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B.TECH E-Commerce



Software Requirements Specification

B.TECH E-Commerce Website

Author: Tarek Abdeen
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Authors , Reviewers , Stakeholders

Client Stakeholders Register					
#	Full name	Role in the project	Influence	Contact	Email
1	Mohamed	Management	SPOC	#####	#####
2	Ahmed	Management		#####	#####
3	Sara	Accounting	SPOC	#####	#####
4	Hazem	Accounting		#####	#####
Technical Team					
1	Shima	Project manager	SPOC	#####	#####
2	Tarek	Business analyst	SPOC	#####	#####
3	Gehad	Tester		#####	#####
4	Thabt	Developer1		#####	#####
5	Serage	Developer2		#####	#####

Acronyms , Abbreviations and Definitions :

Term	Description
E-commerce	A web portal that allows me to trade items
User	A user that accesses the web portal to browse and select items to buy t .
Admin User	A user that accesses the admin module to add ites ,and categories and receive orders .
COD	Cash on delivery, user selects to pay cash on delivery when item is delivered .



CVV	The security number behind the credit card .
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Introduction :

Background : An ecommerce website caters to the exchange of goods and services for electronic transaction of money as well as Cash-On-Delivery (COD). Trading has been practiced for a long time serving to the demand and supply chain. Ecommerce website, unlike the traditional websites, helps in purchasing the products that are displayed in the product lists. People can visit the website, choose the products they like, enter the required details, make payment (or choose to pay later), and purchase goods and services in a jiffy. Ecommerce website facilitates online transactions with the use of data and fund transfer. Earlier ecommerce was managed partially using phone calls and emails. However, today, all the processes can be done with a single website

Purpose : An ecommerce website implies a virtual store where visitors come to the store, pick the products of choice, and become customers by purchasing them

An ecommerce website helps in reaching such remote customers which otherwise would not even know the existence of your physical store. You can say the world becomes your audience with an ecommerce website

Intended Audience : The document addresses all IT and Business stakeholders for bank, as well as SWQ Academy architecture, development and testing teams.

Product Scope : The purchasing and selling of product or administration over electronic frameworks

E Commerce website allows user to select any desired item, added to his cart, make purchase then select the payment method by COD or banking method like credit cards.



Another portal is created for admin users that add item categories, items and receive orders to make the shipment for user.

In Scope Items:

User , item , cart , orders , payment management.

Out of Scope : Payment Through Banking Methods

Cross Reference : This section will keep growing to tackle all user stories and requirements for all project phases documentation which you can find below .



B.tech Traceability
matrix.xlsx



HLBN- B.tech.xlsx



Project Scope
Statements.pdf

2-Overall Description

Product Perspective

B.TECH user will enter the website as a web site visitor first and if he is logged in he can access his account immediately.

As a user or a website visitor , can check all the items in home page which is the page that includes main menu , search bar , important links to the account like cart , help and account . also will have the most selling items .

User can select any item then check its details after clicking it from home page or main menu or direct search to define the quantity he needs to be added to his cart either to pay for them in the moment or paid later as the system will keep items reserved in user's cart unless he removed them.

