Software Requirements Specification

For

Online Mobile Shopping System

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Revision History

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Chapter 1

Introduction:

1.1 Purpose:

Our project title is 'Online Mobile Shopping system' (OMSS). Mainly we will focus for a great user interface. Our actual work field is the web application. There are different kinds and different types of E- commerce site existing in our country which keep selling various kinds of products, but in our project, we try to implement only one product with many brands. The on line OMSS offers with the online buying of the mobiles by using the clients. The customers who've logged into their account can handily purchase the mobiles. Others can best view the mobiles which can be for sale. The on-line mobile buying utility will permit the clients to buy the mobiles of their choice readily via online mode. This will help in saving the energy, fuel, time had to do the buying via going to the shops. When it comes to the acquisition of the mobiles, people can be very possessive of its features, quality, price and lots of more things. So, this utility will provide a preference to the clients to pick among diverse cellular options which might be available with extraordinary ease.

1.2 Intended Audience:

As a user, I will keep shopping from the place where I will get more flexibility, scope, offers and so on. Our Online Mobile Shopping System is trying to cover all of this customer demand and try to add different kinds of flexible features. Our target customers are:
1. All types of mobile buying customers
2. Customers who are trying to find offers on mobiles
3. Users who are trying to save more times in shopping

4. Users who are trying to make comparative mobiles in between different brands.

5. Users who needs 24/7 online system

6. Mobile Brands and advertisers.

Advertising is our optional function, mainly we will keep focusing on our mobile customer and try to create a single web application only for all brands phones and smartphones.

1.3 Intended Use:

Well, we will create a nice user interphase and flexible user scope for all of our target customers. Project's intended use including different kinds of functionalities. Such as:

Customer database control system: The records of the clients doing the online mobile shopping need to be maintained in a well-prepared way. There may be different function such as: price editing, delete, update data etc.

Description: There need to be proper description of the mobiles which might be intended to be sold.

Price: The fee of the cell needs to also be referred to in conjunction with the description to prevent any similarly confusion.

Delivery boy: There ought to be a few delivery boys to be had to deliver the mobiles ordered by way of the clients. Each area needs to be assigned distinctive transport boys.

On time delivery: The objects purchased through the customers should be introduced on time with none put off and at the proper time at the right place.

Order notifications: The order notifications will be dispatched to the clients approximately the orders.

Payment option: There must be proper specification of the payment alternatives that desires to receive to the customers to pay for the specific order.

1.4 Product Scope:

This OMSS will lessen the guide operation required to keep all the information of booking information. And additionally, generates the numerous reports for analysis. Main idea of the assignment is to enter transaction reviews and to hold customer information. Hence this software may be used in any cell showroom to maintain their report easily.

1.5 Risk Definition:

Risk definition is an entire process to specify and define our risks to the project plan. By defining risk, we can identify known and predictable risks, it is possible to avoid or mitigate the risks.

- Larger number of user than planned
- Unavailability of the development software
- Unavailability of the required hardware
- Delivery deadline will be tightened
- Customers will change the requirement
- Technology will not meet the expectation
- Stuff inexperience
- Users resist the new system

Overall Description

2.1 User Classes and Characteristics:

The Online Mobile Shopping system (OSMS) application enables vendors to setup online mobile shops, customers to browse through the shops, and a system administrator to approve and reject requests for new shops and maintain lists of shop categories. Also, the developer is designing an online mobile shopping site to manage the items in the shop and also help customers to purchase them online without visiting the shop physically. The online mobile shop will use the internet as the sole method for selling goods to its consumers. User should be familiar with the terms like login, register, order system etc. The user should be familiar with the product related terminology like Shopping cart/Checking out/Transaction etc. The user should be familiar with the Internet. Users of the system should be able to get information any update from the database. The system will support two types of user privileges Customer and Admin. Customers will have access to customer functions, and the Admins will have access to both customer and mobile shopping management functions.

The customer should be able to do the following functions:
1. Open an account
2. View products
3. Search companies
4. Order product or cancel product
5. View cart
6. Confirmation
7. View his/her full attribute

The Admin should have following management functionalities:

CUSTOMER FUNCTIONS
• Get all customers who have opened account.
• Get to see all products which are viewed by customers.
• Get all company information which has searched by customer.
• Notified when product is order or cancel.
• Calculate total sales for products.

ADMINISTRATIVE
• Add/Delete/Edit products
• Add/Delete/Edit a new Company
• Update for products.
•Update cart/payment for products.
• Manage shipping address
• Handle order information and details

2.2   User Needs:

1. Functionality: Customers needs product or service to function the way they need in order to solve their problem or desire.

2. Price: Customers have unique budgets with which they can

purchase a product or service.

3.Performance: The product or service needs to perform

correctly so the customer can satisfy.

