

DESIGN DOCUMENT

Hubba - Notifications

Version 1.0

Prepared By: Development Hell

Class: CECS 491B-05

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Github Repository:

<https://github.com/DevelopmentHellaHell/SeniorProject>

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Revision History

Version	Overview	Date
1.0	Requirements Established	January 29, 2023
1.1	Initial High Level Design	January 31, 2023
1.2	Initial Low Level Design, Continued High Level Design	February 4, 2023
1.3	Adjudicated Peer Comments	February 6, 2023
1.4	Revised Entire Document	February 5, 2023
1.5	Finished High Level Design	February 10, 2023
1.6	Finished Low Level Design	February 26, 2023
1.7	Finalization of Document	February 28, 2023

Table of Contents

Table of Contents	2
Overview	2
High Level Design	4
Notification Relational Tables	12
Low Level Design	12
Resources	26

Overview

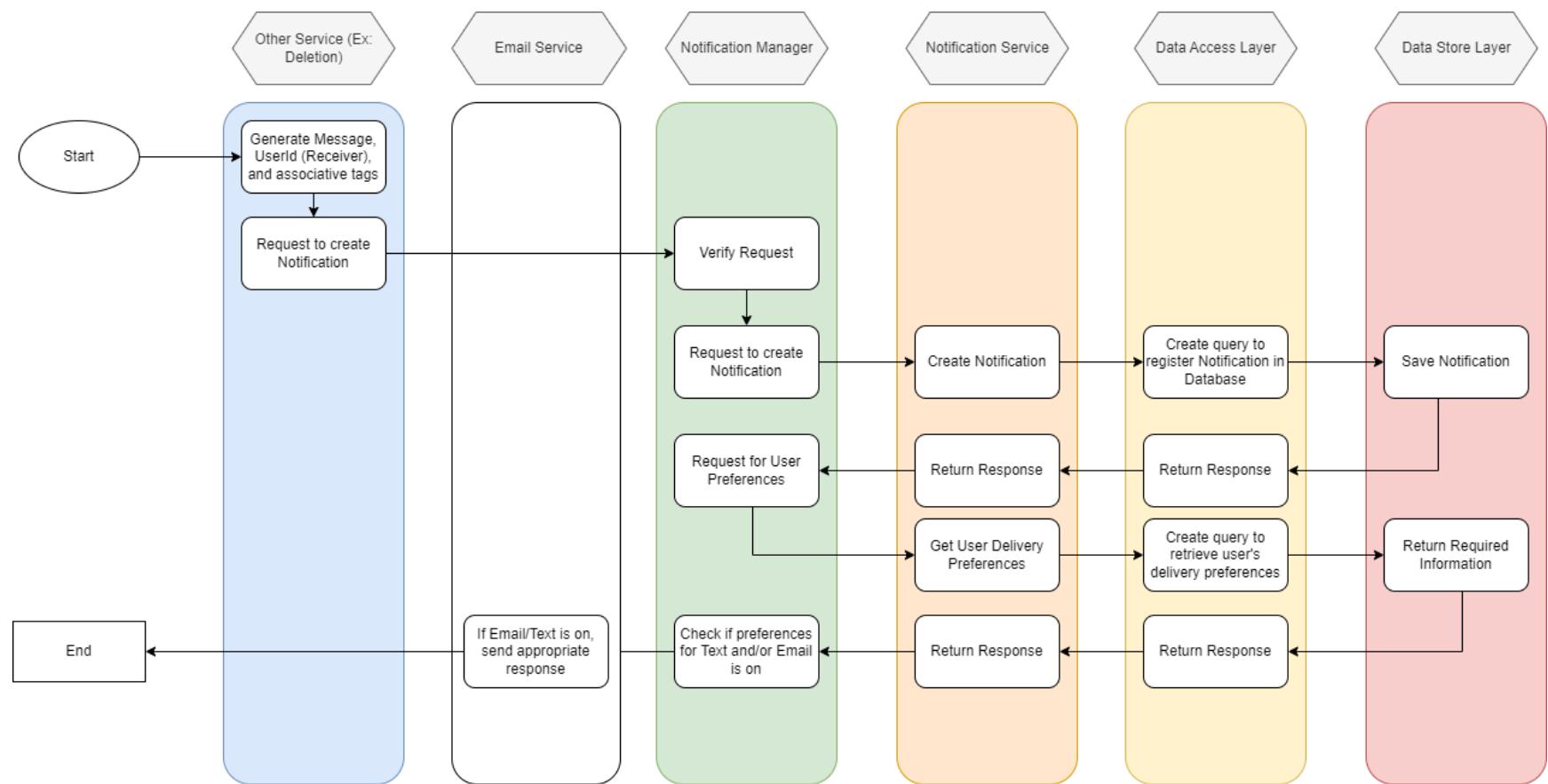
This document provides all the information needed for the design of the Notification system. Included in this document are both the High and Low level designs for understanding the general system, the flow of how the feature operates, and any potential improvements in debugging and scalability.

