

POLITECNICO DI MILANO



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Travlendar+

Requirement Analysis and Specification Document

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Chapter 1

Introduction

1.A Purpose

This document is the Requirement Analysis and Specification Document (RASD) of a mobile application called Travlendar+. The purpose of the document is to show the requirements and specification of the new application, considering various aspects like the stakeholders' needs, domain properties and constraints which the system-to-be is subject to.

1.B Scope

Travlendar+ is a mobile, calendar-based application that helps the user to manage his appointments and to a greater extent set up the trip to his destination, choosing the best means of transport depending on his needs. Travlendar+ will choose the most suitable way to get the user to his destination between a large pool of options, considering public transportation, personal vehicles, locating cars or bikes or sharing services and walking to the destination. It will take account of weather, traffic, possible passengers if any, the user-set break times and the potential will to minimize the carbon footprint of the trip, always focusing on taking him on time to his scheduled appointments.

Eventually the user will be able to purchase the tickets he will use to reach his destination in-app. The great customizability is one of the main strengths of Travlendar+, being able to fully comply with the user needs.

Analysis of the world and of the shared phenomena

1.C Definitions, Acronyms, Abbreviations

1.C.1 Definitions

1.C.2 Acronyms

List of the acronyms used in this paper:

- RASD: Requirements analysis and specification document;
- ETA: Estimated time of arrival, it's the time remaining to arrive to destination;
- POI: Point of interest;
- RASD: Requirements analysis and specification document;
- UI: User Interface;

1.D Revision History

1.E Reference Documents

Documents list:

- Mandatory Project Assignments.pdf
- Requirement Engineering Part III.pdf
- RASD sample from Oct. 20 lecture.pdf

1.F Document Structure

The paper is structured as follows:

- Chapter 1: Explanation of the document purpose and scope, including some information about its composition;
- Chapter 2: General description of the system functions, constraints and assumption, together with information about the environment and the users;
- Chapter 3: Detailed description of the functional and non functional requirements, with usage examples;

- Chapter 4: Formal analysis of the system and his functions using Alloy;
- Chapter 5: Effort spent by the authors to draw up the document;
- Chapter 6: References to the sources used to write down the RASD.

Chapter 2

Overall Description

2.A Product Perspective

Travlendar+ will be developed as a mobile application that relies on the use of Google maps and Google calendar APIs.

Its user interface will be composed by two main tabs, one with a calendar, to schedule user's events and the other one with a map to manage the movements of the user.

In the future will have a service of technical assistance via chat.

The application will not provide any API for integration with other systems.

Further details on the shared phenomena and a domain model (class diagrams and statecharts)

2.B Product Functions

Requirements

2.C User Characteristics

The user of the system-to-be is every person who wants to schedule appointments in a calendar and manage his movements from a location to another at the same time. Users can use it to organize work events, but also include family or spare time events. The application doesn't have any age limit, or any other restriction applied to the user characteristic. In order to

2. OVERALL DESCRIPTION

2.D. Assumptions, Dependencies, Constraints

make the application work without limitation the user need to have access to the Internet, but he can access and modify the calendar offline.

2.D Assumptions, Dependencies, Constraints

Domain assumptions

Regulatory policy: The System asks the User for the permission to acquire, store and use his personal data, and informs him that won't take any responsibility for a use of it that doesn't complies with the local laws and policies, by means of the User agreement's acceptance. The System under request of the User must delete all his personal data.

Chapter 3

Specific Requirements

More details on all aspects in Section 2 if they can be useful for the development team

3.A External Interface Requirements

3.A.1 User interfaces

The application will be developed as a mobile application for the main mobile operative systems (iOS and Android). Its user interface will appear the same to all users, and must be user-friendly and intuitive. To show how the application will look like some mockups of the user interface are present in the document (mockups are realized for iOS operative system). After downloading the application from the store of the OS. At the first start if the user is not registered, so it is a guest yet, he must sign up. Otherwise he can log in. If he is signing up he will see the registration screenant data (username, password, mail, name, surname, important addresses, trip preferences, ...). It is included also the possibility to sync Travlendar+ with a Google account.

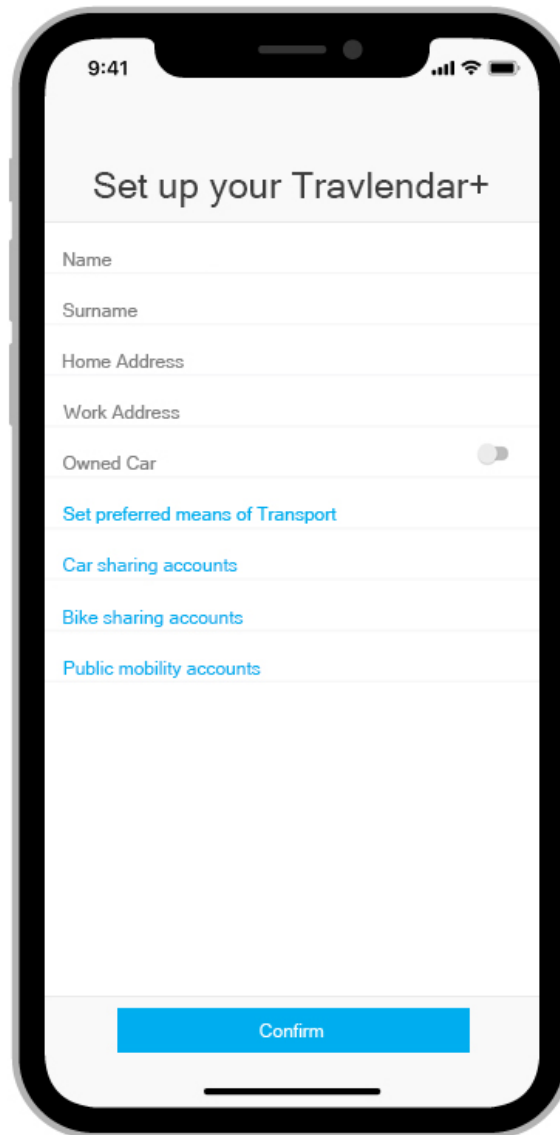


Figure 3.1: Mockup of the configuration screen

Once the application is set, the first screen that will appear to the user at each startup is the main screen that shows up a calendar, where he can add his events.

