

SE 3XA3: Software Requirements Specification

Reminders - Group 24 - L02
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Table 1: Revision History

Date	Developer(s)	Change
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1 Project Drivers

1.1 Purpose of the Project

This project is designed to allow users to remember the smaller important moments that occur in day to day life, while additionally notifying these users on important events coming up.

1.2 Stakeholders

The primary stakeholder for Reminders are students and members of the work force. Their interest in the project stems from a busy lifestyle where balancing personal lives and work/school is becoming increasingly more difficult.

2 Functional Requirements

1. The application shall run on the Android operating system.
2. The application shall use e-mail permissions to send e-mail reminders to the client.
3. A GUI shall be displayed upon application launch with options to create/edit a reminder or view response history.
4. The user shall be able to set a one time, or scheduled reminder.
5. The application will store responses to the reminder e-mails.
6. The application shall send e-mails through the user's specified application.
7. The application will detect if no suitable e-mail application services are available, and display a related message.
8. The application shall have a password feature available to the user.

3 Non-functional Requirements

- Accessibility: The application shall have a minimal interface, easily accessible to users of little Android experience.
- Performance:
 - The application will create reminders quickly so as to not interfere with the user's other tasks.
 - Memory usage from the app must not affect performance of other applications
- Security: The application must offer safe-keeping of reminder responses.

- Operational Constraints: The application must work on Android (It will not work on other operating systems). The Android version must be at least KitKat 4.4.
- Physical Constraints: The application must not use more memory than available on low-end Android devices.

4 Project Issues

4.1 Off-the-Shelf Solutions

Countless apps to notify users currently exist on the marketplace, and even come standard on most devices. However, Reminders separates from the rest by sending notifications through e-mail, and storing responses to the e-mails so that moments each day, week, month etc... Can be recorded and looked back on at any point in the future.

4.2 Problems in Current Environment

The main problem existing within current implementation of the project is the accessibility. Users currently have to access it from a browser, where the application isn't optimized for phones making it difficult to set reminders on the go. Converting the application to android offers a solution to this problem, as it makes it easier to use when not near a computer.