Software Requirements Specification

for

The Jersey Stand

Version 1.0 approved

Team 4

NSU.CSE327.2

24th June 2019

Table of Content

Revision History

Name	Date	Reason For Changes	Version
The Jersey Stand	24th June 2019	Start Of the project	v1.0

1. Introduction

1.1 Purpose: This SRS holds the features of our project, The Jersey Stand. The goal of the SRS is to put all the ideas together and have a documentation of it. This will have a detailed information for the project we have planned for.

1.2 Documentation Conventions: We used a template from templeto.com for the SRS designing.

1.3 Intended Audience & Reading Suggestion: This SRS is for the developers, our faculty and Any user. In further cases, if we want to implement a business on it then the marketing team and administrator can also read it.

1.4 Product Scope: So the jersey stand is a platform where you can design and customize your very own jersey. We that might be jersey and that might also be t shirt. People are getting more unique day by day. They love to get their own imagination implemented. Thus, this project will have a big impact and get business.

1.5 References:

https://templatemo.com/ for the SRS web table.

MockFlow web app was used to create demo UI.

Need to talk to sir about this.

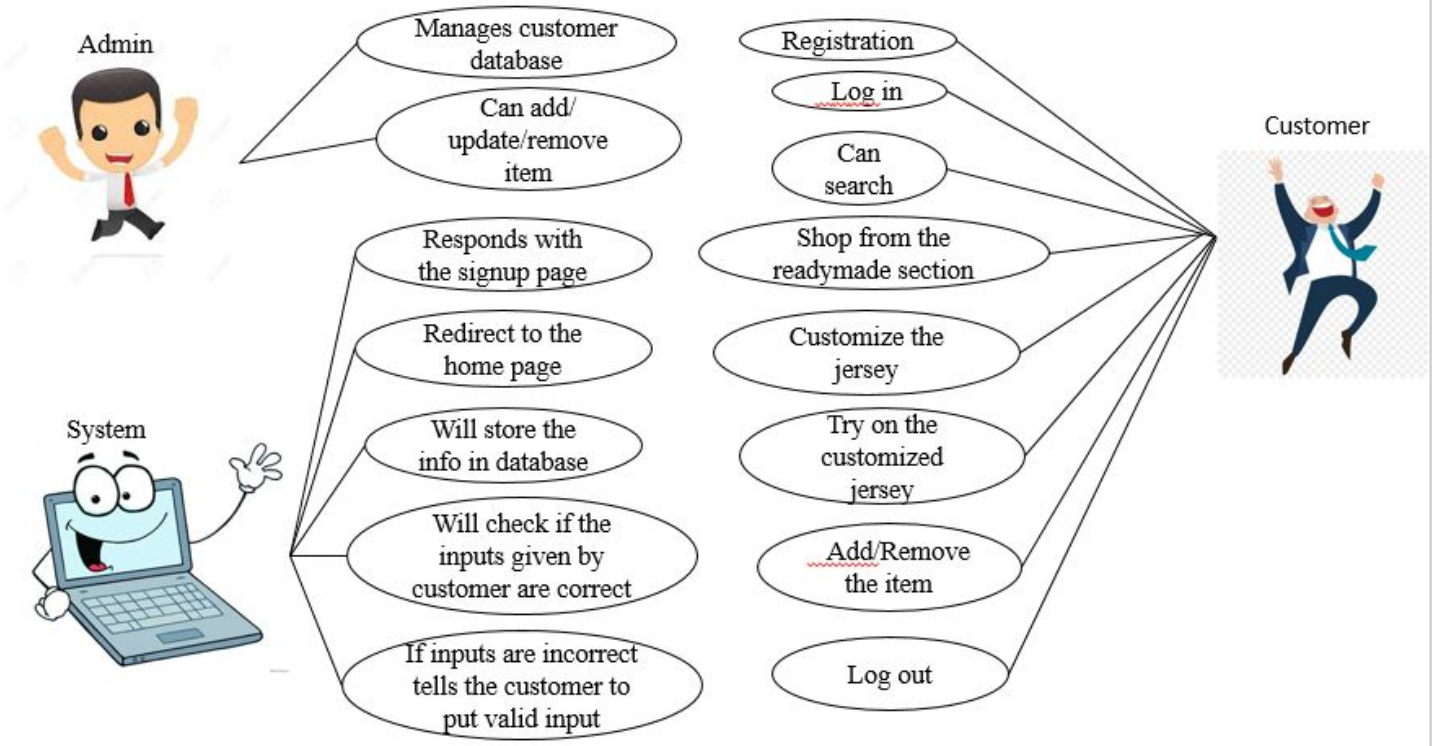
2. Overall description :

2.1. Product perspective :

This is a new, self contained product. This product is for those people who don’t want to roam from one shop to another in order to find their favourite jersey. This is directly aiming those customers who are sports freak and want to have their own customized jersey, they can customize it from scratch and can even choose between various raw materials if they want.