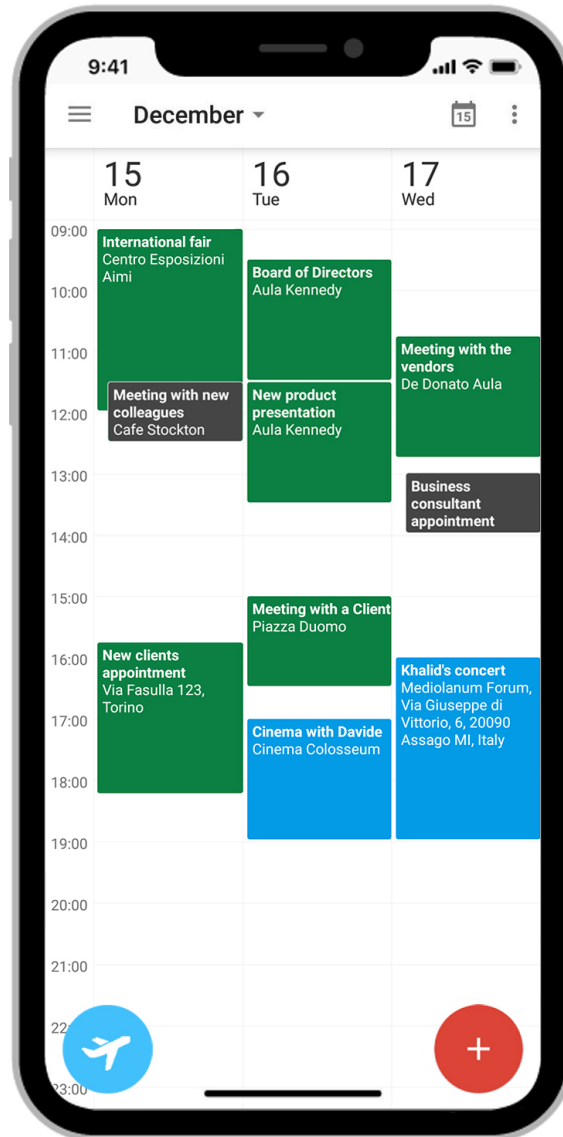


Figure 3.2: Mockup of the main screen (calendar)

The events are the ones in green or blue, some event are not coloured cause are overlapped with others or the user cannot phisically arrive on time for them (the user chooses what event is primary and the application considers it to organize the trips. When the user chooses to add an event pressing the "Add Event" button on the bottom right corner (the red one with a cross on it), the application shows a screen where he can insert the details of it.

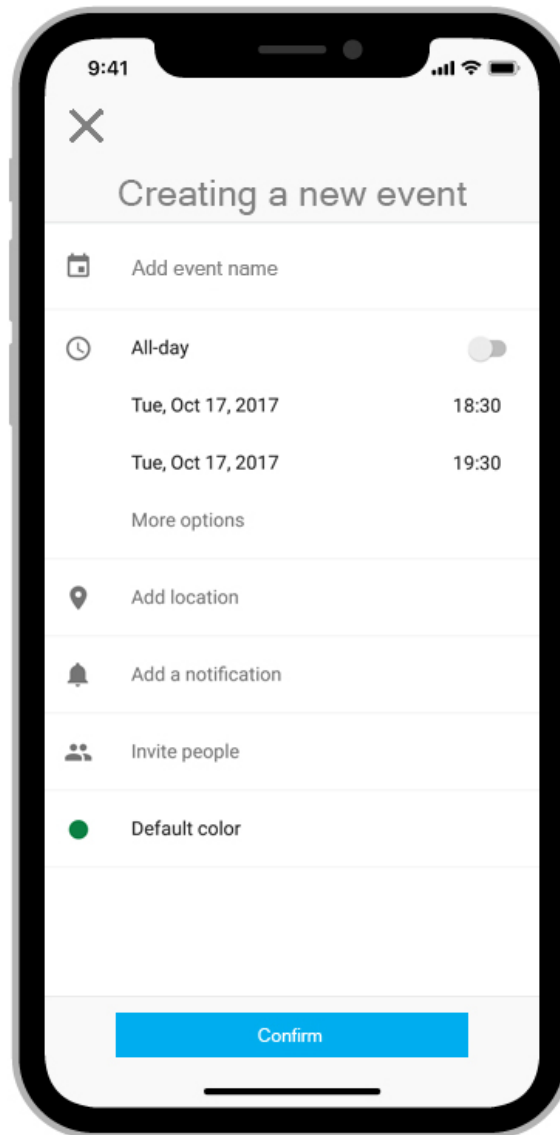


Figure 3.3: Mockup of the screen that appears to the user when he has to add an event

When the main screen is showed by the application, to check the trips between home and an event, or between two events, the user can press the "Trips" button on the bottom left side of the screen (the light blue one with a plane on it) and the main screen will change to show the trips and all the confirmed events will become black and white.



Figure 3.4: Mockup of the screen that contains all the trips computed by the application for the user

When the user taps on a trip he can check the details of it. If a trip presents an orange icon with some tickets on it, the user have to buy some tickets to complete the trip.

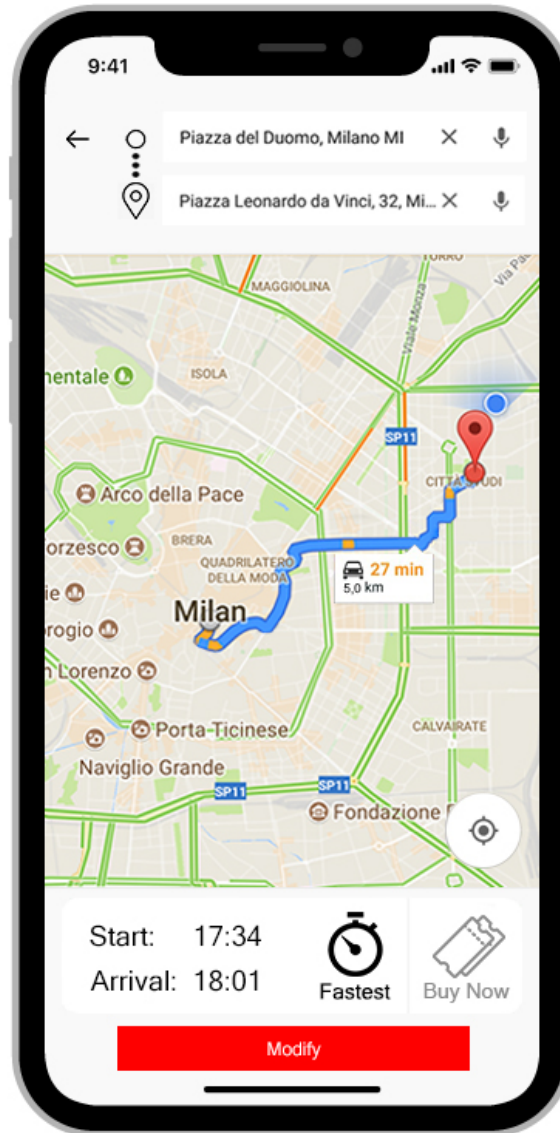


Figure 3.5: Mockup of the screen that shows the details of a trip

This screen shows the trip details: the route, the ETA, the time of departure, the time of arrival, the type of trip selected. If some tickets are needed the "Buy Now" button with the tickets on it is grey, but black and it will be clickable. The "Buy Now" is juxtaposed with the "Sharing" button if the trip include some section in which car sharing or bike sharing are used; clicking on the "Bike sharing" or "Car sharing" button will show up a screen with the cars and bike around the user of the various local sharing service.

