

# Software Requirements Specification

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# 1 Introduction

## 1.1 Purpose

## 1.2 Scope

## 1.3 Definitions, Acronyms and Abbreviations

## 1.4 References

## 1.5 Overview

# 2 Overall Description

## 2.1 Product Perspective

## 2.2 Product Function

## 2.3 User Characteristics

## 2.4 Constraints

## 2.5 Assumptions and Dependencies

# 3 Specific Requirements

This section expands on the functional requirements of the system. It gives a detailed description of the system and all of its use cases.

## 3.1 External Interface Requirements

## 3.2 Functional Requirements

This section includes all functional requirements in detail. It includes all use case diagrams, Actor-System interaction diagrams as well as a traceability matrix.

### 3.2.1 Use cases

#### 1. Navigation Subsystem

##### 1.1. Get current location

- i. **Description:** The NavUP system must be able to determine a users location at any point in time while the user is on the Hatfield campus. The location must be determined regardless of whether the user is indoors or outdoors.
- ii. **Precondition:** The user must have an active account and must be within range of WiFi routers.
- iii. **Postcondition:** The users location is determined and displayed.

#### 1.2. Search location

- i. **Description:** The NavUP system must provide functionality that enables a user to search for any location (lecture hall, day-house, restaurant) on the Hatfield Campus.
- ii. **Precondition:** The user must have an active account
- iii. **Postcondition:** Matching locations are returned to the user. If no buildings match the search criteria, an appropriate error message is displayed.

#### 1.3. View location details

- i. **Description:** The NavUP system must allow users to view details related to specific locations. This could include restaurant menus, lecture hall timetable schedules as well as images of the buildings.
- ii. **Precondition:** The user must have an active account and a valid location must be selected on the map.
- iii. **Postcondition:** Relevant location details shown to user.

#### 1.4. View places of interest

- i. **Description:** The NavUP system must be able to display places of interests to a user based on their current location. This will include places like restaurants and day-houses that must be displayed in a list form.
- ii. **Precondition:** The user must have an active account and their current location must be known.
- iii. **Postcondition:** Relevant places of interest are listed and displayed to the user based on their location.

#### 1.5. Navigate to location

- i. **Description:** The NavUP system must be able to provide directions and navigate to a location given the users current location as well as a desired destination. The system should calculate the most optimal route by looking at the shortest path as well as pedestrian traffic.
- ii. **Precondition:** The user must have an active account. The users current location must be known and the must have specified a destination through the search interface.
- iii. **Postcondition:** The user is provided with directions from their current location to their desired destination.

#### 1.6. Show pedestrian traffic

- i. **Description:** The NavUP system must be able to display pedestrian traffic on campus in the form of a heatmap. When navigating to a specified location, the system must show traffic on that specific route. A user should also be able to view an overall heatmap of the campus to see traffic.
- ii. **Precondition:** Users must all have the NavUP app installed and must be registered in order for them to show up on the heatmap.
- iii. **Postcondition:** A heatmap of the campus is displayed.

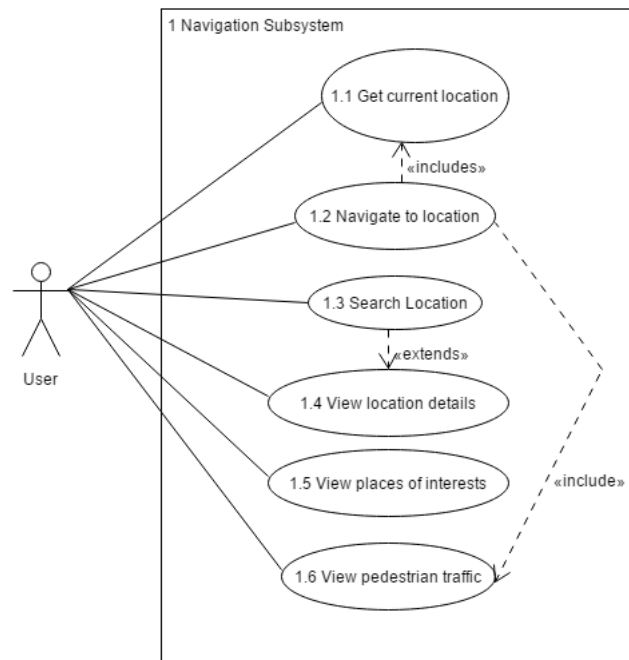


Figure 1: Navigation Subsystem

- 2. Location Management Subsystem
- 3. User Account Management Subsystem
- 4. Entertainment Subsystem

#### 4.1. View events

- i. **Description:** The NavUP system must enable users to view all events that are happening around campus in chronological order. The system should suggest events to a user based on their preferences and most visited locations.

