

System Specification

Smart Shopping List

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|----------------|---------------------|
| 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.

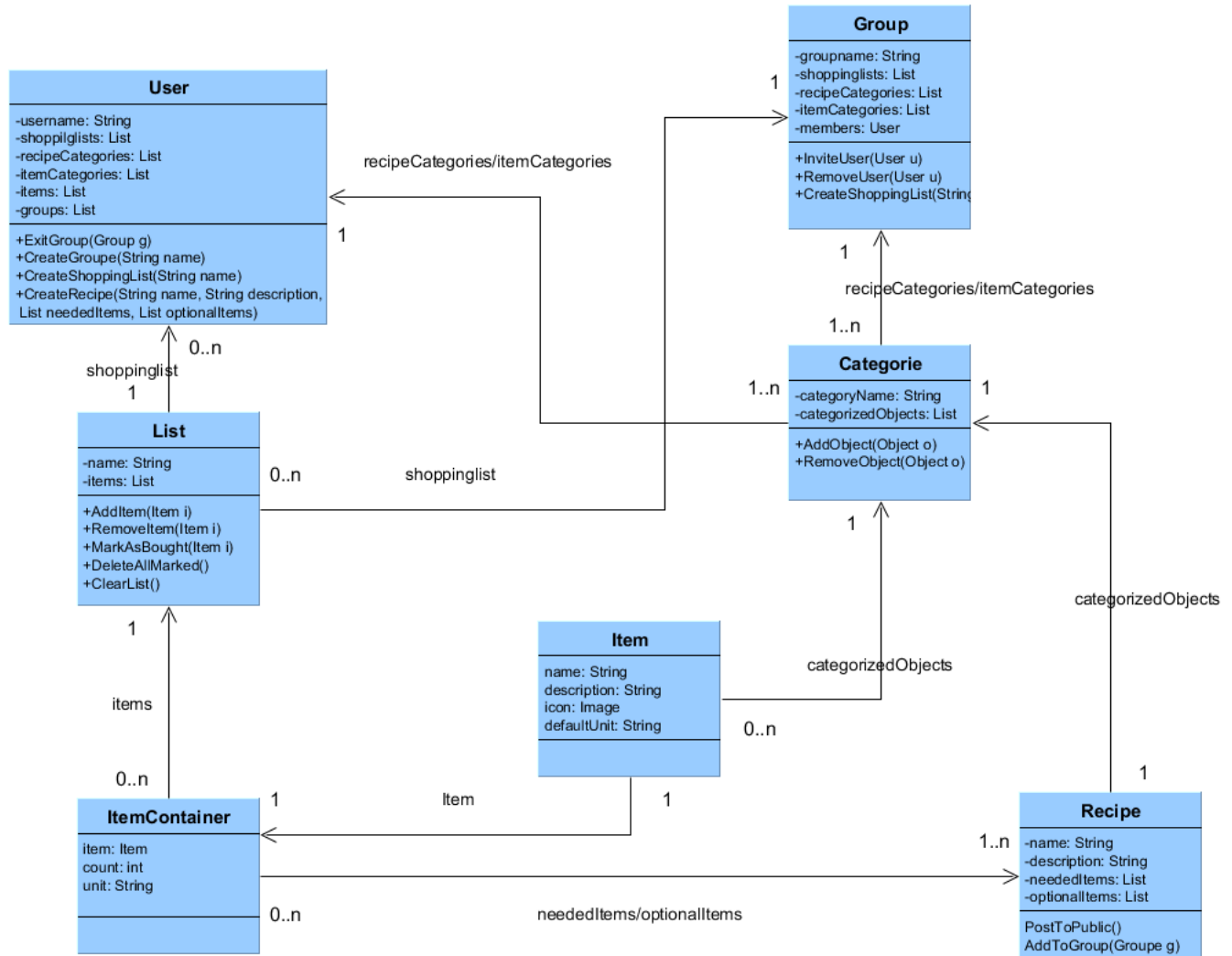
Furthermore things get more complex when the combination of recipe books and grocery lists is considered. The items found in different recipe books have to be manually transferred to the shopping list.