If an user wants to modify a trip, he just have to press "Modify" button and a screen will appear when he can change the trip options.

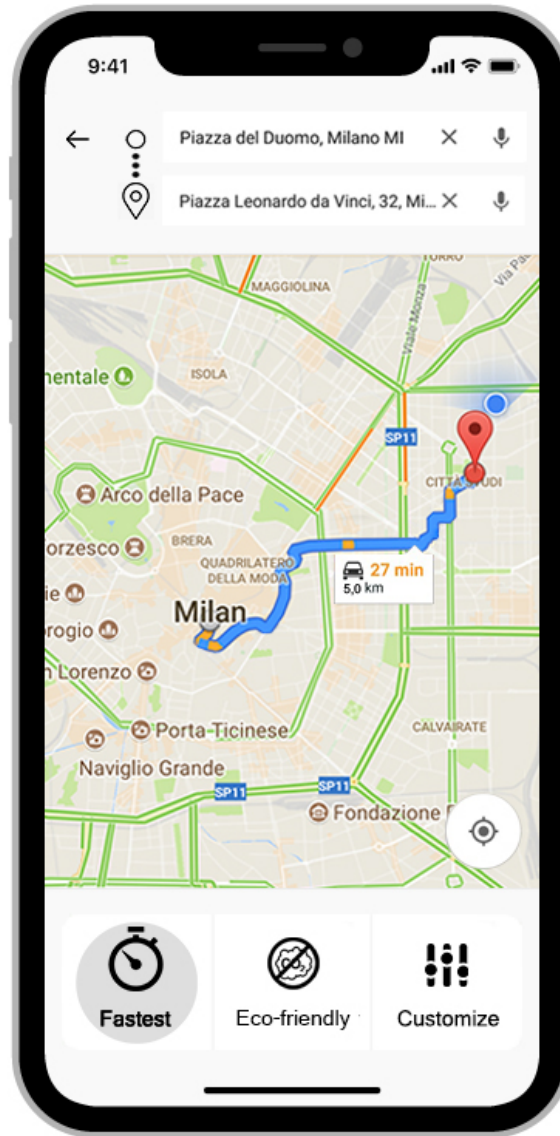


Figure 3.6: Mockup of the screen where the user can change the trip options

The system select by default the fastest trip options, but the user can change them. It is also possible to choose a trip that minimize the carbon footprint.

When the application need to communicate messages to the user, while

it's open and the screen is turned on, it will show a pop up, otherwise it will send a push notification to the user.

3.A.2 Hardware interfaces

The main hardware interface used by the system is the GPS, it's used in order to correctly position the user in the map. Since the application uses the internet connection, all the hardware required to connect to the internet will be hardware interface for the system.

3.A.3 Software interfaces

The mobile application is made up using mainly two Google APIs: Google Maps and Google Calendar. It relies also on other APIs: one for the weather forecast and one for each car sharing, bike sharing service and for the public mobility. It is developed for the use on the two most common mobile operating systems: Android and iOS. In the future it will employ APIs to buy tickets without using the built-in browser.

3.A.4 Communication interfaces

The application communicates with the server using the protocol HTTP (port 80).

3.B Functional Requirements

Definition of use case diagrams, use cases and associated sequence/activity diagrams

Sequence diagrams

Name	Sign up
Primary Actor	Guest
Preconditions	The guest wants to register to “Travlendar+”
Postconditions	Guest’s informations are stored in the “Travlendar+” server and locally on the device. The Guest can sign in to use the application, becoming a user
Flow of events	<ol style="list-style-type: none"> 1. The guest opens the application for the first time 2. The system shows the Login screen to the guest 3. The Guest clicks on “Sign Up” 4. The System shows to the Guest the Registration page 5. The guest inserts his personal details (name, surname, date of birth, ...) and his trip preferences (important addresses, owned car, season ticket, ...) 6. The guest reads and accepts the user agreement 7. The guest taps on “Confirm” 8. The system check the correctness of the data and sends an email and a sms with a verification link 9. The guest confirms his registration clicking on one of the verification links 10. The guest is now registered and becomes a User of “Travlendar+” 11. The system shows to the user the Main screen (Calendar) of the application
Exceptions	<ol style="list-style-type: none"> 1. One or more fields of the Registration page are not well formed 2. Username is already in use 3. Email is already in use 4. The verification link is expired (after 24 hours)

