
Software Requirements Specification

for

MindMatch

Version 1.0 approved

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Revision History

Name	Date	Reason for Changes	Version

1. Introduction

1.1 Purpose

The purpose of this document is to show the detailed explanation of the objectives, features, user interface and application of **MindMatch**. Document provides the detailed profile of the external interfaces, performance considerations and design constraints imposed on the implementation.

1.2 Need of this Project

Many times, we don't know the other people of our community who have similar interests, goals and may be working on similar projects. So, if we can get to know about such people as early as possible this would definitely increase our productivity and will lead us to our goal at a faster rate.

We also face difficulty when we want to find a person with some particular interests.

For example, there are 2 persons in an Institute who are preparing for a competitive exam but don't know each other because of their different departments and hostels etc., then this application will help them know and connect to each other.

1.3 Addressing the Need

As the name suggests this application will be aimed at connecting like-minded people in the community by giving them suggestions and % match with each of the suggested persons.

Unlike many social/professional networking sites like FB, Instagram, LinkedIn this application is made especially for the college community so that they can easily find friends with similar goals, habits and academic interests. Studying/working together with such friends will definitely increase their productivity and will keep them motivated.

This software takes in the personal data, educational details and the professional information as input through a **user-details form** and then calculates % of things common between two users and suggests a match.

In addition to that the user will also get the option to search for people in the community with filters of their choice, then they can connect and will also get the facility to chat to each other inside the application itself.

Some of the fields of the user details will have higher weightage in calculating the % match like their academic goals and hobbies.

1.4 Prospective Users

Major types of users are:

- **Students:** The users who are attending a regular school/college/university.
- **Developer:** (Admin)

1.5 Issues/challenges to be overcome

As this application holds an important role in connecting the community so the % match calculating algorithm should be very accurate and should focus more on some of the user details by assigning proper weights to them.

These weights should be changed according to the class of the user.

2. Plan of Working

2.1 Week 1 (26.02.2020 – 04.03.2020): This period will focus on developing the basic design of the software, how to execute the functional requirements and an idea of the classes and objects to be used. Also, we try to learn where to collect data from and different tools like HTML, JavaScript and Java.

2.2 Week 2 (04.03.2020 - 11.03.2020): Frontend will be developed. Various user interaction buttons and links will have to be integrated in the Web App. The concept of GUI-based programming will be required.

2.3 Week 3 - 4 (11.03.2020 - 25.03.2020): Backend of the website will be developed using Java and database tools. Different functionalities as proposed in the SRS, would be added. Implementation part would be done by now and our software would be ready for testing and debugging.

2.4 Week 5-6 (15.04.2020 - 1.05.2020): Testing will begin. Efforts would be made to fix bugs, if found, and make the software as robust as possible. And final submission will be done.

3. Functional Requirements

3.1 Creating new account

- Step-1: SignUp by user (through some unique identifiers like username/email ID).
 He/She will fill the information asked by the application such as username, email ID, first name and password.
- Step-2: By completing the above procedure users will get a successful registration message.
- Step-3: All the user data will be saved in the database.

3.2 Matching/Connection-Suggestion

- Step-1: A new user registers by filling the **user-details form**. Database gets updated.
 Users can use this **get suggestions** option only after filling user-details form.
- Step-2: Now this algorithm will be implemented(when user chooses the option of **get suggestions**) and the % match of this user will be calculated with all existing users.
- Step-3: The suggested users will be shown in decreasing order of % match.

3.3 Privacy settings

- Step-1: Any existing user can choose which information of his profile can be seen by the people in the community.
- Step-2: Database will be updated about which information to show.
- Step-3: Now whenever anyone uses the search option the privacy will be maintained.

3.4 Searching in the database

- Step-1: Current user can search others by their first name, last name and username or any substring of these.
- Step-2: Database will be searched and the users will be shown in decreasing order of % match.

3.5 Admin login and monitoring

Admin has the following options:

- Option-1: See the newly registered users on a daily/weekly/monthly basis (GRAPH).
- Option-2: See the total count of Users.
- Option-3: See the total count of Connections.
- Option-4: See the total count of Messages.

3.6 Chatting

- Step-1: Two users will connect to each other either by suggestion or by searching.
- Step-2: Now they have the option to chat with each other.
(Message can be sent even if they are not connected).

4. Non-Functional Requirements

4.1 Security Requirements

- As this application uses a large amount of data of users, so security of the data is a major concern.
- All the personal data stored for a particular user will be encrypted by using the standard encryption algorithm. This needs to be protected from any possible data theft.

4.2 Performance Requirements

- The response of the server should be fast when provided with high speed internet.
- The data should be stored in the database in such a way which makes it fast to search.

