Software Requirements Specification
for
Online Pharmacy Web Application

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Revision History

Revision	Date	Author(s)	Description
1.0	10.03.2021	Md Hasib Zaman	Initializing plans

Chapter 1

Introduction

1.1 Purpose

The “Online Pharma” web application is intended to provide an efficient solution for the people who need medicines through the internet as the sole medium. They will have a chat box as well to talk so that they can also find their medicine as their requirement through AI support.

1.2 Intended Audience

The intended audience for this online platform is going to be all people whom are in need of medicine.

1.3 Intended Use

1.3 E-medical refers to the process of ensuring health-care services via online. And it is important because it allows patients to have a better and instant healthcare and many more emergency medical needs like blood donation, pharmacy service, ambulance service within a very short amount of time only using internet. The main advantage of the online pharmacy the people who are ill at home can easily order their medicine and collect them from home.

1.4 Product Scope

Our projection has a high scope in the current market as today’s world is an world of online platforms and after the recent pandemic situation people themselves want to order things from home. So, in the market this project will stand out easily.

1.5 Risk Definition

The online risk we have with our current project is the timing for delivery. If the delivery time of the medicine is delayed for emergency patients then we will face difficulty. So, we can take risk management by making an emergency option for the users.

Chapter 2

Overall Description

2.1 User Classes and Characteristics

In our website we will have be two types of user. Primary user and Secondary user. All the visiting persons of our website will be our primary user and there will be admin of our website who will be the secondary user. A primary user will be able see the content of our website, order products from the market place. A secondary user will be able to control the website. He/ She will be able add or delete any product if necessary. A user must open an account on the website with his email id to get access to the website.

2.2 User Needs

The admins will be provided with notification of orders as soon as they login to their accounts. From their onwards they will be given a set options either to accept or reject orders. Clients/Users will be given an emergency option which will be used for fast delivery.

2.3 Operating Environment

As we are going to build a responsive web application, our application will able to run on any operating system and web browser that supports HTML5, CSS3, Javascipt, Django.

2.4 Constraints

The only constraints that we will face is man power and financial problems for the man power.

2.5 Assumptions

- Client/User has an active Internet Connection or has access to one to view the Website.
- Client/User runs an operating system which Supports Internet Browsing.
- Our website will not be violating any Internet Ethnic or Cultural Rules and won't be blocked by the Telecommunication regulatory commission.

Chapter 3

Requirements

3.1 User Interface(Demo)

Figure 3.1: User Login Portal

Figure 3.2: Registration Form

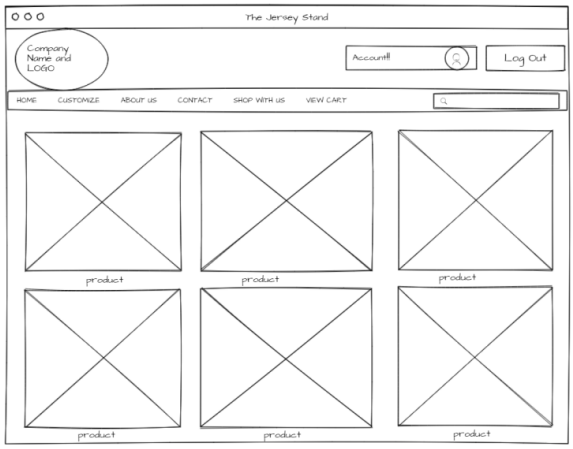

Figure 3.3: Home Page

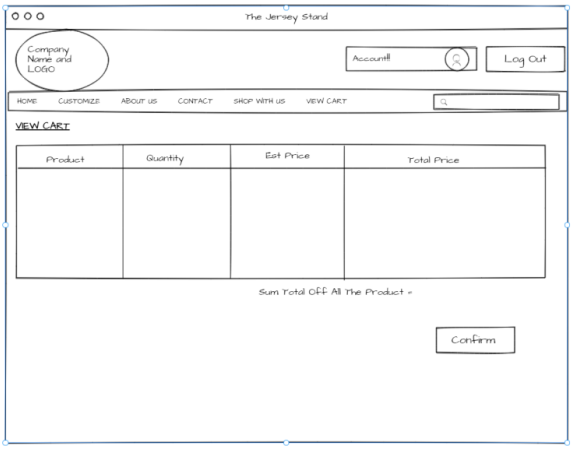

Figure 3.4: Medicine Cart

3.2 Hardware Interface

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.

3.3 Software Interface

a) The website can be viewed from any device using web browser because it's responsive to all
b) Web browser

3.4 Communication Interface

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

3.5 System Features

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 which are mentioned below.
    - Search
    - Chat-bot
    - add to /remove from cart
    - contact
    - log out
4. Payment: Once the user is done with selecting his/her necessary items then she will visit the cart and from their she will be given a payment page to complete his/her payment.
5. Admin panel: There will be an admin panel as well from where admins will be able to do their tasks.

3.6 Non Functional Requirements

- Performance of the system should be fast and accurate.
- System shall handle expected and unexpected errors.
- Should be able to handle large amount of data
- User authentication and validation of members using their unique member ID.
- Only administrator will see and manage all member accounts.

3.7 Response Sequences

Here is the response sequence of the web application

User Action	System Responses
User goes to address page of the application	System responds with the sign up/ login page
User selects to sign up	System will redirect him to the registration page/form
User will register with valid information	System will take those information to save them in database and will put a unique against them.
User Selects to sign in	System will redirect toward the sign in page
User will put his credentials	System will check whether there is a match and if correct then will redirect toward the home page.
User searches his required medicine	System will query the database for the medicine and show the user
User will add to cart	System will place the selected item in the cart and check for availability
User will go to cart	System will take user to the cart page
User will place order	System will add the order to a database section
User will check out	System will take user to the payment method and after payment redirect to home page
User will log out	Clears Session

Appendices

Appendix A

Glossary