

Software Requirements Specification

BusMate: Real-Time Microbus Transportation System

Version 3

Andrew Amin
Karim Muhammad
Muhammad Hamdy
Muhammad Hossam

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Department of Computer and Systems Engineering,
Faculty of Engineering, Helwan University

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Revision History

Version	Date	Edited By	Description
1	Oct 18, 2023	Andrew Amin	Initial functional requirements and users definition
1	Oct 21, 2023	Karim Muhammad	Initial interface and non-functional requirements
1	Oct 22, 2023	Muhammad Hamdy	Project purpose, scope and re-define users
1	Oct 23, 2023	Muhammad Hossam	System architecture and block diagram
2	Nov 7, 2023	Andrew Amin	Rewrite functional requirements, purpose and scope
2	Dec 2, 2023	Muhammad Hamdy	Designed the database as an entity relationship diagram
2	Dec 5, 2023	Muhammad Hossam	Designed the use-case diagram
2	Dec 5, 2023	Andrew Amin	Designed the class diagram
2	Dec 7, 2023	Karim Muhammad	Added various classes and revised whole document
3	Dec 21, 2023	Muhammad Hamdy	Added relational model diagram

Table 1.: Revision History

1. Introduction

1.1. Purpose

The purpose of the Software Requirements Specification (SRS) is to provide a detailed description of the Microbus Transportation Web Application. It serves as a comprehensive document that outlines the functional and non-functional requirements, constraints, and dependencies of the system.

The SRS acts as a reference for the development team, stakeholders, and anyone involved in the project to understand the scope, objectives, and specifications of the application.

1.2. Scope

BusMate, The Microbus Transportation Web Application aims to connect microbus drivers and passengers in real-time. It addresses the challenge of passengers waiting for minibuses that do not align with their needs, while drivers are unaware of potential passengers along their routes.

The application seeks to improve the transportation experience by providing a platform for efficient communication and coordination between drivers and passengers.

1.3. Definitions, Acronyms, and Abbreviations

- **BusMate:** The name of project
- **SRS:** Software Requirements Specification
- **IEEE:** Institute of Electrical and Electronics Engineers
- **Microbus:** A small public transportation vehicle that can accommodate a limited number of passengers.
- **Passenger:** An individual who intends to use the microbus transportation service.
- **Driver:** An individual who operates a microbus and provides transportation services to passengers.

- Web Application: A software application that is accessed through a web browser and provides functionality and services over the internet.
- Real-time: The ability to provide and receive information instantaneously or with minimal delay.

1.4. References

- IEEE Std 830-1998: IEEE Recommended Practice for Software Requirements Specifications, <http://www.math.uaa.alaska.edu/~afkjm/cs401/IEEE830.pdf>.

2. Overall Description

2.1. Product Perspective

The Microbus Transportation Web Application will be a standalone system, interacting with microbus drivers and passengers through a user-friendly web interface. It will not rely on any external systems for its core functionality, but may utilize geolocation services and payment gateways for additional features.

2.2. Product Features

- Real-time microbus tracking and availability display
- Passenger registration and profile management
- Driver registration and profile management
- Route selection and scheduling for drivers
- Passenger search and booking for available microbuses
- Notifications for drivers and passengers regarding trip updates

2.3. User Classes and Characteristics

The Microbus Transportation Web Application will have two primary user classes: passengers and drivers. Passengers will include individuals who rely on microbuses for transportation, while drivers will be microbus owners or operators. Both user classes are expected to have basic computer literacy and access to the internet. We prototyped a block diagram as in figure 2.1.