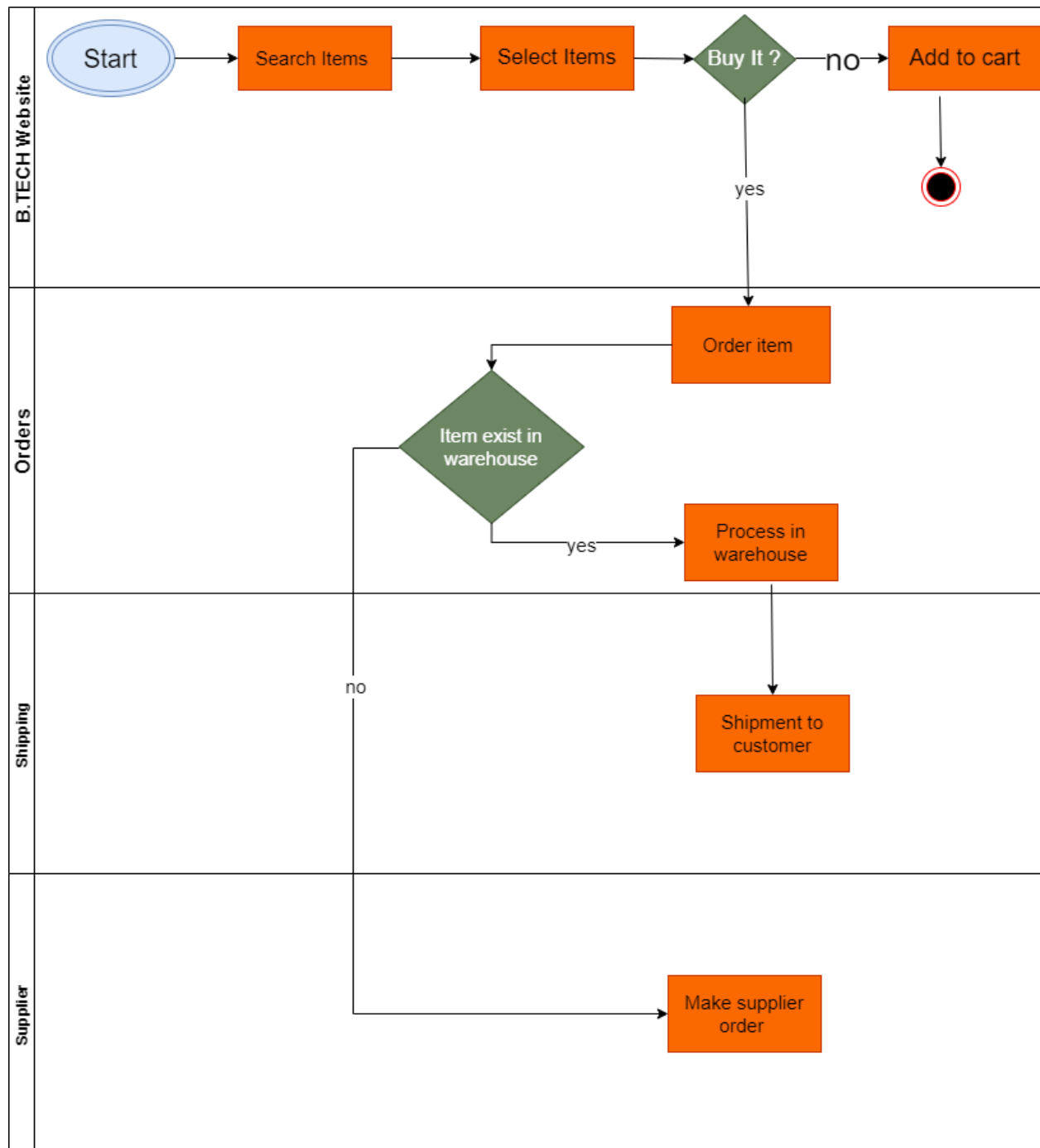
Once the user decided to buy them , will check out after reviewing the financial summary which will include items price , quantity , VAT if found and total amount to be paid.

User will select to pay in COD or through bank cards which will have validations on the used card .

After the payment , user will have the paid item delivered as he expected .

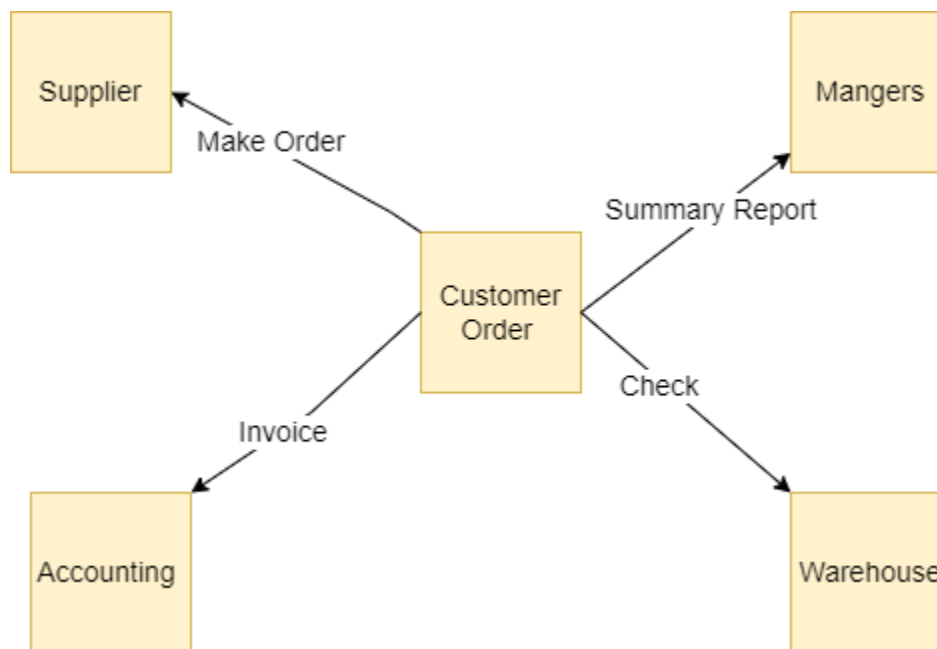
Product Business Process Diagrams

The major functions are represented in the Business Process diagrams stated below :