Requirement to Satisfy

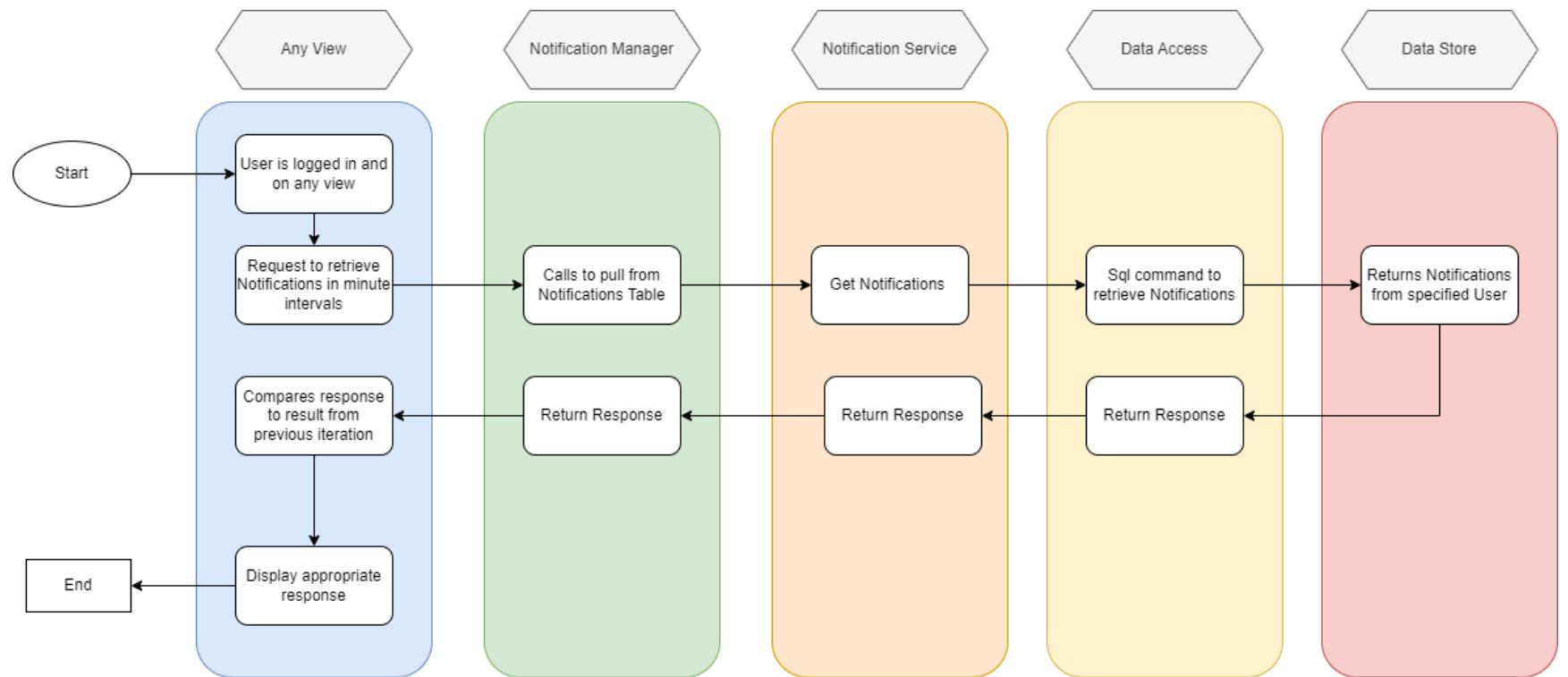
- From Business rules on BRD
 - Ability to receive notifications:
 - On-Site
 - By email
 - By SMS
 - Ability to modify types of notifications to receive
 - Types include: Scheduling, Workspace, Project Showcase, Other
 - Notifications to be displayed as a popup banner
 - Up to 50 notifications be saved on Notification Menu
 - Newest Notifications will always take precedence over older Notifications
 - Successive notifications be grouped together
- General Failure Cases
 - Notifications do not get sent to appropriate destinations
 - Successive notifications do not get grouped up
 - Auto-deletion does not occur after 50 saved notifications
 - Notifications do not persist on Notification Menu

