King Fahd University of Petroleum and Minerals Information and Computer Science Department

Name	ID#	Section
Souhail Idris Chenaoua	201748090	03
Abdulhameed Marhoon	201828340	03
Ali Alalawi	201945930	03
Haydar Albayibi	201927690	03

Semester 222 Phase 1 Dr. MD Mustique Anwar, SWE dept. Requirement Modelling Phase SWE-363-03

Department: Information Computer Science Department

Title Of Projects: Air Bed and Breakfast

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Abstract

This document discusses the specifications of the project that we intend to work on, the purpose of the project, the scope, an overview, and a description. The report will also shed light on the specific requirements such as the functional requirements, and the non-functional requirements for the project.

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1. INTRODUCTION

This document is intended to provide a detailed description of the specifications required for an online marketplace for short-term homestays & experiences. It will clarify the motivation behind creating such a system, the features we'll be concentrating on creating, and the limitations the system will be subject to. Finally, this paper is intended for the project's stakeholders & developers.

1.1. Purpose

The motivation behind this project is to develop a system that will help our clients with their travels and short-term stays. Specifically, hosts and guests are going to be our distinct customer segment.

1.1. Scope

The objective of the room booking web application is a system that will provide guests that are looking for short-term stays the utility of reserving a room during their stay. The web application is supposed to provide both a host and guest with their respective features. Our intended scope is to host the site on a local machine for demonstration. By doing so we will also use the same machine as a database to have all the necessary user data.

Lastly, our general scope is to have a functional web application that utilizes major topics that we will cover in this course.

2. Overall Description

2.1. Product Perspective

Currently, the Air Breakfast & Bed system will be a minimum-value product that will be tested on a local machine that will function as a host and a database. It is a web-based solution that uses a client-server architecture.

2.2. Users of the web app:

There exist many software recruitment tools online, that are in high demand by tourist companies.

3. Tentative plan (schedule):

Phase 1 9th of March (All project members)

Phase 2 1st of April (All project members)

Phase 3 (Final product) 7th of May (All project members)

4. Requirements Modeling:

4.1. Functional Requirements

The system shall:

- Have two types of account users: Host and Guest.
- Have a login page for each type of user.

The system shall allow the user to:

- Register to the application.
- Login to the application.

The system shall allow the *host* to:

- Offer a housing.
- Add information to the housing.
- Add pictures to the housing.
- Offer a price for the housing.

The system shall allow the *guest* to:

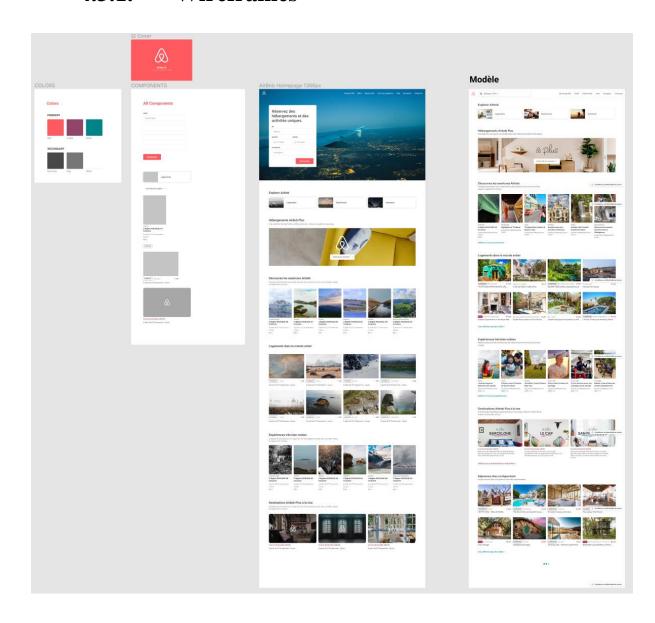
- View the list of housing offers.
- Join a housing.
- Rate the place that they have stayed in.
- Comment on the place they have stayed in.

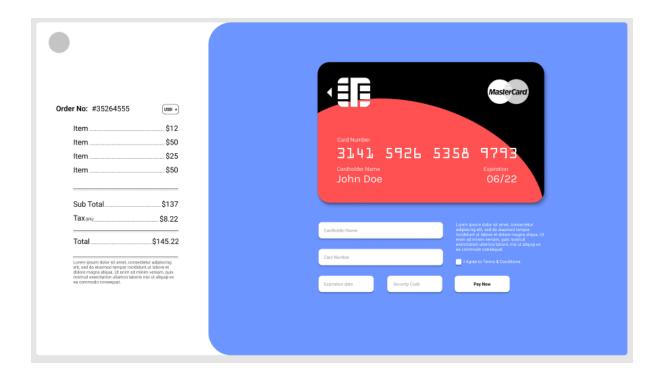
4.2. Non-functional Requirements

- The system will be implemented as a web application that runs in a web browser.
- The system will be developed on windows operating system devices.
- The system should support working on mobile devices.
- The system should scale to mobile devices.
- The system should work on mobile devices like it works on desktop, but with a different interface.
- The system will be developed as a Flutter application using the Dart programming language.
- The system should use a database implementation to store data.
- The database should work effectively with Dart.
- The database license should be at an affordable price.
- The database must be able to handle over 1000 users.
- The system should have a response time of fewer than 2 seconds for 90% of user requests.
- The system shall be able to process a minimum of 1000 tasks per hour.
- The system shall be able to process 99% of transactions without error.

4.3. Interface Modelling:

4.3.1. Wireframes





4.3.2. Interactive link:

 $\underline{https://www.figma.com/file/xMJAe8caJtgoOMkWZ0xlSn/Airbnb-x-Figma-(Community)-}\\ \underline{(Community)?node-id=0\%3A1\&t=hjmzEwQCIalXr4TA-1}$

https://www.figma.com/community/file/1071082092805058639