Table 3.1: Use case for sign up

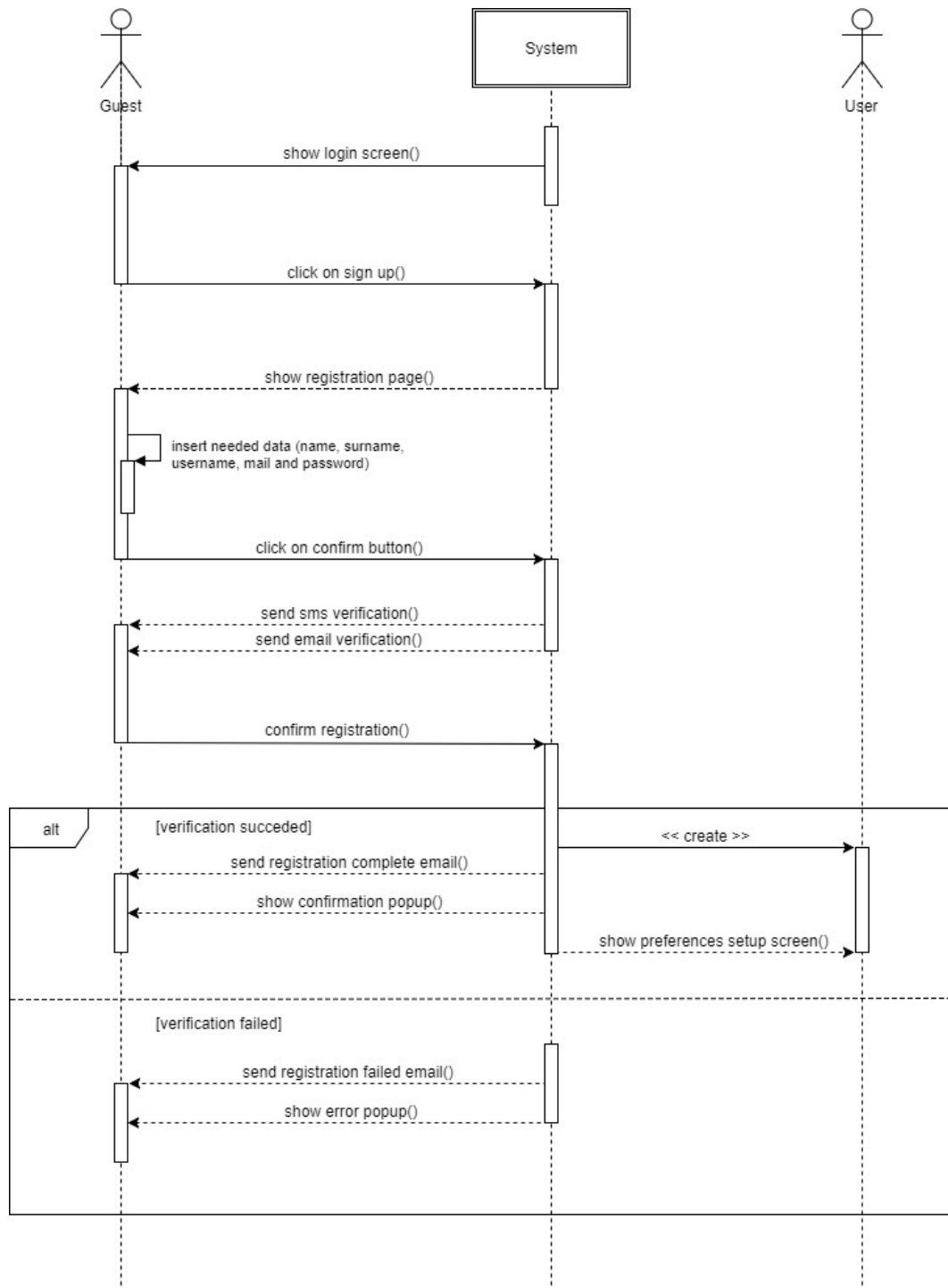


Figure 3.7: Sequence diagram of sign up use case

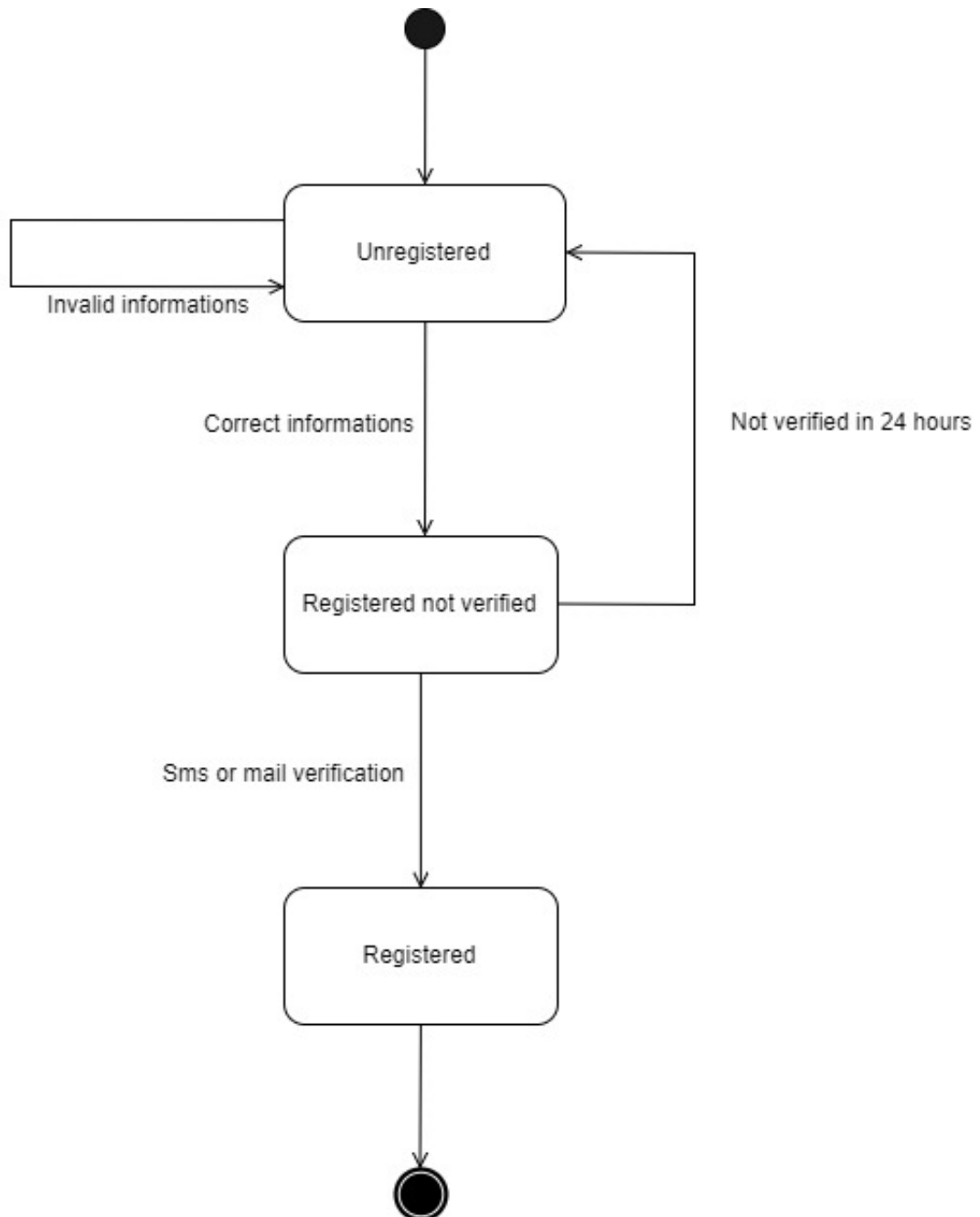


Figure 3.8: Statechart of sign up process

Name	Sign in
Primary Actor	Guest
Preconditions	The guest wants to sign in to use “Travlendar+”. He is actually an user of the application because he has a valid account for it
Postconditions	The guest is now logged into the system becoming an user
Flow of events	<ol style="list-style-type: none"> 1. The guest opens the application 2. The system shows to the guest the Login screen 3. The guest inserts account credentials (username and password) 4. The guest taps on “Sign In” 5. The system checks if the credentials are present in the database 6. The guest is now logged and becomes an user 7. The system shows to the user the Main screen of the application
Exceptions	<ol style="list-style-type: none"> 1. One or more fields of the Login page are not well formed 2. Username is not present in the database 3. The password associated to the username is incorrect