4.3 Software Quality Attributes

- The software must work with at least Chrome and Firefox browser (these two are the most user web browsers).
- Software must operate major operating systems like windows and ubuntu.

4.4 Business Rules

- This will be a free to use application.
- This will be an open source application so that anyone can contribute.

5. External Interface Requirements

5.1 User Interfaces

It will be a Web-Application. All the main menu and settings options such as account settings, profile management etc. will always be available to the user. The interface will be user friendly

5.2 Hardware Interfaces

There are no special hardware interface requirements.

Any device with an internet connectivity and internet browser will be suitable for using the system

5.3 Communication Interfaces

- There are no special communication interfaces requirements. All communication with the user takes place within the application itself.
- The major communication between the system and the user will be when he fills the user-details form.

6. Tentative hardware/software environment

- The Graphical user interface will be constructed upon HTML5, CSS and JavaScript. (and some other required softwares.)
- The Server will be hosted on an online hosting site (heroku in our case).

7. Publicizing the system

- The webpage will be attractive and on the homepage we will clearly mention the basic idea of the application.
- This application is first of the kind, so we can also spread the information about this application in the student community of a university.
- We can compare this application with existing social and professional websites and will show how this application is different from them. Also how this application is made specifically for the college community.

Appendix A: Glossary

No special terminology is used.