2.2. Product functions :

Here is the use case diagram for that -



2.3. User classes and characteristics :

User should be familiar with terms like -

- ❖ Sign up
- ❖ Log in
- ❖ Customization
- ❖ Order process

2.4. Operating environment :

- Operating system : Linux mint, Ubuntu, Windows 7,8,9, Android os.
- Hardware platform : computer, android phone.

2.5. Design and implementation constraints :

- This software will have two kinds of platforms, one is android and another one is web version. It will contain images,
- The customer organization won't be responsible for the delivered software as it will be managed by the admins themselves.
-

2.6. User documentation :

Customer actions : Customer will have to create an account first. Then he/she will be able to log in. After that the options will be shown in the home page. He/she can choose from the readymade jerseys or search their desired ones. Or they can customize a total new design for their jersey by clicking the customize option. After customizing he/she can try the image by clicking the try on button. It will just ask for taking a photo of them, after that they will be able to see how they look wearing that jersey. After all these tasks, to order that finally, they will put it in cart by clicking on the option. They can even remove/add items from there before confirming the order. Then a confirmation window will pop up. Customer will have to click on the confirm button.

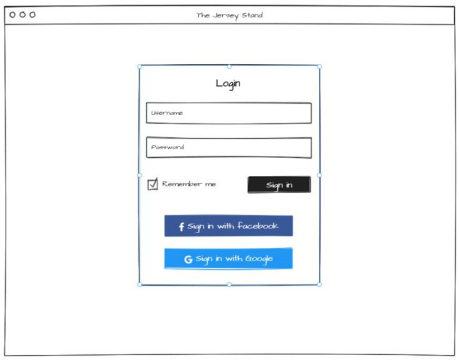
System actions : System will check if the customer is putting valid username and password. If the password/username is incorrect then system will let him know to put the valid input. After finishing the log in phase, system will collect all the inputs customer will make and store them in database.

2.7. Assumptions and dependencies : This software needs internet to work.

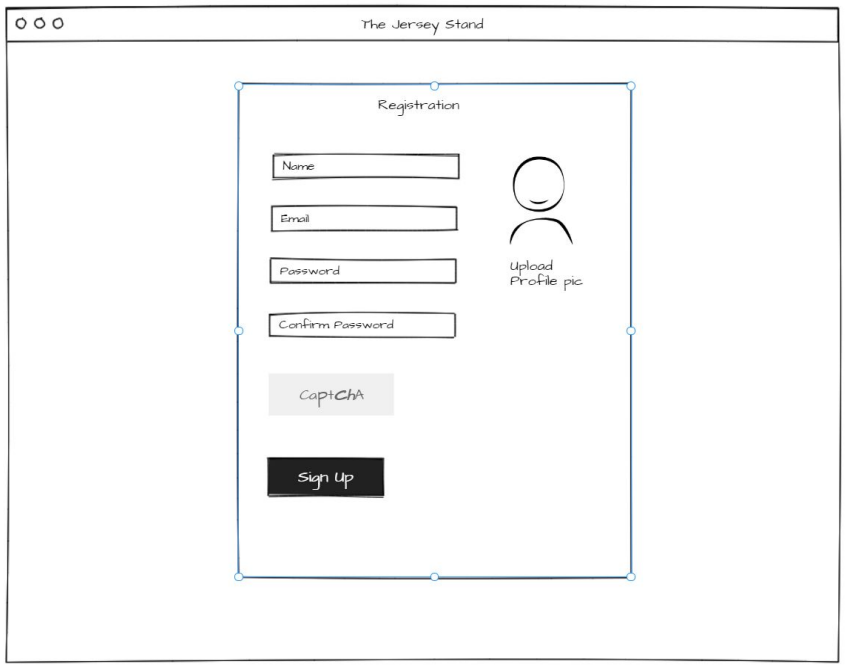
3. External Interface Requirement

User Interface: Ours is a very user friendly application. But for security reasons we will not allow people without accounts.

