# 1.0 Introduction

## 1.1 Purpose

The purpose of this document is to present a detailed description about the proposed database-driven web-based system for WildFlowers Bushcare club. This document will explain the main functionalities of the system, assumptions, dependencies and constraints associated with the system, external interface requirements when building the proposed system, navigation maps and user interfaces associated with the proposed website and the project schedule. The intended audience of this document are stakeholders and developers of the system. This software requirement specification will be presented to WildFlowers Bushcare club for its approval.

## 1.2 Scope of project

The proposed database-driven web-based system will be used for the web presence of the WildFlowers Bushcare club. The system will act as a gateway to increase the productivity and user interaction with the club regardless of the geographical location of the members. The system will support the club’s processes such as event and competition participation of members, purchasing of company products by members and member participation through forums. The system’s functions are divided in a hierarchical manner with staff and administration having access to the majority of the functionalities, i.e. the view presented to a user depends on his/her membership type.

The following advantages are expected from the proposed system:

1. Create a system where users could interact with the club regardless of the geographical location.
2. Create an online registration system to make registration and participation of events and competitions streamlined.
3. Make the organization more accessible to users by allowing users to interact via forums, upload pictures and videos to respective galleries and easily get updates on the activities of the organization.
4. Make administration and staff to easily track user interaction with the system.
5. Create an online store and a related payment gateway whereby users could choose products, add them to (or remove them from) their carts and pay online.
6. Provide better customer support
7. Making the organization available to users 24/7 regardless of holidays or off office hours.

## 1.3 Glossary

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| **Term** | **Definition** |
| Actor | A role interacting with a system |
| Gantt Chart | A chart illustrating the project schedule of a project |
| Interface | The program (more specifically a screen) that holds as the connection between the software and the user interacting with the software. |
| MySQL | An open source system of managing (relational) databases |
| PHP | Abbreviation for Hypertext Preprocessor, is a server-side language used for web development |
| Use case | A use case depicts a functionality of a system |
| Use case diagram | A diagram illustrating the association between actors, between actors and use cases and between use cases separated by a boundary separating use cases (which are internal to the system) and actors (who are external to the system) |
| Use case specification | A document illustrating the actors, preconditions, postconditions, course of steps of execution and alternative flows of a use case |

## 1.4 References

1. Cockburn, A. (2001). *Writing effective use cases*. Boston: Addison-Wesley.
2. IEEE Guide for Software Requirements Specifications. (1984). *IEEE*, 26. <http://dx.doi.org/10.1109/ieeestd.1984.119205>
3. Pressman, R. (2010). *Software Engineering: A Practitioner's Approach* (7th ed., p. 930). New York: McGrawHill.
4. Sommerville, I. (2009). *Software engineering* (9th ed., p. 790). Harlow, England: Addison-Wesley.

## 1.5 Overview of document

The next section, Overall Description, elaborates the expected functionalities of the system. The product perspective section explains about the user interfaces and the software interfaces of the system. The user interfaces subsection presents the main interfaces of the proposed website. The software interfaces explain the softwares and/or servers that are proposed to be used in the design and maintenance stages of the software development life cycle (SDLC). Product functions section lists the functionalities that the product (the web-based solution) will provide for the four different types of users (guest, member, staff and administrator) who will be using the proposed system. User characteristics section explains the education level, experience and the technical expertise required from each of these four types of users. Finally the assumptions, dependencies and the constraints associated with the proposed system have been listed.

The third section, Specific Requirements, has been primarily included for developers of the system listing the requirements of the proposed system. The subsection lists the functional and non-functional requirements and maps the functional requirements with actors of the system in the use case diagram. The use case specification elaborates each of the use cases specified in the use case diagram.

The fourth section, Navigation Maps and User Interfaces, presents the navigational pathways to different functionalities of the system and the user interfaces with which each of these users interact in the respective pathways. Except for guests, all other users are required to be authenticated. As such, the navigational pathways of all other users, except guests, will start at the login page and will direct the user to user specific functionalities based on their authorization level. The user interface section presents screenshots of the proposed web-based system highlighting the core functionalities available for each of these member types.

The fifth section, Gantt chart is the project schedule for this proposed system.

The final section, Meeting Minutes explain the actions, decisions that were taken and summarizes discussions held at each meeting.