High Level Design

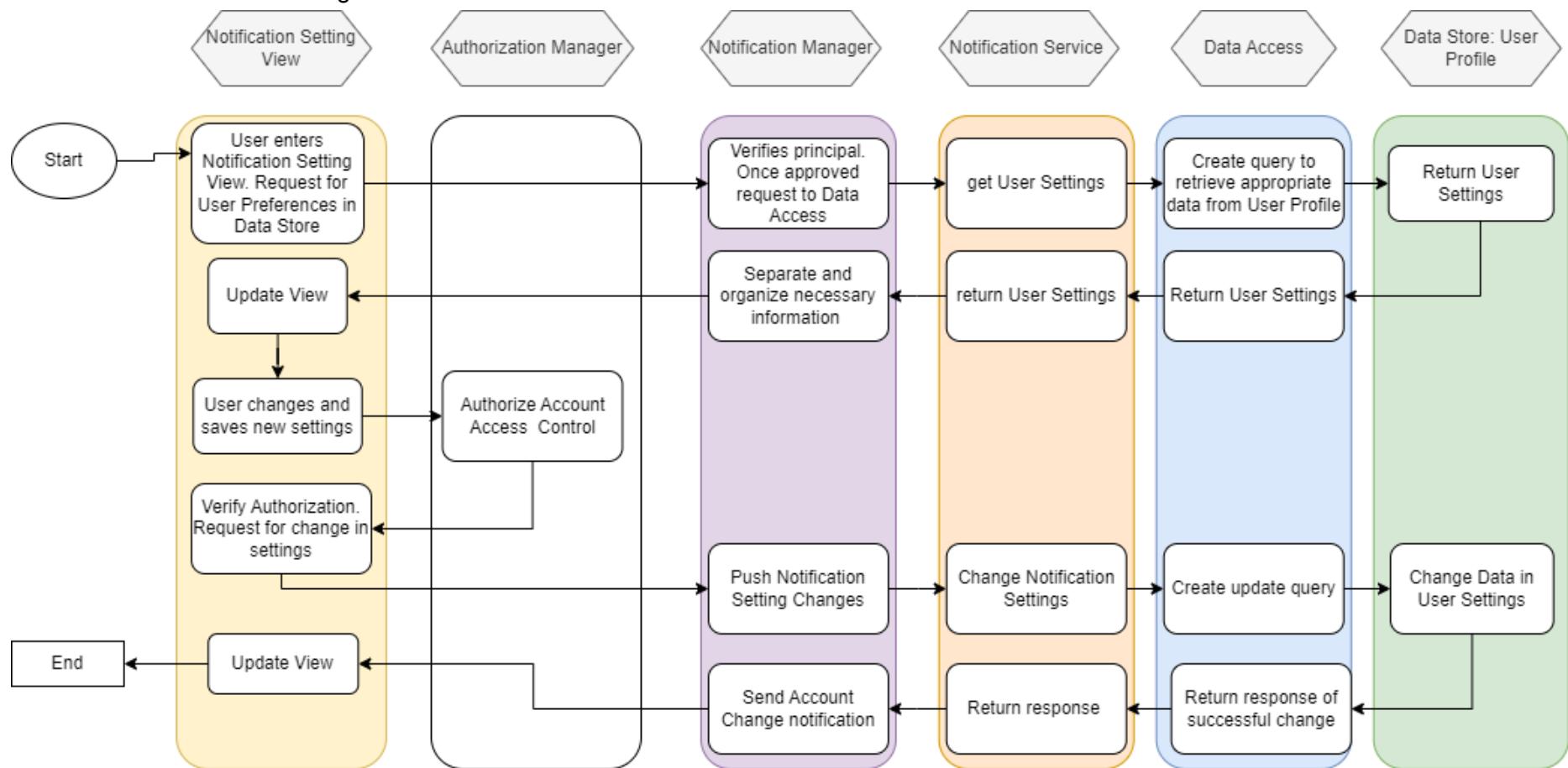
1. Create Notification



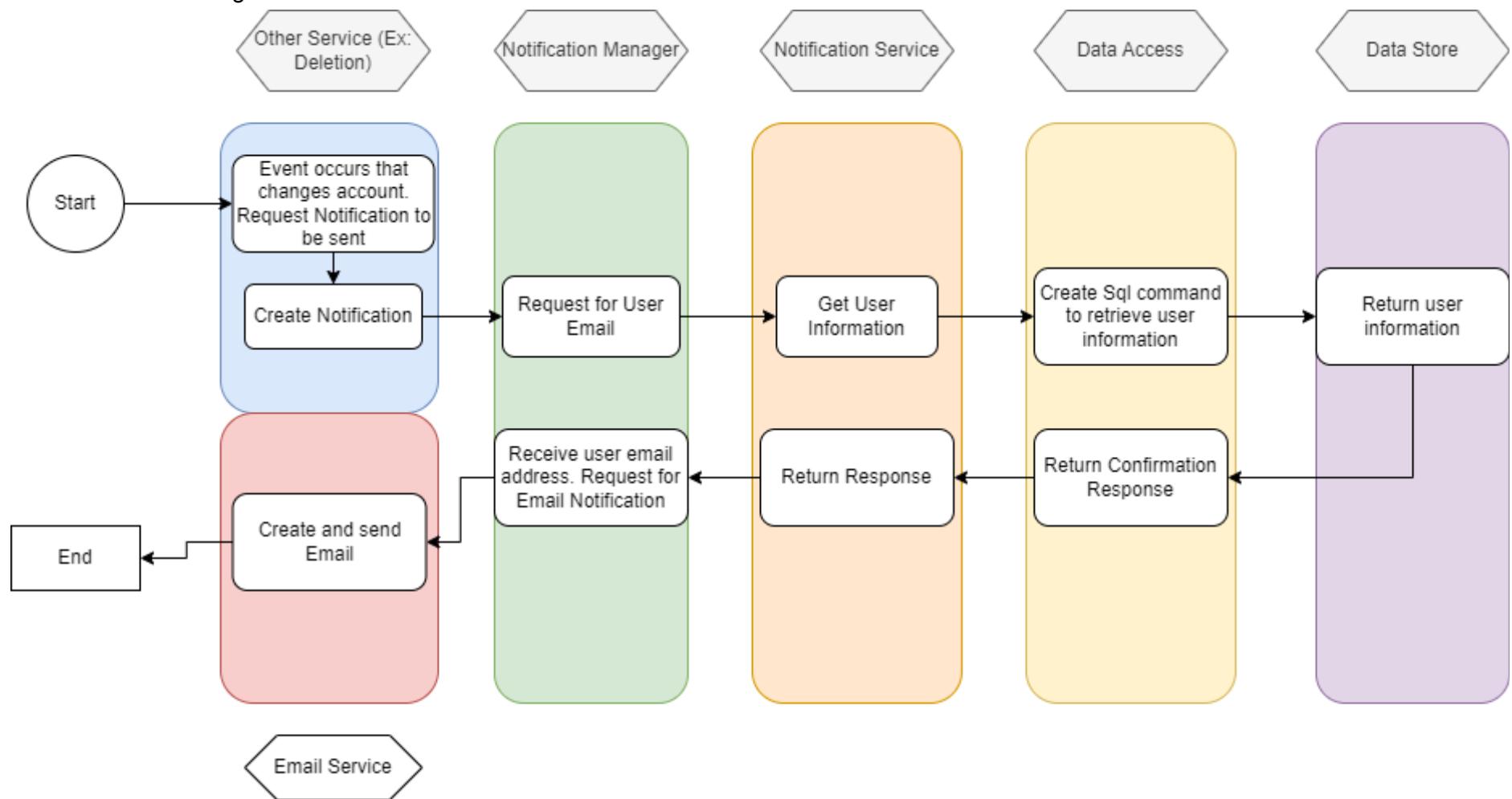
2. Receive On-Site Notifications



