The first section of the RAD is an Introduction. Its purpose is to provide a brief overview of the function of the system and the reasons for its development, its scope, and references to the development context (e.g., reference to the problem statement written by the client, references to existing systems, feasibility studies). The introduction also includes the objectives and success criteria of the project.

Template

Outline

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UNO needs student-oriented software to reduce parking congestion. The users will be students and faculty seeking to obtain parking spots. Those affected by the software include UNO persons and the surrounding traffic affected by the slowed parking scenario. The software will seek to meet stakeholder needs by reducing congestion while satisfying users by delivering a quicker parking scenario.

The software is special, because it interfaces drivers with users. Users will be able to signal that they are leaving a parking spot. This interaction will direct drivers to open parking spots. This will reduce overall congestion and the time required to find parking. Faster parking results in higher user satisfaction. Higher user satisfaction results in more users who are willing to park at UNO. All of these results satisfy the client.

The proposed software is a PHP based website geared toward mobile devices. Users will sign-up for an account and include a picture of their vehicle, as well as payment information. Signing up will require a UNO email address. This prevents users from having multiple accounts. Users will simply need to click a website button to notify drivers of their location and their intention to leave. The website will retrieve the user’s GPS location from their mobile device. A live aerial traffic map will display this location to drivers. The website will keep track of the drivers’ GPS location with respect to open parking stalls. This location is private and not displayed on the website. As drivers approach the location of those leaving, they will be able to request the parking spot.

Upon request, there is a user-user financial transaction for the parking spot. The mobile device will present the requesting driver’s vehicular photo. The user can choose from among nearby drivers and accept their application to park in the stall. Upon acceptance, the application charges the driver a small fee for the parking stall. The user gains this fee. This transaction ultimately provides the user incentive to use the software. This fee changes from a small fee of $0.50 and surges higher with increased parking demand. After the transaction, users and drivers rate their transaction out of five stars. Users may even leave a comment about the other user. This accountability encourages trust in the website and builds accountability into the app. The website displays the user rating with their vehicular photo. Previous comments show up under the user’s photo. In the case of a failed transaction, the driver may request and receive an immediate refund. The software favors the frustrated driver’s experience, trusting that this will bring the highest overall user satisfaction.

1. Introduction

1.1 Purpose of the system

1.2 Scope of the system

1.3 Objectives and success criteria of the project

1.4 Definitions, acronyms, and abbreviations

1.5 References

1.6 Overview

2. Current system

The second section, Current system, describes the current state of affairs. If the new system will replace an existing system, this section describes the functionality and the problems of the current system. Otherwise, this section describes how the tasks supported by the new system are accomplished now.

3. Proposed system

The third section documents the requirements elicitation and the analysis model of the new system.

3.1 Overview

The overview presents a functional overview of the system.

3.2 Functional requirements

Functional requirements describes the high-level functionality of the system.

3.3 Nonfunctional requirements

3.3.1 Usability

3.3.2 Reliability

3.3.3 Performance

3.3.4 Supportability

3.3.5 Implementation

3.3.6 Interface

3.3.7 Packaging

3.3.8 Legal

Nonfunctional requirements describes user-level requirements that are not directly related to functionality. This includes usability, reliability, performance, supportability, implementation, interface, operational, packaging, and legal requirements.

3.4 System models

3.4.1 Scenarios

3.4.2 Use case model

3.4.3 Object model

3.4.4 Dynamic model

3.4.5 User

interface navigational paths and screen mock-ups

System models describes the scenarios, use cases, object model, and dynamic models for the system. This section contains the complete functional specification, including mock-ups illustrating the user interface of the system and navigational paths representing the sequence of screens. The subsections Object model and Dynamic model are written during the Analysis activity.

4. Glossary

A glossary of important terms, to ensure consistency in the specification and to ensure that we use the clients terms.