Software Requirements Specification

For

BuddyU

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Grading Rubric - Requirements Specification

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
Content (80)	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		

Introduction
   Scope
   Definitions
			10	

User Profile			20	
Functional Requirements			30	
Performance & Design Requirements			10	
Data Requirements			10	
Writing (20)				
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Expression Tone	Hard to follow or poor word choices Tone not appropriate for technical writing	Clear and concise. A pleasure to read Tone is consistently professional	5	
Organization Layout	Information difficult to locate Layout is inconsistent, visually distracting, or hinders use	All information is easy to find and important points stand out Layout is attractive, consistent, and helps guide the reader	5	
Late Submission			-10 -25	
Total			100	

1 Introduction

BuddyU, the social scheduler app is just the app you need if you have a large group of friends in the same major and you want to collaborate with them, but you don't know how to merge your schedules to figure out a common time of taking a very collaborative class. This app allows your "buddies" to create schedules in such a way that is convenient for you and your friends to hang out. Our tantalizing chat features and interactive design for the app, make it easy and efficient for you to communicate with your friends in creating perfect schedules so YOU are never bored. The facilitation in the coordination of college student classes specifically, make the learning experience more enjoyable by using this app.

1.1 Scope

The BuddyU app is designed to help students balance work and free time as well as connect with friends in the classroom. The app does this by allowing the user to create schedules with their friends. To further the effectiveness of the app after the scheduling season, once a schedule is finalized the student will be able to see who is taking the same classes as them and then be able to interact with these other students through a built in chat feature. Someone would want to use this app so they could develop a better relationship with other students in their classes. Also being in a class with your friends makes it more enjoyable and thus makes it easier to learn the material. Lastly the app allowing you communicate with the other students in your classroom will make it easier to understand the material being taught and to discuss or ask questions.

1.2 Definitions, Acronyms, and Abbreviations

There are no Definitions, acronyms, or abbreviations being used at this time by our group.

1.3 User Profile

This app will best serve currently enrolled Drexel students. Individually, students can use this app to better organize their weekly schedule, see when their free time is, and better schedule events. Among these students are four groups that can utilize this app differently. Incoming freshmen can use this app to connect with new friends they've just met during Welcome Week to compare freshmen only classes (UNIV 101, ENGL 101, etc.). People in the same major can compare major-specific classes and use the chatroom to have discussions. Friends not in the same major can connect to compare elective classes, and check to see when their friends likely have free time. Upperclassmen can use this app to connect with a bigger network of friends.

2 External Interfaces

This section identifies ways in which BuddyU interacts with people and other systems.

2.1 User Interface

BuddyU will interact with users via a user interface on a mobile device platform (Android / iPhone). There will be two separate interfaces that both utilize Graphical User Interface (GUI). One will be for users (students) to interact with and one will be for administrators to edit. Users will be able to see and edit their calendars while only seeing others' calendars. Administrators (all project team members) will have access to the system's data and settings.

2.2 Data Interface

The BuddyU app will gather information from the Term Master Schedule, CORQ and other database sources which will be stored in MongoDB.

3 Specific Requirements

3.1 Functional Requirements

The statements below define the functional requirements for the system.

FR1- Database requirements for Querying

Our users would first have to log in using either their Facebook account or email account, based on their preference or availability. This allows us to have our users accounted for in our database. The database program we want to use is called MongoDB and is classified as a NOSQL database program. We are going to use different classification tables such as user log in, the number of times a user logs in, the amount of time spent before clicking off and if progress is saved and viewed over, over the next couple of days. How often the user visits the site and how many friends the user invites to chat will also have a table assigned. All these will have database query capabilities through MongoDB. This database query can help develop systematic daily reports during and after our product development to closely monitor our success as a company. We may also want to collaborate with the Schedulr app and post a recommended link to our app/website and also provide a query table for that frequency on our database. Most administration of our graphical front ends is done by Mongo shell because MongoDB does not have a graphical interface. We can use other interfaces for our data viewing.

FR2 - GUI

For our program to develop user interface, we may want to use GUI. We can fix the functionality and connectivity of that to MongoDB, using third program resources. It can be designed in an urban fashion that emulate the Schedulr app. It will thereafter have a chat feature and other undecided interactive design features. We will use JavaScript to create a fully functional interaction with the user. This will be connected to our MongoDB database so all the collected data can be transferred there. The MongoDB will be designed as a data repository. This can be used to track the long term reports of the users as a query. The design will be connected in such a way that all parts may be functional and error free.

FR3 - Basic flow

Basically the user, using our GUI interface will log into their account and use the BuddyU app. They may have arrived with a rough idea of a schedule in their mind and may want to create a circle of friends by adding their accounts to create a chat and also indicate times when they are free in which the friends can take similar classes as them. All these clicks and data will be stored in MongoDB and queries can be created for long term customer tracking in the future. In contrast, the database that we will be using to pull from is going to be the WebTMS schedule for different terms and as it gets updated, we will have a mechanism that updates our data from them instantly. We may choose to model those actions based on what the Schedulr app has done.

3.2 Performance Requirements

The statements below define the performance requirements for the system.

PR1 - Hardware/Software

The BuddyU app will work on multiple platforms for both iPhone and Android devices and will have touchscreen capabilities. The data from the user and information from certain databases will be stored in MongoDB. We plan on using CORQ and the Term Master Schedule. The BuddyU response time after a request from the user should be fast so the user does not have to wait long. However, the approximate value still needs to be determined for the response time.

PR2 - Error Handling

The user will have to log in using either their Facebook login information or email. If a user types in the wrong username or password, an error will pop up giving the error. Another error that could happen is if the user tries to choose a class that overlaps with another class. In this case an error will pop up with "There's a scheduling conflict between Class A and Class B." Also, as a security measure, if a user tries to look at someone's schedule when they are not "buddies", it will give an error saying "You must be buddies first to view this profile and schedule." There may be other ways our product detects and reacts to input errors but they will be determined later.

3.3 Design Constraints

3.3.1 Constraint: BuddyU is an app only for Drexel students.

Reason: Since we go to Drexel, we thought we should start the app for just Drexel University students. Other universities may be addressed later.

3.4 Data Requirements

DR – Data Requirements

Name	Type	Size	Comment

Facebook/Email Username	String	From user	Users have the option to log in with Facebook or their email.
Facebook/Email Password	String	From user	Users can opt to sign in with Facebook or create a password.
Drexel Username	String	From user	Drexel Users can choose to sign in with their Drexel account
Drexel Password	String	From user	Drexel users can choose to sign in with their Drexel account.
Calendar	Array	From TermMasterSchedule/ CORQ	The events and classes come from TermMasterSchedule and CORQ
Chat Room		From User	Users can make chatrooms
Account List		Gathered From User	Users will make accounts and be able to friend other people
Amount of time spent on BuddyU	Double	From MongoDB	MongoDB will store the amount of time the user spends on BuddyU for the first couple weeks.