Product Context Diagram



User Classes and characteristics

Users Definitions

User	Class	Description
Website visitor		Someone who isn't logged in into system but can use its functionality till checking out the payment
B.tech user	Mob. Application User	Someone who use the application for paying desired items
Administrator	Web portal Application User	Someone who administrate all orders that comes from b.tech website



Design and Implementation constraints

All the application colors must match B.TECH logo colors

User Documentation

- I. Application system High level requirement specifications
- II. Application system Detailed level requirement specifications

Assumptions and Dependencies

- I. Design must be consistent with the B.TECH logo color which are white and orange
- II. Application must work on different browsers (chrome , firefox , IE,Edge & Safari)
- III. Application must work on different smart devices
 - a. ios 7 or higher
 - b. Android 4.1 or higher
 - c. Tablet view (it will be delivered as a separate project as it requires different structure compared to the mobile)
- IV. Web application must be responsive on all devices
- V. Customer journey for sell an item to take up to 2 minutes
- VI. System must support Arabic and English languages .

3.System Features

FR01: Download mobile application

4.1.1 Description

A user should be able to download the mobile application through either an application store or similar service on the mobile phone . The application should be free to download .



FR02: Download and notify users of new releases :

4.2.1 Description

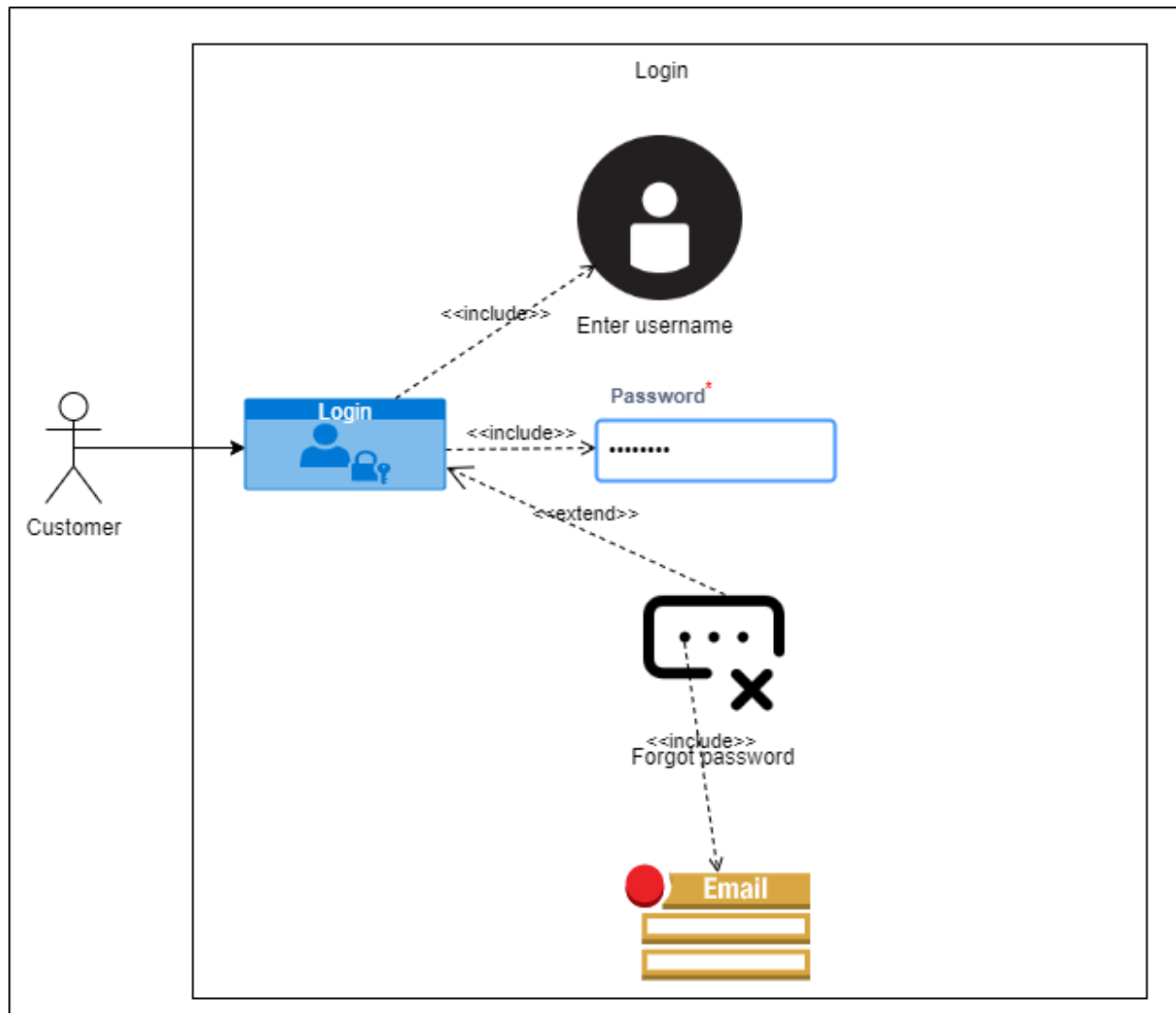
A user should be able to download the mobile application through either an application store or similar service on the mobile phone .
The application should be free to download .