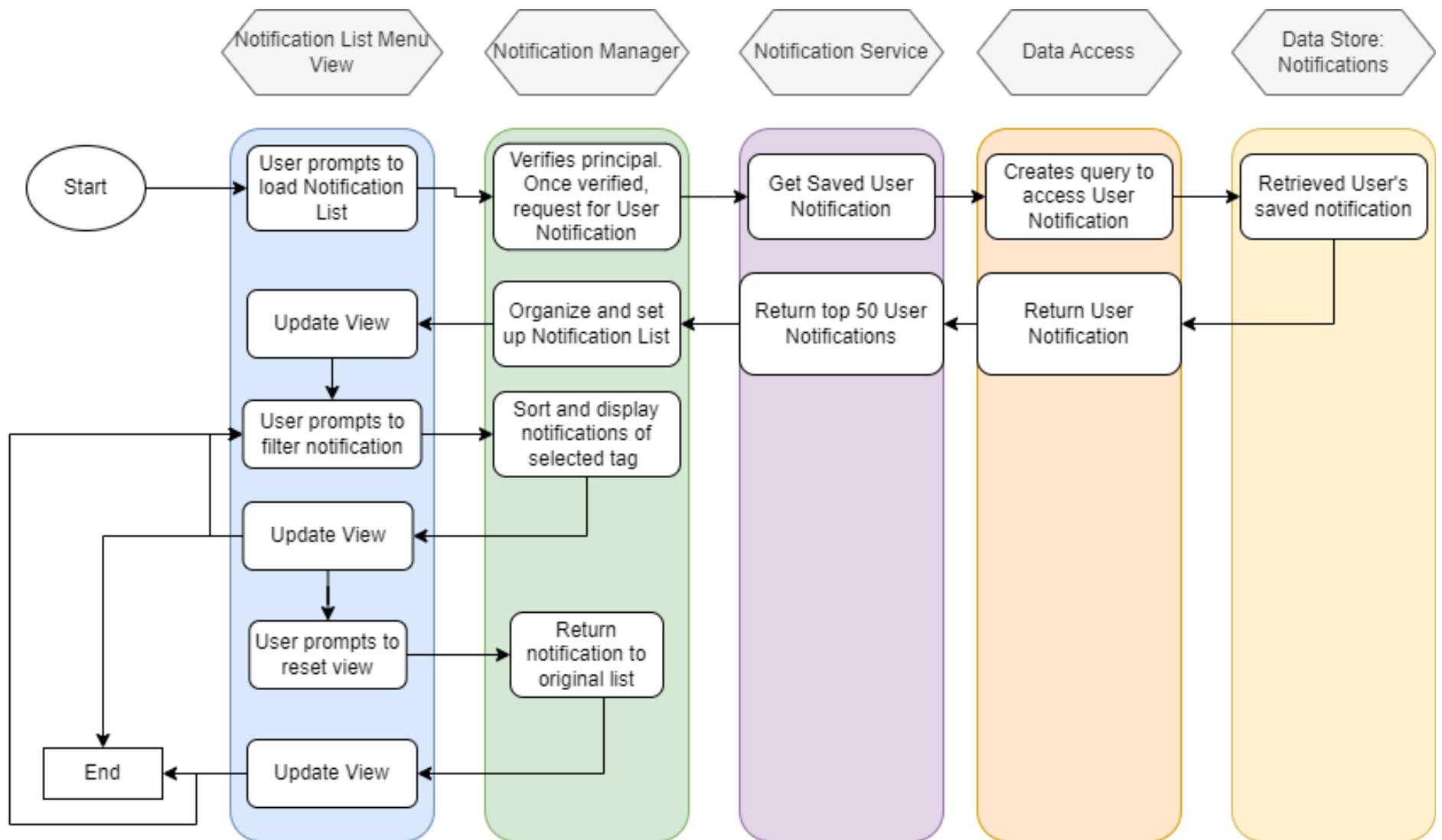
3. Alter Notification Settings



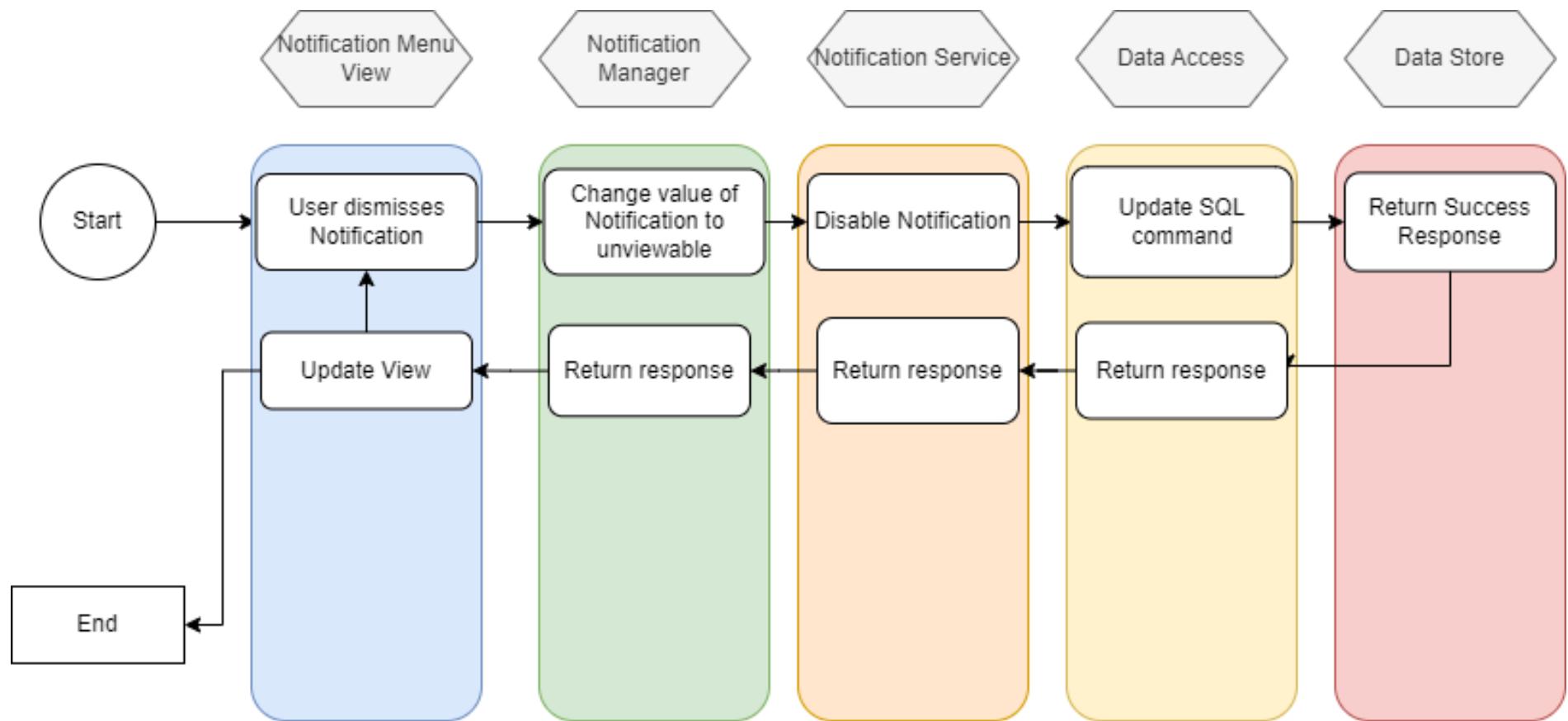
4. Account Change Notification



