The Flying Dutchman - group 12

Requirement specifications

Scenarios

Scenario 1:

Scenario 1 is that a non-regular customer enters the bar and wants to buy a beer. The customer wants to create an account. The bartender helps him/her to create an account and add credits to it. The customer wants to try the credit system and buys a beer on his/her own without help from the bartender, so he/she orders the beer and fetches it from the back fridge. Once there, the beer was all out and he/she consults the bartender on why the stock was wrong and gets help from the bartender to get the credits back and the bartender needs to manually change the availability status of said beer.

Scenario 2:

A customer wants to order four beers of three different types and when in the confirm page he/she decides to get a glass of wine instead of one of the beers. The bartender then has to cancel the confirmation and go back to the main page to remove one beer and add a glass of wine. When this is done the bartender goes to the confirm page again to confirm the new cart.

Personas

Persona 1:

Greger is a 50 years old man with no formal education who lives in Uppsala. He is recently divorced and spend at least three evenings a week at the pub. Greger works as a car salesman at Ford cars in Uppsala. He has two kids which he rarely speaks to. The friends he have usually visits him once a week in the pub, the other days he sits and drinks by himself. Greger likes to try different kind of exclusive beers. Greger is one of the most regular customers at the pub.

Persona 2:

Lisa is a 23 years old student in Uppsala. She studies economy at Uppsala university second year. The workload at school is quite tough so she enjoys visiting a pub about once a week. Previously she visited "stocken" but now she prefers the more quiet environments of the local pub Flying Dutchman. Lisa only goes out with her friends, since she doesn't like drinking alone, at least not in public. Since she is student she prefers the more cheaper beers and wine.

Persona 3:

Jens is a 32 year old sports fan. He works as a manager at a world famous hamburger chain restaurant. Jens is a big Sirius bandy fan and goes to every game in Uppsala. After the games he usually visits the Flying Dutchman to drink a local beer in Uppsala with his bandy friends. Jens has a wife and a three years old daugther.

Functional requirements

Page 1: Log in
- Log in (username and password)

Page 2: Main page/catalogue
- Categorizing beverages
- List beverages in order of most purchased (individual)
- Search
- Checkout/shopping cart
- Add beverage to shopping cart
- Remove beverage from shopping cart
- Log out

Page 3: Confirm purchase
- Checkout/shopping cart
- Confirm with log in (only password) no password if bartender.
- Cancel confirmation

Page 4: Admin page
- Sort by/show/edit availability
- Add/remove/edit local customers
- Refilling credits at bartender
- Order beverages

Non-functional requirements
- The system should accessible to everyone including people with bad eyesight and/or influenced by alcohol
- Touch "enabled"