FR03: Login

4.3.1 Goal

A user can login into system to use its functionalities.

4.3.2 Use case



4.3.3 Description

For logging into the system , the user must enter his email and password which were created during his registration . then the user should be able to access his account .

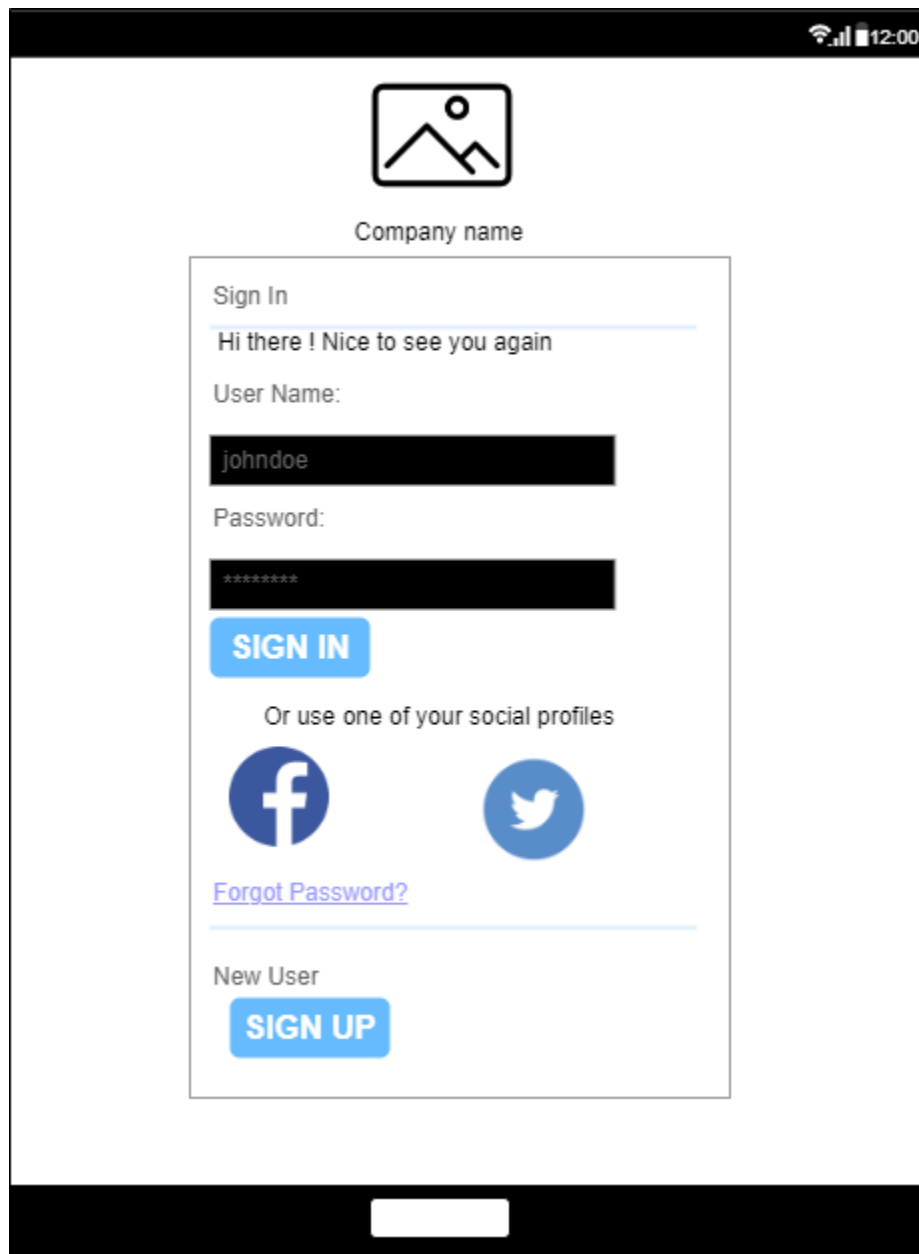
4.3.4 Rules

ID	Rule	Type
1	In case of entering a valid email and password , the user will access his account	System