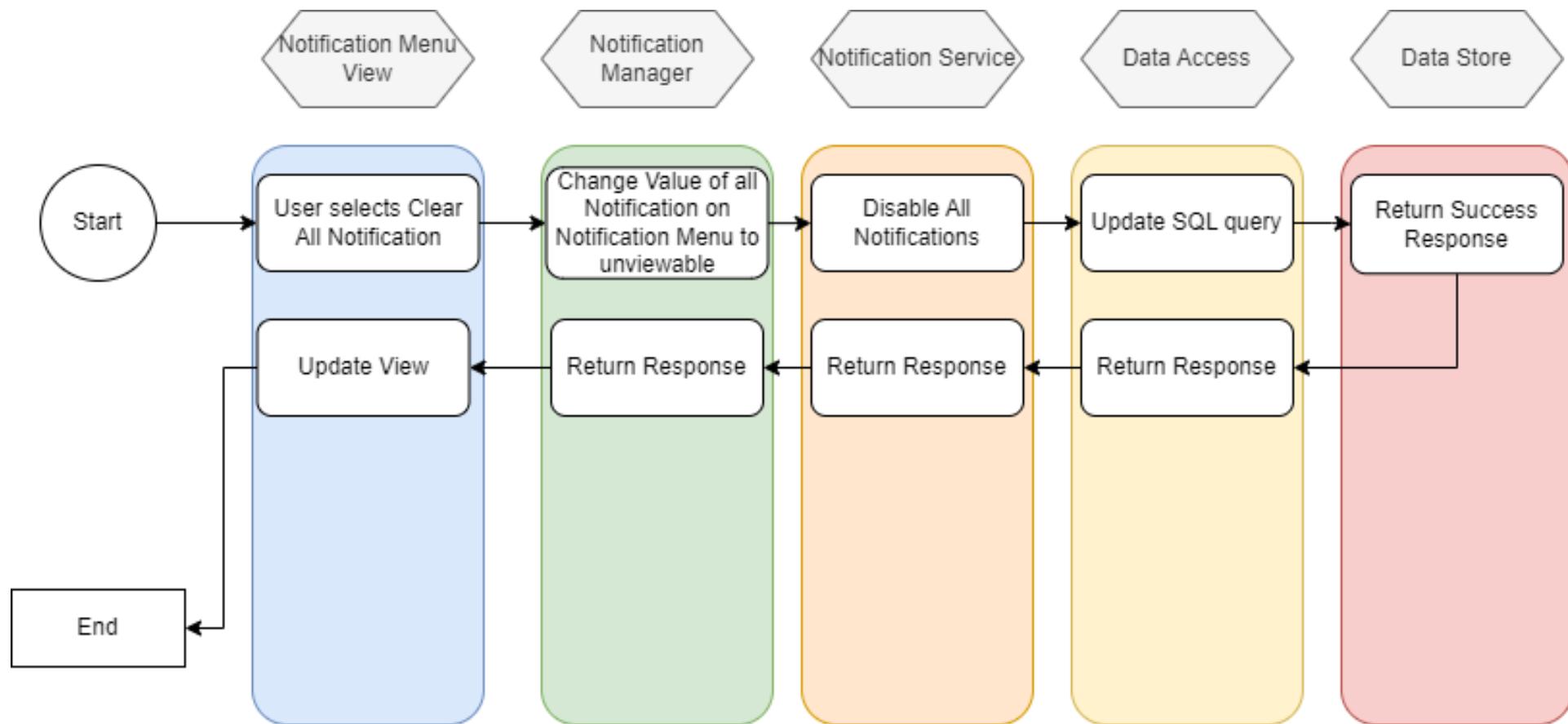
5. Notification Menu



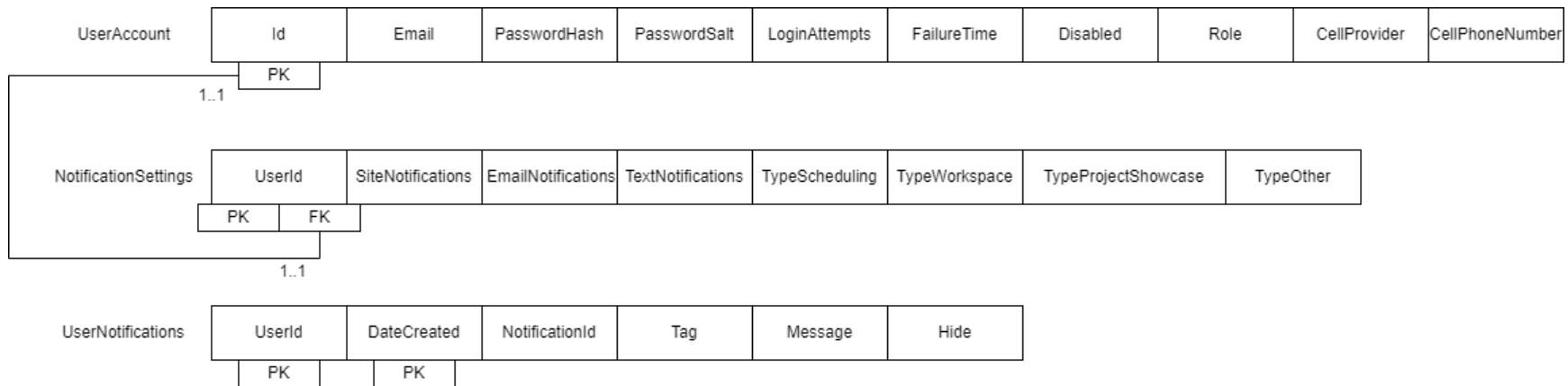
6. Dismiss Notification



7. Clear All Notifications