Table 3.2: Use case for sign in

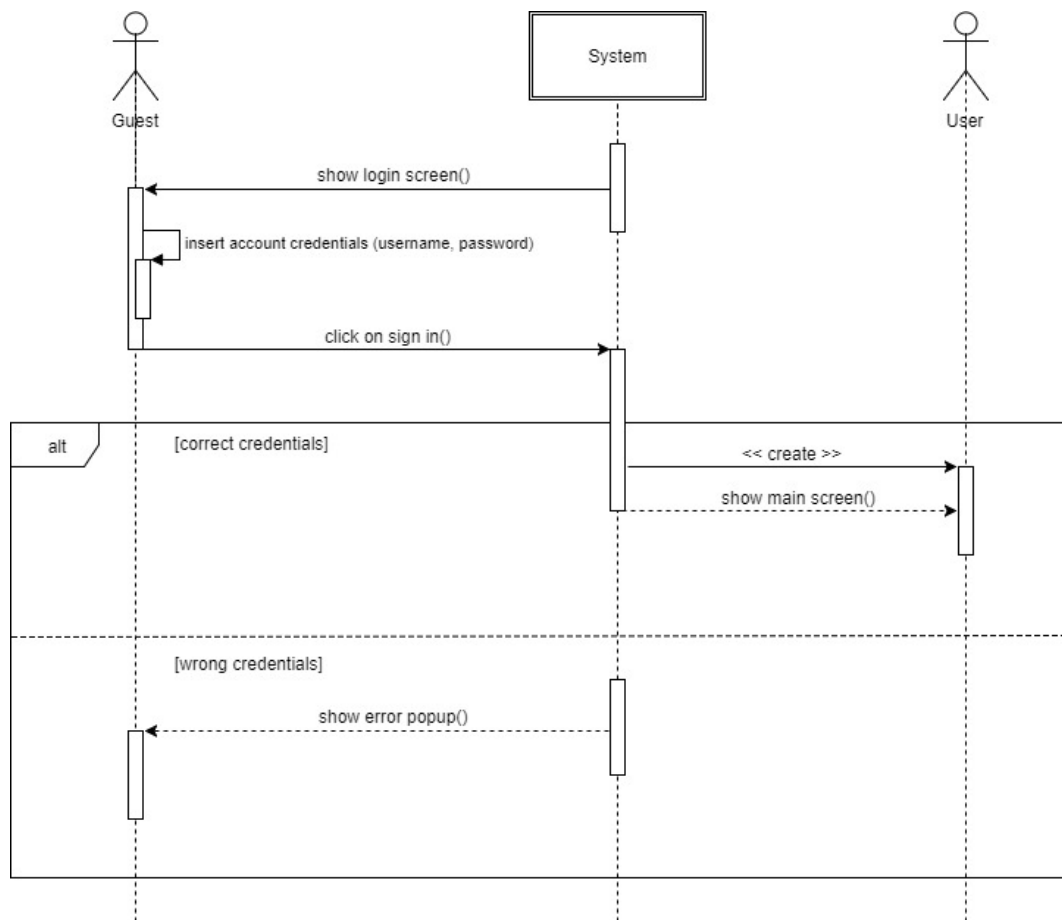


Figure 3.9: Sequence diagram of sign in use case

Name	Add event to calendar
Primary Actor	User
Preconditions	The user wants to add an event to the calendar of his application. He is already logged in into the service and the system is showing the calendar
Postconditions	The event is added to the calendar and stored in the database, the system computes the round trip from the location of the event and shows again the calendar to the user
Flow of events	<ol style="list-style-type: none"> 1. The user taps on “Add Event” (the red button with a white cross) 2. The system shows the Add Event screen 3. The user inserts the details in the requested fields 4. The user clicks on “Confirm” 5. The system adds the event to the calendar and shows the updated Main screen to the user
Exceptions	<ol style="list-style-type: none"> 1. The event overlaps with another one 2. The event overlaps with user’s lunch 3. One or more field are not well formed 4. The user cannot arrive in time for the event

Table 3.3: Use case for add event

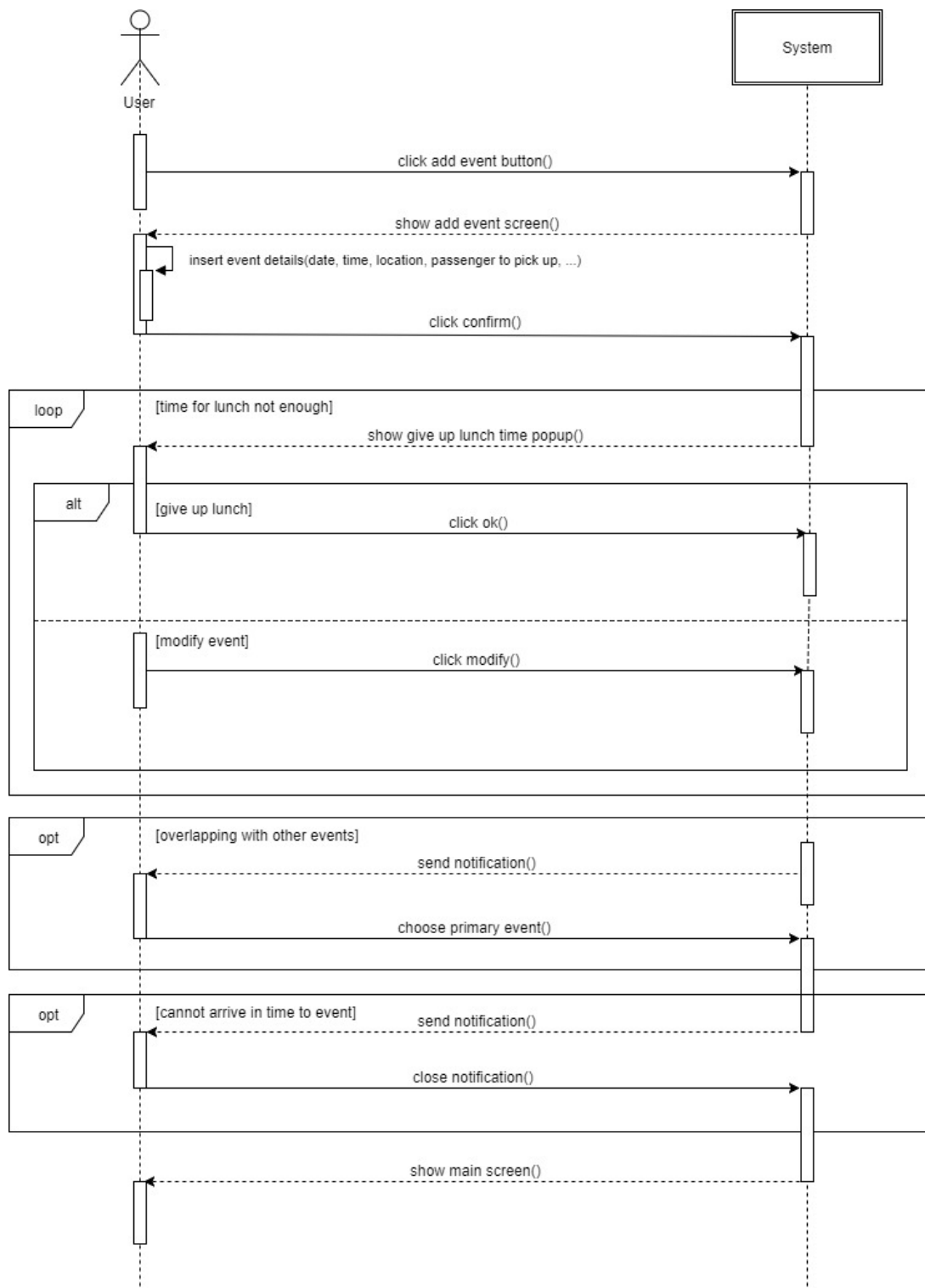


Figure 3.10: Sequence diagram of add event use case

Name	Delete event from calendar
Primary Actor	User
Preconditions	The user wants to delete an event from the calendar of his application. He is already logged in into the service and the system is showing the calendar
Postconditions	The event is deleted from the calendar and from the database, the system shows again the calendar to the user
Flow of events	<ol style="list-style-type: none">1. The user selects the event he wants to delete2. The system shows the Event Details screen3. The user taps on “Modify Event”4. The system shows Event Edit screen5. The user clicks on “Delete Event”6. The system deletes the event from the calendar and from the database, and shows the updated calendar to the user
Exceptions	<ol style="list-style-type: none">1. The event overlaps with at least other two events and it is primary

