SWE 574 Software Development as a Team, Fall 2014
Instructor: Suzan Uskudarlı

Web Based Living History Application
Requirements Specifications Document

26.10.2014
Revision 2.0

By: Eser Gökçe Karaca
Student Id: 2013719078

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 Modifications on sections 2.1.1, 2.2, 3 and 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

There are 3 groups of functional requirements for user:

a) ***User Management Requirements***

No	Use Cases(s)	Requirement
1.	CreateAccount Use Case	The system shall create an account with specific attirubutes to allow user to process activities about memories.
2.	LogIn Use Case	The system shall check whether a person is an ordinary user, admin or unregistered user
3.	EditInformation Use Case	The system shall retrieve and change registration information.

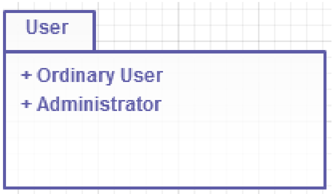
b) ***Searching and Browsing Requirements***

No	Use Cases(s)	Requirement
1.	SearchMemory Use Case	The user shall search for other people’s memories based on location, time or person

c) ***Memory Management Requirements***

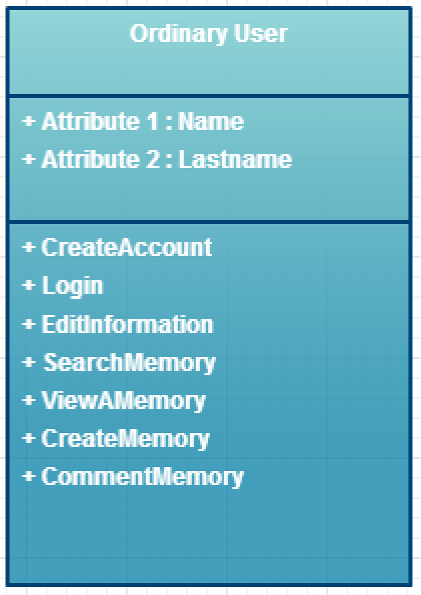
No	Use Cases(s)	Requirement
1.	ViewAMemory Use Case	The user shall view a memory by clicking one of the search results (on mobile and on web)
2.	CreateMemory Use Case	The user shall enter a new memory for a specific time and place using a description for the memory.
3.	CommentMemory Use Case	The user shall make comments on a specific memory. The user shall choose one of the predetermined feedbacks such as these emotions: “I like that”, “T agree with your memory”, “I remember that”, etc.

2.2 Data Requirements



Package Diagram of "User" Class

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



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.

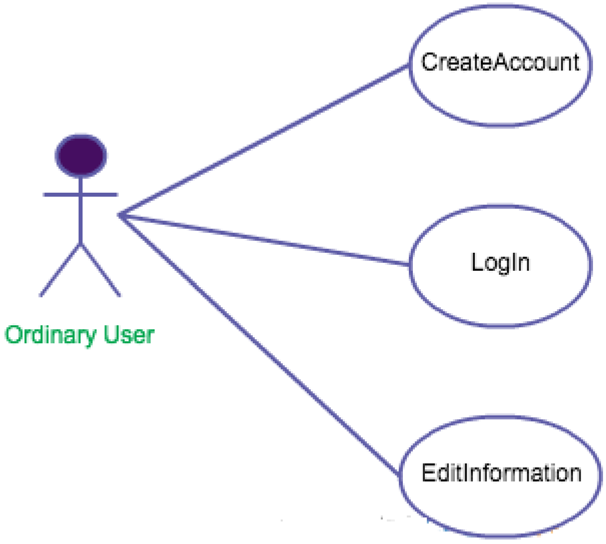
2.3.4 Environment

Server side: Java
Database: MySQL
The hosting will be provided by the customer.

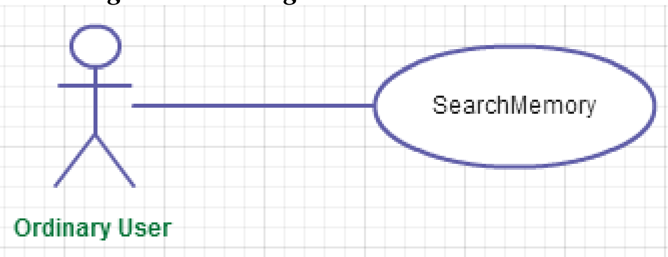
3. Actors & Use Cases (Function Groups)