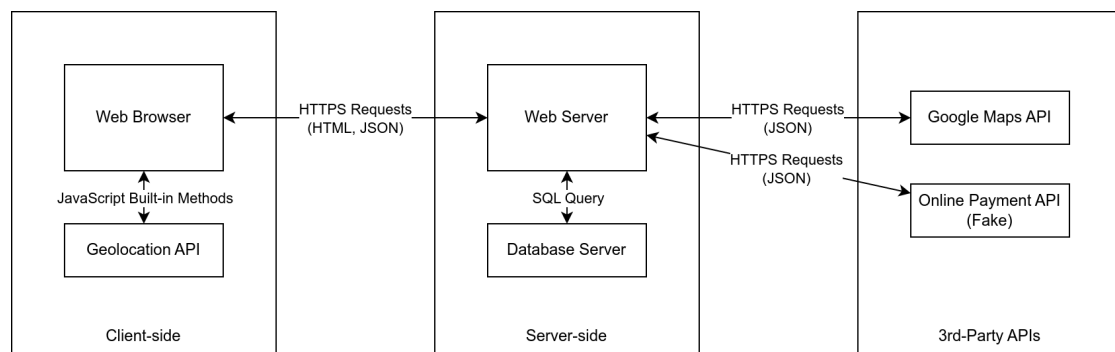


Figure 2.1.: System Block Diagram

3. Specific Requirements

3.1. External Interface Requirements

3.1.1. User Interfaces

The web application will have a user-friendly interface with intuitive navigation and clear instructions. It will support multiple devices and provide accessibility features for users with disabilities. We have prototyped some user interfaces as in figures 3.1, 3.2 and 3.3.

General UI

- Welcome or login page: includes login form and short description
- Create account: includes registration form as either a driver or a passenger

Driver UI

- Driver homepage: includes hello message and buttons to start a trip, bank-card settings, account settings, and logout
- Start trip: includes cancel button and list of routes to choose from, delete, edit, or add a new route.
- Driving now: includes end trip button, complete/available radio buttons and a list of notifications of passengers' ride requests with accept/reject buttons, and fee amount

Passenger UI


- Passenger homepage: includes hello message and buttons to ride, bank-card settings, account settings, and logout
- Ride: includes a map with available routes pins to be clicked and a list

3.1.2. Hardware Interfaces

The application will run on standard hardware configurations, including desktops, laptops, and mobile devices. It will utilize GPS capabilities for real-time tracking.

BusMate

Real-Time Microbus Transportation System



Phone Number

Login

Haven't registered yet?
[Create Account](#)

(a) Welcome Page

BusMate

Create Account

Please, fill the following form to sign up.

First Name

Family Name

Phone Number

Account Type
☒ Passenger, I want a ride
☐ Driver, I have a microbus

Create Account

[Back to homepage](#)

(b) Create Account

BusMate

Account Settings

First Name

Family Name

Phone Number

Account Type
Driver

Save Changes

[Cancel Changes](#)

[Remove My Account](#)

(c) Account Settings

BusMate

Bank Card Settings

Bank Card Number

Cardholder Name

MM
Month

YY
Year

CCV
Code

Save Changes

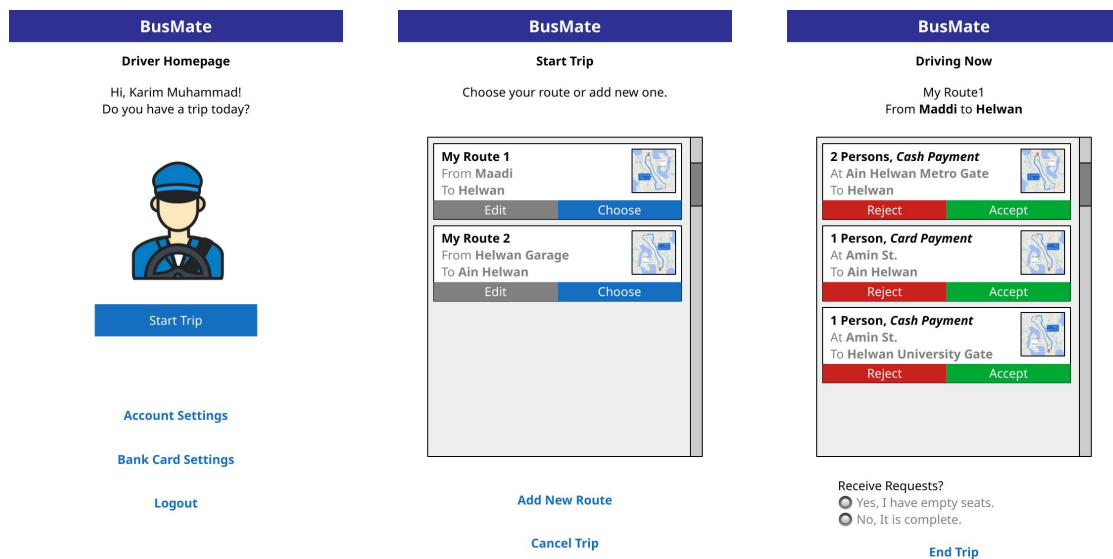
[Cancel Changes](#)

