimum Requirements | Recommended |
| Internet Connection | Cable, Wifi (4 Mbps) | Cable, Wifi (8 Mbps) |
| Operating System | XP, Vista, 7, 8 | XP, Vista, 7, 8 |
| Computer Processor | Intel® Core 2 Duo | Intel® Core(TM) i5 CPU , M 460 @ 2.53GHz |
| Computer Memory | 1GB RAM | 3GB or more |

Table 2: Hardware Requirement for Server

**For Mobile Application**

|  |  |  |
| --- | --- | --- |
| Windows | Minimum Requirements | Recommended |
| Internet Connection | Cable, Wifi (4 Mbps) | Cable, Wifi (8 Mbps) |
| Operating System | XP, Vista, 7, 8 | XP, Vista, 7, 8 |
| Computer Processor | Intel® Core 2 Duo | Intel® Core(TM) i5 CPU , M 460 @ 2.53GHz |
| Computer Memory | 1GB RAM | 3GB or more |

**Table 3: Hardware Requirement for Mobile**

##### Software requirements

## Project organization

### Software Process Model

### Roles and responsibilities

|  |  |  |  |
| --- | --- | --- | --- |
| **No** | **Full name** | **Role in Group** | **Responsibilities** |
| **1** | Kieu Trong Khanh | Project manager | * Specify user requirement * Control the development process * Give out technique and business analysis support |

Table 3: Roles and Responsibility Details

### Tools and Techniques

## Project Management Plan

### Software Development Life Cycle

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Phase** | **Description** | **Deliverables** | **Resource needed** | **Dependencies and Constraints** | **Risks** |
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Table 4: Software Development Life Cycle Detail

### All Meeting Minutes

Refer to Meeting Minutes folder.

## Coding Convention

# Software Requirement Specification

## User Requirement Specification

### Guest Requirement

### Member Requirement

### Partner Requirement

### Staff Requirement

### Admin Requirement

## System Requirement Specification

### External Interface Requirement

#### User Interface

#### Hardware Interface

#### Software Interface

#### Communication Protocol

### System Overview Use Case

Figure 2: System Overview Use Case

### List of Use Case

#### <Guest>Overview Use Case

Figure 3: <Guest> Overview Use Case

##### <Guest> Register

Use Case Diagram

Figure 4: <Guest> Register

Use Case Specification

|  |  |  |  |
| --- | --- | --- | --- |
| **USE CASE – CPS001** | | | |
| **Use Case No.** |  | **Use Case Version** |  |
| **Use Case Name** |  | | |
| **Author** |  | | |
| **Date** |  | **Priority** |  |
| **Actor:**  **Summary:**  **Goal:**  **Triggers:**  **Preconditions:**  **Post Conditions:**   * **Success:** * **Fail:**   **Main Success Scenario:**   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Respone | |  |  |  | |  |  |  | |  |  |  |   **Alternative Scenario:**   |  |  |  | | --- | --- | --- | | No | ctor Action | System Response | |  |  |  |   **Exceptions:**   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  |   **Relationships:** N/A  **Business Rules:** | | | |

Table 10: <Guest> Register

## Software System Attribute

### Usability

#### Graphic User Interface

#### Usability

#### Installation

### Reliability

### Availability

### Security

### Maintainability

### Portability

### Performance

## Conceptual Diagram

### Data Dictionary

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# Software Design Description

## Design Overview

## System Architectural Design

### Web Application architecture description

### Mobile Application architecture description

## Component Diagram

## Detailed Description

### Class Diagram

### Class Diagram Explanation

#### Role

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### Interaction Diagram

#### <Member> View Friend List

## User Interface Design

### Guest Interface Design

#### Login

Figure 12: Login

**Fields**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **No** | **Field Name** | **Description** | **Read only** | **Mandatory** | **Control Type** | **Data Type** | **Length** |
|  |  |  |  |  |  |  |  |

**Buttons/ Hyperlinks**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Function** | **Description** | **Validation** | **Outcome** |
|  |  |  |  |  |

## Database Design

### Logical Diagram

### Data Dictionary

## Algorithms

### Document Breakdown

#### Definition

#### Define Problem

#### Solution

#### Complexity

#### Flow Chart

### String Comparison

#### Define Problem

#### Requirement

#### Solution

#### Example

# System Implementation & Test

## Introduction

### Overview

### Test Approach

## Database Relationship Diagram

### Physical Diagram

### Data Dictionary

|  |  |
| --- | --- |
| **Entity Data dictionary: describe content of all entities** | |
| Entity Name | Description |
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Table 14: Data Dictionary

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Entity name** | **Attributes** | **Description** | **Domain** | **Null** |
|  |  |  |  |  |
|  |  |  |  |
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|  |  |  |  |

Table 15: Attribute Data Dictionary

## Performance Measures

### Clustering Performance

## Test Plan

### Features to be tested

### Features not to be tested

* qweqwe
* qweqw

## System Testing Test Case

### Guest Test Case

#### Search Event

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Test Case Description** | **Test Case Procedure** | **Expected output** | **Inter-test Case Dependence** | **Result** | **Test Date** | **Note** |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

# Software User’s Manual

## Installation Guide

### Setting up environment at server side

#### Hardware requirements

#### Software requirements

### Deployment at server side

#### Prepare deployment package

#### Configure Server before deploy

#### Deploy web application on server

### Setting up the environment at client side

#### Setting up for computer

## User Guide

# Appendix