Speedy Match Functional Requirements

Version Control

Version	Date	Change	Author
1.3	29/05/16	Fix in ID spec	dima@initech.co.il
1.2	25/05/16	Global unique ID specification	dima@initech.co.il
1.1	18/05/16	Minor requirements update	dima@initech.co.il
1.0	18/04/16	Review & Finalization	uri@initech.co.il
0.1	17/04/16	Initial version	aya.benaharon@initech.co.il

Table of contents

1. Project description

Speedy Match is a dating site aimed at the vegetarian community. It is a part of the Speedy Net social network and applications suite which was established by Uri Even Chen in the late 90's, was launched in 2012. And currently has 1800 activated registered users.
As part of Speedy Net, there are functionalities of Speedy Match that are infact a part of Speedy Net's feature set and are integrated into Speedy Match (e.g. user management).

Speedy Match's target audience are vegan people (but will allow non-vegans to use it as well).
It will support both Hebrew and English by having different websites for each language (showing similar, translated content).
The system will be free of charge, have no age limitations and will be available both on mobile web and desktop.

The system should make the users feel it's democratic, liberal approach. Speedy Match will be trustworthy and confidential. In order to ease Speedy Match's users the lonely feeling they might have, the system (it's design and micro-copy) should approach them in an understanding, supportive, empathetic, human centered approach.

Speedy Match v1.0 Alpha will be released in Israel, and in Hebrew.

2. Actors

2.1. Visitor

A visitor is a person that has not yet registered to the system, or a registered user who hasn't logged in yet. The Visitor got to the website through various channels (e.g. got a link directly from Speedy Net staff or its affiliates). The Visitor should be motivated to sign up and start using the system.

2.2. User

A user is a person that is logged in to the system.
The user's main goal is to find potential dates. He will be able to communicate with his matches on Speedy Match.
For the sake of registration and onboarding, there are 2 types of users, depending on where they got to the system from:

2.2.1. "Speedy Net" User

Speedy Net user is a person that is registered (and logged in) to "Speedy Net".
The core (and basically only) differentiating character of this User is that it is already a part of the Speedy Net suite of applications.

Each Speedy Net user will have a globally unique ID. This ID should consist of 15 digits, should never have 0 (zero) as the first character.
(A random number between 100,000,000,000,000 and 999,999,999,999,999 - converted to string, without commas)

FUTURE --- There will be other entities in the system (pages, causes etc.) that will also have ID as described above. The ID will remain unique across all entities, i.e. there cannot be the same ID for user and for a cause.

2.2.2. "Speedy Match" User

Speedy Match User is a person that is registered (and logged in) to "Speedy Match" without ever visiting "Speedy Net".
The core (and basically only) differentiating character of this User is that it has never been a part of the Speedy Net suite of applications.

2.3. System Administrator

The administrator is a user that has access to the web based administration panel.
The administrator will have the ability to block a reported user.
Out of scope: The ideal situation is that the system administrator will not have access to the accounts of Speedy Match users. However, this imposes difficult technical challenges, and is currently out of scope

5. Flows & User Stories

5.1. Registration and User Acquisition

5.1.1. Visitor can register to "Speedy Match"

1. In the registration screen, the visitor will get a short intro to the system (i.e.who we are and why it's good for you).
2. Registering to "Speedy Match" is registering to "Speedy Net". The registration flow and process will be fully assimilated into Speedy Match's interface, however the account itself will be a "Speedy Net" account (for example, as a result, the user will not have to re-register to Speedy Net itself)
3. The visitor is required to provide a primary email and password.
4. The visitor should get input validation messages on the registration form fields (bad input, missing input, successful input, etc.).

5.1.2. Visitor is automatically logged in after successful registration

1. The Visitor (now User) is automatically logged in.
2. The User will get a confirmation message telling him that the system sees him as a registered user.
3. The User will be directed to the beginning of the onboarding process.

5.1.3. The User will get an email with a link to verify his account

1. After registration, the user will get an email with a unique link to verify his account. The email is sent to the primary email.
2. The user will be able to verify his account, by clicking on the link in his email and getting to a "successfully verified" screen.
3. The user should be able to get a new verification link in case he didn't receive the original link.

5.1.4. The user has to verify his account, or his account will be deleted

1. The User will be informed regarding a 10 days account verification limit. If the user will not verify his account, his account will be deleted and he will have to register again.
2. In case the user didn't verify his account for 5 days, the system will remind him to verify his account.