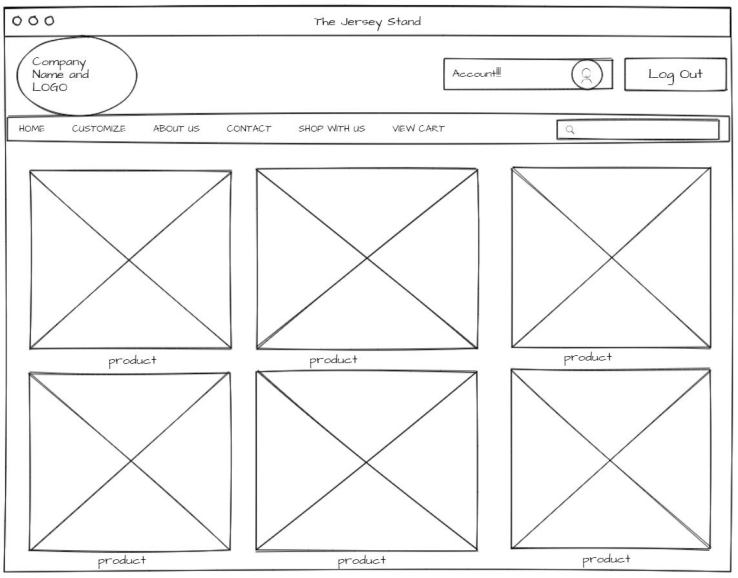
1. User Login portal: There will also be a sign up for free option here.



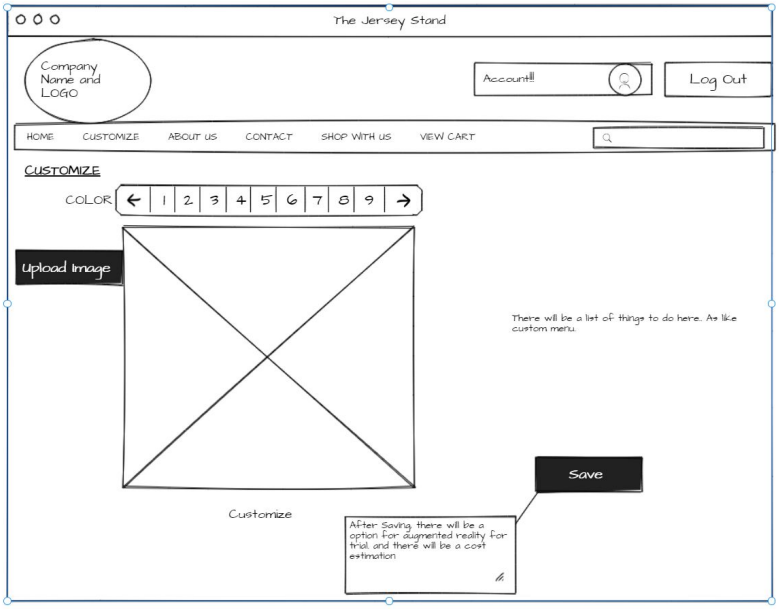
2. Registration Form:



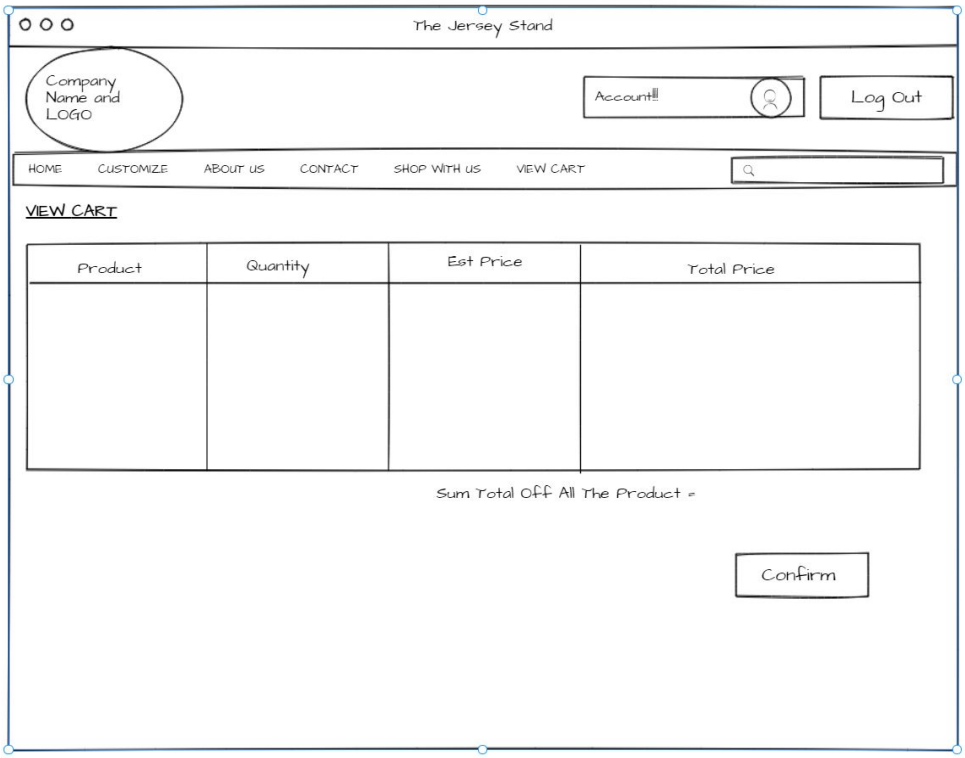
3. This is the HOME page:



4. The Web Application:



5. View Cart:



Hardware Interface: So basically we will be needing a computer which can run recent version of browsers. As it is a web app so it is a must to be connected to the internet therefore modem, ethernet cable, WAN - LAN. A web cam will be needed for augmented reality.

There is an android version of this program too which will be launched soon after the web apps release. In that case we will be needing an Android phone with the proper version of the android os required.

Software Interface: So we need a lot of things to be done. There for our requirements are:

a) OS [Any OS with Networking capability] / there will be version for android
b) Python
c) Django
d) NoSQL
e) TBA

Communication Interface: Communication Interface in one word is the internet. So we need to be connected by LAN/WAN network.

4.1 System Features:

Functional Requirements:

1. Registration : Customer has to register to an account to be able to purchase product. Where necessary details about the customer will be taken. Customer will set a User ID and password for the account.
2. Login : User ID and password should be used to log into the account.
3. Home page : After logging in, home page will come, several options will be found here.
    - ❏ Search : Customers can search for their desired jersey.
    - ❏ Shop with us : Customers can shop from the ready made jerseys.
    - ❏ Create your own jersey : Customers can customize a jersey, where they can choose size, add color, give logo, choose fabric.
    - ❏ Try on: After creating the customized jersey, customer can try on the jersey by the help of AR. Customer will take a photo of themselves and put on the customized jersey on themselves. [The picture must be a human photo at least upto the waist.]
    - ❏ Add/remove to/from cart: Customers can add their desired jersey in this bucket to buy, and can also remove it if they change their mind.
    - ❏ Contact : If the customers need to know anything, they can contact us. Our emails will be given here.

- ❏ Logout : Customer can log out of the system whenever they desire.

Response Sequence:

User Actions	System Responses
1.User goes to www.thejerseystand.com	2. System responds with the signin/signup page.
3. User selects signup.	4. System will redirect to the registration page.
5. The registration page will come, where the customer will fill up the given form.	6. System will take the information and put into the database.
7. User selects signin.	8. System will redirect to the login page.
9. User will enter user ID and password.	10. System will check if the inputs given are correct or not from the database. And will redirect to the home page.
11. User selects “Create your own jersey” option.	12. System redirects to the customization page.
13. User customizes the jersey by selecting fabrics type, size, color, logo.	14. User adds them to the jersey accordingly.
15. User clicks “Save” to have the customization.	16. System takes the given information and adds to the database.
17. User selects “Try on” option.	18. System requests access to the

	phone/web camera.
19. User gives access by clicking “Give access”.	19. Opens camera.
20. User takes a picture of themselves and uploads it by selecting “Upload”.	21. System checks if the picture is a photo of a person or something else. If the system cannot recognize the human picture, it doesn’t take the picture. If it’s a human picture, system puts the customized jersey on the person.
21. If user is satisfied with the design, they add it to the cart.	22. System adds it to the cart and calculates the price.
22. User selects “Place order”.	23. System shows the info related to the order and confirms it.
24. User clicks “Logout” option.	25. System logs the user out and clears session.