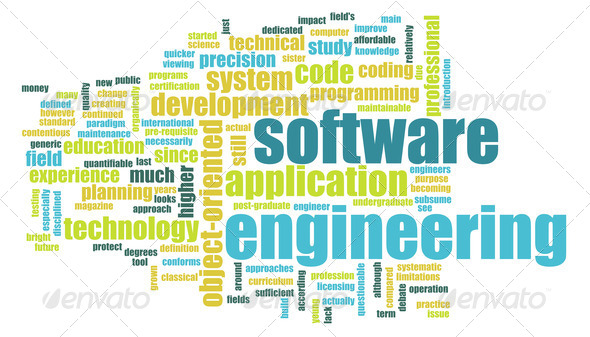
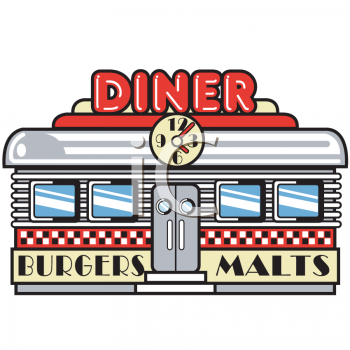
SOFTWARE ENGINEERING THEORY PROJECT  
SYSTEM REQUIREMENTS



**Fall Semester 2016-2017**

**TOPIC:**

Restaurant Service System



**Teacher:**

Prof. Alok Chauhan

**STUDENTS:**

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* Sanchay Gupta(15BCE1190)
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I.Product Definition

# Problem Statement

To create a site that automates the process of placing orders and reduces miscommunication and discrepancy that occur during the order process and generates the bill automatically.

# Functions to be provided

1. Login and signup of the user
2. Admin login
3. Order placed from user to admin
4. Bill Calculation
5. Update and recover password

# Processing environment: hardware/software

1. Notepad
2. Web Browser (Google Chrome 53)
3. XAMPP

# User Characteristics

1. Customer
   * Place order
   * Retrieve password
   * Update password
   * Login and Signup
2. Owner
   * View orders
   * View customer details

# Solution Strategy

Creating and developing a website which handles requests by the customer and provides the owner with appropriate controls.

# Product Features

* Login page
* Signup page
* Forgot Password
* Menu Page
* About Us page
* Location
* Admin view
* Bill generation
* Order database management
* Customer database management

# Acceptance Criteria

Simplifies the ordering process and reduces the time complexity.

# Sources of Information

* W3Schools
* Google Material Design
* Stack Overflow
* GitHub

II.Project Plan

# Life Cycle Model

The software requires the use of waterfall model for developmental processes.

# Team Structure

Non-egoistical work model:

* Front-end designing – Sachin Gopal and Sanchay Gupta
* Back-end designing – Kashish Miglani and Osho Agyeya

# Development Schedule

Milestones:

* Requirement elicitation
* Requirement analysis
* Preliminary design
* Final design
* Modular division
* Unit coding
* Module integration
* Testing

Reviews

* PFR (Product Feasibility Review)
* SRR (Software Requirement Review)
* PDR (Preliminary Design Review)
* CDR (Critical Design Review)
* SCR (Source Code Review)
* ATR (Acceptance Test Review)
* PRR (Product Release Review)
* PPM (Project Post-Mortem)

# Programming languages and development tools

* HTML
* CSS
* JavaScript
* SQL
* PHP
* jQuery
* XAMPP

# Documents to be prepared

* System Requirements
* Software Requirements Specification
* Design Document
* User’s Manual
* Test Plan
* Source Code Documentation
* Project Legacy

# Manner of demonstration

Hosting the website on a single system which acts as both the server and client system.

# Sources of information

* W3Schools
* Google Material Design
* Stack Overflow
* GitHub
* Software Engineering: A Practitioner’s Approach by Roger Pressman