HOTEL MANAGEMENT SYSTEM

System Requirements Documentation

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INFO-C451

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Customer Problem Statement

Hotel management systems are utilized by most hotels around the world to handle the large volume of guests, rooms, and other information they have to handle securely. Since hotels are the most utilized accommodations when traveling, it is important that they can accurately store all of the guests personal and booking information. And as a lot of guests will check in immediately at their designated check in time, it is important to have a way to streamline this process. Creating a kiosk or app where guests can access their information and check in or check out will allow for an expedited process when staying or leaving a hotel.

System Requirements

- Objectives: The objectives of the system are to allow for express check in and check out, secure storage of guest and booking information, and payment processing. Managers will also be able to utilize this system to help guests with their information, but this system will ultimately free up their time to attend to other matters. For front desk workers, it will decrease the wait times of guests checking in and can provide help to those who need it.
- **System Requirements:** The system needs to be able to access guest information quickly, be secure when storing information, and be scalable to larger hotel chains.
- Typical Customers: Any travelers and hotel guests can use this system. Avid travelers will
 definitely make good use of this system to expedite the check-in process. People who don't
 like to wait in lines or don't want to interact with the front desk staff will also benefit from
 this system.
- Project planning:
 - Software: Java or JavaScript, MySQL
 - o Hardware: PC
 - Network Requirement: high-speed internet connection with cellular backup, cloud storage
- Development approach: I will most likely being using Java or JavaScript, and some SQL server to store the information.

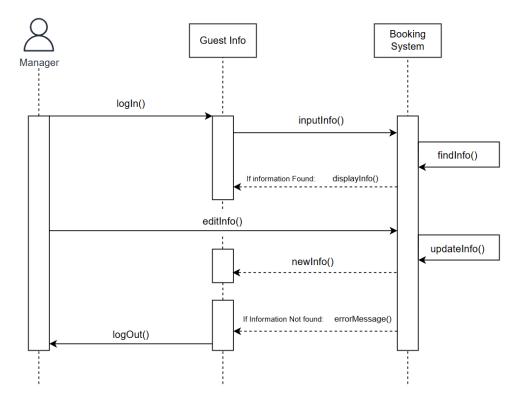
Functional Requirements Specification

| No. | Priority Weight | Description |
|--------|-----------------|--|
| REQ-1 | High | Should be able to book guests in all 2,000 |
| | | rooms. |
| REQ-2 | High | Different room types: 1 king bed, 2 queen |
| | | beds, accessible rooms, deluxe suites |
| REQ-3 | High | Guests must be at least 21 to check in to the |
| | | hotel |
| REQ-4 | High | Guests can't check in if hotel is full or don't |
| | | have proper identification or payment is |
| | | insufficient |
| REQ-5 | High | Hotel is cash/paper free, must use debit/credit |
| | | cards to pay incidental |
| REQ-6 | Medium | Customers can use a room key or the hotel |
| | | app to access room |
| REQ-7 | Medium | Online receipts must be visible to guests to |
| | | view or email |
| REQ-8 | Medium | Guests can go back and search up their own |
| | | room information |
| REQ-9 | Low | Display hotel information |
| REQ-10 | High | Collect incidental charge |
| REQ-11 | High | Backend information for hotel staff including |
| | | how many cards the kiosk contains and |
| | | system statuses |
| REQ-12 | Medium | Room must be calculated at nightly rate, if not |
| | | already paid |

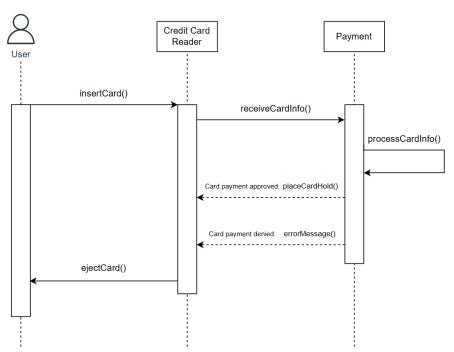
System Sequence Diagram

- Secure Payment Authorization
 - o Actor: Customer
 - o Objects: Credit Card, Payment
 - 1. Customer inserts credit card
 - 2. Payment system receives credit card information
 - 3. Card is ejected and payment is processed
 - If approved, payment is placed on card and the customer is notified
 - If denied, error message is sent
- Management retrieving guest and booking information
 - o Actor: Management
 - o Object: Booking system/database, guest information
 - 1. Management logs in with manager ID
 - 2. Manager will enter minimum required information
 - 3. If the information is in the database, manager can view and edit info
 - 4. If the information is not in the database, error message is returned

