SWE 574 Software Development as a Team, Fall 2014
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WBLH: Web Based Living History Application
Requirements Specifications Document

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Revision 1.1

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Revision	Date	Explanation
1.0	10.10.2014	Initial Requirements
1.1	20.10.2014	Modifications on section 2.1.1 Modifications on section 3 Modifications on section 4.1

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1. Introduction

This software specifications document is a guideline for designers and developers regarding the functions served by the system.   The purpose of this software project is to develop a web based system regarding people's memories using the programming language Java, and MySQL environment, to do mainly the following:

1. Users should be able to describe a location and time based memory. The descriptions will include a place (or several places if appropriate), the time, and the exact description of the memory.
2. Memories should be able to be located via searching and browsing. Search by location, time and person should be supported by the application.
3. Users should be able to make comments on the memories.

The Web based system functions and user interface details are given in the following sections of this document.

2. Requirements List

2.1 Functional Requirements

2.1.1   Functional Requirements for User
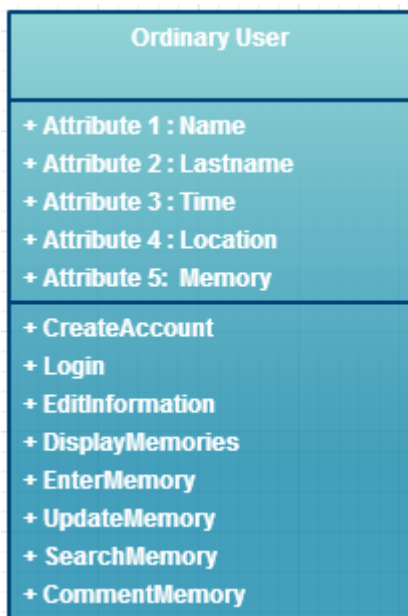
No	Use Cases(s)	Requirement
1.	CreateAccount Use Case	To create account with specific attirubutes to allow users to process following features.
2.	LogIn Use Case	To check whether person is an ordinary, admin or unregistered user
3.	EditInformation Use Case	To retrieve and change registration information.
4.	DisplayMemories Use Case	To display memories for a selected time and place
5.	EnterMemory Use Case	To enter a new memory for a specific time and place
6.	UpdateMemory Use Case	To display & update/modify information entered for a special memory
7.	SearchMemory Use Case	To search for other people's memories based on location, time or person
8.	CommentMemory Use Case	To make comments on a specific memory

2.2 Data Requirements

```
User
+ Ordinary User
+ Administrator
```

Package Diagram of "User" Class

The class "Ordinary User" that exist in the system is illustrated below.

```
Ordinary User

+ Attribute 1 : Name
+ Attribute 2 : Lastname
+ Attribute 3 : Time
+ Attribute 4 : Location
+ Attribute 5: Memory

+ CreateAccount
+ Login
+ EditInformation
+ DisplayMemories
+ EnterMemory
+ UpdateMemory
+ SearchMemory
+ CommentMemory
```

