Chelaru Ian
30432

Online Cookie Shop System
Vision

Version <1.0>

Revision History

Date	Version	Description	Author
14.03.2019	1.0	Initial Project Statement	Ian CHELARU

Table of Contents

Vision

1.   Introduction

Each person who wants to buy some cookies has to go the shop, wait at the queue, ask the seller what cookies they have and ingredients they use. Sometimes, this process can be a time-wasting one. The current document will describe the solution we propose for this problem, what will be implemented, will clarify all ambiguous terms and argument why the system is a good replacement.

1.1   Purpose

The aim of the Online Cookie Shop System is to make cookie ordering much easier, both for the clients and sellers. The application should save a lot of time, eliminating the need to move to the shop and avoiding eventual queues and misunderstandings between client and seller. The first purpose is to allow the shop's clients to make orders from home. The second purpose is to keep a database of all orders. The third purpose is to offer to the clients the possibility of seeing what a certain cookie contains (thus, the clients can eliminate the cookies which contain ingredients which they are allergic to).

1.2   Scope

The following features will be covered by the Online Cookie Shop System:
- User Authentication (Create Account + Login)
- Display the list of available cookies
- Display the details of the selected cookie (ingredients, etc.)
- Add, update and delete a cookie (if the user is someone with these privileges)
- Filter the cookies based on the ingredients - the user should be able to see all the cookies which contain and do not contain a certain ingredient
- Add cookies to the cart
- Send the order
- Visualize personal orders

The following services are out of the scope of this project and will be provided by other systems:
- Payments of any kind
- Service which keeps the evidence of the available ingredients needed for an order (assume that there will always be enough ingredients)

1.3   References

For further clarifications see the following resources:

- Project_UseCaseModel_MakeOrder

- Project_UseCaseModel_SeeOrder

- Project_SupplementarySpecification

1.4   Overview

The upcoming sections of the document will describe the product positioning in the market, relative to other parking request systems. We will then continue by describing the involved stakeholders, the end users, the end user environment and the product hardware and software requirements.

2. Positioning

2.1 Problem Statement

The problem of	Ordering cookies
affects	Both the clients and the sellers
the impact of which is	Time consumed by going to the shop, waiting for your turn, discussing all the ordering details
a successful solution would be	To create an online cookie shop with viewing, filtering and ordering features.

2.2 Product Position Statement

For	Any cookie shop
Who	Needs a better system to advertise its products and to handle orders
The Online Cookie Shop System	Is an Ordering Management System
That	Accepts and store user orders
Unlike	An order communicated through phone and written on a piece of paper
Our product	• Eliminates misunderstandings between client and seller regarding the type and weight of the products • Eliminates queues

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Shop Manager	The person who owns the shop. Is interested to provide a good ordering system to increase the profit.	Approves funding
Seller	The employee present at the shop, in charge of selling products.	Manages the orders but should have more time due to a decrease in the number of clients who come to the shop.
System Administrator	The person in charge with maintaining the system after implementation.	Ensures system is maintainable. Provides valid data to the system database.
Implementation Team	The team developing the project.	Provide a clean implementation with minimum effort.

3.2 **User Summary**

Name	Description	Responsibilities	Stakeholder
Client	The user that makes the order.	Filters the available products based on own preferences. Chooses from the list of products the ones which wants to order. Makes the order. Sees own orders.	He is a direct user.
Seller	The user that manages the orders made by clients.	Handles the orders. Adds, updates and deletes products.	He is a direct user.

3.3 **User Environment**

Client

The client is considered to submit orders from his personal computer at home, in a non-stressful and calm environment.

Seller

The seller is considered to handle the orders from the shop's computer. He/she may be interrupted by the clients who came to the shop. Thus, at least two sellers should fit better in such a context. Both should be able to process orders and take care of clients, depending on the immediate need.

4. Product Requirements

Firstly, the product requires a stable internet connection, a computer with at least 8 GB RAM, Dual Core processor, one monitor, mouse and keyboard.

The product must integrate with the shop's payment system and with the system which keeps the ingredients' evidence.