Management retrieving guest and booking information



Payment Authorization



Activity Diagram

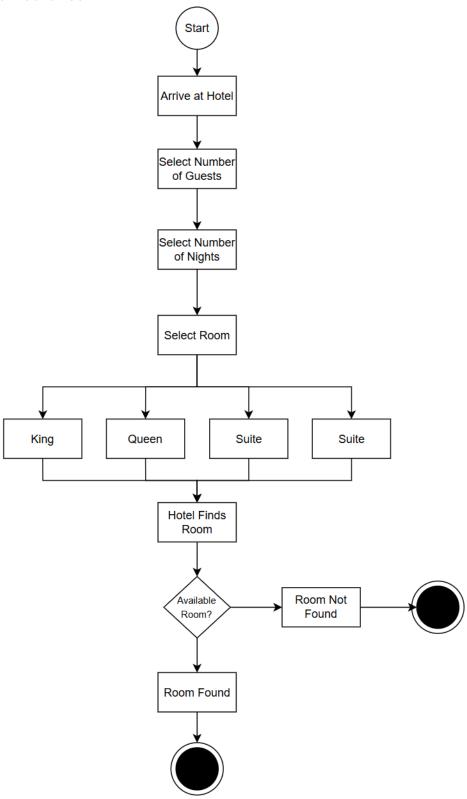
Guest books room

- States
 - o Initial State: Customer arrives at the hotel
 - o Final State:
 - 1. Customer successfully books room
 - 2. There are no more rooms available to book
- Actions
 - The customer arrives at the hotel. They select room type, party size, and total night stay.
 They are assigned a room based off of their input.

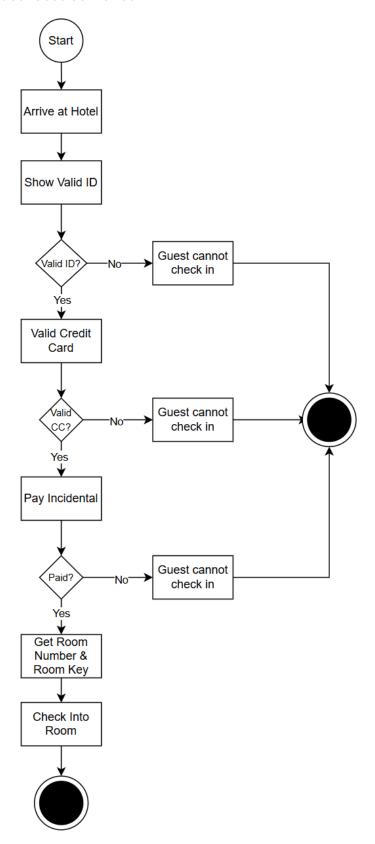
Guest uses self-check in

- States
 - o Initial State: Guest arrives at the hotel
 - o Final State:
 - 1. Guest successfully checked in
 - 2. Guest does not check in
- Actions
 - Guest arrives at the hotel. Guest shows their valid ID and enters their credit card information to pay the incidental for the room. Guest receives room number and room key through the app. Guest receives e-receipt