5.1.5. "Speedy Net" user does not need to register to "Speedy Match"

1. "Speedy Net" user is already a registered user of "Speedy Match". He will be able to navigate to "Speedy Match" via link inside of "Speedy Net".
2. When navigating to "Speedy Match" for the first time, the Speedy Net user will see a short intro to the system (i.e., who we are and why it's good for you) - same as the visitor.
3. After the welcome message, the Speedy Net user will start the onboarding process.

5.2. Onboarding

Speedy Match's onboarding process will convert its users to be successful with the product, by motivating them to activate their account, and by matching them using a grading system (e.g. by giving them a questionnaire to grade their preferences. For more information, see the "finding dates" section).

5.2.1. The User will get a welcome message and a short questionnaire

1. After registration the user will get a welcome message and a short questionnaire regarding their personal preferences of their ideal partner (a non-smoker vegetarian etc.).
2. The user will have to grade each preference in a scale of 0-5. (0 is the lowest score, 5 is the highest score).
3. The default grade for each preference is set as follows:
   a. 5 if the user has the same quality about himself.
   b. 3 otherwise.
4. The system will use the User's preferences to find him matches that suits his gradings (For more details please see the finding dates section).

5.2.2. The User will have to finish the questionnaire in order to find matches

1. The User will not have access to the system's actual features before he finished answering the questionnaire. This is because the system has no actual value without the ability to match users without the basic gradings.
2. The system should explain to the user in a friendly way, why he should finish the questionnaire before he can start communicating with other users in the system.
3. The user will not be exposed to other "Speedy Match" users, until they finished the onboarding process. This is because we don't know what his preferences are and cannot base matches on non-existing information

5.3. Sign in / out

5.3.1. The User will have the ability to sign in to "Speedy Match"

1. The User will have to enter his email and password so the system will recognize him as registered users.
2. A user will be able to sign in with any of the confirmed email addresses associated with his account
3. The User should get input validation messages on the sign in form fields (bad input, missing input, successful input, etc.).

5.3.2. The User will be able to recover his password

1. In case the user forgot their password, he will have the ability to reset their password.
2. After the user requested to reset their password, he will get a recovery email with a unique link.
3. Clicking the link will get him to the "reset password" page, where he can set a new password.

5.3.3. The User will have the ability to sign out of Speedy Match and Speedy Net

1. In case the user will sign out of Speedy Match, he will sign out of Speedy Net as well and vice versa.
2. The sign out action can happen from Speedy Net or Speedy Match.
3. Once the user will sign out of the system, all of the user's information will be deleted from the browser/computer (user's data will be stored on the server).

5.4. My Profile and account details

As noted before, "Speedy Match" and "Speedy Net" share some features, profile being one of the main features. A "Speedy Match" profile will be composed of 2 parts:
- Information shared with (and derived from) his "Speedy Net" profile (e.g. photos, name. age, state, etc.).
- Information unique to "Speedy Match" that is not shared with his "Speedy Net" profiled (e.g. his answers on the questionnaire determining his dating preferences).

5.4.1. The user will be able to view and edit his profile details

1. The user will be able to view and edit all details that are a part of their profile, regardless if they are "Speedy Net" details (e.g., age) or "Speedy Match" details (e.g. dating preferences).

2. Name (first name & last name) will be language-specific.
3. Speedy Net users will have the option to define 3 levels of privacy (Speedy Match users won't be able to define them):
    a. Only the user can view his profile
    b. The user and his friends can view his profile
    c. The user and friends of friends can view his profile

5.4.2. The user will be able to view and edit their account details

1. The user will be able to view and edit their account details (e.g. change their password)
2. The user will be able to add multiple emails.
3. The user will be able to specify which of the emails is the primary email.
4. The user will be able to specify which of the emails is visible in user's profile. This setting is app-specific - user may decide to show one email in Speedy Net profile, another in Speedy Match profile. Possible choices per app are:
    a. No email visible
    b. Show primary email
    c. Show specific email
5. The user will be able to remove emails. The primary email cannot be removed. In case the email set to be shown for a specific app is removed the primary email will be shown for that app, until user sets it otherwise.
6. The user will be able to set his username. See "Vanity URL" below.

5.4.3. The User will get an email with a link to verify additional emails

4. After adding an email, the user will get an email with a unique link to verify this email. The email is sent to the newly added email.
5. The user will be able to verify a new email, by clicking on the link in his email and getting to a "successfully verified" screen.
6. The user should be able to get a new verification link in case he didn't receive the original link.

5.4.4. The user will be able to set a "vanity URL"

1. The URL of a profile on Speedy Net will be http://<lang>.speedy.net/<username>.
2. The URL of a profile on Speedy Match will be http://<lang>.speedymatch.com/<username>
3. Typing the same URL with "me" as the username (when logged in) will redirect to the logged in user profile URL.

