
Software Requirements Specification

for

MUVerse - Social Networking for Mahindra University Students

Version: 1.0

Prepared by

Group Name: *SPACS*

D. Safdar Hussain

SE22UCSE085

P. Chaitra

SE22UCSE193

K. Pavithra

SE22UCSE136

K. Pranvith

SE22UCSE133

B. Shivani

SE22UCSE048

Alekhys Raavi

SE22UCSE022

Instructor: *Vijay Rao Sir*

Course: *Software Engineering*

Lab Section: *IT- Block 2 (GF)*

Teaching Assistant: *Surya Phani Teja Sir*

Date: *April 7th*

Table of Contents

1 INTRODUCTION	4
1.1 PURPOSE	4
1.2 SCOPE	4
1.3 DEFINITIONS, ACRONYMS, AND ABBREVIATIONS	4
1.4 REFERENCES	4
2 USE CASE VIEW	4
2.1 USE CASE	4
3 DESIGN OVERVIEW	4
3.1 DESIGN GOALS AND CONSTRAINTS	5
3.2 DESIGN ASSUMPTIONS	5
3.3 SIGNIFICANT DESIGN PACKAGES	5
3.4 DEPENDENT EXTERNAL INTERFACES	5
3.5 IMPLEMENTED APPLICATION EXTERNAL INTERFACES	5
4 LOGICAL VIEW	5
4.1 DESIGN MODEL	6
4.2 USE CASE REALIZATION	6
5 DATA VIEW	6
5.1 DOMAIN MODEL	6
5.2 DATA MODEL (PERSISTENT DATA VIEW).....	6
5.2.1 Data Dictionary.....	6
6 EXCEPTION HANDLING	6
7 CONFIGURABLE PARAMETERS	6
8 QUALITY OF SERVICE	7
8.1 AVAILABILITY.....	7
8.2 SECURITY AND AUTHORIZATION	7
8.3 LOAD AND PERFORMANCE IMPLICATIONS	7
8.4 MONITORING AND CONTROL	7

1 Introduction

MUVerse is a dedicated mobile social networking application tailored for Mahindra University students. The platform provides seamless communication, collaboration, and social engagement within the university community by enabling real-time messaging, media sharing, group discussions, and event coordination.

1.1 Purpose

This Software Design Specification (SDS) outlines the detailed architectural and design elements of MUVerse, a mobile social networking platform for Mahindra University students. It serves as a guide for developers, testers, and stakeholders by detailing system components, data flow, use case realization, and quality considerations. It ensures that implementation aligns with the Software Requirements Specification (SRS) and overall project objectives.

1.2 Scope

MUVerse is a university-exclusive social networking app offering secure, real-time communication among students. This document focuses on the system's design, including functional breakdowns, class structures, communication protocols, user interaction models, and backend architecture. It covers modules like:

- Chat & Messaging (Implemented)
- Media Upload (Implemented)
- Events & News Feed (Planned)
- User Authentication (via MU Student API + Firebase)

1.3 Definitions, Acronyms, and Abbreviations

Term	Definition
MU	Mahindra University
SRS	Software Requirements Specification
SDS	Software Design Specification
UI/UX	User Interface / User Experience
API	Application Programming Interface
MERN	MongoDB, Express.js, React, Node.js
Firebase	Google platform for authentication & realtime DB
Socket.IO	Library for real-time communication
Cloudinary	Media storage and transformation service
TailwindCSS	Utility-first CSS framework
DaisyUI	Tailwind component library
Vite	Fast frontend build tool

1.4 References

- Firebase Docs: <https://firebase.google.com/docs>
- React Native Docs: <https://reactnative.dev/docs>
- TailwindCSS Docs: <https://tailwindcss.com/docs>
- DaisyUI Docs: <https://daisyui.com/docs>
- Socket.IO Docs: <https://socket.io/docs>
- Cloudinary Docs: <https://cloudinary.com/documentation>

2 Use Case View

2.1 Use Case Summary

The following core use cases form the backbone of MUVerse's functionality. They are derived from the SRS and current implementation status:

Use Case ID	Name	Status	Priority
U1	Send Instant Message	Implemented	High
U2	Create Group Chat	Implemented	Medium
U3	Upload and Share Media	Implemented	High
U4	Post Event & RSVP	Pending	Medium
U5	View University News Feed	Pending	Low

Use Case Details

U1: Send Instant Message

Actors: Student (Sender), Student (Recipient)

Description: Enables students to send real-time text messages via WebSocket.

