
Software Requirements Document

for

Student Night Club Loyalty Application

Version 1.0 approved

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1. Introduction

1.1 Purpose

The aim is to ensure the continuity of the customers in the student night club application and to move the business forward with their opinions.

1.2 Intended Audience

This document has been prepared for those who will examine the project and intend to contribute.

2. Overall Description

2.1 Product Perspective

The product is based on MVC design. The part of the application, which is in one-to-one communication with the customer, is kept independent from data flow works, thus giving a cleaner and more effective way to the development of the application. The product interacts with the user over the web and processes the directives into the database or returns the necessary feedback to the user.

2.2 Product Features

It has 3 basic features for the consumer class instantly. These are login processes, campaign processes and the satisfaction and complaint survey that most appeals to the purpose. For the manager class, it is a feature that undertakes the tasks of entering the user by defining the id at the club entrance and defining the campaign with the code given according to the id in the campaign usage at the cash register.

2.3 User Classes and Characteristics

We have 2 types of user classes; one is admin and the other is client. It is a form of entry that belongs to the staff at the manager's cash register or club entrance.

2.4 Operating Environment

Since it will be a web application, it will meet the user on a web page based on HTML, CSS and JavaScript. While communicating with the application database, we will work server-side with NodeJS technology. With the RESTAPI we have established, we will manipulate the database and reflect the updated data to the user.