SOFTWARE REQUIREMENTS SPECIFICATION

for

CheckMate

Version 1.0

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Contents

1 Introduction

1.1 Purpose

The purpose of this document is to build an online system to manage final year projects and to encourage the concept of having multidisciplinary approaches to problems and projects.

1.2 Intended Audience and Reading Suggestions

Describe the different types of reader that the document is intended for, such as developers, project managers, marketing staff, users, testers, and documentation writers. Describe what the rest of this SRS contains and how it is organized. Suggest a sequence for reading the document, beginning with the overview sections and proceeding through the sections that are most pertinent to each reader type.

1.3 Project Scope

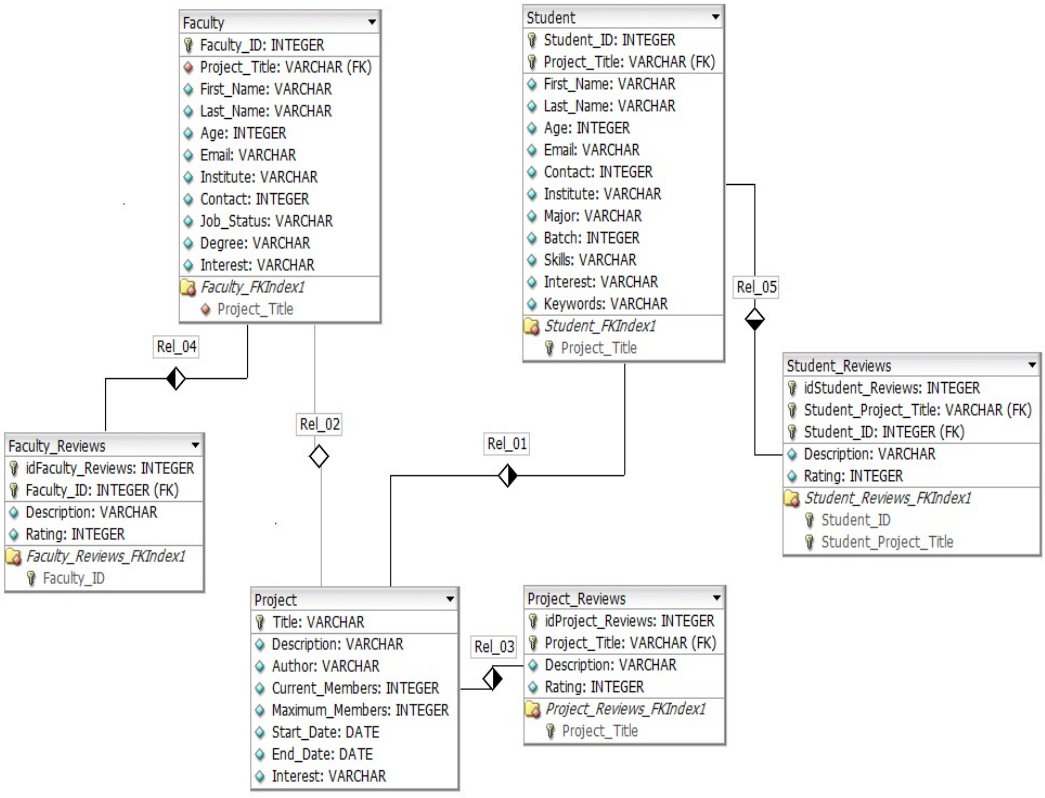
This project is for the final year students struggling in forming an ideal team and for everyone in general to give them an idea to broaden their scope and to look into ideas according to their interests. It also links them to the perfect match of faculty advisor through their unique ideas. It is a convenient application which eases the team and title decision phase for a senior year student.

2 Overall Description

2.1 Product Perspective

CheckMate is the solution to the tedious task of making teams and selecting the right partner for your project. You can browse for topics that you are enthusiastic about and see who else is ready to sail the boat with you!

