**Functional**

* Managerial
  + Training
    - System shall provide employers the ability to curate and post training modules
    - System shall allow employees to complete training modules
    - System shall allow employers to monitor employee progress through the modules
  + Shift scheduling
    - Shall allow managers to set shift availability for employees
    - System shall allow managers to control priority of who gets first pick of hours
    - System shall allow employees to schedule working hours, pick up and trade shifts
    - Shall allow employees to clock in and clock out when they arrive/ leave
  + Payroll
    - Shall handle calculation of employee pay
    - Shall deduct taxes from employee paychecks before disbursing them to employee bank accounts
    - System shall prevent employees from editing payroll information, and update managers if attempted
* Order automation
  + Online Ordering
    - System shall allow online customers to view all menu items, add items to an order, and checkout with that order
    - System shall accept food orders natively and through outside applications (Grubhub, Doordash, etc)
    - System shall coordinate to employees new online orders placed
    - System will provide order updates, either directly to the customer or to the platform ordered through
  + Payment
    - System shall follow required payment regulations, including proper encryption methods, protection standards, etc. (i.e. PCI-DSS)
* Restaurant Floor
  + Reservations
    - System shall allow customers to make online reservations for tables
    - System shall provide employees with an interface to edit reservation limitations
    - System shall provide employees with a map of all tables, including those open, currently in use, and reserved
    - System shall not let people reserve tables within 15 minutes of restaurant closing
  + System shall keep track of all employee-related costs and online-order generated profit for easy access by management

**Non-Functional**

* System should be scalable in the future, multiple restaurants should be able to utilize same system without overloading it
* System should have an intuitive user interface… any information in the system should be accessible in at most two clicks/ taps
* System should be portable… any platform should be able to run the software and communicate with users on different platforms
* System should process a payment and place an order in less than 3 seconds, for up to 50 simultaneous orders
* System should be built in such a way to allow easy future additions in case the system must grow later on

Employees can:

* My Account
  + Train
  + See payroll
  + Clock In and out
  + Schedule Themselves
* See new orders placed
* Modify reservations

Manager can:

* Manage
  + Schedule
    - View and edit everyone's schedule
    - Set availability for someone
  + Payroll
    - Edit payroll information
    - Edit tax information
  + Training Modules
    - Create training modules
    - Edit training modules
  + Clock In and out
  + Schedule Themselves
* See new orders placed
* Modify reservations

Customer can:

* Order
  + View menus
  + Make order
  + View cart
* Reservation
  + Make reservations
  + View Reservations
* My account
  + View Past Orders
  + View payment methods
  + View/Edit login info

Division of Labor

2 people make employee

2 people make customer

1 person makes login/ manager (copy of employee with some changes)

Each make one algorithm related to that section