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

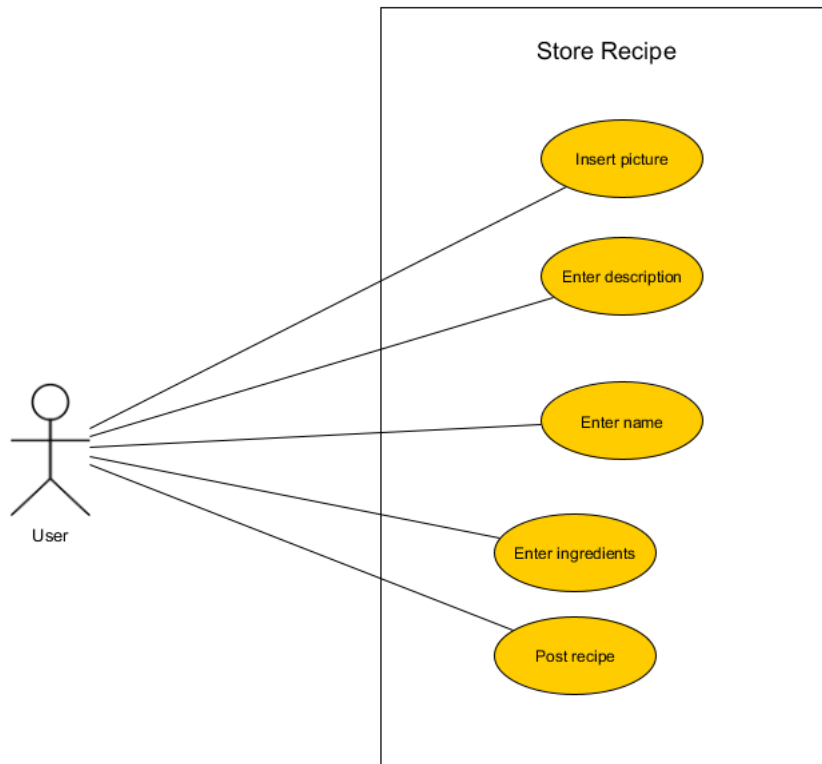


1.2 Goal Definition

2 Functional Requirements

2.1 Use-Case Diagrams

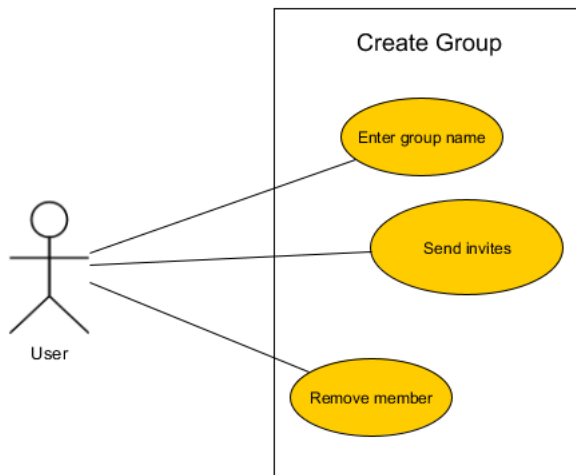
2.2 Use Case Store Recipe



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 triggered by the user |

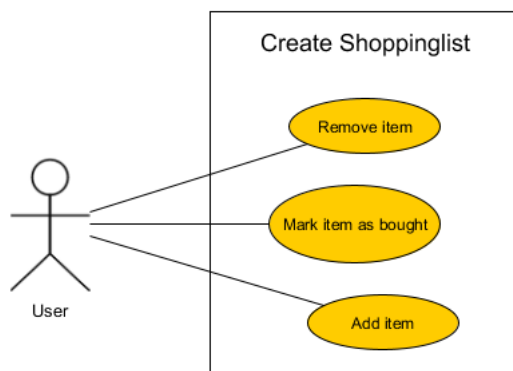
2.3 Use Case Create Group



2.3.1 Characteristic Information

| | |
|------------------|--|
| Goal | Create a group with the creators items and categories |
| Precondition | none |
| Postcondition | New group in the users list of groups which contains the creators items and categories |
| Involved User | |
| Triggering Event | Event is triggered by the user |

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

9 List of Figures