2.3 Non-Functional Requirements

2.3.1 Security
No security requirements have been provided by the customer yet.

2.3.2 Configuration
All relevant information should be able to be exported in RDF for interoperability purposes.
The application should have a web and an Android based mobile client.
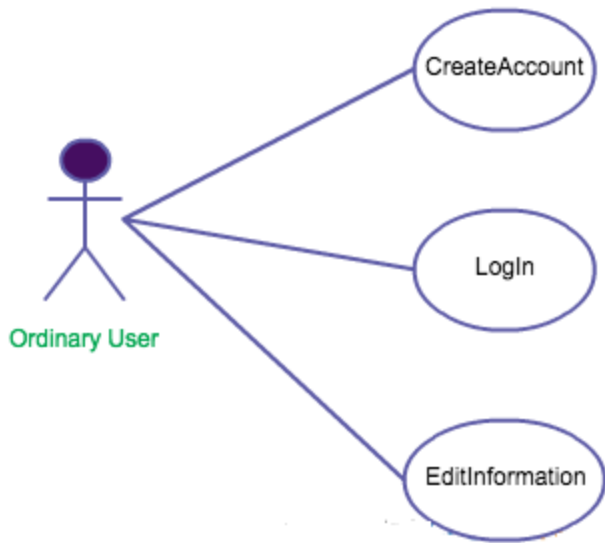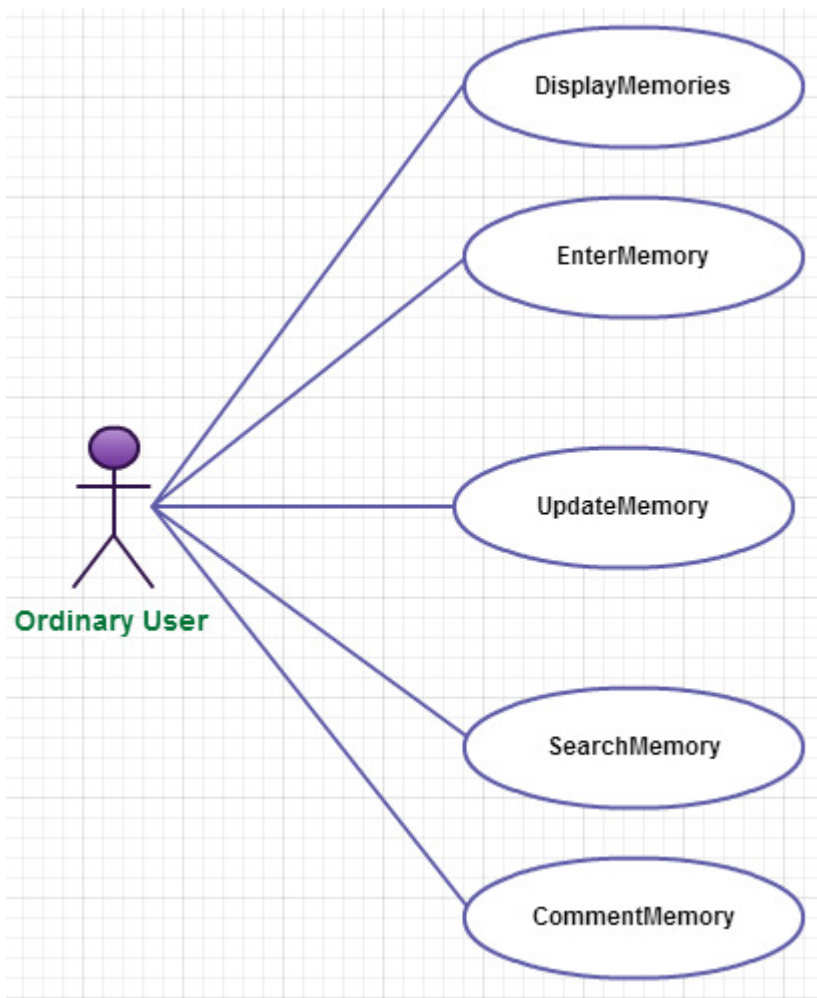
2.3.4 Environment
Server side: Java
Database: MySQL
The hosting will be provided by the customer.

3. Actors & Use Cases (Function Groups)

Actor	Description
Ordinary User	Any person that uses the system by entering new memories or viewing existing memories
Administrator	The administrator of the system that manages the web based database and has additional privileges compared to an ordinary user

4. Function Definitions

4.1 Participant Functions

No	Use Case	Description

1. CreateAccount
   - This function lets any person to register her/hisself to the system.
   - A person must fill out a form that contain some mandatory field such as e-mail info.
   - Reasonable lengths for all data fields and free format are assumed.
   - Button SUBMIT will cause an email with a web link to be sent to participant's email address with a proper message in email to activate
   - Account creation and login must be handled in a professional manner as much as possible

2. LogIn
   - This function enables users to identify themselves to the system
   - Unique e-mail address and password must be checked. If fields are matches with database, user must be redirected to the home page, else login form again.

3. EditInformation

- Informationthat users state during the registration can be retrieved and listed by this function (except password).
- While MY REGISTRATION INFO button displays necessary information, button UPDATE must be used to chance those info.
- Button I FORGOT MY PASSWORD should mail the password of the user to his/her first entered email address (not the address entered on update screen). If user has forgotten his/her initial email address, there is no chance that he/she will retrieve the password.

4. DisplayMemories

- This function displays memories.
- Any user may invoke this functio.
- The memory categorization is based on 2 aspects: time & location. Advanced search by location, time and person is supported.
- There are buttons to display previous and next memories for each location and to return to main menu.