5.4.5. The user will be able to upload a profile photo

1. The user will be able to add a profile photo to their profile.
2. The photo the user have uploaded (or deleted) to their profile in "Speedy Match", will be added to (or deleted from) "Speedy Net" as well (and vice versa).
3. The Profile photos should be cropped to a square image by the user (to allow for correct rendering in thumbnails.
4. The photos should have minimum and maximum sizes to allow for reasonable rendering in the system

5.4.6 The user will be able to deactivate/activate his account

1. The user will be able to deactivate his account. Once the account is deactivated, the user will not be visible to other users, will disappear from friendship relationship, will not be considered in matching.
2. The user will be able to activate his account. When the deactivated user logs he is redirected to activation page. The user will be prompted to choose to activate the account. If user chooses so, the activation link is sent to his primary email. The user will click on the link and arrive to "successfully activated" page with a link to proceed to login.

5.5. Other Users profiles

5.5.1. User can view other users' profiles if they are a possible match

1. User's profile will be visible to people who match them according to both of their dating preferences. See details in "Finding dates"

5.5.2. The User will be able to connect with other users on "Speedy Net"

1. This way - Users that are not familiar with "Speedy Net" could get to know it.
2. If both users are already connected on Speedy Net - there should be some indication for that.

5.5.3. The user can block another user

1. Blocking another user means that the blocked user will not be able to view the profile of the blocking user nor send him messages.
2. Messages coming from blocked users will be terminated by the system - with no notification to any of the parties involved.
3. The user will be able to see a list of the users he blocked and unblock them
4. The blocked user will not be notified that he was blocked (but could infer it from not being able to access the profile anymore)

5.6. Finding dates

5.6.1. The user will be able to view their matches

1. The user will be able to view their matches according to their dating preferences (determined in the questionnaire they have answered).
2. Matching users will be based on a simple matching algorithm:
   a. Each quality should have a predetermined weight and the level the user will rate that quality will be its coefficient.
   b. When a rating is set to 0 it must not show the user any users that have that quality.
   c. Other than that, users will be given an overall rank based on the above criteria.
3. Matches will be sorted by that rating by default.
4. The user will be able to view the profiles of their matches.

5.6.2. The user will be able to edit their profile preferences to get different matches

1. In case the user have zero matches, the system will offer them to edit their profile preferences, in order to get more matches.

5.6.3. The user will have the ability to filter their automated match results

1. The default use case will be by most matching results (user's grading scale).
2. The user will be able to view their matches by most matching results, by age and by alphabetical order).

5.6.4. The user will have the ability to like a match

1. The user will be notified in case someone liked them.
5. The user will have the ability to see who liked them and who did they like.
6. The user will have the ability to see mutual likes.

5.6.5. [Out of scope] The user will have the ability to hide their matches

1. In case the user chose to hide a match, this match will not be visible to him any more.
2. Users could still see their hidden matches in a separate screen
3. The user will have the ability to bring back their hidden matches from the "hidden matches" screen.
4. In case the user liked a match, and he wants to hide it, they will be notified and required to remove the "like" status (hidden matches cannot be hidden)
5. Hidden users will not be notified that they are hidden.

5.6.6. The User will be able to connect on "Speedy Net" with their matches

1. See "Other Users profiles" flow.

5.6.7. The user will have the ability to send their match a message

1. See "Messaging"

5.7. Messaging

1. Speedy Net and Speedy Match will have their own messaging system.
2. Group messaging will not be supported at this point.

5.7.1. The user will have the ability to receive messages

1. User's messages will be encrypted.
2. The user will be notified when receiving a new message.
3. Messages will be organized in "conversations" - all messages with another user will be grouped together to a single thread.
4. Conversations will be sorted based on the time the last message in that thread was received - last messages will be at the top.
5. Each message will have a timestamp of when it was delivered.
6. A message will be marked as "read" only when replied to or when explicitly marked as read.
7. The user will be able to navigate to a messages page, within they will be able to see all of their messages.

5.7.2. The user will have the ability to send messages to other users visible to him

1. The user will have the ability to send messages to other users he was matched to.
2. The user will be able to compose a message from within the conversation window.
3. The user will be able to use simple text and common emoticons in the messages.
4. The user will not be able to format the messages (bold, italics, etc.)
5. The user will send the message clicking the "send" message, the "enter" key will not send the message, but will break the line instead.
6. Out of scope in version 0.1: the user will be able to get a preview of his messages.
7. Out of scope in version 0.1: the user will be able to send attachments and photos in the message.