4. Information: Customers need information, from the moment they start interacting with brand to days and months after making a purchase. Business should invest in educational blog content, instructional knowledge base content, and regular communication so customers have the information they need to successfully use a product or service

5.Fairness: From pricing to terms of service to contract length, customers expect fairness from a company.

2.3 Operating Environment:

Operating environment for the Online mobile Shopping management system is as listed below:

1. Distributed database
2. Client/server system
3. Bootstrap
3. Operating system: Windows.
4. Database: MySQL
5. Framework: Laravel
6. Frontend: Html, CSS
7. Platform: PHP, JavaScript
8. Ajax
9. Compiler: Net-beans

2.4 Constraints:

1. There is no maintainability of back up so availability will get affected.

2. Limited to HTTP/HTTPS

3. Real-life credit card validation and Banking system is not implemented.

4. No multilingual support

2.5 Assumptions:

It is assumed that the hardware design will work correctly with the third-party operating system and the developed software. The customer has a computer with browser and have internet.

3. Requirements:

3.1 Functional Requirements:

3.1.1 Product Category:
As a user, I want to see available product, so that I can find my desire product.

Confirmation:
User can see photos of the product and can check the company level and the packaging.
An user can see product's market price.
Premium user can see the product price with the available discount.
User can see product's availability and basic info.
User can check the selected product review.
An user can request for the desired branded product to the website.

3.1.2 Product Update:
As an admin, I want to update the product, so that I can make sure about the product availability.

Confirmation:
An admin can add product.
An admin can delete product.
An admin can set the special offered product.
An admin can check the product availability.
An admin must get a remainder when the product availability is low.
Admin can request to the brand for the popular product based on most searching product.

3.1.3 Customer info:

As an admin, I want to check the user's information.

Confirmation:

An admin can see customer's name.
An admin can see customer's address.
An admin can see customer's selected product.
An admin can see customer's contact information.

3.1.4 Order Detail:

As an admin, I want to check the user's selected product, model, quantity.

Confirmation:

An admin can see customer's ordered product.
An admin can see customer's ordered product quantity.
An admin can see customer's product's model.

3.1.5 Add Cart:

As a user, I want to add product, so that I can buy product.

Confirmation:

User can see the subtotal of the price that s/he selected.
User have an option to increase or decrease the selected item.
User can see product delivery fee.
User can see delivery time.
User can discount amount and total price including vat.
User can select available payment method for payment.

3.1.6 Reminder:
As a user, I want to get a reminder, so that I can get the information.

Confirmation:
An user can get remainder by text message.

An user can get remainder by email.

An user can see the live location of the delivery man for tracking.

An user must get a call from delivery man to ensure the buyers availability on that particular time.

An user get an notification if two or more orders made by the same person and same address, whether s/he wants to receive the delivery at same time with one delivery fee.

3.1.7 Order Cancellation:
As a user, I want to cancel my order for unavailable circumstance.

Confirmation:
Premium user can cancel order up to 1 hour from delivery for full refund.

Normal user can cancel order up to 2 hours from delivery for full refund.

Premium user can cancel order up to 30 minutes from delivery for getting 90 percent refund without paying delivery fee.

An user cancel order if the product is not required but added by mistakenly by getting 80 percent refund with paying delivery fee.

An user can return product if found any fault on the product or in delivery system.

3.1.8 Search:
As a user, I want to search product so that I can find product with in a second.

Confirmation:
An user can search product by name.

An user can search product by brand.

An user can search product by category.

An user can search product by price range to purchase product within his/her budget.

An user can search product by QR code.

An user get 'Product not found' message if the searching product is unavailable or not matched.

3.1.9 Shipping:

As an admin, I want to see the customer's shipping address, so that I can send the product.

Confirmation:

An admin can see customer's shipping address.
An user get 'Product can't deliver to your region' message if we don't ship the product in that region.

3.2 Non-Functional Requirements:

Following Non-Functional Requirements will be there in the insurance to the internet:

(i) Secure access to consumer's confidential data.

(ii) 24X7 availability**.**

(iii) User should be able to understand the use of the system easily.

(iv) Unwanted access in the system should be restricted.

(v) Time required for registration should be less than 5 minutes.

(vi) Performance Requirements:
• The system shall accommodate high number of items and users without any fault.
• Responses to view information shall take no longer than 5 seconds to appear on the screen. Better component design to get better performance at peak time.

(vii) Error handling: OFS shall handle expected and non-expected errors in ways that prevent loss in information and long downtime period.

(viii) Flexible service-based architecture will be highly desirable for future extension. Non-Functional Requirements define system properties and constraints.

Various other Non-Functional Requirements are:

1. **Security**
2. **Reliability**
3. **Maintainability**
4. **Portability**
5. **Extensibility**
6. **Reusability**
7. **Compatibility**
8. **Resource Utilization**

Appendices

Glossary