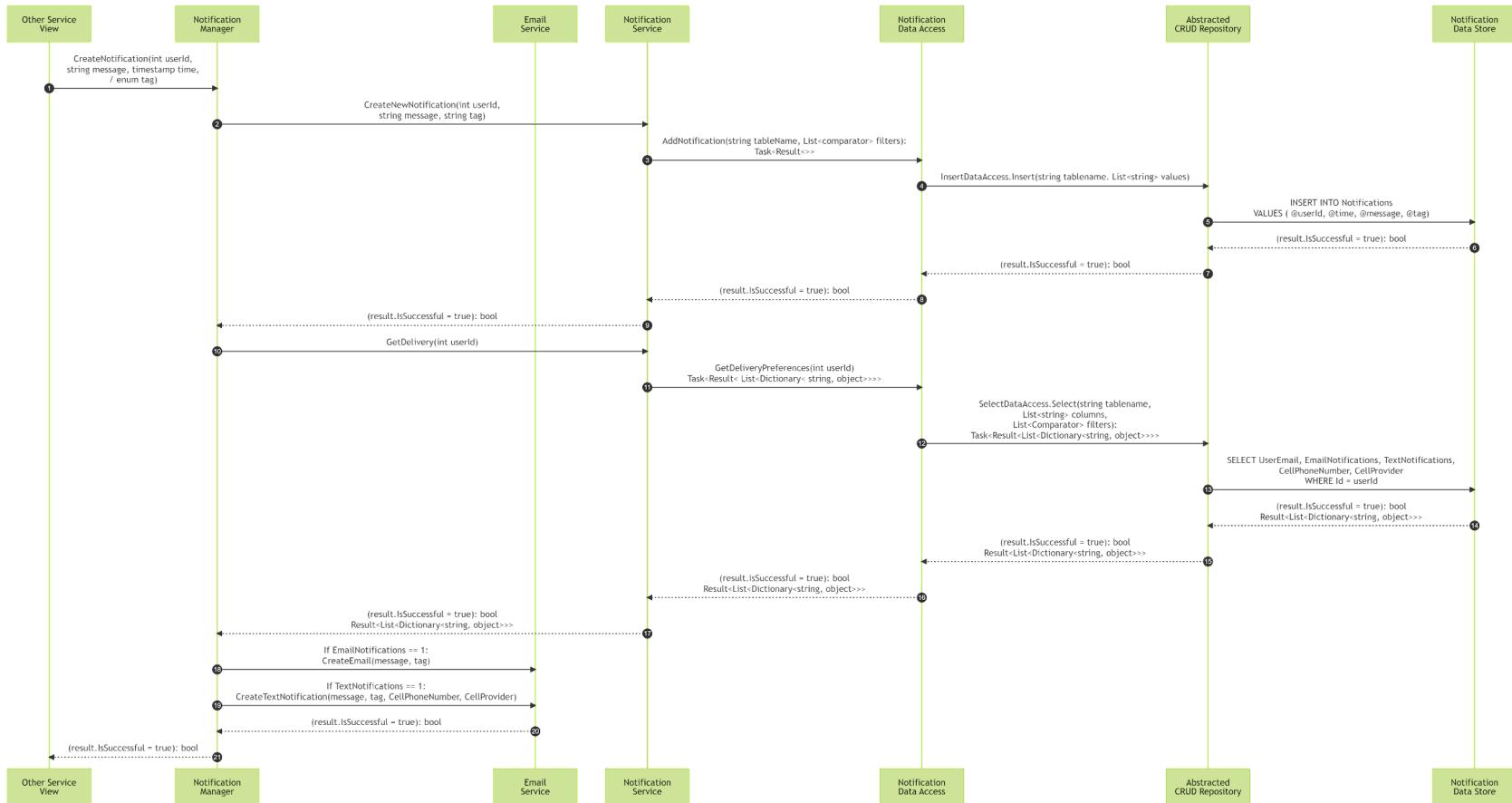


Notification Relational Tables

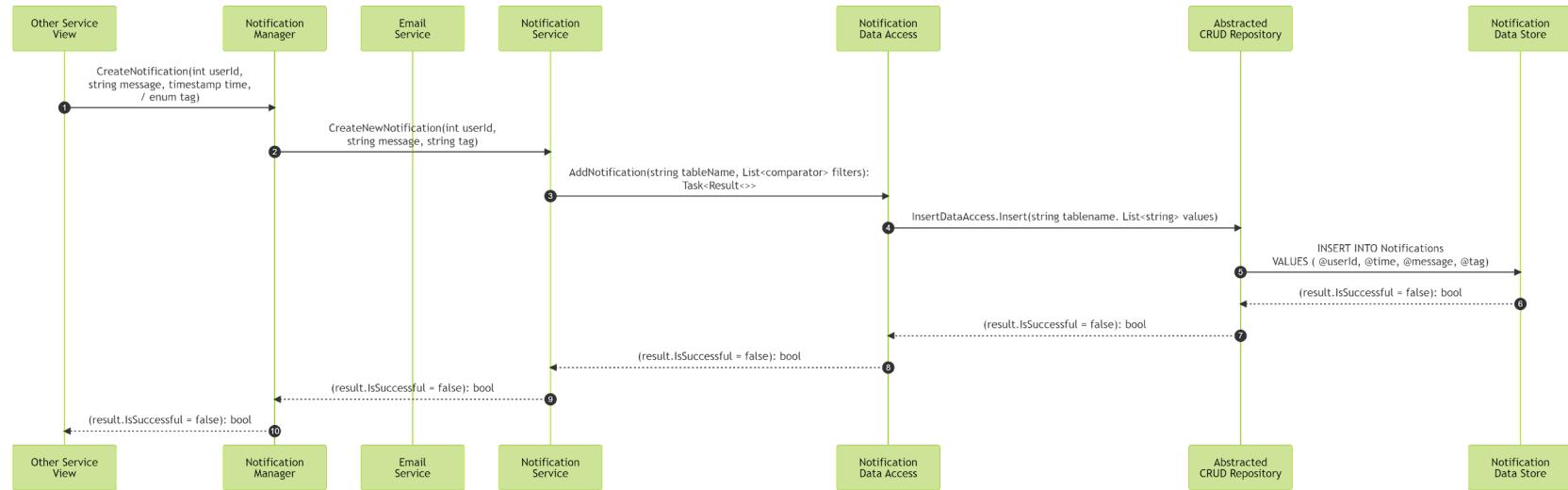


Low Level Design

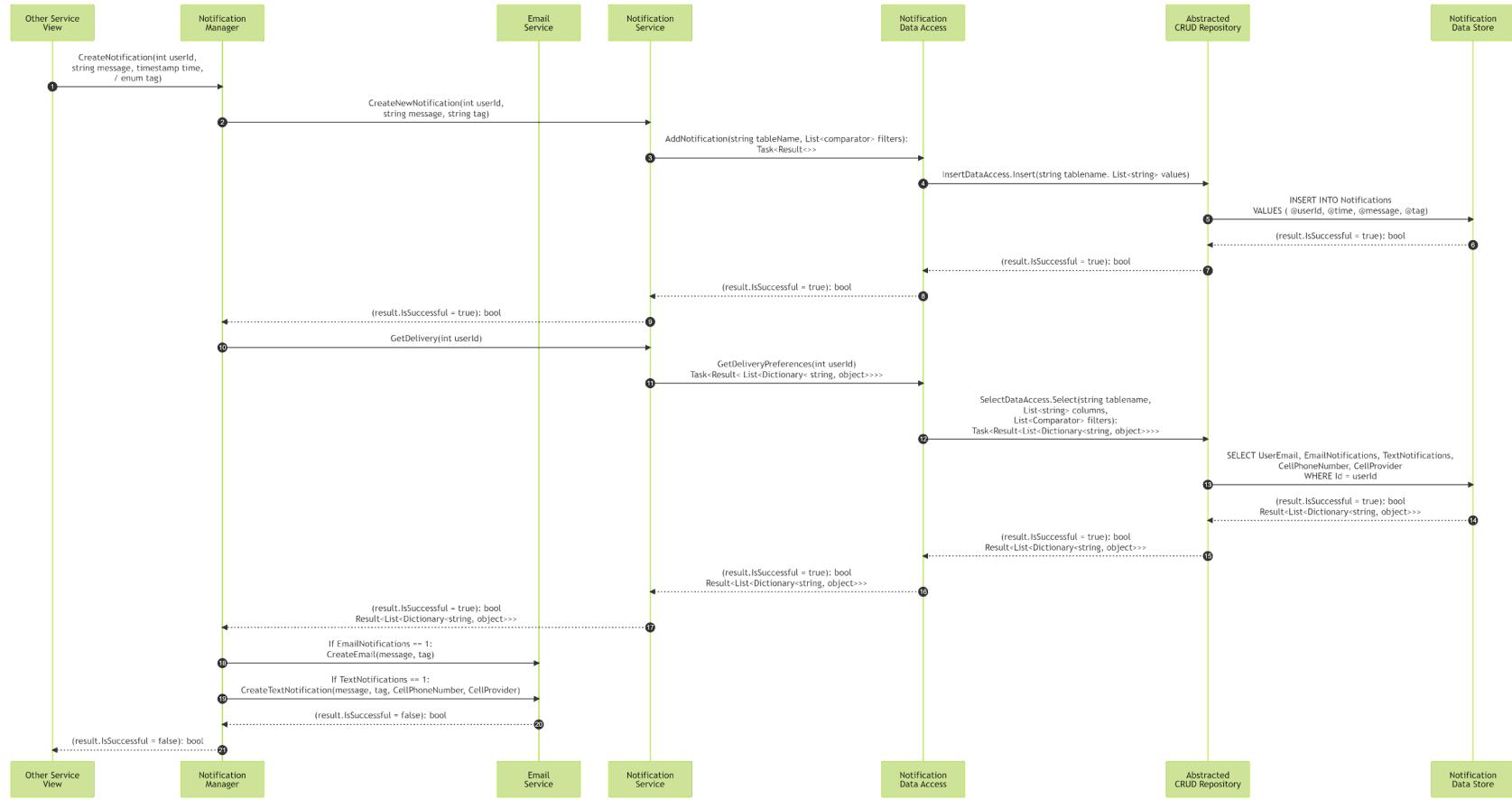