Software Design Document

for

MindMatch

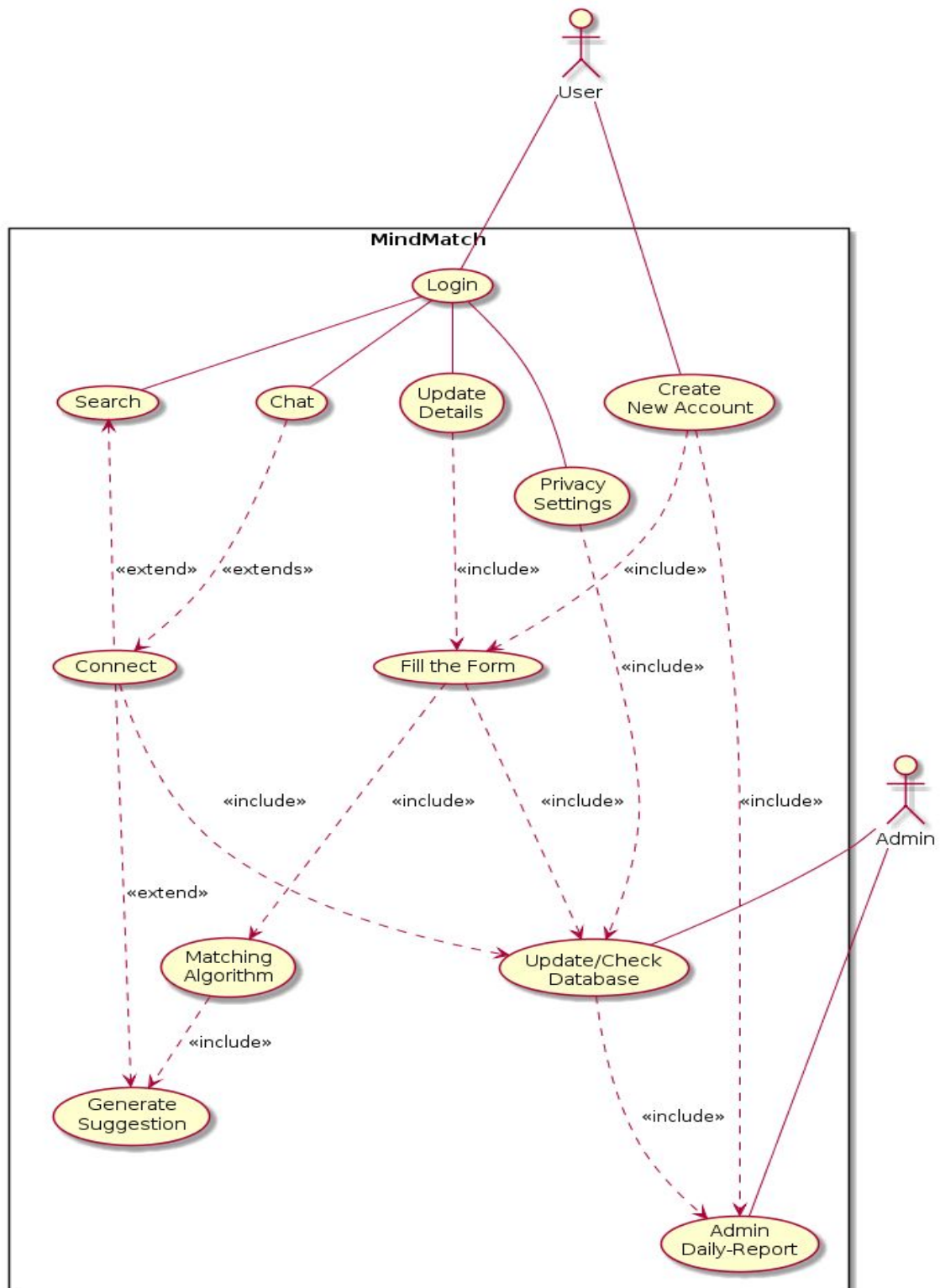