2	In case of entering an invalid email and password , the following message will appear “Please provide correct email or password “	System
3	In case of leaving email and /or password empty one of the following messages should be displayed “Please provide email “ “please provide password “ “please provide username and password “	System

4.3.5 Wireframes



4.3.6 Field Specifications :

Field name	Mandatory	Specifications
Company Logo	N	Company logo
ID	Y	Numeric Field



Password text box	Y	
Login button		A button that lets the user attempt to login .
Sign up link		This link will navigate users to the sign-up page .
Forgot password link		This link will navigate the user to the forgot password screen

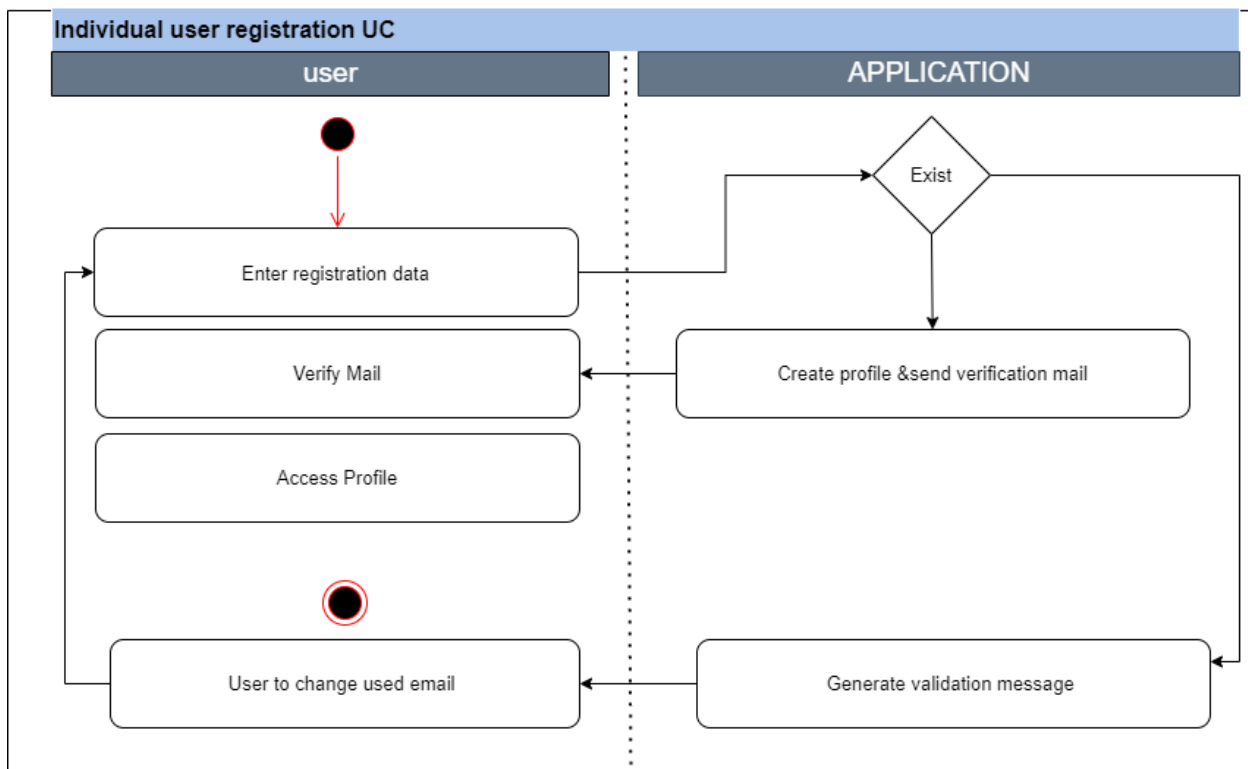
.FR04: User Registration (individual / corporate)

4.4.1 Goal

All user types will be able to register into the application .

