Requirements

Summary of the key requirements specified as part of our first discussion with the client (Qingyi Zhou) about the product specifications.

Product type:

Personal Customer Relationship Manager (CRM)

User story (suggested)

The client needs a product that will keep track of his relationships, both professional and personal, including maintaining a log of the interactions that have occurred between himself and a specified individual and of any upcoming expected interactions between himself and a specified individual.

> ℹ️ This will need to be further clarified with Qingyi and refined as we get a prototype together.

Core Deliverables

Deliverable	Description	Priority
Maintain record of relationship	The product will maintain a record relationship entities where the entity describes a specific person. As part of this requirement, a log of all past and anticipated future interactions between the end-user and the relationship entity will be maintained in the backend and ultimately accessible to the user for reference.	ESSENTIAL
A user can register for an account and authenticate to that account	Users will be able to register for a new account. Details of mechanism of authentication and authorisation to be established pending security requirements, capacity, etc..	ESSENTIAL
The user is able to to tag relationship entities based on self-determined attributes	The end-user is able to add a tag to the relationship, which is intended to act as a way of categorising different types of relationships (e.g. descriptions like "software engineer" or "sister") and accessing relationships by tag.	ESSENTIAL
The user is able to search for relationship records by name and tag	We need to enable the end-user to be able to view relationship records by searching either by the name of the person with whom the end user has a relationship and by the tag that the user has appointed to a relationship.	ESSENTIAL
The app is able to present the end-user's social network as a network graph	Client described wanting to be able to view his network as a kind of mind map. Team to explore what will be feasible in terms of implementing the graphics for this aspect of the task.	IMPORTANT
The application is responsive	The app is likely to be used mostly on a mobile device, so it is important that the team incorporate responsive design into their implementation.	ESSENTIAL
Registered users can interact with each other	A user with a registered account is able to interact in some form with another user; the scope of this requirement is yet to be determined.	IMPORTANT

Registered users can instant message each other	There is some sort of internal chat feature that enables users with an account to send instant messages to each other. A record of the message history would need to be maintained throughout the period of the user having an account.	**NICE TO HAVE**
A user can send an invitation to events to the email address of another person	The user needs to be able to use the app to forward email invites to people the end user interacts with, likely inclusive of anyone, registered or unregistered, whom the user has an email contact for.	**ESSENTIAL**
Security considerations	The application should take the necessary efforts to ensure that the end-user's personal information and that of the relationships of the end user are kept confidential	**IMPORTANT**
Accessibility considerations	The application takes account of accessibility considerations including visual impairment and colour blindness.	**NICE TO HAVE**
Calendar feature	Feature for users to update and schedule their tasks and important dates. Auto-update on calendar when a user is invited to an event via email?	**NICE TO HAVE**

Assumptions

- In writing this summary of requirements, @ Danielle Rosenfeld-Lovell has assumed that we can treat relationships as an object which has an association with a specific person but has its own set of attributes like the relationship type (managed with tags) and the length of the relationship.
- This project is being developed as a web application as opposed to a native application on a mobile device.
- The app will be developed exclusively in English for the purpose of marking, but in the event of the team has created a commercial product, due consideration would have been provided to whether the audience might benefit from the app being available in other languages and to whether the presentation of the app would be culturally appropriate for a given target audience.