Product requirements – Epoka ATM Machine

1. Entry

The product requirements documentation for the Epoka ATM Machine project is a document that aims to describe and document the needs, functionalities and limitations of the ATM application. This document is important for the development team and stakeholders to understand and effectively communicate the content and scope of the project.

In this document, we will present a structured and organized content to provide a clear and general approach to the main functionalities of the Epoka ATM Machine application.

The documentation will also contain a section on use cases, where the main usage scenarios of the Epoka ATM Machine application will be explained. These cases include the account registration process, user identification and authentication, as well as deposit and withdrawal actions.

This document will also provide important resources and references for developers, such as guides and books for Windows Forms, C#, and SQL Server. We will also provide information on developer forums and communities where developers can find help and share ideas and information with their peers.

2. Functional Requirements

- Account Registration
- Identification and Authentication of Users
- Display of Account Balance
- First Deposit
- First Withdrawal
- Transaction History
- Security and Data Protection
- Administration and Regulation Tools

3. Non-Functional Requirements

- Performance
- Security and Privacy
- Usability and Intuitiveness
- Compatibility and Scalability
- Maintenance and Updates

4. Use Cases

- Account Registration
- Identification and Authentication of Users
- First Deposit
- First Withdrawal
- Viewing Transaction History

5. About the development environment

- Microsoft Visual Studio
- Language: C#
- Data Base: SQL Server
- Design: Microsoft Visual Studio, Windows Form, .NET 9.0

6. The contribution of the group members to the project

- Orest Beqiraj: Source Code and Security with Data Base
- Denis Lala: Design of the project
- Enjo Zeqaj: Testing and Linking of the interfaces