4.4.2 Use Case

All user types will be able to register into the application



4.4.3 Description

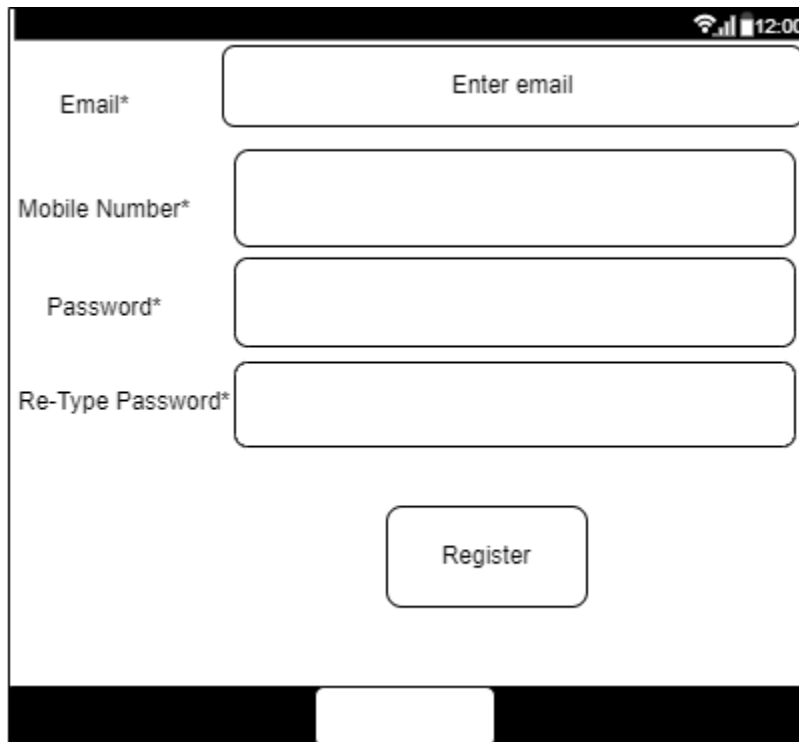
After entering the registration data , a verification email will be sent to the user .

After verification , the user will be able to access his profile freely .

4.4.4 Rules

ID	Rule	Type
1	Bank team will enter all corporate data , through system back end , after making the agreement with them	Business
2	'Existing user ' which in each time an individual user makes a registration , application have to check if this user is existing or not by checking the used email if it exists in database or not	System
3	"Existing Corporate Employee " which in each time an individual corporate user makes a registration , application have to check if the used working email is existing in corporate data or not	System
4	"Existing User" which in each time an individual corporate user makes a registration , application have to check if this user is existing or not by checking the used email if it exists in database or not .	System

4.4.5 Wire frames



4.4.6 Field Specification

Field Name	Mandatory	Specifications
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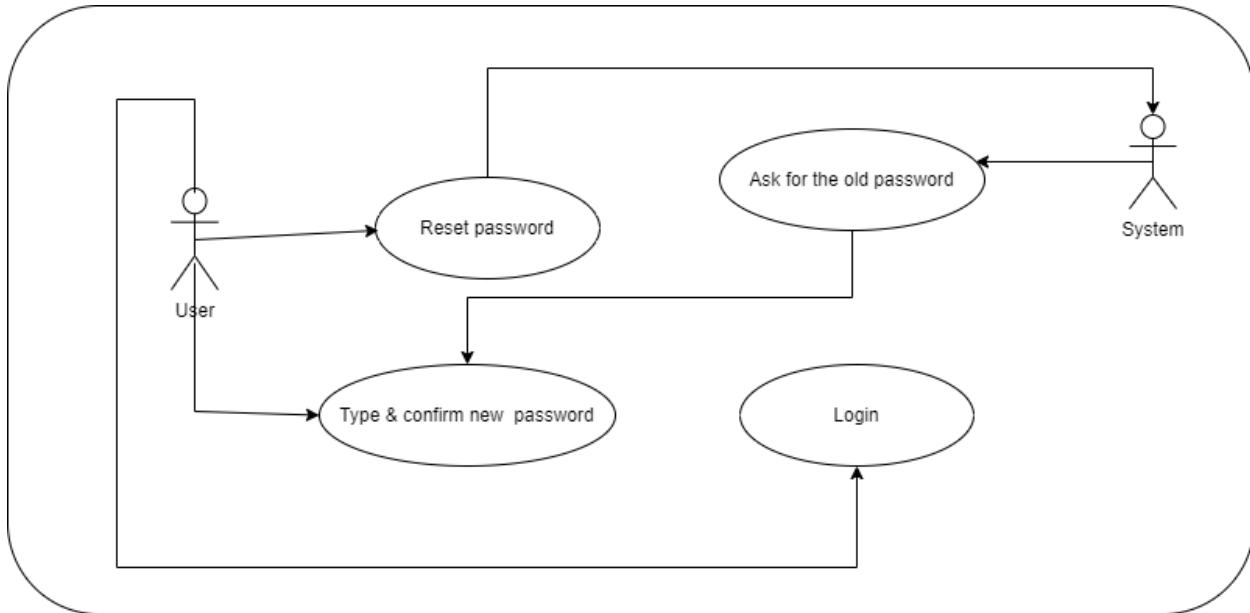
User registration screen		
Email text box	Y	Should be in email format (includes at least one @ and one dot.) Does not end with an @ or a dot .
Phone text box	Y	Mobile number range should be in EGY +020 50 xxxxxxxx
Password text box	y	Should follow the password complexity "Minimum of 8 characters with a mix of alphanumeric and special characters"
Retype password text box		Should be the same as the original "password" in password text box
Register Button		A button that will trigger the " Existing customer" & " Existing Corporate Employee " conditions then create the profile if no profile found . Will navigate to the home page .

