**Software Design Specification**

**Flex Tracker**

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## ***Document Outline***

* Document Description
  + Introduction
  + System Overview
* Design Considerations
  + Assumptions and Dependencies
  + General Constraints
  + Goals and Guidelines
  + Development Methods
* Architectural Strategies
* System Architecture
* Policies and Tactics
* Glossary

## ***Document Description***

Here is the description of the contents for the software design specifications

### **Introduction**

* The purpose of this document is to inform the reader of how the Flex Tracker program will operate and how they will be able to access it
* This document will cover the rough outline of how the Flex Tracker program will be made and what features should be included
* This document should be read by the designers of the Flex Tracker program in order to guide them as they create the program
* The product is called the Flex Tracker and it will be version 1.0 since there have been no other versions created as of the writing of this document
* Definitions
  + Flex money - money used to purchase food or meals at LeTourneau University through the company Bon Appetit.
  + LetNet - LeTourneau University’s network
  + MyLetu – website for students and faculty to check information related to LeTourneau
  + Buzz app - LeTourneau’s campus app
* The contents of this document is meant to aide the designers of the Flex Tracker program in its creation by detailing the features and design details of the program

### **System Overview**

This program will be a webpage on the LeTourneau website to allow students to view the balance of their flex money as well as the number of meal swipes remaining for each week. It will pull this information from the Bon Appetit database and display it through a web page on my.letu.edu.

# **Design Considerations**

## ***Assumptions and Dependencies***

Currently, we assume that we will be able to be granted access to the Bon Appetit database to implement it in the program. The success of this program is dependent on access to the database.

## ***General Constraints***

This project must be a web page on the MyLETU website, available to all students at any time. The program must be able to retrieve the required data from the Bon Appetit database whenever a student accesses the page, using a TCP connection. Also, the program will be limited to displaying certain information from the database and will not take input from the user.

## ***Goals and Guidelines***

The page that students will use to view their balance should look and feel like the existing pages on the MyLetu website.

# **Architectural Strategies**

The software may use some combination of PHP, SQL, and HTML to display the information on the student’s MyLetu page. A different language may be necessary for retrieving the student’s information from Bon Appetit’s servers, depending on how the information is stored. When developing the MyLetu page, most of the formatting can be copied from existing pages on the website.

# **System Architecture**

The software will have two major parts. One part will need to retrieve the student’s information from Bon Appetit’s servers. The other part will display that information on the student’s MyLetu page. The page will likely reuse existing code from current pages on the MyLetu website.

# **Policies and Tactics**

This will become a part of the MyLETU website, therefore maintenance will be handled by the current administrators of my.letu.edu.

# **Glossary**

An ordered list of defined terms and concepts used throughout the document.

* Buzz app - LeTourneau’s campus app
* Flex money - money used to purchase food or meals at LeTourneau University through the company Bon Appetit.
* LetNet - LeTourneau University’s network
* MyLetu – website for students and faculty to check information related to LeTourneau