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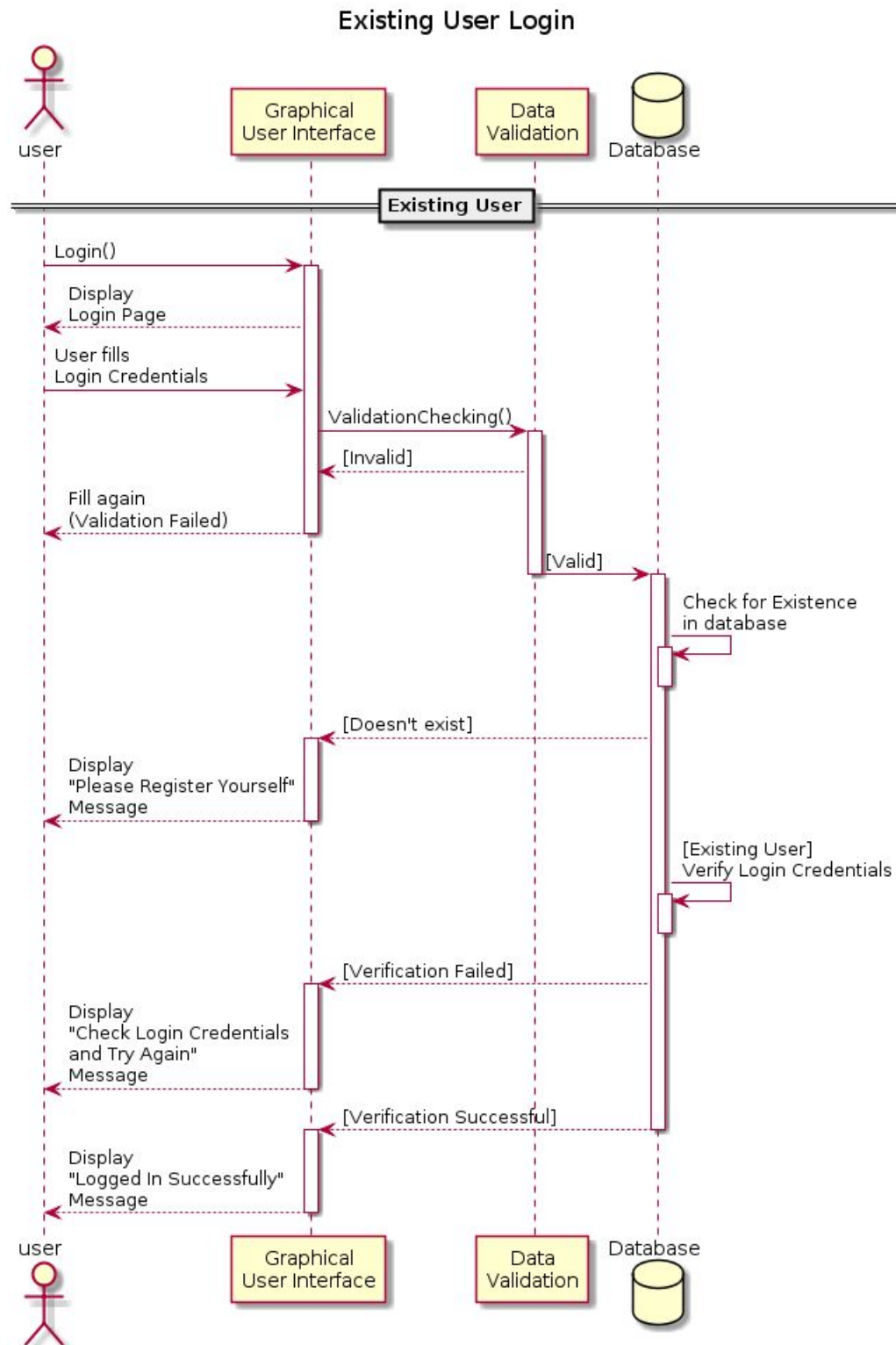
26 February, 2020

