

Requirements Document

Bar Software

This would provide services for both bar patrons, as well as bartenders. Customers are presented with an easy to navigate, classy GUI that will allow them to quickly find new drinks and popular to try. Generally when people go to bars that are not attached to a restaurant they do not order new drinks, because they don't know about that many drinks. The idea of this software would be to increase the number of drinks one has to choose from when at a bar. The drinks would be categorized by types of drinks, i.e. beer, cocktails, shooters, mixed drinks. The navigation system would be based on trying to maximize quality drink suggestions with a minimal amount of extra info on the screen. Thus the drink selection for each category would be limited to a 10 or so favorites per screen. If the customer is trying to order something more specific that is not in the specials, then they click a button requesting a bartender, which will initiate a light behind the counter signifying visually to the bartender who needs to be served.

The other part of the system would be for use of the bartender. It would keep track of a ton of different drinks, so that when the bartender goes to fill an order they select the drink and the ingredient list pops up. This will provide greater consistency amongst the bartenders and allow bars to have specials that change regularly, without forcing the bartenders to know all the drinks. Other benefits of having the software for the bartender would be being able to analyze which drinks are most frequently ordered so that the bar can more accurately purchase alcohol and tailor specials towards the taste of the area/ time of year.

Features

- Classy GUI
- Intuitive
- Simple
- *Patrons:*
 - Easy access to new types of drinks
 - Large drink selection broken down into popular lists
 - Organize drinks via categories
- *Bartenders*

- Easy to use
- Provide drink ingredients for current order
- Database backend of all drinks ordered
- Analysis of drinks ordered, giving more insight to how much and which type of alcohol to purchase
 - Try to find patterns based on the season, location, etc.
- Summary of inventory
- Provide a way for the bartender to easily update the inventory when new alcohol is purchased

Advanced Features

- Payment system (Although it is questionable as to whether you could create one that would maintain the desired atmosphere for the bar.)
- Personalized preferences via storing customers purchases and suggesting drinks that people with similar taste have also ordered
- Inform the bartender of the customer's name, most frequently ordered drink to provide a more homey/ friendly atmosphere
- Incorporate the list of drink ingredients with a weight tracking system for the handles. This would prevent bartenders from abusing the bar easily for their own consumption or for giving free drinks out to friends.

Components

- **Database Layer**
 - Drinks ordered by date
 - Drink ingredients
 - Drinks by category
 - Inventory
- **GUI Layer** - Bartender/ Patron

Challenges

GUI Design

Making a classy, easy to use Gui for the customers will probably be the biggest challenge.

Analysis of drinks

Another set of challenges will be keeping track of which drinks are the most popular and adjusting the lists shown to the customer as appropriate. As well as providing the bartender information on what they should stock up on in their inventory.