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

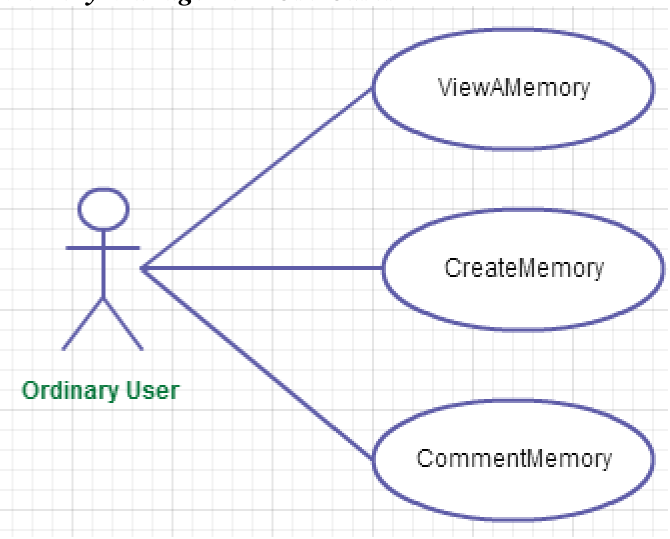
User Management Use Cases



Searching and Browsing Use Cases



Memory Management Use Cases



4. Function Definitions

4.1 Ordinary User Functions

No Use Case Description

1. CreateAccount

- This function lets any person to register her/himself 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

- Information that 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. 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.

5. ViewAMemory

- This function displays memories.
- Any user may invoke this function.
- 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.

6. CreateMemory

- This function enables the user to describe a location and time based memory.
- Each memory can have one or more locations
- 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)
- There may be tags

7. CommentMemory

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

4.2 Administrator Functions

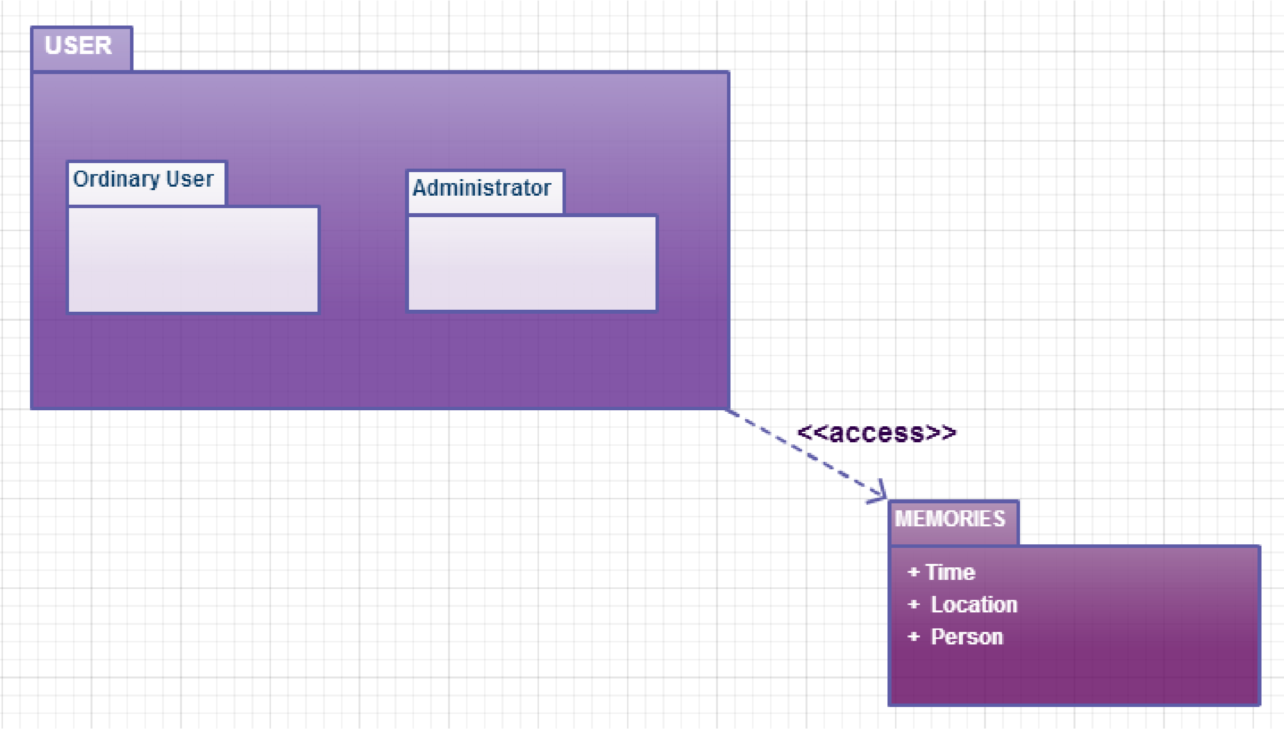
The administrator functions are not yet described by the customer.

5. Glossary

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

6. 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.



7. 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.