Use Case Diagram

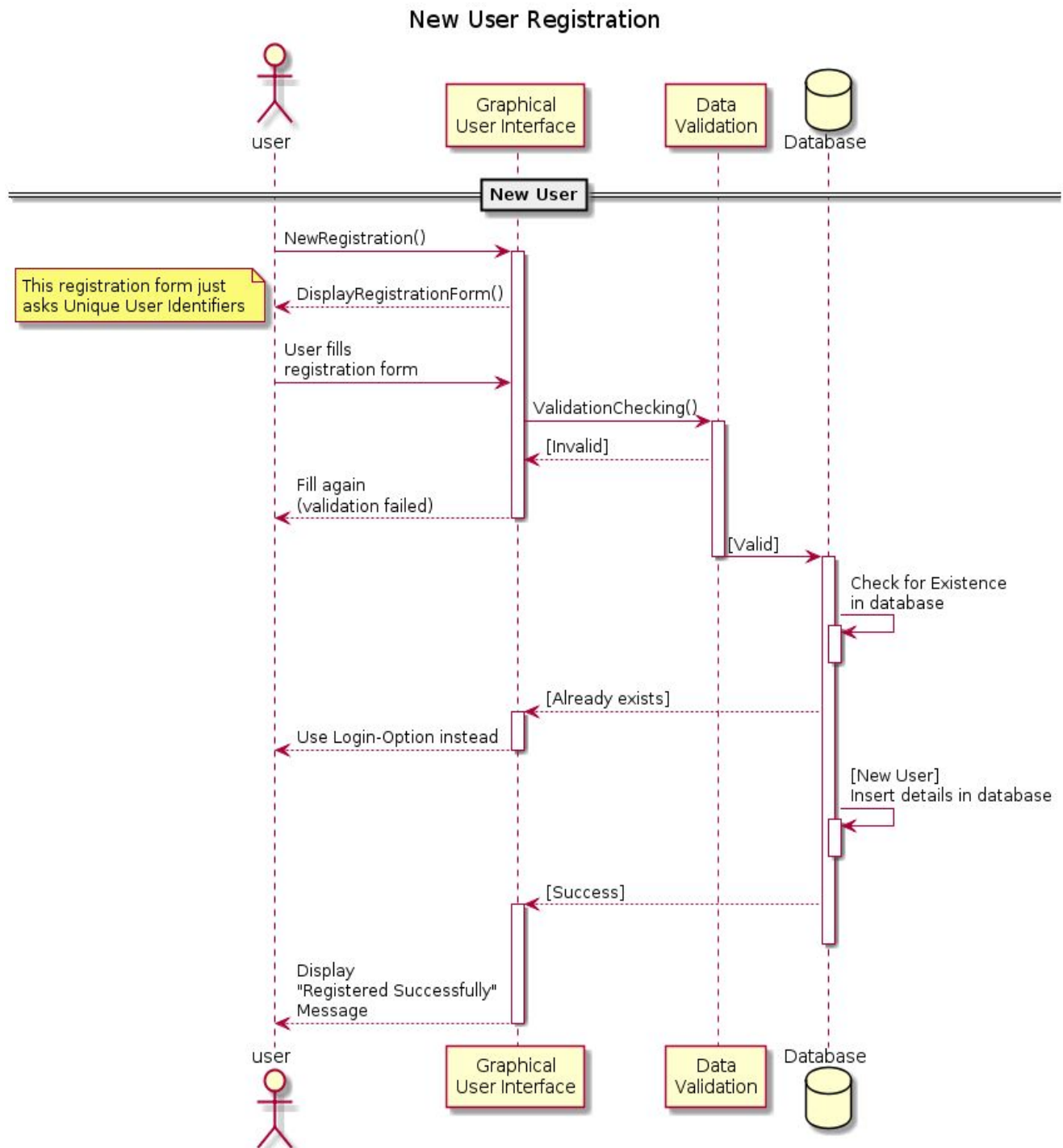


Sequence Diagrams

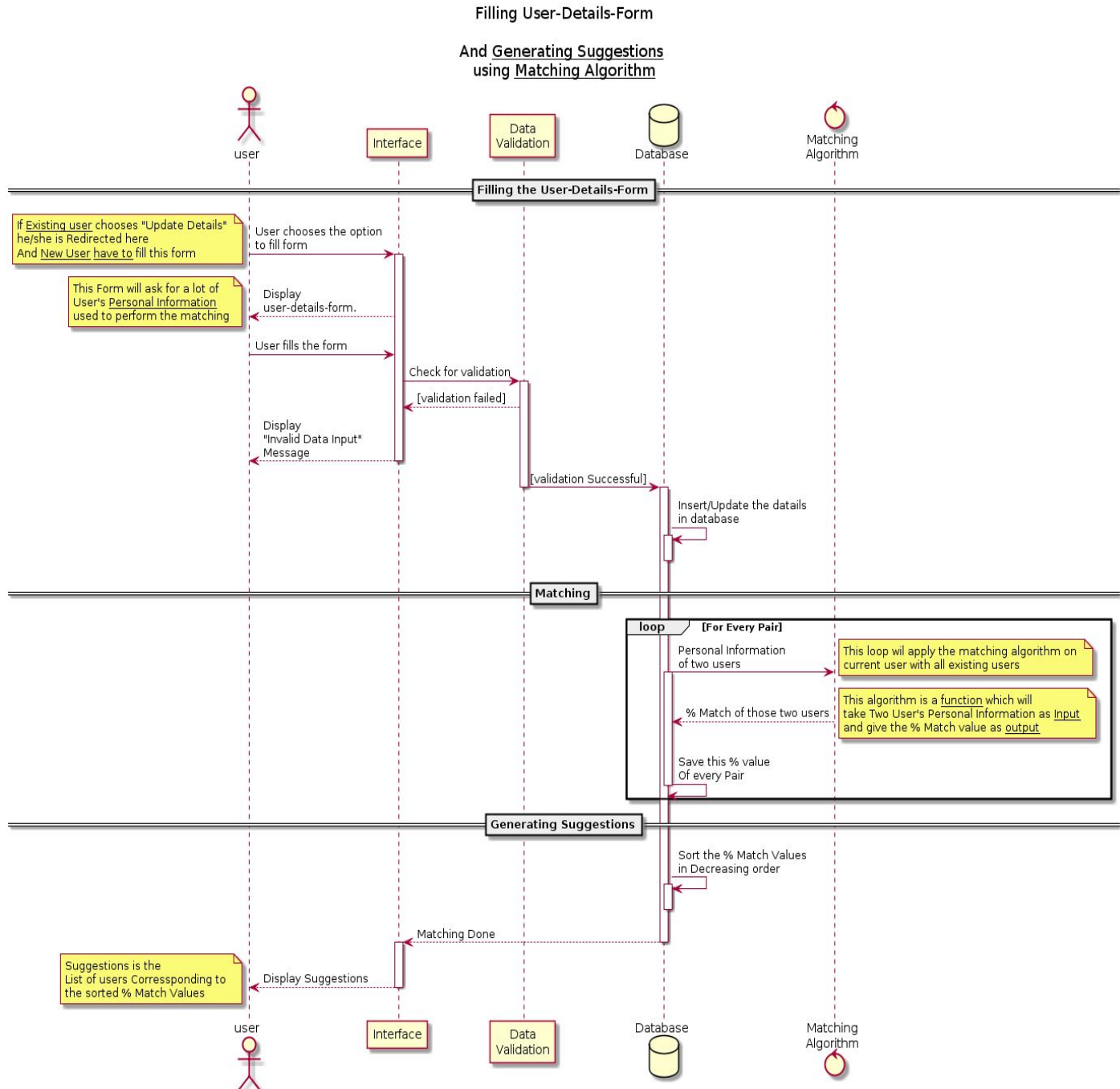