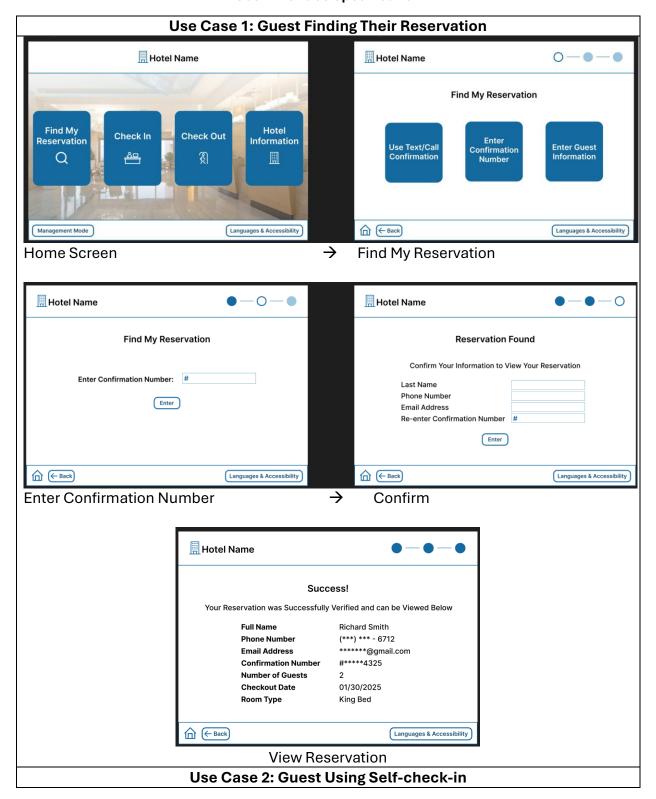
Guest Books Room

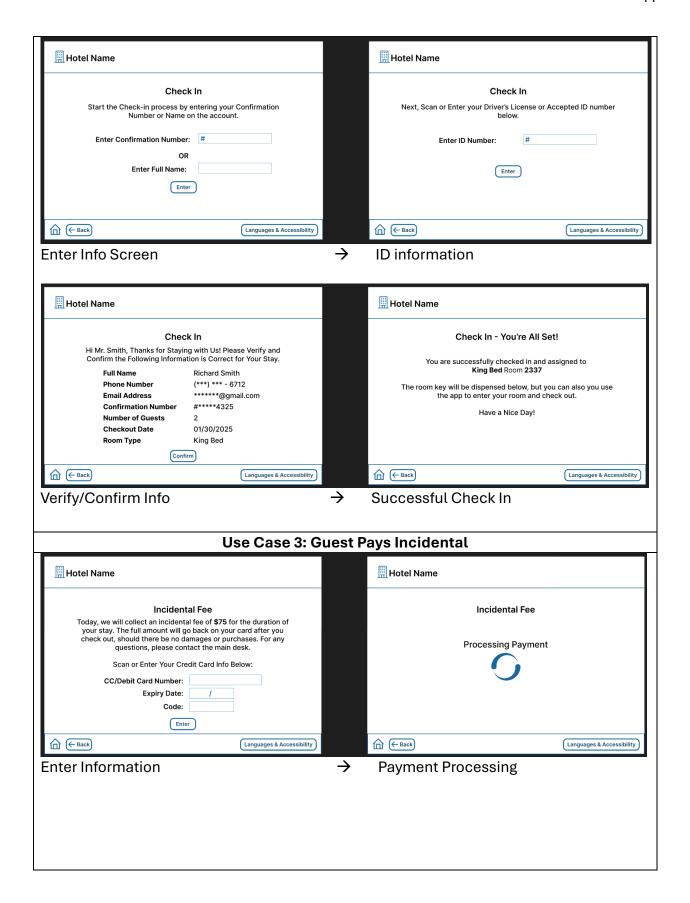


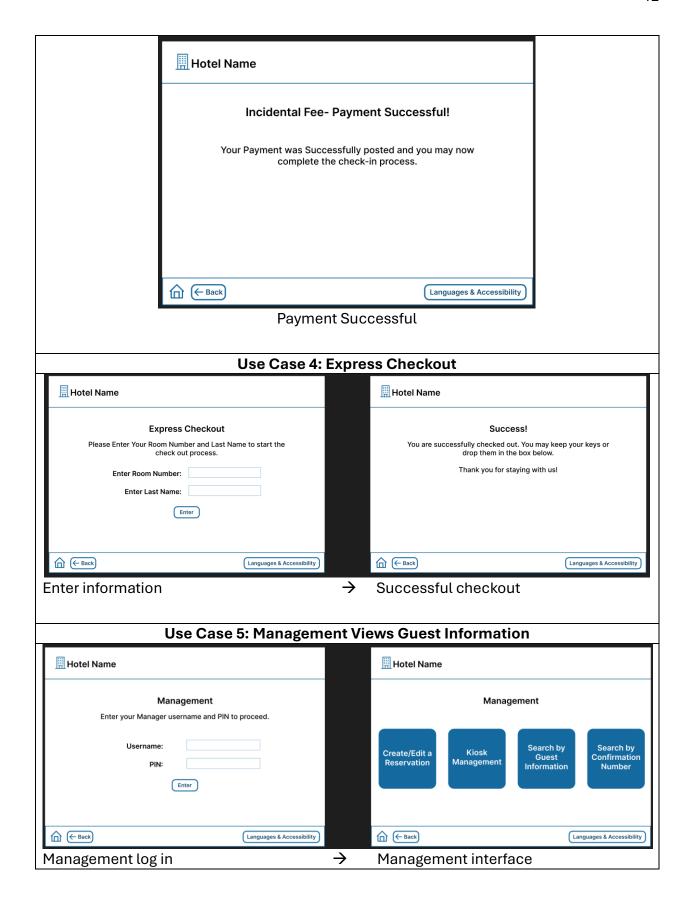
Guest Uses Self-Check-In

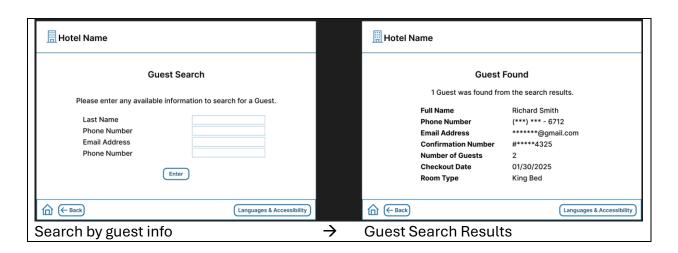


User Interface Specification









Project Plan

• Development plan:

- o W1-2: Create a structure and basic requirements for the system
- o W3-4: Build the main screen and an outline of the different customer side options
- o W5-7: Work on the manager-side tasks and log-in info
- o W8: test features and complete midterm
- o W9-11: improve features and work on the interface/UI
- o W12-14: Test use cases and finish up the program
- o W15: Final