# Software Engineering Analysis and Design

Group members:

Aleksandros Sinani

Kevin Ali

Gerald Domnori

Course: Software Engineering Analysis and Design

Project: Fuel Me

Accepted by: Dr. Igli Hakrama

Table of Contents

SUMMARY3

1.1 Project Overview

CHAPTERS..3

2.1 User Stories

**1.Summary**

**1.1 Project overview**

We will try to help customers who might be stuck in a remote place because they have ran out of fuel or someone who might need fuel to warm his house with a generator in a cold winter night.  
Refueling might be challenging for some people because they hate waiting in lines or they don’t like the quality of their nearby stations.  
In order to avoid all of these, we have created the **FuelMe** application which can be used by anyone as long as they have a mobile phone and internet.

This application is the best solution for everyone because with just a couple of clicks you can choose where and when you will get your delivery.

2.Chapters

* 1. **User stories**

The main focus of our project will be ***Customers***. Our purpose is to satisfy all the customers who will be using our application and fulfill all their needs.

Customers will be able to choose their location,time and fuel type in their mobile application and after getting the order notification we will start immediately working on it.

Our application is very easy to use and has automated guides to show you around the app and also a 24/7 customer support to assist you.

After an order is placed, Admins will immediately notify the distributors and the delivery team so they can start working on the order. Meanwhile the customer will also get a notification which will tell him his delivery progress and also the location of the delivery team.