**Systems Analysis and Design**

**Phase 1 Non Functional Requirements**

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| N | Category | Description | Use Cases | Justification |
| 1 | Performance | Response time | All Use Cases | The application should not have more than 1 second lag after using any button on any mobile phone produced after 2015 |
| 2 | Performance | Throughput | All Use Cases | System should be able to handle required number of users |
| 3 | Reliability | No. of Failures | All Use Cases | Number of “blue screens” should not be more than 1 in 1 year of typical using cycle for user |
| 4 | Usability | Ease of use | All Use Cases | 95% of users should be able to use application without any special learning |
| 5 | Usability | Rating | All Use Cases | 90% of ratings in store apps (Google Store, Apple Store) from users after 8th weeks periods should be as 4/5 or above |
| 6 | Robustness | Concurrent Users | All Use Cases | The system must be able to handle at least 1000 concurrent active users (placing order) and 10000 passive users (browsing menus). |
| 7 | Availability | Downtime | All Use Cases | The application must exceed 99% uptime. |
| 8 | Portability | Different Platforms | All Use Cases | The application must work on different mobile OS, as iOS and Android. |

These non-functional requirements come from the development of a food delivery application for a small (up to 1 million) city with a moderate budget.

Since the application will compete with companies that have already entered the market (Deliveroo, Uber.Eats), the main parameters for such an application should be ease of use and the absence of the need for learning. This is necessary so that users of other applications do not have obstacles to switching to the new application.