- ii. **Precondition:** The user must have an active account and must be logged in.
- iii. **Postcondition:** Various campus-wide events are returned to the user.

#### 4.2. Save event

- i. **Description:** The NavUP system must enable users to save events that they are interested so that they can be viewed later.
- ii. **Precondition:** The user must have an active account, must be logged in and there must be events available to save.
- iii. **Postcondition:** An event is saved.

#### 4.3. Delete event

- i. **Description:** The NavUP system must enable a user to delete any saved events
- ii. **Precondition:** The user must have an active account, must be logged in and must have saved events
- iii. **Postcondition:** A saved event is deleted .

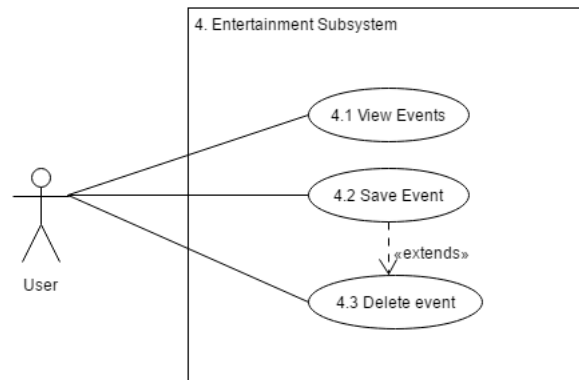


Figure 2: Navigation Subsystem

### 5. Achievements Subsystem

#### 5.1. Set Goals

- i. **Description:** The NavUP system must enable users to Set Goals for Achievements created on the system.
- ii. **Precondition:** An Achievement must be created on the system before Goals can be set for it.

- iii. **Postcondition:** Every Goal set must be associated with an achievement.

#### 5.2. View Leaderboard

- i. **Description:** The NavUP system will have a leaderboard interface that will showcase the top x users of the system based on the goals and achievements they have completed successfully.
- ii. **Precondition:** A maximum number of users to view on the leaderboard must be specified.
- iii. **Postcondition:** None

#### 5.3. Record Steps

- i. **Description:** The NavUP system must be able to record steps that a user has taken.
- ii. **Precondition:** The application must be running on their chosen device i.e. not closed.
- iii. **Postcondition:** The application must be able to, at any given moment inform the user of how many steps they have.

#### 5.4. Challenge friend

- i. **Description:** The NavUP system must enable users to interact with other users on the system and challenge them to complete achievements.
- ii. **Precondition:** The users in question must be enrolled on the system.
- iii. **Postcondition:** The user being challenged must be notified of the challenge and who it is from.

### 6. Administration Subsystem

#### 6.1. Manage Users

- i. **Description:** The NavUP system must enable an administrator to add users to the system.
- ii. **Precondition:** User details must be valid and correct (e.g. a valid email address)
- iii. **Postcondition:** User must be notified that they have been successfully registered onto the system.

#### 6.2. Manage Locations

- i. **Description:** The NavUP system must enable the administrator to mark important locations on the system. E.g. The CSC is an important location that should be highlighted when using the system.
- ii. **Precondition:** The user managing the locations must have administrator access.