Flow:

1. Student selects a contact.
2. Types and sends a message.
3. Message is delivered in real time with toast notification.
4. Stored in Firebase.

U2: Create Group Chat

Actors: Student (Creator), Students (Members)

Description: Allows students to create groups with chat functionality.

Flow:

1. Student selects 'Create Group'.
2. Adds members, names group.
3. Members are notified and group appears in sidebar.

U3: Upload and Share Media

Actors: Student

Description: Uploads images using Cloudinary and sends in chat.

Flow:

1. User selects media in chat input.
2. Image is uploaded to Cloudinary.
3. Link is rendered inline in chat.

U4: Post Event & RSVP

Actors: Student

Description: Post university events and allow others to RSVP.

Status: Planned.

U5: View University News Feed

Actors: Student

Description: View a chronological feed of announcements.

Status: Planned.

3 Design Overview

3.1 Design Goals and Constraints

- Ensure real-time, secure, and scalable communication among Mahindra University students.
- Mobile-first experience with React Native.
- Use Tailwind CSS + DaisyUI for UI.
- Modular, component-based architecture.
- Constraints include open-source tools, Firebase usage, deployment on Render, and strict academic deadlines.

3.2 Design Assumptions

- Only verified MU students use the system.
- Firebase free tier is sufficient for expected scale.
- MU will provide student verification API.
- App will be used on mobile devices with the internet.
- No admin/mod panel required initially.

3.3 Significant Design Packages

- Auth: Handles Firebase + MU API login.
- Chat: WebSocket messaging + Firebase backup.
- Media Upload: Cloudinary image integration.
- UI Components: Tailwind + DaisyUI reusable components.
- Pages: LoginPage, HomePage, etc.
- State: Zustand stores.
- Backend API: Node + Express REST endpoints.

3.4 Dependent External Interfaces

External Interface	Used By	Purpose
Firebase Auth	Frontend	Handles authentication
Firebase DB	Chat	Stores persistent messages
MU Student API	Backend	Verifies student credentials
Cloudinary	Media Upload	Stores uploaded images
Socket.IO	Chat	Real-time message transport
Render	Deployment	Hosts Frontend/Backend

3.5 Implemented Application External Interfaces (and SOA web services)

Interface	Module	Description
/api/auth/login	Backend	Handles login and user verification
/api/chat/send	Chat	Sends messages with WebSocket + backup
WebSocket/chat	Socket.io	Live communication
/upload/image	Media Upload	Uploads media to Cloudinary

4 Logical View

4.1 Design Model

The system is modularly designed with each component responsible for specific functionality. The main modules include:

- Auth Module: Handles user login, session storage, and profile data.
- Chat Module: Manages chat containers, individual messages, and group chat logic.
- Media Module: Compresses, uploads, and previews images via Cloudinary.
- UI Layer: Reusable components including Navbar, Sidebar, Skeleton Loaders, etc.
- State Management: Zustand stores (useAuthStore, useChatStore, useThemeStore).

The frontend follows a component-based hierarchy using React Native. Pages like HomePage, LoginPage, and ProfilePage integrate components and business logic. The backend Node.js server uses Express routers and controllers to manage RESTful APIs

4.2 Use Case Realization

This section describes how core use cases are implemented across the system's modules:

- U1 (Send Instant Message): The frontend emits a `message` event through Socket.IO, which is handled by the backend to broadcast to recipients and store in Firebase.
- U2 (Create Group Chat): The user selects contacts and names the group. Backend stores the group metadata, and members receive a socket-based event update.
- U3 (Upload Media): User selects image, client compresses it, sends it to /upload/image, and displays Cloudinary-hosted URL inline.

5 Data View

5.1 Domain Model

The domain model for MUVerse includes key entities such as ‘User’, ‘Message’, ‘Group’, ‘Event’, and ‘Post’. Relationships include:

- A ‘User’ can send many ‘Messages’ and belong to multiple ‘Groups’.
- A ‘Group’ contains multiple ‘Users’ and many ‘Messages’.
- An ‘Event’ is posted by a ‘User’ and includes RSVP responses from other users.
- A ‘Post’ represents items in the university news feed, linked to the author ‘User’.

