Assignment 2: Software Requirements Specification

Team: Soul Match

Project Title: Soul Match

## Members:

1. A: Augustine Jacob
2. B: Mahin Haque
3. C: Hadi Ghaddar
4. D: Brent Goudie
5. E: Anirudh Kalahasti

| **Meeting Dates** | **Participants** |
| --- | --- |
| 01/20/2023 | A, B, C, D, E |
| 01/28/2023 | A, B, C, D, E |
| 01/29/2023 | A, B, D, E |

| **Stakeholders** | **Requirements (Priority 1-3: 1 high, 3 low)** |
| --- | --- |
| Server | FR1: Store scores for users profiles. 1  FR2: Saving user’s account information. 1  FR3: Store user photos. 1  FR4: Store user review scores. 3  FR5: Matching of different profiles. 1  FR6: Sends notifications when profile is matched. 3  NR1: (Safety): Server will maintain information securely. 3  NR3: (Scalability): System server should maintain 30 users. 3 |
| User | FR7: Users sign up/log in using username and password. **1**  FR8: Create a profile. **1**  FR9: Upload and view photos. 3  FR10: Swipe right or left to select profile matches. 1  FR11: Leave scores on other users. 3  FR12: Block or report inappropriate users. 3  FR13: View profiles. 1  FR14: List hobbies. 2 |
| APP | FR15: Send images and retrieve scores. 1  NR2: (Reusability): Run on multiple Android environments. 3  NR4: (Dependability): Works upon opening until closing. 2  NR5: (Performance): Performs in a smooth and stable fashion for the user. 3 |

| **FR1.** Store scores for users profiles. | | |
| --- | --- | --- |
| Goal: The system should be able to store the user scores. | | |
| Stakeholders: Server | | |
| Description: When a user creates a profile, the user will receive a score based on the AI. The system must be able to store this score in the user profile. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 1 |

| **FR2.** Saving user’s account information. | | |
| --- | --- | --- |
| Goal: The system should be able to store the username and password. | | |
| Stakeholders: Server | | |
| Description: The server must be able to store username and password and retrieve credentials in a server and hold up to 30 profiles. | | |
| Origin: Based on backend developer’s requirements. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 1 |

| **FR3.** Store user photos. | | |
| --- | --- | --- |
| Goal: The system should be able to store the user’s uploaded images. | | |
| Stakeholders: Server | | |
| Description: When the user creates an account and uploads an image onto the app to get scored, the image will be assigned to the account and the server will store that image. | | |
| Origin: Based on the idea that the software will connect to an AI to create a score for the user’s profiles. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 1 |

| **FR4.** Store user review scores. | | |
| --- | --- | --- |
| Goal: Store the scores of each profile on the server. | | |
| Stakeholders: Server | | |
| Description: The server will save the scores for each user so they can be displayed for other users. This functional requirement is necessary to allow users to view other users' review scores, which will help them make more informed decisions about who to message and connect with. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 3 |

| **FR5.** Matching of different profiles. | | |
| --- | --- | --- |
| Goal: To ensure that the app is able to match users with compatible profiles, which will improve the matchmaking process. | | |
| Stakeholders: Server | | |
| Description: This functional requirement is necessary to ensure that the app is able to match users with profiles that interest the user, which will help them make more informed decisions about who to message and connect with. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 1 |

| **FR6.** Send notifications when the profile is matched. | | |
| --- | --- | --- |
| Goal: To ensure that users are notified when their profile is matched with another user. | | |
| Stakeholders: Server | | |
| Description: This functional requirement is necessary to ensure that users are notified when their profile is matched with another user, which will inform the user that their attention is needed in the app. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 3 |

| **FR7.** Users sign up/log in using username and password. | | |
| --- | --- | --- |
| Goal: User should to sign up/login to the app | | |
| Stakeholders: User | | |
| Description: When a user opens the app, the system requires the user to sign up/login to access the app. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 1 |

| **FR8.** Create/edit their profile. | | |
| --- | --- | --- |
| Goal: This functional requirement is necessary to allow users to create and edit their profiles. | | |
| Stakeholders: User | | |
| Description: To allow users to create and edit their profiles, by making creative and neat profiles this will improve the matchmaking process. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 2 |