Success Case: Another Service calls to create Notification



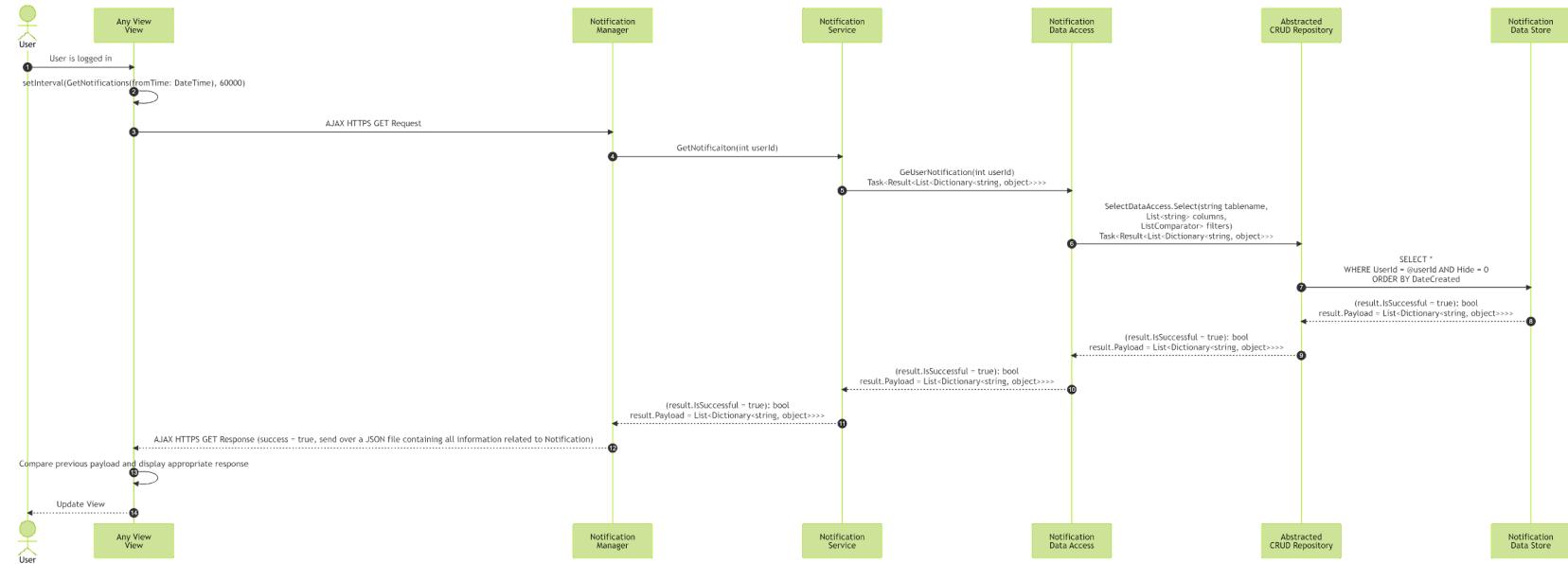
Failure Case: Notification is not created



