

TEAM Participation: Team# NV - 3

Team Member Name	Participated?	How much?
Daniel Nikolic	yes	100 %
Abdalla Abdellrahman	yes	100 %
Ahmad Alramahi	yes	100 %
Hayden Sellers	yes	100 %

First, read slides of Requirements (provided on canvas on reqs-hierarchy)  
 Also, look at <https://www.scaledagileframework.com/>

Q1. Give three examples of Functional Requirements

- A search facility shall be provided
- An email shall be sent when logging in from new device (Authentication)
- Administrator should be able to access project and change what's needed

Q2. Give three examples of NON-functional requirements.

- The response time of the search operation shall not exceed 3 milliseconds
- Any data needed to be updated in the database should be updated within 3 seconds.
- The colors of the app shall be red, blue, and orange

Q3. Give two examples of INVERSE requirements.

- A picture shall not be more than 12 MB uploaded
- A message shall not exceed 500 characters.

Q4. What's the difference between stakeholders and actors of a system?

Stakeholders: may not appear in use cases but they care for the project in some way

Actors: interact w/ the system in some way.

Q5. List Three Actors for your project.

- Administrator
- member
- non-member

Q6. For each actor, list two needs and two wants

Actor-1: Administrator

needs: Needs to be able to see user history, ban users

wants: Delete events, See Chat

Actor-2: Member

needs: Create events/join events,

wants: Chat with other members, see all events on dashboard

Actor-3: Non-Member

needs: Cannot edit events, Create account

wants: See public events, Choose their username

Q7. List four features of your system and briefly describe their benefits and acceptance criteria.

1. QR code Scanner  
be able to scan users' unique qr code and see if they are actually invited to event.

2. Chat room  
be able to communicate to other members of each event.

AC: connect to server and store the chats.

3. Item list  
the members, which can be accessed by everyone.  
Users can add new items with  when item is checked to notification is sent out.

4. Event Passport, be able to see user's parties.

AC: See public and private events,  
Scroll (up & down) through events;  
Leave group option

Q8. For each feature of your system (from Q7), list two use-cases using the template:  
As a <actor/user-role>, I want <activity>, so that <value>. Also, try to give a time-  
estimate for each user-story in terms of weeks.

Feature1: As a member, I want a QR code integrated, so I can  
be able to accurately join events and ensure that  
other users are actually invited. This will be one  
of the last features implemented, so approximately  
8 weeks until fully implemented and tested.

Feature2: As a member, I want a chat room so  
that members can communicate with each other through  
the party's chat room. Time until implemented will  
be approximately 5-6 weeks (depends on other features first).

Feature3: As a member I want an item list  
so that I can always see what events are needed  
for each event. This is good so the host can  
specify the items and so people going to the event  
know what to buy. (1-5 weeks)

Feature4:

As a member I want an event dashboard  
so that I can interact with all of  
the events I am in. This is good so the user  
can know the requirements and details of their  
subscribed events. (5-6 weeks)

Q9. What's the difference between enabler story and user-story?

Enabler stories don't require a user voice format

Q10. Write four initial enabler stories for your team's project. Give time estimates in weeks for each enabler story.

1. Test the event dashboard to ensure that all events show up so that we can select a proper event.  
1 week after event dashboard is implemented.
2. Set up multiple endpoints so that client side and server side can communicate properly.  
3 weeks,
3. Create different versions of client side to make the most user friendly design so it is efficient.  
~ throughout the semester
4. Experiment with JSON format and responses to learn how to make Get/Post Requests.  
4 weeks.