.FR05: Forgot Password

4.5.1 Goal

To be able to reset user's password in case of forgetting it .

4.5.2 Use Case



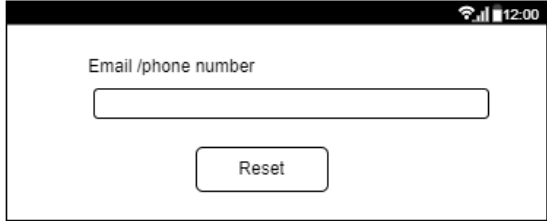
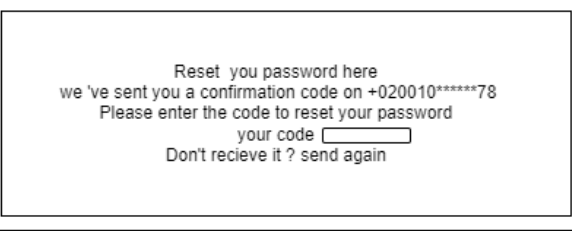
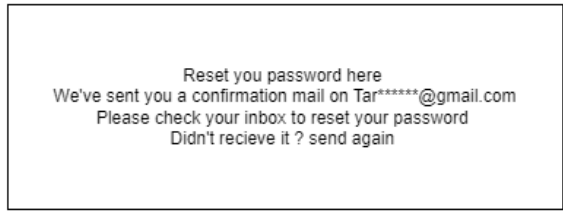
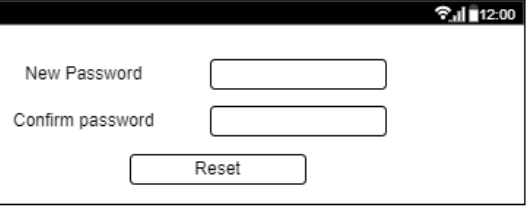
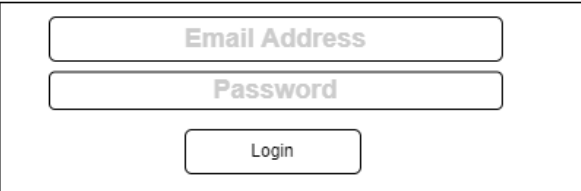
4.5.3 Description

Given that a user has registered , then the user should be able to retrieve his / her password by email or phone in case he forget it.

User can enter his phone or email and an OTP from 4 digits will be sent his phone number or email .

4.5.4 Rules

ID	Rule	Type
1	In case the phone number or email isn't registered , system will give us a message " please either correct email or phone number "	System
2	In case the phone number is correct , system navigate to the confirmation code entry then to reset my password .	System

<p>1. Email /Phone entry</p> 	<p>2. Verification code entry using mobile</p> 
<p>3. Sending link by mail (send OTP IN Mail)</p> 	<p>4. Forgot password mail format</p>
<p>5. Type new password</p> 	<p>6. Login screen to login again with the new password</p> 

