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Milestone 1: System Requirements Document

1. **General Information**

**1.1 Statement:**

Team 2 will be developing inventory management software for Team Two Games. The application will be utilized by management level employees and store associates.

**1.2 Purpose**

The purpose of this System Requirements Document is to provide requirements for development, implementation and use of Team Two Games’ inventory management application.

**1.3 Scope**

This document will outline functional, non-functional, performance, security, as well as other system requirements. Also included will be questions for Team Two Games to provide Team 2 with necessary information to develop the application to meet their needs.

**1.4 Definitions, Abbreviations, Acronyms**

\*List of anything we abbreviate in the SRD.

1. **Current System**

Current inventory system is hard copy based.

1. **Functional Requirements and User Impact**

**3.1 Summary of Functions**

* Digitize inventory management
* Order management
* Inventory optimization
* Access Permissions

**3.1.1 Functional Requirements**

* + Digitize inventory management
    - Inventory
      * Items will be assigned a unique identifier, item name, brand, and type
      * System will record date item entered stock and became available
      * System will record date item left stock and calculate days available, as well as determine a classification (lost / stolen / sold / recalled)
    - Most popular items, brands, and types will be determined by average days on each remains in available inventory
    - Sort highest and lowest selling items, brands, and types for each month
    - Ability to view information by item or type, or brand
  + Order management
    - Upon management login, system will display any orders that need to be placed
  + Inventory optimization
    - Setting MIN & MAX quantities for each item.
      * Minimum will allow application to determine if stock needs to be ordered.
      * Maximum will be automatically adjusted monthly to be a quantity of 2 pieces more per item than were sold the previous month.
        + The automatic monthly adjustment increment can be changed manually
        + The maximum itself can be adjusted manually
        + The adjustment period can be adjusted manually
    - Quantities for order
  + Access Permissions
    - Management will be granted full access to the application
    - Store associates will only have access to available inventory
    - Limit to the amount of inventory associates can order with Management approval.

List of Questions:

1: How do you intend to use the software?

2: Do the desk clerks/cashiers need to be able to access the store inventory using this system?

3: Do customers need to be able to access the store inventory using this system?

4: What operating system does your store use?

5: What hardware requirements do we need to adhere to?

6: What software requirements do we need to adhere to?

7: Are there any security features that need implemented?

8: Does the inventory database need to be local or remote?

9: What style user interface is desired?

Client Responses:

1: Team Two Games will require the software be able to track and monitor all inventory, assist management in placing new orders, and advise management which games are the best selling.

2: Clerks will need to be able to view and edit the inventory of the local store. Sales and purchases should also automatically update the store inventory.

3: Customers should be able to view store inventory on a screen local to the store but they should not be able to do anything other than view.

4: Linux/Unix or Windows, this has been shown to have more support for businesses

5:

6:

7: Managers need the highest clearance, Clerks need general access, and customers should have a view only screen.

8: The Database should be local to prevent unforeseen forms of tampering.

9:

Needs of the Client:

Need to be able to keep a running inventory of what games are in stock

Use Case:

Manager: Order games, manage stock, manage prices

Clerk: Add and remove games from the inventory, view store inventory and game information.

Customer: View store inventory.

References

\*Other material, articles, websites, etc. that we use or reference in the SRD.

Software Interface Requirements

IntelliScanner, or barcode scanner software (e.g. ZBar). Will allow for building of a database of our entire inventory using barcodes, as well as faster checkouts.

Hardware Requirements

Internet access

Customer will need access to a local touch screen.

Clerks will need access to a local PC including monitor and keyboard

Managers will have access to the central database

Smart USB barcode scanner reads all major barcode types (UPC, EAN, ISBN, Code 39)

Functional Requirements

\*What is needed to interact with the software.

Non-Functional Requirements

\*Knowledge of the user?

Clerks and Managers will need to be able to use windows and have a basic understanding of how to use a PC.

Storyboard: