Pet Supplies Delivery Software Requirements Specification For Delivery Application

Version 1.0



Revision History

Date	Version	Description	Author
25/03/2019	1.0	First Version	N°3

Table of Contents

Introduction	4
Purpose	4
Scope	4
Definitions, Acronyms, and Abbreviations	4
References	4
Overview	4
Overall Description	4
Specific Requirements	5
Functionality	5
Usability	5
Reliability	6
Performance	6
Supportability	6
Technical support	6
Design Constraints	6
Internet connection	6
On-line User Documentation and Help System Requirements	6
Purchased Components	6
Interfaces	6
User Interfaces	6
Hardware Interfaces	6
Software Interfaces	6
Communications Interfaces	7
Licensing Requirements	7
Legal, Copyright, and Other Notices	7
Applicable Standards	7
Supporting Information	7

Software Requirements Specification

1. Introduction

1.1 Purpose

The purpose of this document is to remark the outline behaviour of the Pet Supplies Delivery website, its non functional requirements, design constraints and other factors to describe the requirements of this Software.

1.2 Scope

The software application which is described in this document is a web-based Pet Supplies and Medical Care delivery provider.

Users will be able to browse through the shop as if they were on location, being able to add or remove items to the cart. These items include the above mentioned Pet Supplies and Medical Care services. Before purchasing, the user must be registered into the system. It can then purchase those items and provide a location for delivering, having provided a valid payment method. Afterwards a package tracking functionality will inform them of the evolving shipping progress up until it arrives.

On the other end, someone will be able to control the items to be purchased and their stock, users and user information, the categories in which items fall and the Doctor which provide Medical Care.

As it is a web-based solution, internet access is needed at every point to complete any task but it allows for making use of the software at any device given it has a web browser and active internet connection.

1.3 Definitions, Acronyms, and Abbreviations

Buyer	A person who wants to buy a product
Product	An item the store offers for sale
Cart	A list of products ready to buy
UI	User Interface

1.4 References

IEEE. IEEE Std 830-1998 IEEE Recommended Practice for Software Requirement Specifications. IEEE Computer Society, 1998

1.5 Overview

This document details different aspects of the finalized product. A quick overview of the discussed topics can be observed at the table of contests in the above page.

2. Overall Description

The Delivery Application will allow clients to purchase Pet Supplies and Medical Care through the web. Clients will then be able to track their packages. Also employees will be able to control stock, Doctors and which products are sold. Description of these functionalities, their behaviour and look plus legal information is provided bellow.

3. Specific Requirements

- The system should be capable of registering Users to which Orders will be placed
- An Order consists of multiple Items which can be either Pet Supplies (food, treats, toys, collars, leashes, cat litter, cages, aquariums and tags) or Medical Care (having to specify the pet that is having the problem and the problem itself).
- In order to provide Medical Care Doctors (Veterinarian Physicians) have multiple patients but as it's not a typical vet visit (this is more akin to an emergency service) Doctors are provided at random being ideal that they have an even load among them.
- People who wish to purchase Items must have their personal information registered by the Pet Shop. This
 information can only be changed by a Pet Shop employee and only he/she can remove Clients if that is
 what they want.
- Clients must be able to register on their own.
- People should be allowed to look at the Inventory without being Clients, it serves as sort of advertising and helps build trust with what could be future Clients. As it was by the shop manager in an interview "You wouldn't tell someone coming into your shop: if you're not going to buy, get out!".
- Clients should be able to send their Orders to wherever they wish for them to be delivered. That information is not tied to the Client's personal information but they should have easy access to places where Packages where already delivered.
- Clients should be able to know what they are buying and therefore a Shopping Cart must be provided.
- Clients should be able to shop as if they were inside the Shop being able to pick-up thing and put them back (Removing and Adding Items to the Shopping Cart).
- Online purchases should be by safe methods meaning that no pay-on-receival is allowed. Must be credit, debit or RapiPago/Pago Facil.
- When paying, the transaction must be approved by the financial institution before placing the order.
- It is desirable that Clients know the Status of their order (Preparing, Shipping and Shipped) which are altered by the people involved in that process (the Delivery Man and the Employee who prepares the package). Also it was expressed that Clients would like to be able to know what they previously ordered.

3.1 Functionality



The interactive part of the site allows the visitor to become a buyer. Below are some of the main types of functionality that will be included in the system to allow the needed interaction to flow with ease, resulting in a satisfied customer

- Buyer: This endpoint has the ability to Purchase Objects from the database.
- Admin: This endpoint has the ability to manipulate the database in order to add, update or remove products. As well as the ability to supervise the integrity of the database.

The application will implement a CRUD system to manage the database.

There are important rules to consider when applying the desired functionality:

- All functionality needs a purpose, it should not be included because it can
- Must be kept simple to avoid the loss of customers along the way
 - This includes avoiding the requirement of too many steps
- Should not ask customers to disclose more information about themselves than needed by the functionality

3.2 Usability

Pet Pack will offer a very user-friendly UI with an intuitive interface for both the buyer and the client in order to perform their desired operations. The aimed goals of the UI are to allow:

- The required training time of an average user is 10 min.
- The typical time to upload a new product is 5 min.
- The typical time to buy an item is 3 min.
- The typical time for an user to search for an specific item is 6 min

3.3 Reliability

- Availability of 96%.
- Mean Time Between Failures (MTBF) of 1 year.
- Mean Time To Repair (MTTR) of 12hs.
- Maximum Bugs or Defect Rate of 3 bugs per KLOC.
- Minor bug rate.

3.4 Performance

- Transactions will take up to 3 seconds to be completed.
- The system will be able to handle 100 transactions per second.
- The system will allow for an unlimited number of simultaneous users.

3.5 Supportability

3.5.1 Technical support

Pet Pack will offer a 6 month technical support period after the product is finally delivered to the costumer. In order to continue to have the technical support after the period, the costumer will have to pay a monthly fee.

3.6 Design Constraints

3.6.1 Internet connection

The biggest constraint will be the Internet connection. With it, the users will be able to access and interact with the

application and will allow the application to interact with it's database.

3.7 On-line User Documentation and Help System Requirements

The user will be offered a way to communicate with the local pet shop in case they require assistance through an integrated message system.

3.8 Purchased Components

N/A

3.9 Interfaces

3.9.1 User Interfaces

The application will present the user a Graphical UI with a login interface. It will later present another interface in order to select a product, a search bar will be provided for the latter interface.

3.9.2 Hardware Interfaces

The Software provided will require a Personal Computer with Keyboard and Monitor or a Laptop.

3.9.3 Software Interfaces

The software will connect to an external PostgreSQL database. And must be installed on a UNIX system with a web server installed.

3.9.4 Communications Interfaces

The application will internally use PostgreSQL hosted on a web server. It will connect with the user through a Web browser such as Google Chrome, Mozilla Firefox or Safari.

3.10 Licensing Requirements

Pet Pack will provide a public license for the open source application developed.

3.11 Legal, Copyright, and Other Notices

This project may make use of heavily modified open-source solutions and will be primarily developed with the Django framework which is protected by the creative commons license.

3.12 Applicable Standards

Pet Pack's software will be design applying the patrons techniques in its development