Functional Specification Document

Android Ecommerce Application

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This document is a simple functional specification document for this android Ecommerce application. It covers as many as the scenarios how this application will be used by users. It gives a clear idea to developers and users how this application will work in real life. This document will be kept developing and updating based on the development. At the end of this document, a temporary UML is shown.

This specification file will go by showing different user screens.

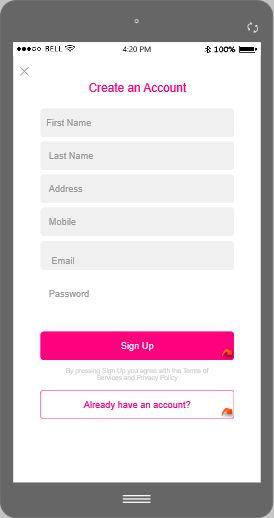
1. Splash Screen

When user clicks the logo of this application, this Splash Screen or similar will display and it lasts for 3 seconds, animation effect may be added later. Any finger interactions with the screen won’t work until the Splash Screen goes away. An image will be used for this purpose.



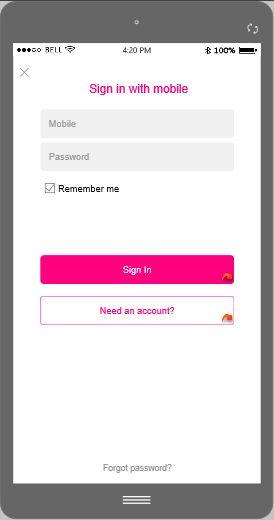
1. Signup Screen

Signup Screen appears after the Splash Screen goes away. Signup Screen gives two buttons based on if the user is already a member or not. A user has to give his/her first name, last name, address, mobile number, email address and password to realize a sign up and the email address should not be in the data base of the server side. When the user clicks “Sign up” or “Already has an account”, the user will be forwarded to another screen.



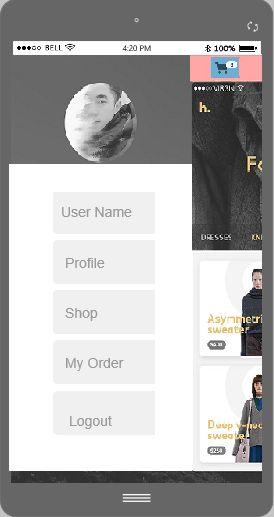
1. Login Screen

If the user chooses “Already has an account” in the Signup Screen, he/she will come to this current Screen and for a successful log in, he/she has to provide a pair of username and password which match our record in data base, else he/she will be told the entered pair does not match our record. In this page, the user still has a choice to create a new account by clicking “Need an account”. It will forward the user back to the Signup page.



1. Menu Screen

After Login, a Home Page will be presented to the user. This home page displays certain goods and a cart. If user draw the left edge of the screen, a menu will pop out from the left edge. It shows a vertical view with user’s image, user name, profile button, shop button, My order button and Logout button. Different Screen will pop out based on user’s operation on these.



Temporary UML diagram:

