

Cairo University

Faculty of Computers and Artificial Intelligence



كل التعليمات الحمراء تقرأ بعناية و تنفذ ثم تمسح و يكتب مكانها المطلوب

CS251

Intro. to Software Engineering

Project Name

Software Requirements Specifications

Version 1.0

Team Names and Emails and Phone of Team Leader

Month & Year



CS251: Phase 1 – Team Name
Project: <Project Name>

Software Requirements Specifications

Team

ID	Name	Email	Mobile
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Document Purpose and Audience

The purpose of this document is to clarify software requirements that are agreed upon by the stakeholders by specifying the needed functionalities of the software to minimize development time and cost by making the requirements clear. The target audience are the developers who will implement all the requirements

Introduction

Software Purpose

- To make shopping for candies so much easier and accessible to every one
- Make it easier to owners to manage their business

Software Scope

- Buying candies online
- Reordering past orders



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Software Requirements Specifications

- Managing loyalty points
- Managing discounts and catalog

Definitions, acronyms, and abbreviations

Phrase	Definition
Loyalty points	those are points given to every user with every purchase and can be redeemed for money to spend on the site
Maintainability	The ability to maintain the software by constant checks and tests
Scalability	It's the measure of a system's ability to increase or decrease in performance and cost in response to changes in application and system processing demands.
Resource usage	It's how much the software will the software consume hardware resources
Computing platform	It's the platform that the software will process on
Availability	It's the measure of how much will the software will be available in a period of time
Reliability	It's the probability of failure-free operation of the software for a specified period.
Development process	It describes the development approach that will be taken.

Requirements

Functional Requirements



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Requirement ID	Statement
FR01	Upon opening the website, the user shall see a homepage displaying best-seller products sold by the store along with a sign up/sign in button.
	Each item will be composed of the following data: <ul style="list-style-type: none"> - Name - Category - Description - Image - Brand - Price - Discount percentage if any
FR02	Upon clicking on the sign up button, the user shall see a sign up page including personal information asked by the sign up page. These personal information fields are: <ul style="list-style-type: none"> - E-mail - Password - Address
FR03	The E-mail field should validate the following: <ul style="list-style-type: none"> - Check if the Email exists and is valid - Check if the Email has never been used before for creating an account - Validate the account using a One Time Password(OTP) sent to the Email entered. Upon valid OTP, the registration is approved. - Otherwise, the registration is rejected and no account is created.
FR04	The password field should adhere to secure password requirements
FR05	Upon clicking on the sign in button, the user shall be prompted with two fields asking him to input his/her E-mail and password.
FR06	The user shall view the products using the following categories: <ul style="list-style-type: none"> - All items - Best-seller products



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	<ul style="list-style-type: none"> - Type/Brand of candy
FR07	There will be a search bar allowing the user to search for a specific product/brand.
FR08	Upon logging in, the user will be able to add products to his/her shopping cart.
FR09	<p>The shopping cart shall have the following properties:</p> <ul style="list-style-type: none"> - Allows the user to change a product's quantity, or remove an item - Validates that the quantity of a single sealed item is bound within a maximum of 50 units. - Validates that the weight of a single loose item is bound within a maximum of weight of 50 kilograms
FR10	There will be a separate web page dedicated for the purchases of gift cards.
FR11	<p>In the checkout, there will be the following payment options:</p> <ul style="list-style-type: none"> - Cash On Delivery (COD) - can be used to pay for an order (or the remaining amount if any) - Smart Wallets – can be used to pay for an order (or the remaining amount if any) - One or more gift vouchers – the value of this/these vouchers shall be subtracted from the total sum. - Loyalty points can be redeemed to pay for an order or a part of an order.
FR12	If Cash on Delivery (COD) is selected, the user should enter a valid phone number which is verified by a One Time Password (OTP) sent to the user to be entered to the system for successful verification.
FR13	Upon a successful purchase, the user shall earn loyalty point according to the scheme decided by the admin.



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FR14	After successful payment, the user will be prompted to choose whether to use the shipping address on his/her profile or to enter another address.
FR15	In the shipping cart, there shall be an option called 'reorder'. Upon clicking on the reorder button, the user will be prompted to re-order the previous order with the same quantities.
FR16	In the user profile, there will be a category called 'Order History'. This will enable the user to view all of the his/her previous order activity/history.
FR17	The system administrator will have a dedicated page to be able to manage items in the following ways <ul style="list-style-type: none"> - Update catalogue with new items - Cancel items - Update item information
FR18	The system administrator will have a dedicated page to view the following information about the system: <ul style="list-style-type: none"> - Order made by users - Statistics about the following: <ul style="list-style-type: none"> o Daily sales o Monthly sales o Sales of a time in a given period of time o Most popular products
FR19	The system administrator will have the privileges to do the following each in a dedicated page: <ul style="list-style-type: none"> - Set a loyalty points scheme - Suspend a user

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Non Functional Requirements



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Non-functional req id	Statement
Performance	Every panel should take about 3 seconds to load
Scalability	The site should support up to 1000 simultaneous users without experiencing a drop in performance
Resource usage	-The website shouldn't use more than 50 mb of the memory - system must consume less than 2% of the CPU's time when run on a 1.8GHz machine under a certain operating system.
Maintainability	-The code should be well-organized and easy to understand, with clear documentation. -The site should be tested regularly to ensure that it is working properly.
Reliability	The server shouldn't suffer more than one failure in 4 month.
availability	The site should be available 95% of the time and it's down time shouldn't exceed 20 mins in 20 years span
Recovery from failure	The system should be recovered within 12 hours of failure
Computing platform	The website should be working on every browser on every operating system
Development process	Our approach in the development should be agile

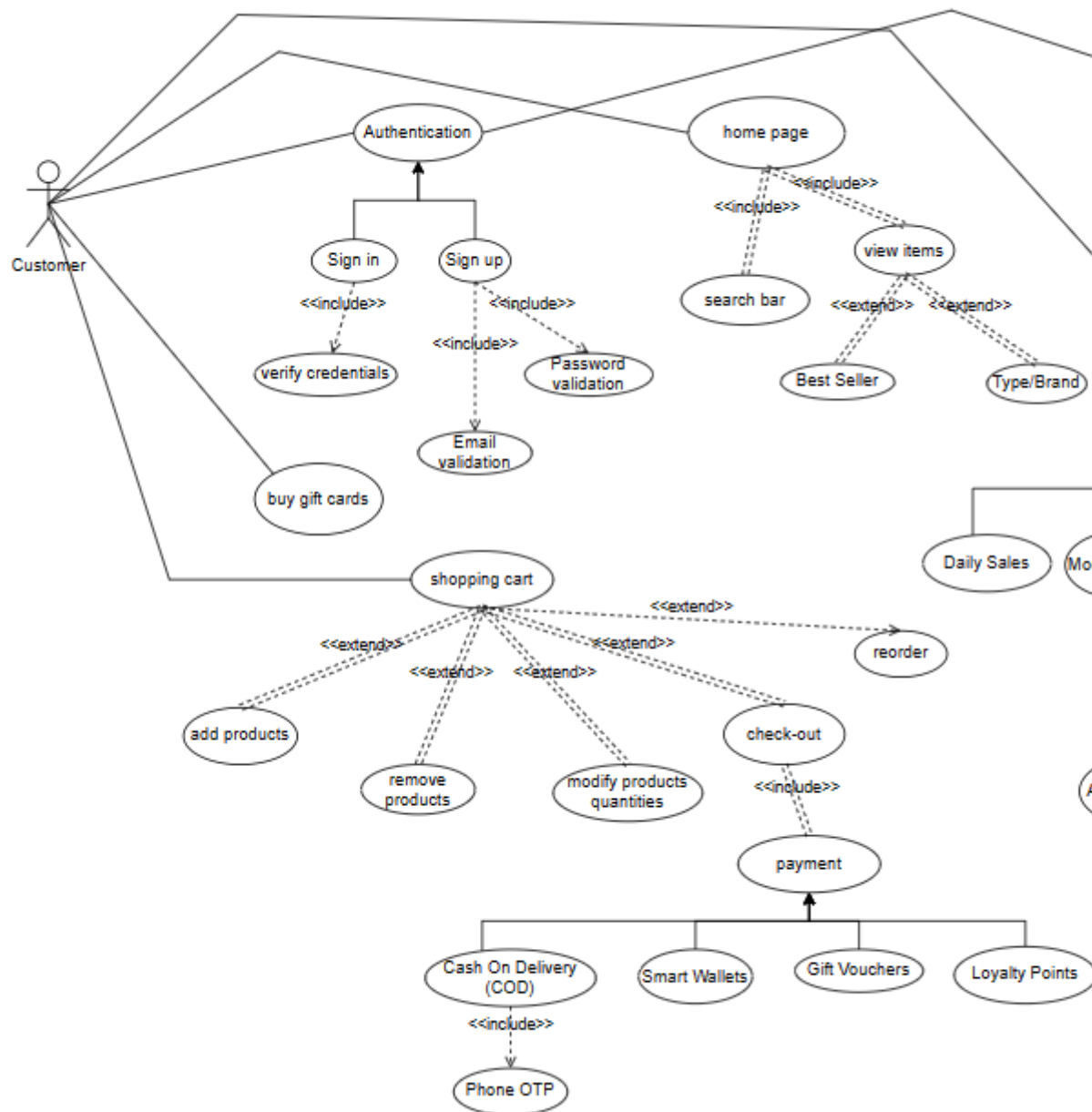
System Models

Use Case Model



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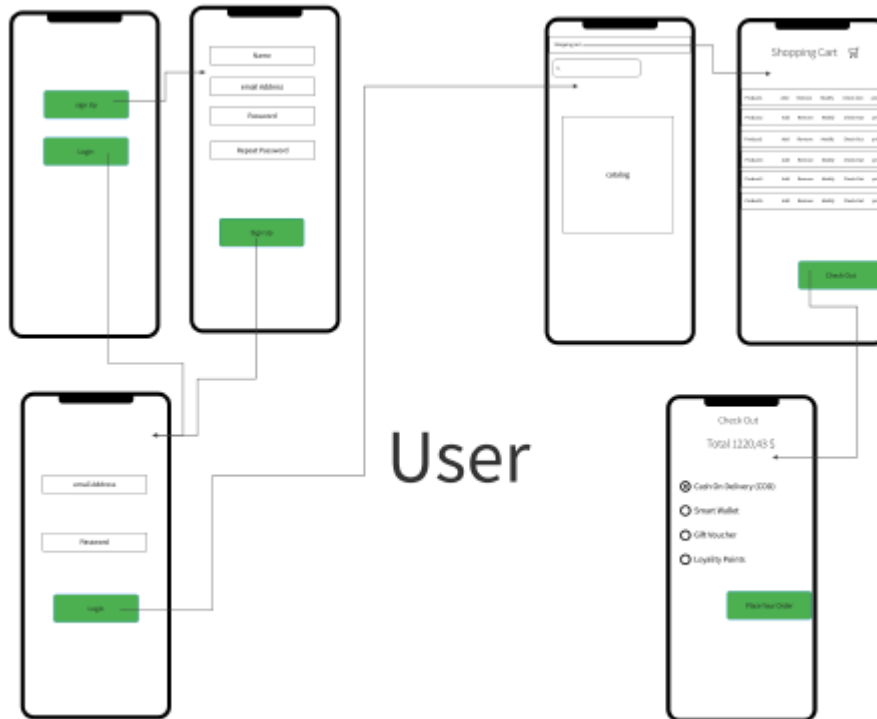




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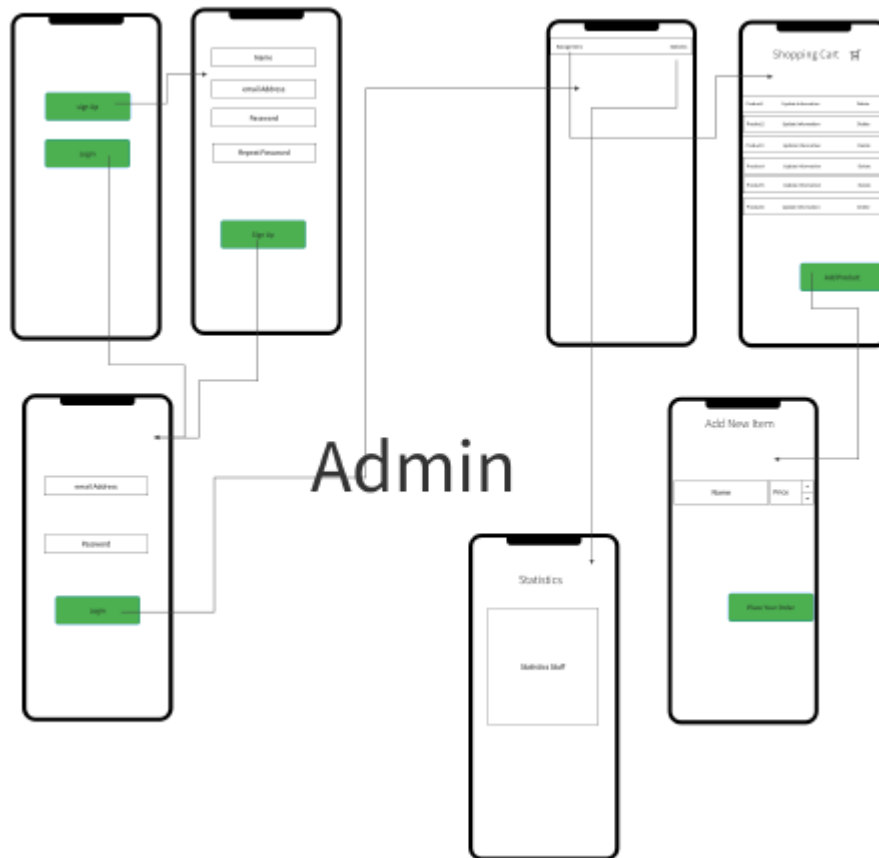
System Navigation Map





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Tools

- Flowchart maker and online diagram

Ownership Report

Student	Items he created
Yousef badr	Use case diagram Part of the functional requirements
Osama maher massoud	System navigation man Part of the functional requirements
Alialdin muhammad	Non functional requirements Part of the functional requirements

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