Table 3.4: Use case for delete event

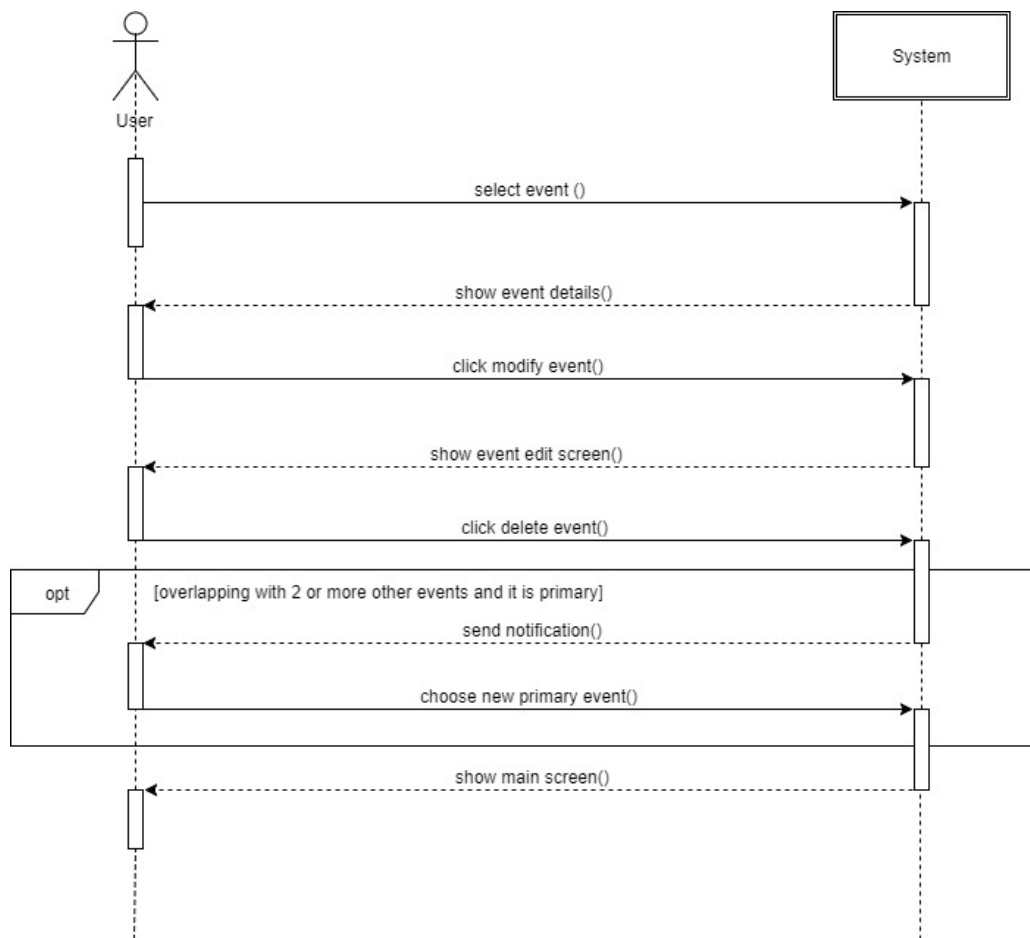


Figure 3.11: Sequence diagram of delete event use case

Name	Arrange trip
Primary Actor	User
Preconditions	The user wants to buy the tickets to take a trip. He is already logged in into the service and the system is showing the calendar
Postconditions	The user receives the tickets
Flow of events	<ol style="list-style-type: none"> 1. The user clicks on “Trips” (the button with the airplane) 2. The system shows the Trips screen 3. The user chooses the event he wants to buy the tickets for 4. The system shows the Trip details screen 5. The user clicks “Buy Now” 6. The system opens a link to buy the ticket and shows the checkout page to the user for every ticket purchasable online 7. The user pays and confirms for all the tickets 8. The system calls the External services that send the tickets to the user 9. The user communicate to the system that the tickets are bought
Alternative flow	<ol style="list-style-type: none"> 1. The same operations as above until point 5 2. The system calls the External services applications that show the checkout screen to the user, for every ticket only purchasable through the proprietary application 3. The user pays and confirms for all the tickets 4. The External services applications send the tickets to user 5. The user communicate to the system that the tickets are bought
Exceptions	<ol style="list-style-type: none"> 1. One or more payment failed 2. The user doesn’t confirm payment for one or more tickets