(d) Bank Card Settings

Figure 3.1.: UI Prototype (General)

3.1.3. Software Interfaces

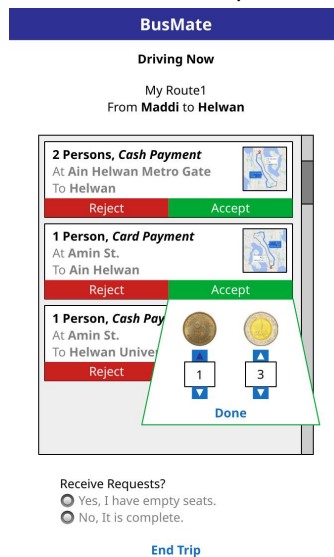
The application will integrate with geolocation services for accurate tracking and mapping. It will also integrate with payment gateways for secure online transac-



(a) Driver Homepage

(b) Start Trip

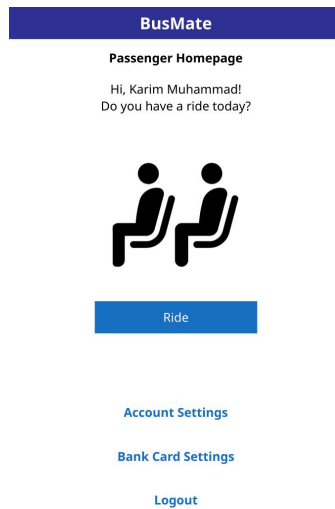
(c) Driving Now



(d) Driving Now (Accept Example)

Figure 3.2.: UI Prototype (Driver)

tions.



(a) Passenger Homepage

Figure 3.3.: UI Prototype (Passenger)

3.2. Functional Requirements

3.2.1. Passenger Functionality

1. Register as a passenger by providing necessary details
2. Search for available minibuses based on location and timing preferences
3. View minibus details, including driver information and capacity
4. Book a seat on a selected minibus
5. Receive notifications regarding trip updates

3.2.2. Driver Functionality

1. Register as a driver by providing necessary details
2. Create and manage routes, specifying pickup and drop-off points
3. Set availability and capacity for each minibus
4. Receive booking requests from passengers

5. Confirm or reject booking requests
6. Receive notifications regarding trip updates

3.2.3. Web Server Functionality

1. Send notifications to passengers
2. Send notifications to drivers

The previous functions are viewed as a use-case diagram in figure 3.4.

