SRS Document

Project: "Social Trip" –
Connects between groups of travelers.

Version 1.0

Created by: Amit Kazado

Instructor: Yossi Zaguri.

Ariel University of the Samaria

Table of Contents:

1. Introduction

1.1 Purpose

Social Trip is an Application for both iOS and Android users, who connects between groups of travelers or individuals, who share the same tracks.
Through Social Trip, users will be able to share their knowledge and tips with each other, chat, and navigate in their tracks.
On top of that, the system can be helpful in extreme cases such as getting help from near distanced travelers or if one of the travelers was separated from a group and was lost.

1.2 Intended Audience

Social Trip is intended to be used by a large variety of people, from kids to adults, from individuals to groups, as long as they own a smartphone.
Social Trip should be very handy for organized trips from works, school, families etc.

2. Overall Description

2.1 User Needs

Social Trip is a new project (even though he has his competition), his primary users should be school with organized trips, families and hardcore travelers who are likely to travel often, and his secondary users should be job places and organizations.
The need for Social Trip is pretty clear, as it helps maintain communication within the group and allows them to navigate together, while it may lead them to create new connections and possibly new traveling partners for the present or the future.

2.1 Assumptions and Dependencies

The project is set to finish in June 2020 and contain 1 developer (with an instructor).
Social Trip will contain maps of tracks, and therefore will be dependent on external source (most likely Kakal).

Hopefully, there won't be too many difficulties to finish the project in the time given, but a few factors should be taken into consideration:
- It is a 1-man project (during full semesters)
- A developer who uses Flutter technology for his first time, therefore there's an expected learning curve.

3. System Requirements

3.1 Functional Requirements

1. User should be able to see and use map of tracks.
2. User should be able to create a member in the system.
3. User should be able to interact with other Users in the app (via chat).
4. User should be able to add his tips and experience about Tracks he has been on Physically. (GPS needed)
5. User should be able to take a Photo in a place of the Track and upload it (requires a special approval to avoid inappropriate or misleading photos uploaded)

3.2 Non-Functional Requirements

Supported device types:
Both android and iOS (Using Flutter Framework).

Localization:
Hebrew only (might be available in English as well at a later stage).

Security:
Each user is required to create a password of minimum 6 characters (must contain both numbers and letters).

Usability:
The system should be easy to use for both kids and adults, doesn’t need to take more than 1-2 minutes to understand how to use the whole system.

Reliability:
The correctness of user location won't be lower than 10-15 meters. Users shall not lose any data even in negative cases such as interrupted app performance (incoming calls, notifications, app crashes, switching between apps).

Performance:
- The system shall not have any visible lags, hangs or freezers.
- All buttons and actions are responsive.