Table 3.5: Use case for arrange trip

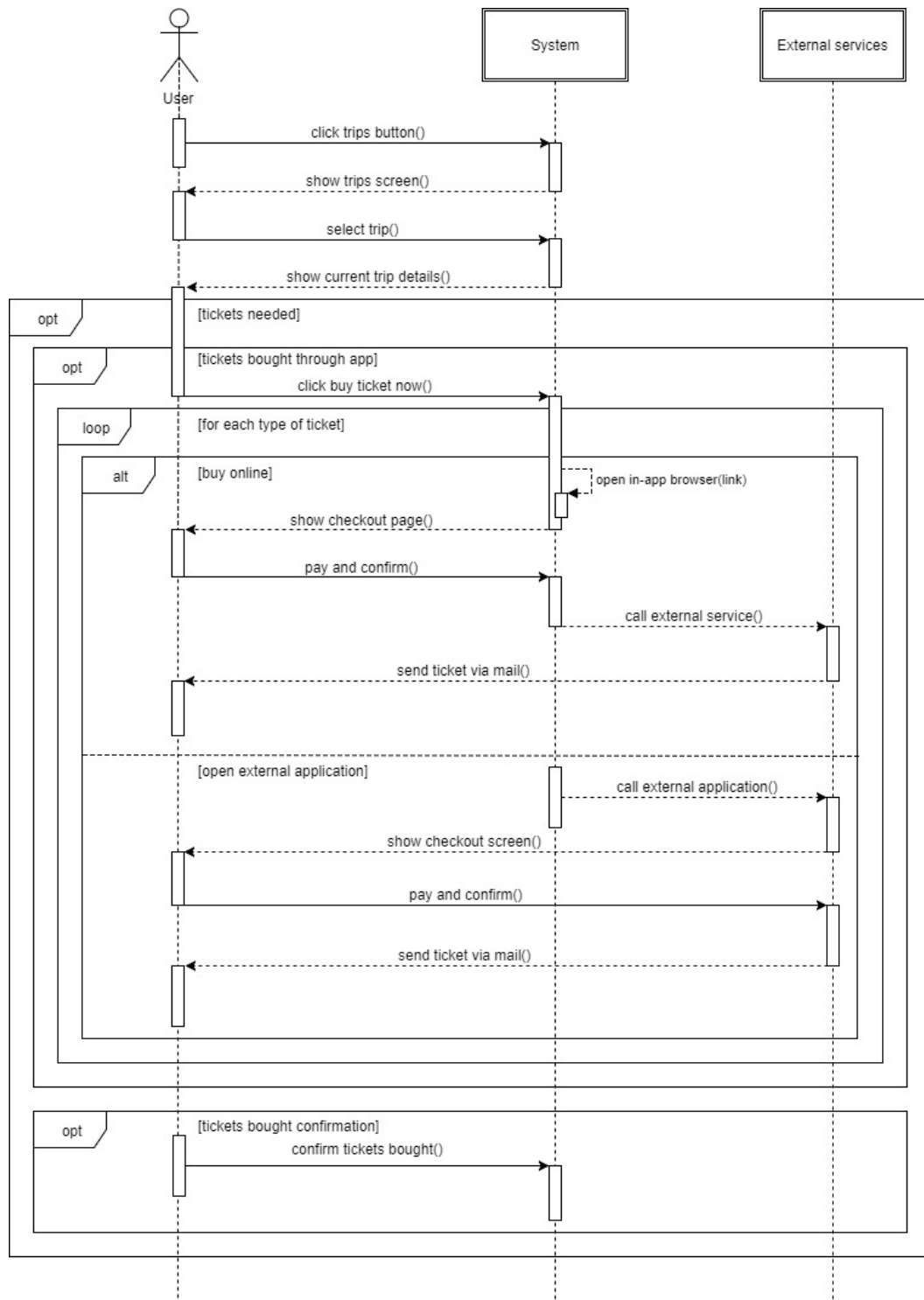


Figure 3.12: Sequence diagram of arrange trip

Name	Manage trip options (customized trip)
Primary Actor	User
Preconditions	The user wants to change the modality of one of his trips, choosing to customize it and changing the preferred means of transport. He is already logged in into the service and the system is showing the calendar
Postconditions	The trip is saved and changed as the user prefers
Flow of events	<ol style="list-style-type: none"> 1. The user clicks on “Trips” (the button with the airplane) 2. The system shows the Trips screen 3. The user chooses the event he wants to modify 4. The system shows the Trip details screen 5. The user clicks “Modify” 6. The system shows Suggested Trip Choices screen 7. The user select “Customized” 8. The system calculates all available trip options and shows them to the user in the Trip Options screen 9. The user chooses new preferred means of transport 10. The system recalculate all the trip options with the User selection and show them to the user in the Trip Options screen 11. The user chooses his preferred trip option 12. The system shows the Trip details screen 13. The user selects back (the arrow icon) 14. The system shows the Main screen to the user
Exceptions	<ol style="list-style-type: none"> 1. The user chooses to go only by foot but the distance to walk is wider than the one set in the preferences 2. The user chooses to go only by bike, but the time is not inside the interval chosen in the preferences

Table 3.6: Use case for manage trip options, in the case that the user chooses to customize the trip