| **FR9.** Upload and view photos. | | |
| --- | --- | --- |
| Goal: The User must be able to view and upload photos | | |
| Stakeholders: User | | |
| Description: Users must be able to upload photos from their phone and view photos in profile. Users must be able to view other profiles' photos. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 3 |

| **FR10.** Swipe right or left to select profile matches. | | |
| --- | --- | --- |
| Goal: To allow users to easily and quickly select or reject potential matches. | | |
| Stakeholders: User | | |
| Description: When a user is viewing profiles/matches, user should be able swipe to select the profiles the user prefers. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 1 |

| **FR11.** Leave scores on other users. | | |
| --- | --- | --- |
| Goal: To allow users to leave scores on other users. | | |
| Stakeholders: User | | |
| Description: A user will be able to leave a score that other users can see and take into consideration when matching. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 3 |

| **FR12.** Block or report inappropriate users. | | |
| --- | --- | --- |
| Goal: To ensure that users can easily and quickly block or report any users who are violating the apps terms and conditions, which will improve user safety. | | |
| Stakeholders: User | | |
| Description: This functional requirement is necessary to ensure that users can easily and quickly block or report any users who are violating the apps terms and conditions keeping the app safe for everyone and allowing users to have a positive experience. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 3 |

| **FR13.** View profiles. | | |
| --- | --- | --- |
| Goal: The user must be able to view other people's profiles. | | |
| Stakeholders: User | | |
| Description: The user must be able to view other peoples’ profiles and be able to view information such as profile picture, hobbies, and the scoring model. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 1 |

| **FR14.** List hobbies. | | |
| --- | --- | --- |
| Goal: The system should be able to list hobbies for the user. | | |
| Stakeholders: User | | |
| Description: This functional requirement is necessary to allow users to list hobbies, which will help them make more informed decisions about who to connect with. The user should be able to add and remove hobbies from their profile. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: | Date: 01/28/23 | Priority: 2 |

| **FR15.** API sends images and retrieves scores. | | |
| --- | --- | --- |
| Goal: The system should send an image to the website and return a score. | | |
| Stakeholders: User | | |
| Description: The API will send images that are uploaded to the app to the website containing the AI From there, it will get the score from the AI which will be used in the app to determine the user’s hidden float value score | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/2023 | Priority: 1 |

| **NR1.** (Safety): Maintains information securely | | |
| --- | --- | --- |
| Goal: The information on the server will not be accessible to anyone except the developers. | | |
| Stakeholders: Server | | |
| Description: The server will have a specific admin login so the developers can access information needed for specific accounts that all other users will not be able to access. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/23 | Priority: 3 |

| **NR2.** (Reusability)Runs on multiple Android environments. | | |
| --- | --- | --- |
| Goal: The application can be used on various android devices. | | |
| Stakeholders: App | | |
| Description: The app can perform at full capacity on different devices running android without losing functionality. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/23 | Priority: 3 |

| **NR3.** (Scalability): System server maintains 30 users. | | |
| --- | --- | --- |
| Goal: The server can handle enough users to test and develop on a rudimentary database server. | | |
| Stakeholders: Server | | |
| Description: The server should be able to handle about 30 users to test the development of different users interacting with one another and the system. This includes creating the scores, saving information, saving images, and connectivity. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/23 | Priority: 3 |

| **NR4.**  (Dependability): App works upon opening until closing. | | |
| --- | --- | --- |
| Goal: App must be stable so no features end the user’s experience and close the app. | | |
| Stakeholders: App | | |
| Description: There must be no bugs or glitches causing the app to crash. It should be a seamless experience that should get users to want to come back. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/23 | Priority: 2 |

| **NR5.** (Performance): App performs in a smooth and stable fashion for the user. | | |
| --- | --- | --- |
| Goal: The app will run at a constant smooth speed without any sudden delays or unresponsiveness. | | |
| Stakeholders: App | | |
| Description: The app will seamlessly transition from one section of the app to another without slowing down. Tapping into a new part of the app will smoothly transition without frame drops. | | |
| Origin: Based on the initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/28/23 | Priority: 3 |