5.2 Data Model (persistent data view)

Data is stored in MongoDB and Firebase. MongoDB holds structured records (users, groups, events), while Firebase manages real-time chat messages.

5.2.1 Data Dictionary

Field Name	Type	Description
userId	String	Unique MU student ID
name	String	User's full name
message	String	Chat message text (max 500 chars)
timestamp	DateTime	Message or post timestamp
groupId	String	ID of the group chat
imageUrl	String	Cloudinary URL for shared image
eventId	String	Event identifier in DB
rsvpList	Array	List of users who RSVP'd to an event

6 Exception Handling

Invalid Login: Thrown when student credentials don’t match; handled with toast error and retry prompt.

Message Send Failure: If WebSocket fails or Firebase is down, message is cached and retry is offered.

Image Upload Error: Cloudinary issues trigger error toast; upload is cancelled.

Network Errors: Displayed as toast notifications; app retries fetches periodically.

All exceptions are logged in browser/dev console and backend server logs (Node.js).

7 Configurable Parameters

Parametername	Usage	Dynamic?
FIREBASE_URL	Firebase backend config	No
MAX_GROUP_MEMBERS	Limit number of users in group (100)	Yes
MEDIA_MAX_SIZE_MB	Limit on upload file size (50MB)	Yes
THEME	Default UI theme (light/dark)	Yes
WS_RETRY_INTERVAL	WebSocket reconnect time (5s)	Yes

8 Quality of Service

8.1 Availability

MUVerse is designed to provide high availability, ensuring minimal downtime even during peak usage. Firebase's real-time database and Render's uptime guarantee help maintain continuity.

- System shall maintain 99.9% uptime (i.e., <43 minutes/month of downtime).
- Failover strategy includes retry mechanisms and local cache fallbacks.

8.2 Security and Authorization

- All user data is encrypted using AES-256 both at rest and in transit.
- TLS 1.3 is used for all WebSocket and HTTP connections.
- Firebase Authentication is integrated with MU Student API for secure login.
- Session tokens are time-bound and stored securely.
- No sensitive data is exposed in URLs or local storage

8.3 Load and Performance Implications

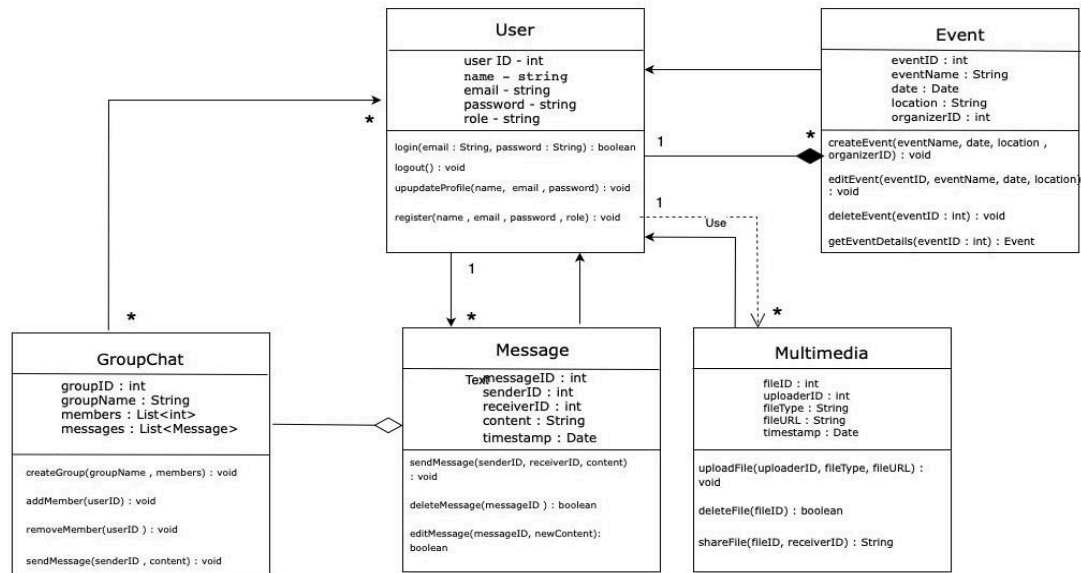
- System designed to handle 10,000 concurrent users with Firebase autoscaling.
- Messages are delivered in <2 seconds under normal network conditions.
- Media upload ($\leq 50\text{MB}$) completes in ≤ 10 seconds on 10 Mbps connections.
- All frontend pages load in ≤ 3 seconds using Vite for fast bundling