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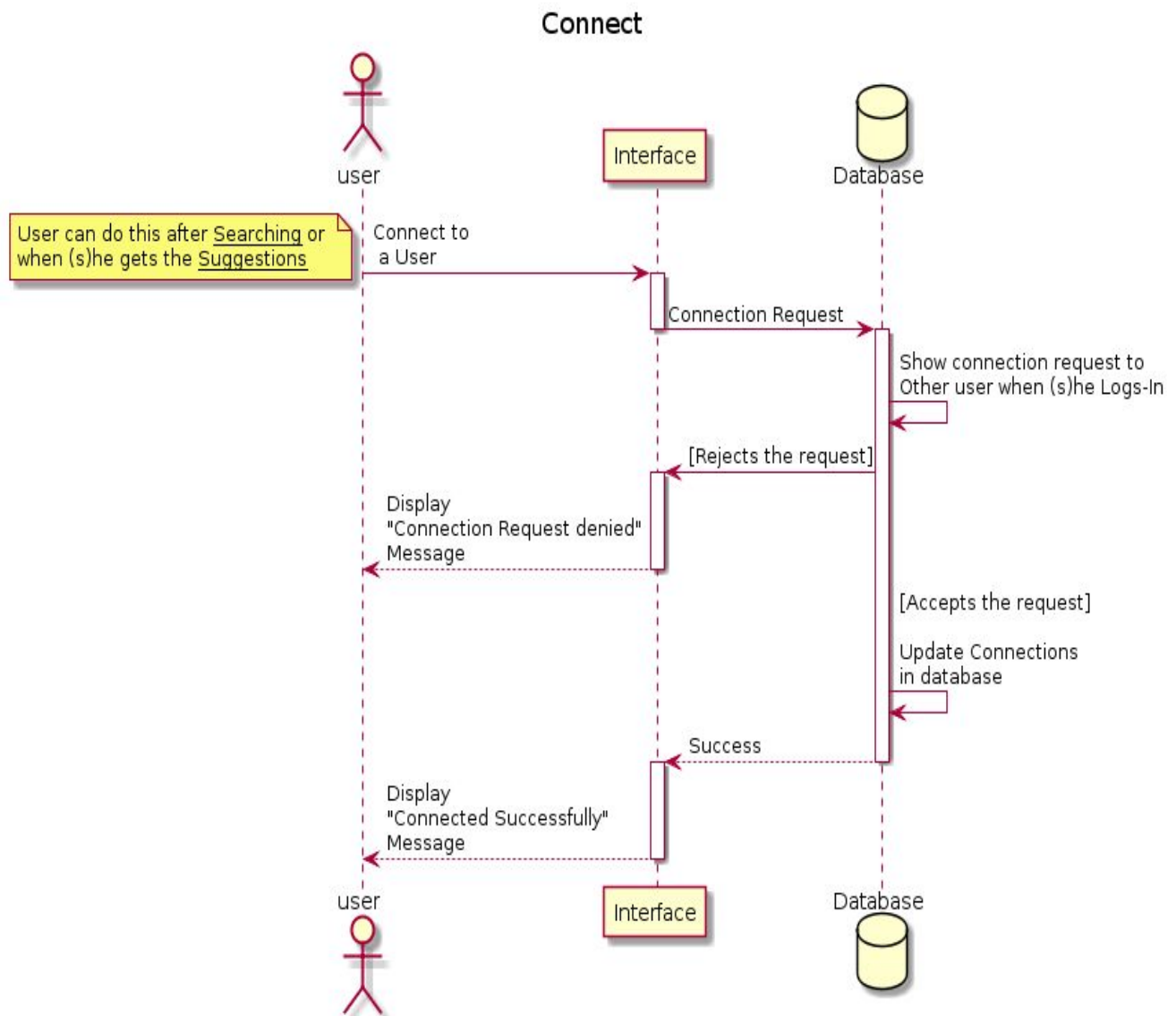