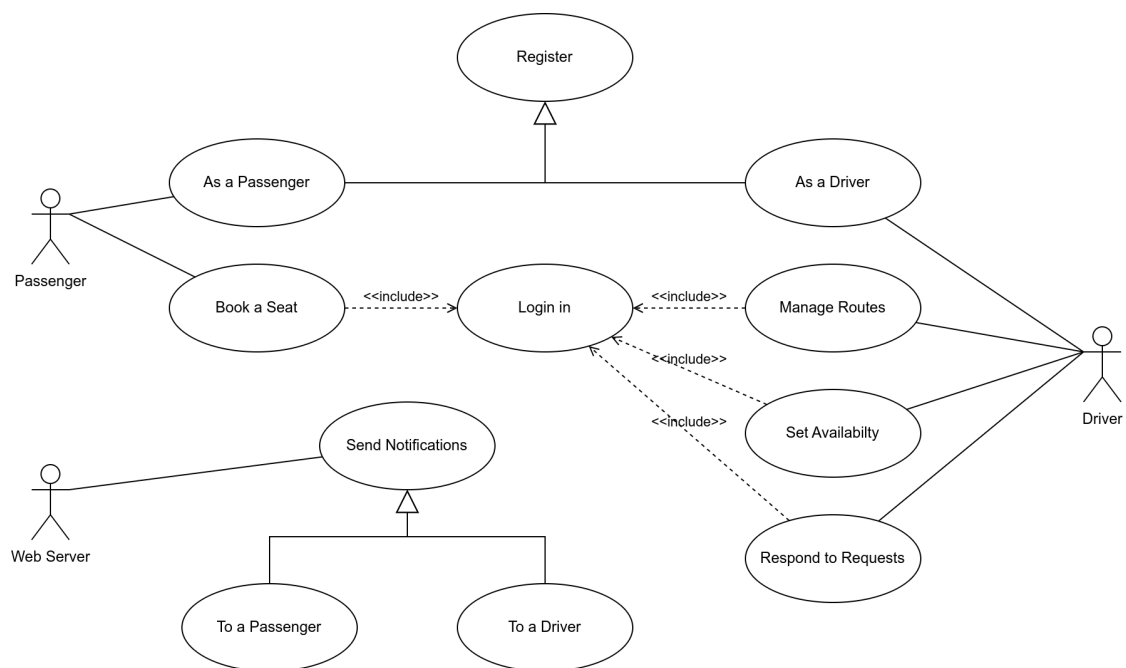


Figure 3.4.: Use-case Diagram

3.3. Non-functional Requirements

3.3.1. Performance Requirements

- The application should be able to handle a large number of simultaneous users without significant performance degradation.
- Real-time tracking and updates should have minimal delay, providing accurate information to both drivers and passengers.
- The application should be responsive and provide a seamless user experience, with quick loading times and minimal downtime for maintenance.

3.4. System Design

3.4.1. Database Design

The initial prototyping of the database is included in figures 3.5 and 3.6.