5.7.3. [Out of scope] The hidden user will have the ability to send messages

1. The hidden user will have the ability to send messages to the people who hid them, ~~but their messages will not be visible in the inbox (will be visible in an "other" folder), until the user will bring them back to be visible.~~

5.7.4. Out of scope in version 0.1:

1. What happens after the user want to take the conversation to the next level? (e.g. have a phone call, go on a date etc.)
2. Can a user update their status on "Speedy Net" or on "Speedy Match"? (e.g. "X" is seeing "y")

5.8. Navigation

5.8.1. The user will be able to navigate to the different part of the system

1. Preferably using a navigation bar

5.8.2. "Speedy Net" user will be able to navigate from "Speedy Net" to "Speedy Match" and vice versa

1. In case the "Speedy Net" user is not an active "Speedy Match" member, he will be able to start the onboarding process (for more information please read the onboarding section).
2. If this is the first visit of the Speedy Match user in Speedy Net - he should be onboarded to Speedy Net (out of scope of this document)

5.9. Notifications

5.9.1. The user will be able to get notified if someone liked them or sent them a message.

1. The notifications should be in the system
2. Notifications can also be sent via email

5.9.2. The user will be able to manage his notification preferences

1. Turn the in-app notifications on or off for specific events.
2. Turn the email notifications on or off for specific events.

5.9.3. The user will be able to get notified regarding a block request

1. The user will get notified by the administrator, in case they were reported 3 times from 3 different users (before they are blocked).
2. The user or will get notified by the administrator in case the person they reported on was blocked.
3. For the sake of simplicity - the notifications can be simply emails sent to the users.

5.10. Abuse report

5.10.1. User will have the ability to report potential abuse regarding a profile

1. In case a user reported potential abuse regarding a profile, the reported person will not be informed regarding who reported him.
2. When reporting on another user, the user must specify why he is reporting on that user.
3. The User will be notified that his request will be reviewed.
4. The administrator will be notified about the abuse report and will review the reported profile.
5. In case there is a valid cause for action (at the discretion of the administrator), he would disable the reported user.
6. Blocking users on "Speedy Match" will block them on "Speedy Net" as well.
7. The reported user will be notified regarding the disabling action via email, and will be offered possible actions he can take to restore his profile.

5.10.2. User will have the ability to report potential abuse regarding a photo

1. The process of reporting a photo is similar to reporting a user.
2. The difference is that the administrator will remove the photo and not disable the user.

5.11. Contacting Speedy Match's administrator

5.11.1. The user will be able to contact "Speedy Match"s staff

1. Via a "contact us" form
1. The administrator will have the ability to review and reply the user via email.

5.12. Multilingual support

As mentioned, Speedy Match will be available for English and Hebrew in the current version.

1. By clicking a link or by navigating to the language specific URL (e.g. en.speedymatch.com or he.speedymatch.com)
2. The interface's language (and direction) will fit the language specified.
3. Some of the content (e.g. first and last name) will have different values in each language, with the interface showing the correct value in each language. In case a language-specific content is not available - the system should display the content in the language is does have (default being English).

6. Features from Speedy Net

1. Forgot my password
(for more details, please see the "sign in" section)
2. Registration
(for more details, please see the "registration and user acquisition" section).
3. Sign in
(for more details, please see the "sign in" section)
4. Blocking other users
(for more details, please see the "profile and account" section)
5. View match's profile
(for more details, please see the "profile and account" section, and the "finding dates" section).
6. Adding a photo to the profile
(for more details, please see the "profile and account" section, and the "finding dates" section).
7. User can view and edit his account
(for more details, please see the "profile and account" section, and the "finding dates" section).
8. Edit info in the profile
(for more details, please see the "profile and account" section, and the "finding dates" section).

7. Operational requirements

7.1. Security and privacy

One of "Speedy Match's" guiding principles is the democratic, liberal approach the system shares with it's users. It's important that the users will know that their content is secure and private, and that they are the only ones who control who will be able to view their profiles and

messaging content. The administrator will have the ability to block users or photos, and he will be able to view profiles or photos.

7.2. Error handling & validation

7.2.1. Fields Validation

The visitor or the user, should get input validation messages on the data they have entered in the various form fields (bad input, missing input, successful input, etc.).

7.2.2. Error messages

1. The system should have designated area (e.g. pop up, top bar/banner, etc.) to display system messages and errors
2. 404 pages should be available for pages that are not found, directing the users back to the home page.