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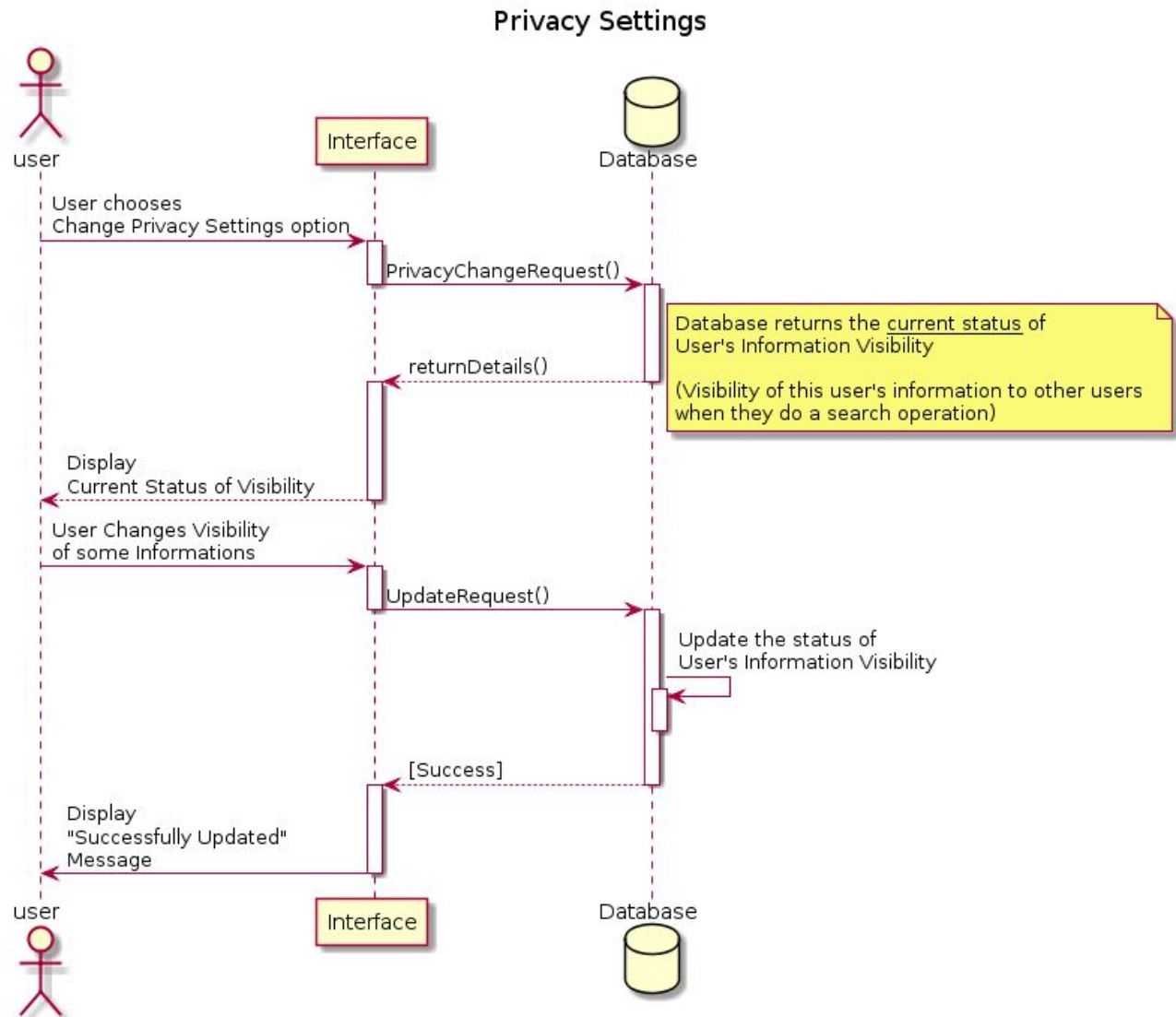