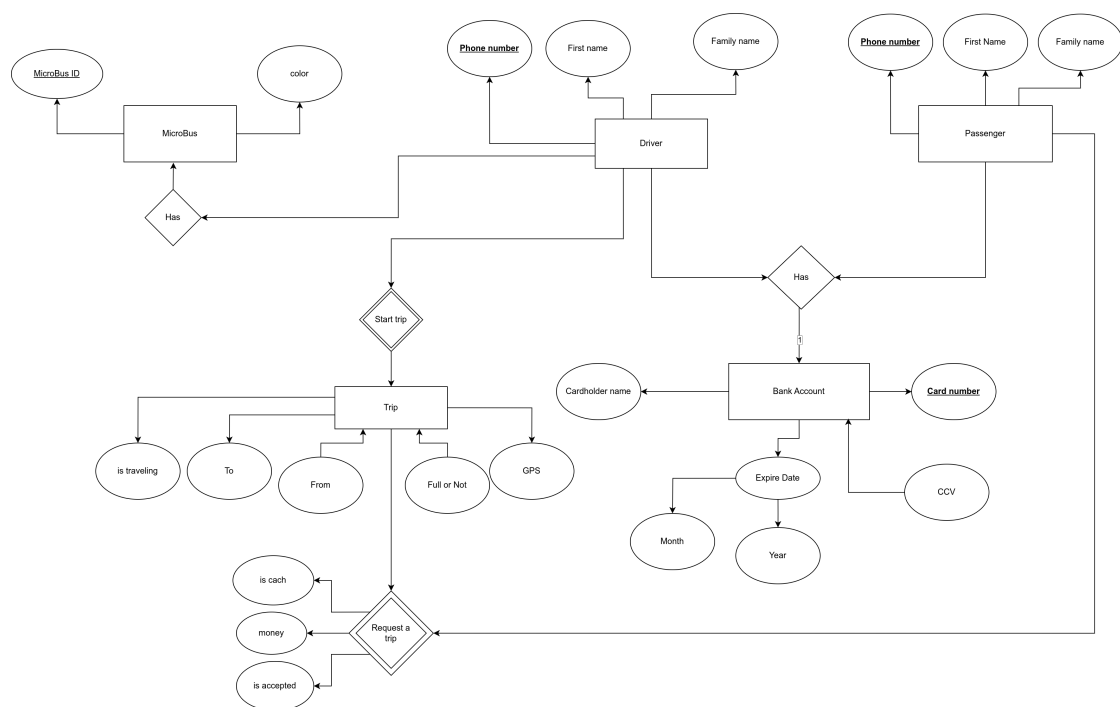


Figure 3.5.: Entity Relationship Diagram

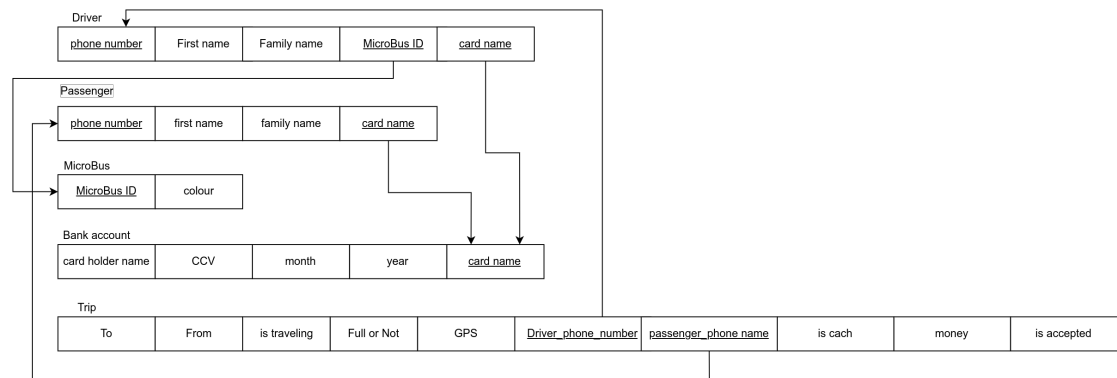


Figure 3.6.: Relational Model Diagram

3.4.2. Class Diagram

The initial class diagram of the application is included in figure 3.7.

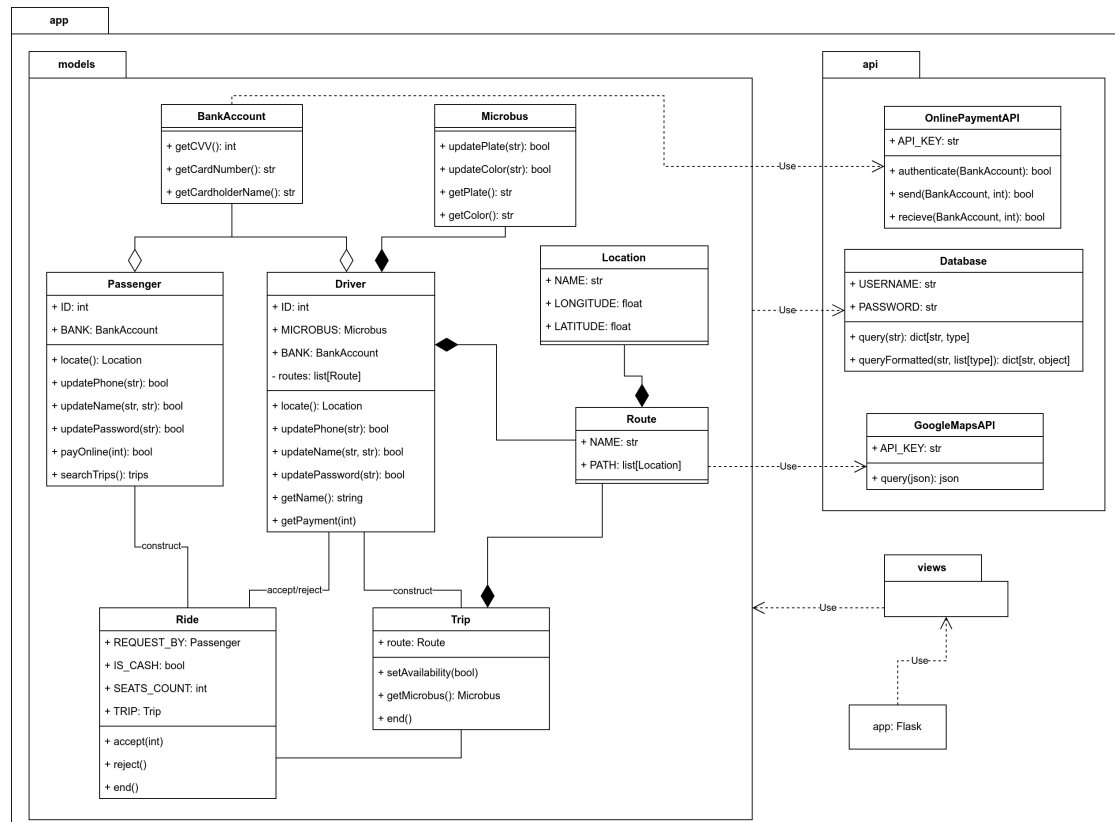


Figure 3.7.: Class Diagram

3.5. Organizational Requirements

The organizational requirements for the our project are as follows:

1. Experienced developers familiar with Python, Flask, SQL, GPS API, and Google Maps API.
2. Clear roles and responsibilities assigned to team members.
3. Regular communication and collaboration within the team.
4. Adequate resources provided for development and testing.
5. Well-defined project timeline with milestones and deliverables.
6. Stakeholder meetings to gather feedback and incorporate requirements.
7. Documentation maintained throughout the development process.