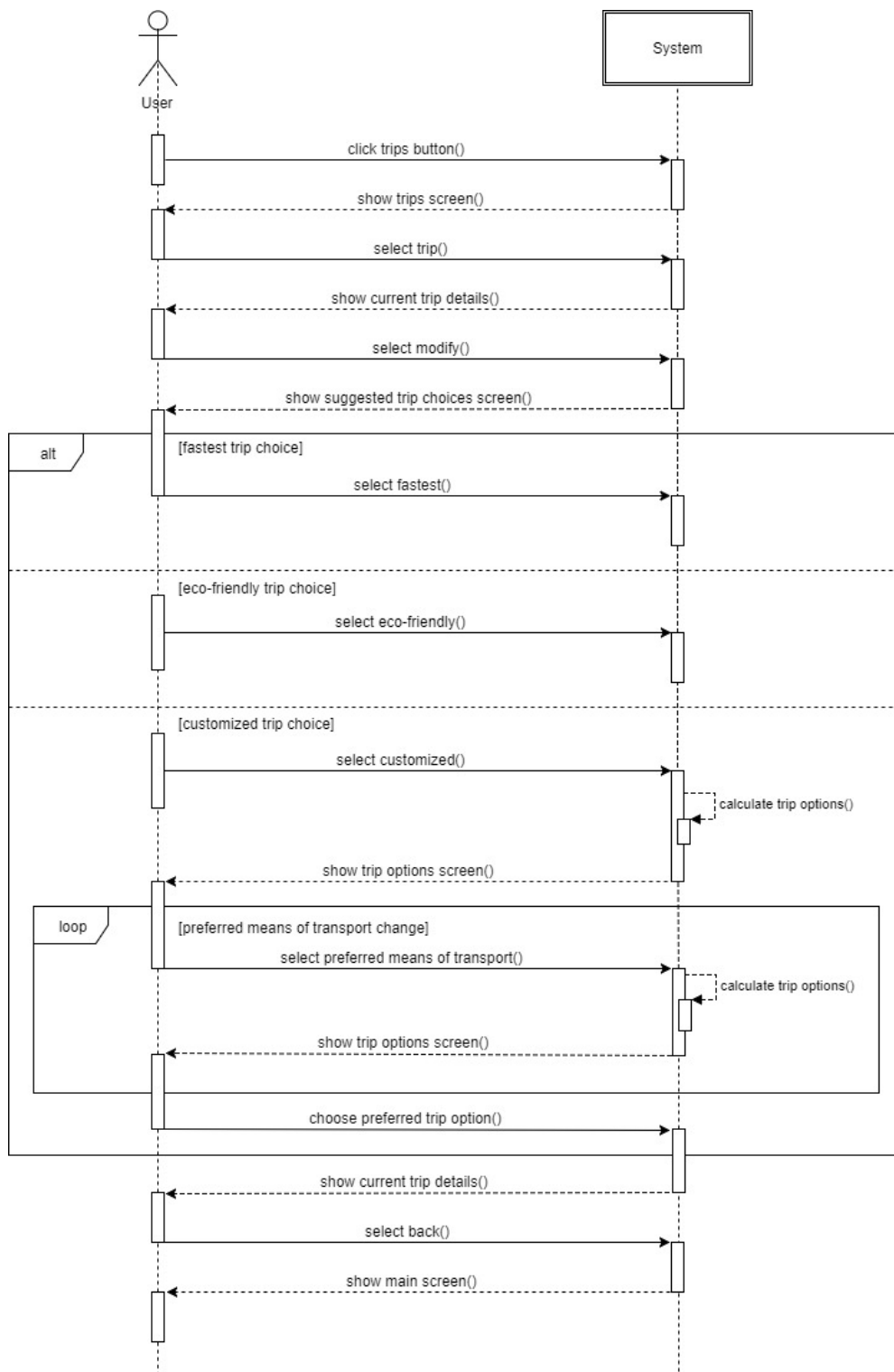


Figure 3.13: Sequence diagram of manage trip options

Name	Reserve a sharing means of transport
Primary Actor	User
Preconditions	The user wants to reserve a sharing means of transport. He is already logged in into the service and the system is showing the calendar
Postconditions	The user has reserved the means of transport chosen and receives a confirmation via mail
Flow of events	<ol style="list-style-type: none"> 1. The user clicks on “Trips” (the button with the airplane) 2. The system shows the Trips screen 3. The user chooses the event that is active 4. The system shows the Trip details screen 5. The user clicks on the “Sharing” button 6. The system requests the position of the means of transport to all External Sharing Services and it shows to the user 7. The user chooses a means of transport 8. The system opens the application of the Sharing Service chosen 9. The user reserves the means of transport 10. The Sharing Service application sends a confirmation via mail and shows the means of transport reserved
Exceptions	<ol style="list-style-type: none"> 1. The Sharing Service application is not installed on the device 2. The user doesn’t have an account for the Sharing Service

Table 3.7: Use case for reserve a sharing means of transport

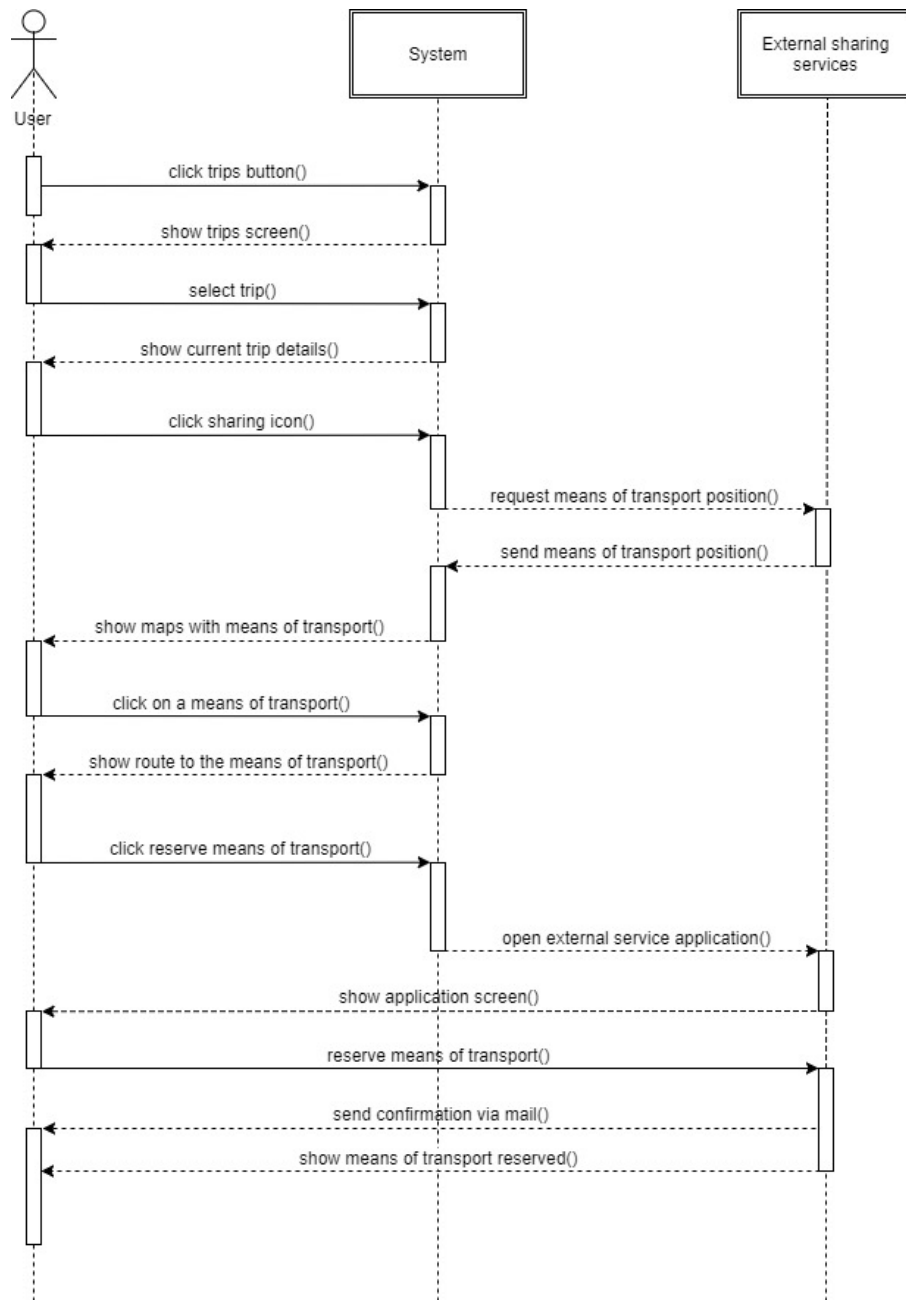


Figure 3.14: Sequence diagram of reserve a sharing means of transport

3.C Performance Requirements

1. The system must support 500 contemporary requests;
2. 90% of requests must be processed in less than 3 seconds;
3. 100% of requests must be processed in less than 10 seconds;
4. There's no limit on the number of users;
5. The system will compute continuously all the travel options for the different users, but must find a free time spot to answer to new requests.

3.D Design Constraints

3.D.1 Standards compliance

This document follows the IEEE Standard 830-1998 [7] for the format of Software Requirements specifications.

3.D.2 Hardware limitations

The user will need a smartphone with at least:

- 3G connection
- GPS
- Enough storage on smartphone

3.D.3 Any other constraint

3.E Software System Attributes

3.E.1 Reliability

The system shall have an availability of 99.95% (“three and a half nines”). It means that the application will have at most a downtime per year of 4.38 hours.

3.E.2 Availability

The system will run 24/7 in order to make the user manage his events and the trips between them whenever he wants. Furthermore any kind of update must not stop the normal running of operations.

3.E.3 Security

The main security features of the application are:

- All the meetings and the trips must be kept private.
- Enable SSL/TLS encryption protocol for Client-Server communication to protect from internal and external threats, depending on user's network configuration. Enabling SSL/TLS ensures the confidentiality, authentication, and integrity of session data.
- Insecure communication channels will lead to a refuse for the client's request.
- Passwords must be encrypted, hashed and salted before they could be stored in the databases.
- Users can access in reading or in writing on only a limited set of data.

3.E.4 Maintainability

The application code will be well documented to let future developers understand how it work and to make them able to modify it.

3.E.5 Portability

The application will be available for the two most common mobile operating systems: Android and iOS.

Chapter 4

Formal Analysis

Chapter 5

Effort Spent

Chapter 6

References