

# System Specification

## Smart Shopping List

Project Name	Smart Shopping List
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## Revisions

Date	Author	Change
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# **1 Initial Situation and Goal**

## **1.1 Initial Situation**

Members of a typical household must go shopping for groceries at least once a week. A lot of households use grocery lists to organise that process. Problems that could occur are that the grocery list gets lost or if the list is in use nobody else can add shopping items to the list. It also could happen that multiple lists get written because of miscommunication between the members of a household.

Furthermore things get more complex when the combination of recipe books and grocery lists is considered. The items found in different recipe books have to be manually transferred to the shopping list.

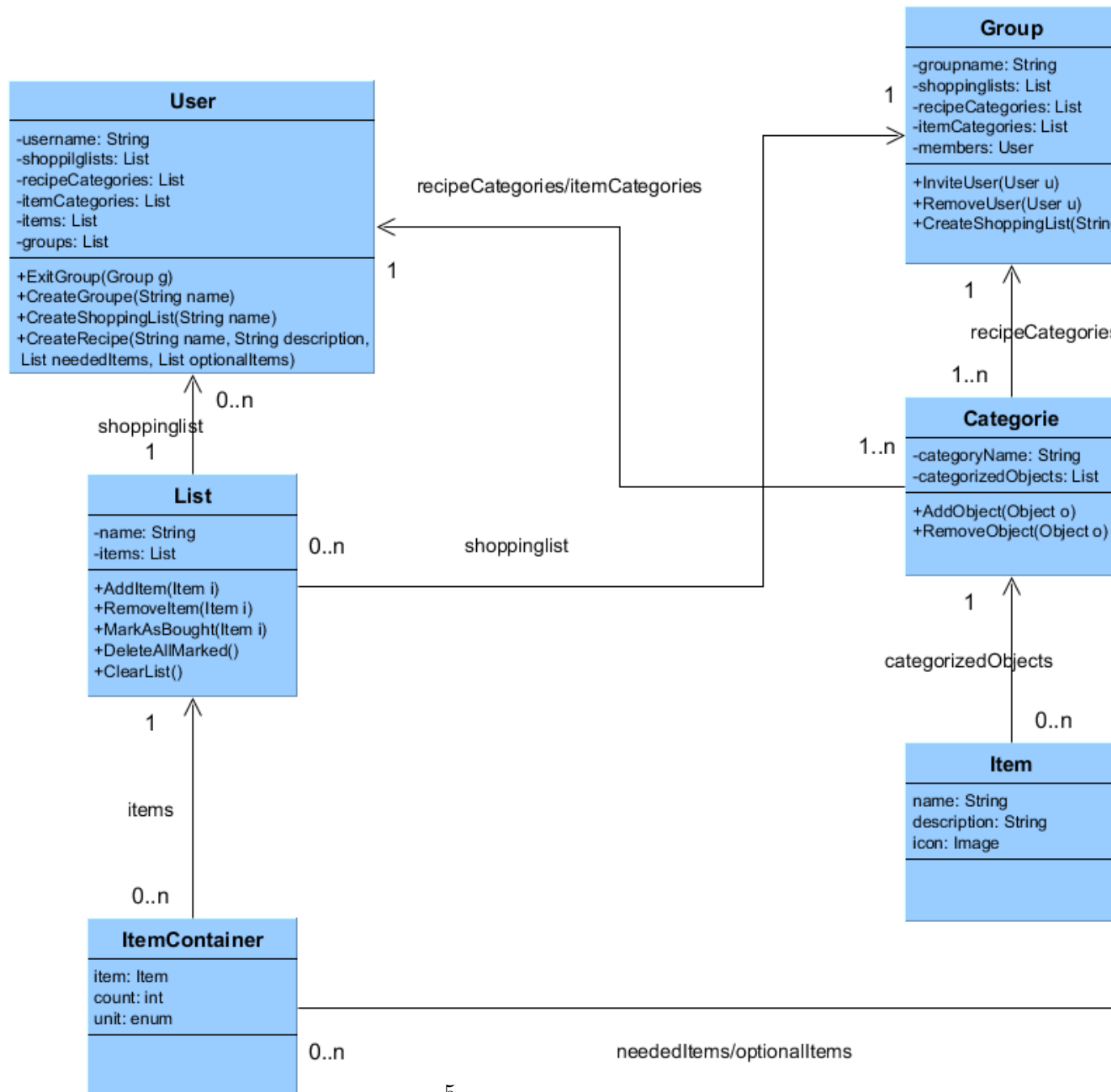
These processes could be simplified by using a grocery list app.