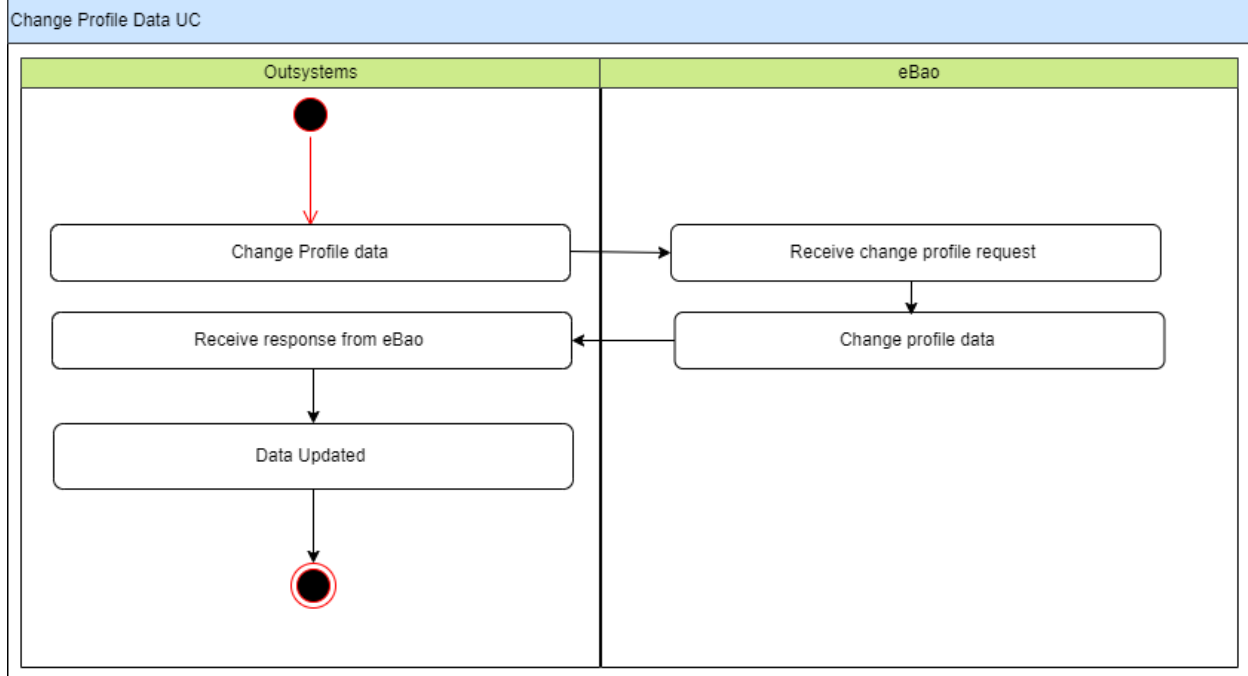
4.5.5 Wire frames

FR06: Change Profile Data

4.6.1 Goal

To be able to change the profile data

4.6.2 Use Case



4.6.3 Description

Given that the user is logged in , he will be able to change his profile data through application settings .

Changing the data will be divided to two sections :

- Change personal data including only (Phone , email).
User can only change his phone and email . system must send an OTP from 4 digits to his current phone number .
- Change Password
User can change his password by typing his old password then typing and confirming the new password .

4.6.4 Rules

ID	Rule	Type
1	Any change should be real-time .	System
2	Once the user changes his password ,the system must redirect him to the login page to type the new password .	System
3	If the user didn't change any data then clicked "Change " , nothing will happen	System
4	If the user typed a new password that is identical to the current password , the following message should be displayed " Please provide a new password "	System

If the user typed two password that are not identical , the following message should appear “ password do not match “

System

4.6.5 Wire frames

Change personal data

Arabic Name

Comes from ELM

English Name

Comes from ELM

Email

Registered mail

Phone Number

Registered phone

Change

Verify

Change Password

Old password

New password

Retype password

Save

Will navigate to the login page to type the new password

4.6.6 Field Specifications

Field Name	Mandatory	Specifications
Change Personal Data Screen		
Arabic Name	Y	Read only , should come from ELM integration
English Name	Y	Read only , should come from ELM integration
Email	Y	Shall contain the registered mail and can be updated
Phone Number	Y	Shall contain the registered phone and can be updated

Change Password Screen		
Old password	Y	Must be the current password
New password	Y	New password should be different than the current password
Retype password	Y	Should be the same as the new password

4. Non Functional Requirements

- Performance requirements
- Page must load within 2 seconds
- Payment service should be available 24/7
- User journey on website from selection to payment to take up to 2 minutes

Safety Requirements

Identify level of user

Create backup plans

Password protection and encryption

Log security incidents

Users shall be forced to change their password the next time they log in if they have not changed it within the length of time .