2.2 Product Functions



checkmate.jpeg

2.3 User Classes and Characteristics

It has mainly three kinds of user classes:

1. Student
   Add a new topic.
   Edit his topics.
   Show interest in different topics.
   Give reviews/ feedback on topics.
   Request a faculty to join a team

2. Faculty
   Show interest in a topic.
   Accept/Decline requests.
   Give reviews/ feedback on topics.

3. Admin
   Add or remove any member.
   Add or remove any topic.

All of these different kinds of users will have separate credentials in order to utilize their privildges.

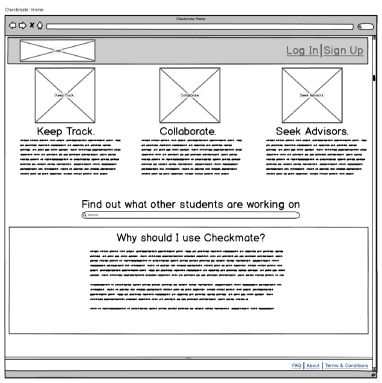
2.4 Operating Environment

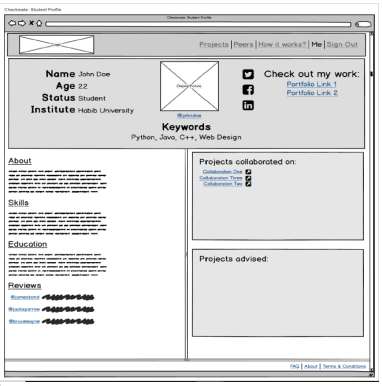
- Client/Server System
- Operating System: Windows, Linux, Mac (as it is a webapp).
- Database: sql + database
- Platform: asp.net/MVC/Java/C-Sharp/CSS

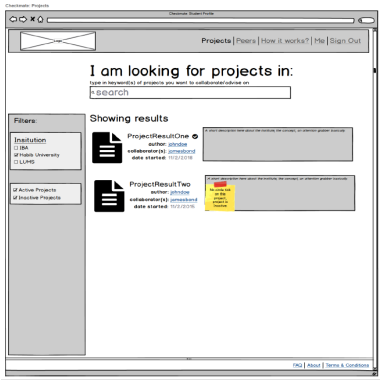
3 External Interface Requirements

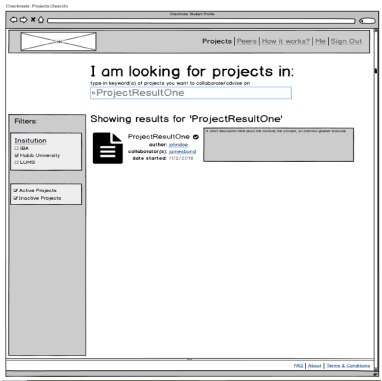
This is a web application hence would require internet connection in order to use it. Browsers could include Google chrome, Mozilla firefox, safari, edge or internet explorer.

3.1 User Interfaces









4 System Requirements

The two major kinds of system requirements are listed below:

4.1 Functional Requirements

- The system should have different levels of authorization with separate access and privileges.
- This system should meet authentication requirements such that no member can access the web app without entering his/her personal credentials.
- The user should be able to build a profile/portfolio.
- The user should be able to Add/Edit new project topics.
- The admin should be able to Remove/ Edit existing project topics.
- The admin should be able to Remove existing users if necessary.
- The user should be able to show interest in ideas they like.
- The system should have a chat box for users to discuss their ideas.
- The user should be able to request a faculty to join teams (such that only one faculty can act as an advisor for a team).
- The users should be able to form teams for projects (such that no more than 3 people exist in a team, the creator has the authority to select).
- The user should be able to give feedback/review the topics.
- The system should be user-friendly and interactive.
- The system should be responsive.

4.2 Nonfunctional Requirements

- The system should be able to recover itself from crashes.
- The system should be a secure system and no un-authorize person can access it.
- The system should be a maintainable system that could be serviced and upgraded frequently.
- The system should have an attractive interface with bright colors along with being easy to use.
- The system should be a reusable system that could be customized as a different project sometime later.