### 1.1.1 Application Domain

### 1.1.2 Glossary

### 1.1.3 Model of the Application Domain



### 1.1.4 Overview of the Business Processes



### 1.1.5 Description of the Business Processes

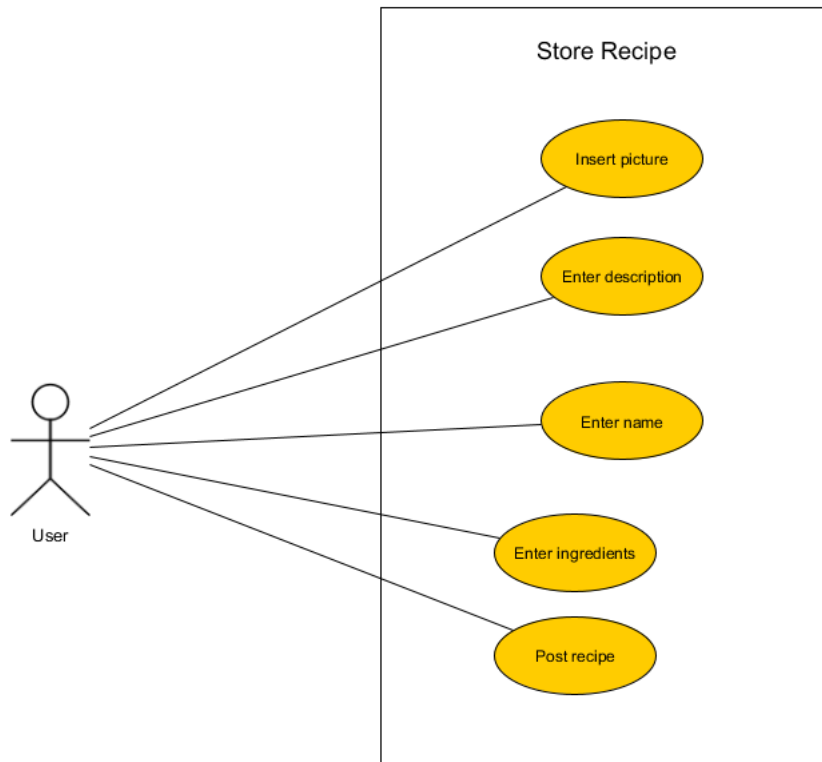
Triggering Event	
Result	
Contributors	

## 1.2 Goal Definition

## 2 Functional Requirements

### 2.1 Use-Case Diagrams

#### 2.2 Use Case Store Recipe

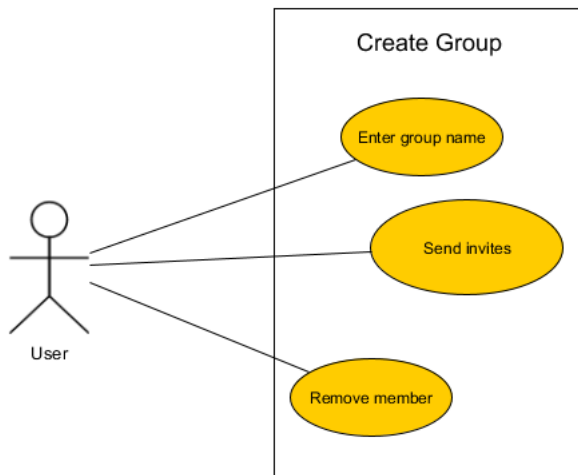


##### 2.2.1 Characteristic Information

Goal	Creates a recipe that is added to the users recipelist
Precondition	none
Postcondition	New recipe in the recipelist
Involved User	The user who wants to create a recipe
Triggering Event	Event is triggert by the user



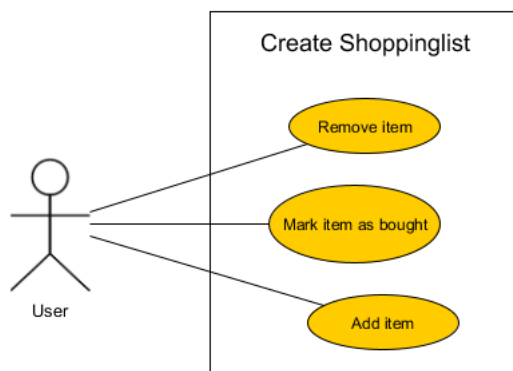
## 2.3 Use Case Create Group



### 2.3.1 Characteristic Information

Goal	
Precondition	
Postcondition	
Involved User	
Triggering Event	

## 2.4 Use Case Create Shoppinglist



#### 2.4.1 Characteristic Information

Goal	
Precondition	
Postcondition	
Involved User	
Triggering Event	

#### 2.4.2 GUI to call the use case

Input field	Valid inputs

#### 2.4.3 Scenario for the standard use

Step	User	Activity

#### 2.4.4 GUIs for the standard use

Input field	Valid inputs

#### 2.4.5 Scenarios for non-standard uses

Step	User	Activity

#### 2.4.6 GUIs for the non-standard uses

Input field	Valid inputs

#### 2.4.7 Workflow

#### 2.4.8 Open Points

### **3 Non-functional Requirements**

## 4 Quantity Structure

## 5 System Architecture and Interfaces

## 6 Acceptance Criteria

## 7 Acceptance Criteria

## 8 References



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