Software Requirements Specification

for

Social Messenger

Version 1.0

Prepared by Sebastian Richard

University of New Brunswick

Oct 20, 2020

Table of Contents

Table of Contents ii

Revision History ii

Project Team Members ii

1. Introduction 1

1.1 Purpose 1

1.2 Scope 1

1.3 Definitions, acronyms and abbreviations 1

1.4 References 1

1.5 Overview 1

2. Overall Description 2

2.1 Product Perspective 2

2.2 Product Functions 2

2.3 User Characteristics 2

2.4 Constraints 2

2.5 Assumptions and Dependencies 3

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Date** | **Reason for Changes** | **Version** |
| Sebastian Richard | 10/20/2020 | Initial creation | 1.0 |
|  |  |  |  |

Project Team Members

S Saad Rashid

Michael Redbourne

Sebastian Richard

Alyssa Robinson

Jeremiah Sabino

# Introduction

## Purpose

The purpose of this document is to specify the software requirements for a social messaging application developed as a team project for a university level introduction to software engineering course.

## Scope

The requirements given in this document apply to the messaging application Social Messenger. Social Messenger is a private messaging application that is designed to allow users to send and receive messages to and from other users or groups of users. Messages can contain files as attachments in multiple formats such as wemb, mp3, mp4, gif, jpeg, png, docx, txt, etc.

Social Messenger is a prototype for a complete social messaging system and is created as an educational student project. It is intended to be used by members of the development team and anyone they choose to share it with, as well as the course instructor and teaching assistants for CS 2043 (Fall 2020).

## Definitions, acronyms and abbreviations

**User:** *a user is defined as someone sending and receiving messages.*

**Administrator:** *a user who can additionally moderate messages and interactions.*

**SM:** *abbreviation for Social Messenger.*

**SRS:** *System Requirements Document*

**UI**: *User Interface*

## References

<References should be included here as they are available>

## Overview

The rest of the SRS provides a more detailed overview of the application and outlines the specific use cases and associated requirements and general design for the SM application.

# Overall Description

## Product Perspective

The goal of Social Messenger is to create a simple and easy to use messaging alternative to popular messaging services with a focus on users creating and sharing content in groups. This application is being developed as an educational exercise but has the potential to serve as the basis for creating a more complex messaging system that could offer unique functionalities not present in other similar existing applications like Discord or WhatsApp. Below is a UML diagram showing the basic design of the SM application.

## *Diagram Description automatically generated*

### User Interfaces

Different users will be presented with a UI appropriate to their role and associated privileges.

## Product Functions

The application will include functionality to send and receive messages and attachments between users and to create groups for users to join and post messages and attachments to that other users who are in the group can then see and respond to. Users can also search for other users of the system. Users who have administrative privileges will be able to remove or ban other users from groups and delete any messages from any user in addition to all other functionality.

**Use cases (basic user):**

* Send Message
* View Message
* Delete their own message
* Create a group
* Join an existing group
* Leave a group
* Search for other users

Use cases (administrator): In addition to all of the basic functionalities listed, administrators can

* Remove users or ban them from a group
* Delete any message, not just their own

## User Characteristics

Basic users can be anyone.

Administrators should be individuals who can be trusted and are familiar with the system in order to be able to manage it fairly, effectively and safely.

## Constraints

The application will be created entirely in Java, and hosted on the University of New Brunswick’s servers, limiting the reach and the number of users who will be able to access and use the system

## Assumptions and Dependencies

<TBD>