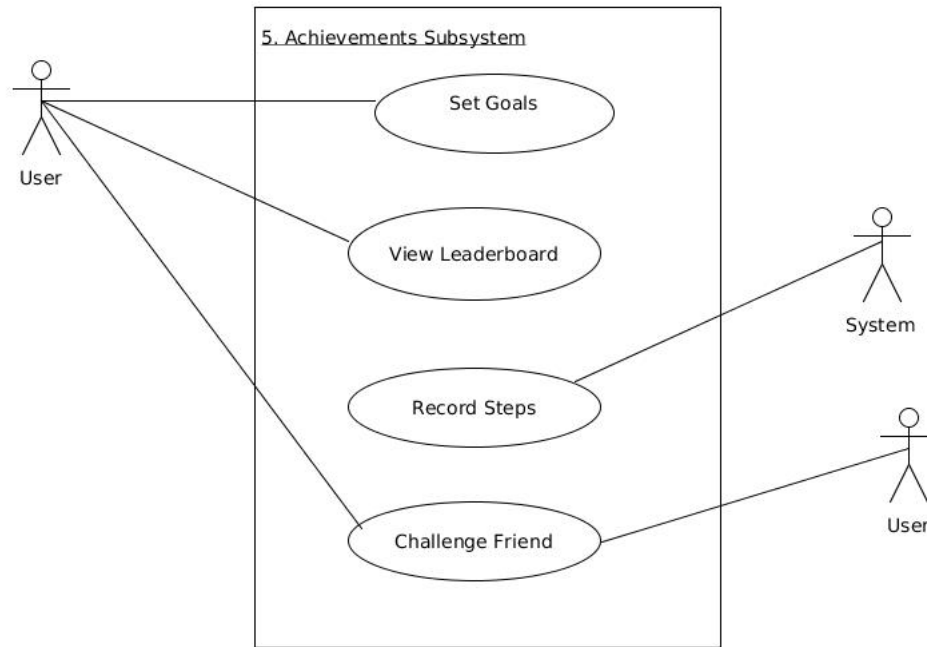


Figure 3: Achievements Subsystem

iii. **Postcondition:** None

#### 6.3. Manage Events

i. **Description:** The NavUP system must enable an administrator to create and publish, update and remove events on the system.

ii. **Precondition:** The user managing the event must have administrator access.

iii. **Postcondition:** All users subscribed to the event must be notified of changes.

#### 6.4. Notify Users

i. **Description:** The NavUP system must enable an administrator to notify users of various actions being performed on the application.

This includes actions such as Publishing events etc.

ii. **Precondition:** The users being notified should be subscribers of the event

iii. **Postcondition:** None



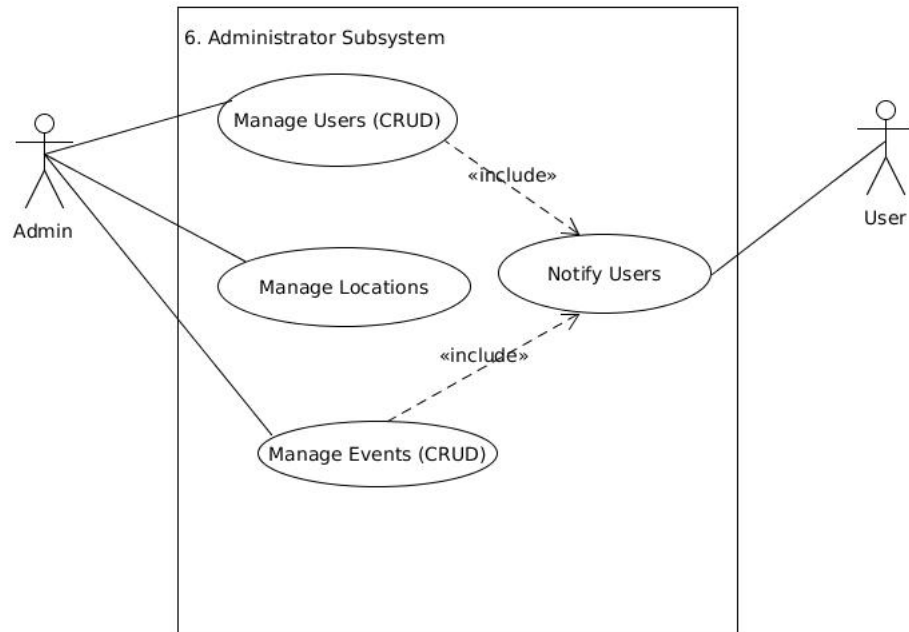


Figure 4: Administrator Subsystem

### 3.3 Performance Requirements

### 3.4 Design Constraints

### 3.5 Software System Attributes

### 3.6 Other Requirements

## References

- [1] D. C. Kung, *Object Oriented Software Engineering*. Dummy Publisher, 2015.