5. EnterMemory

- This function enables the user to describe a location and time based memory.
- For each location, different memories can be entered according to the person and time criteria.
- The user should enter a place, time and description for the memory.
- Several places can be entered for the same memory.
- The user is able to enter a memory description using multimedia elements (text, pictures, videos, sound recordings)

6. UpdateMemory

- The user of a memory is able to update the information related to his/her memory.

7. SearchMemory

- This function enables the users to search for memories with specific features.
- The memories can be located via searching and browsing.
- Advanced search by location, time and person are supported by the application.
- A map showing the location of the memory is presented using Openstreetmap at the time of viewing a memory.

8. CommentMemory

- This function enables the users to respond to or comment on the existing memories.

4.2 Administrator Functions

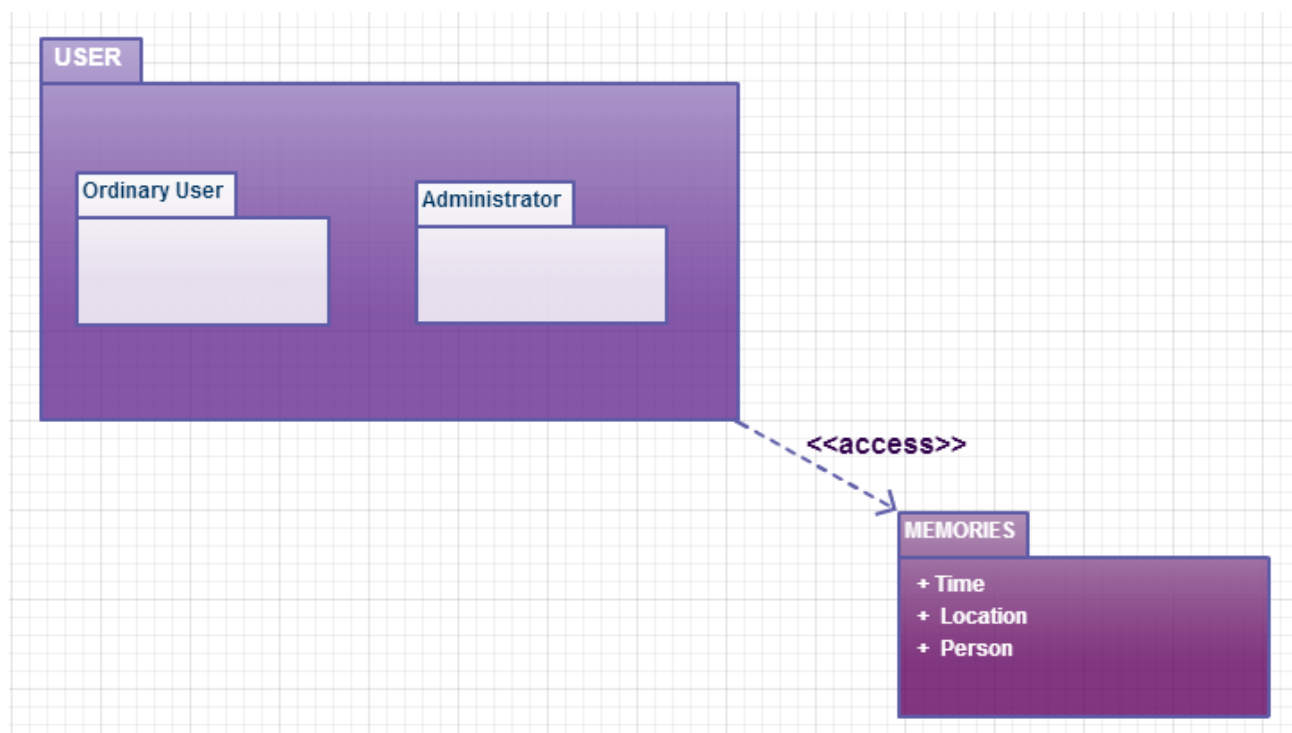The administrator functions are not yet described by the customer.

8. Glossary

Term	Description
Memory	In psychology, memory is the process in which information is encoded, stored, and retrieved.

9. Initial Structure

Initial structure of the system depends on packages that include related use cases.
In this system, these are ordinary user and administrator subsystem packages, both of which access the memory application's database system.

10. References

Suzan Uskudarlı's Problem Definition document on
http://moodle.cmpe.boun.edu.tr/mod/page/view.php?id=302 is used as a reference.