8.4 Monitoring and Control

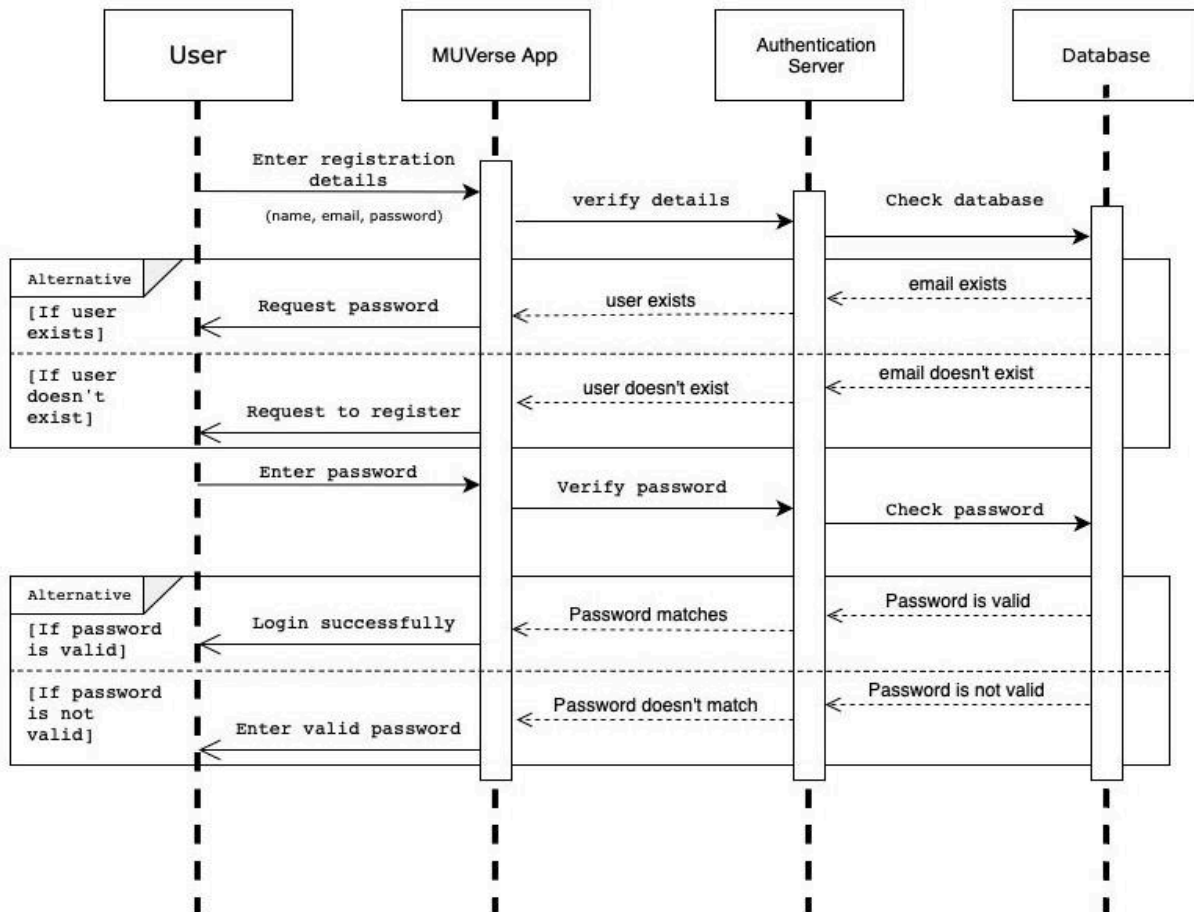
- WebSocket server logs user connectivity and failures.
- Firebase Analytics monitors message delivery stats.
- Backend logs exceptions and endpoint failures with timestamps.
- Admin dashboard (planned) will allow for manual event/news moderation in future versions.

This appendix contains the key UML diagrams for MUVerse's design.

User



Sequence Diagram for User Registration & Login



Activity Diagram for Send Instant Message