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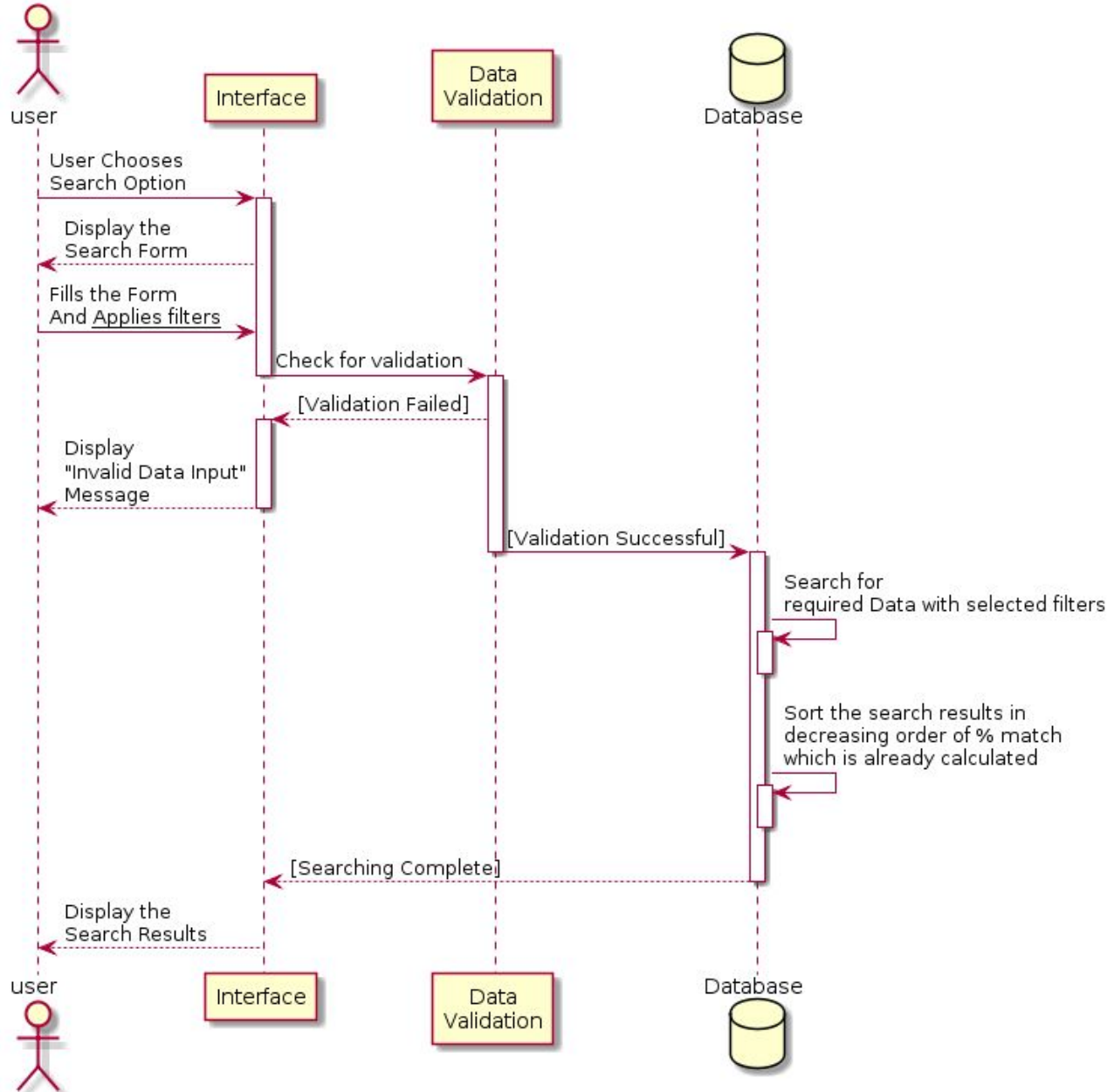
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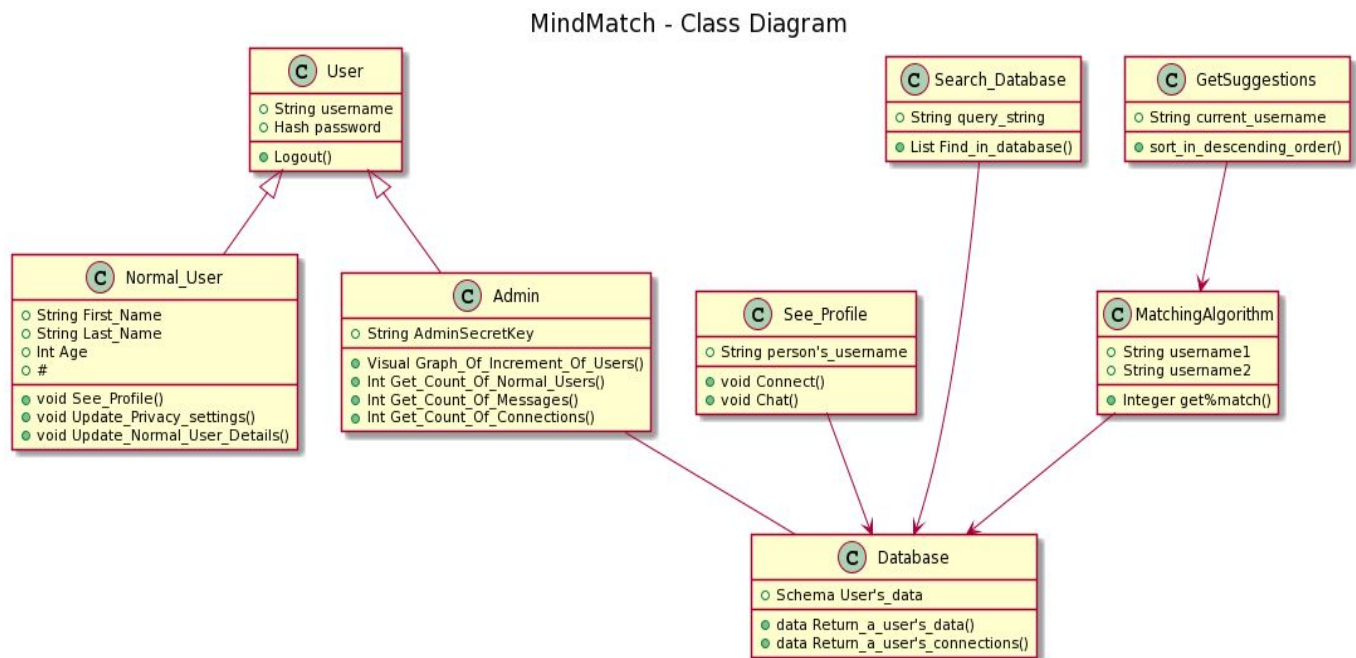


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Searching In Database



CLASS DIAGRAM



as the user have a lot of properties/data, so it's not convenient to represent in diagram

Name	Data Type
department	String
hometown	String
sports interest value	number
tech interest value	number
social activities interest	number
hobbies	[String]
personality type	string

NOTE : As this project is based totally on **node.js** which is not strictly based on OOPS (object oriented paradigm) as well as I didn't Implement a lot of classes in my code. So the Class diagram may not be perfect. (<https://qr.ae/pNySPJ>)