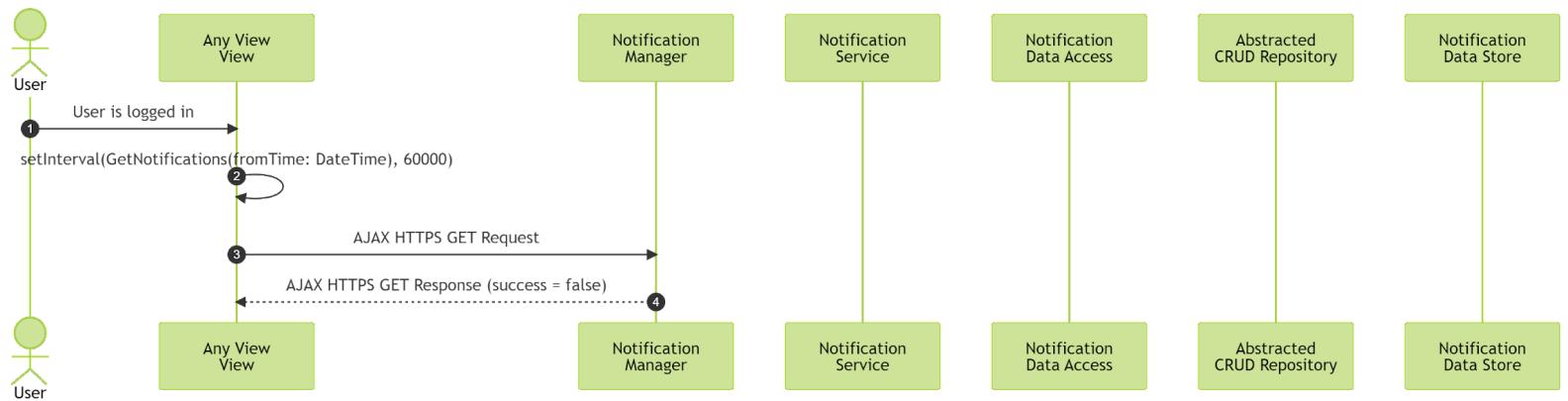
Failure Case: Notification is created, but no email was made



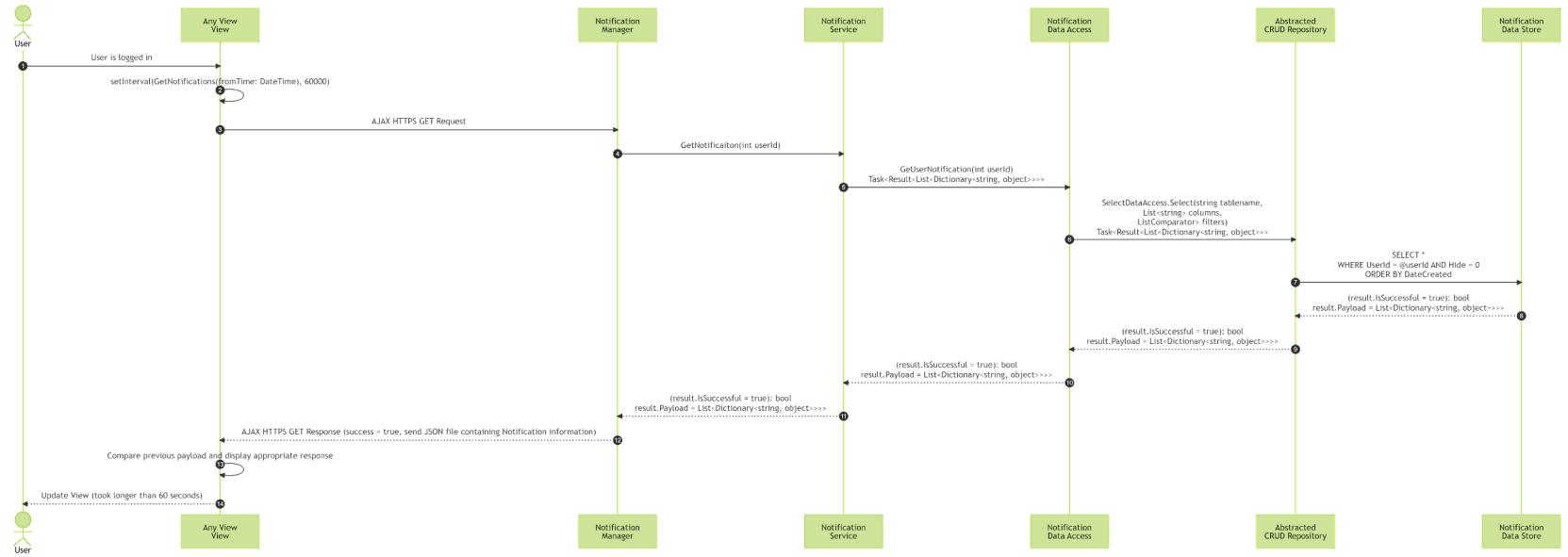
Success Case: Notification Banner appears on User's View



Failure Case: Request for Notification Banner Fails

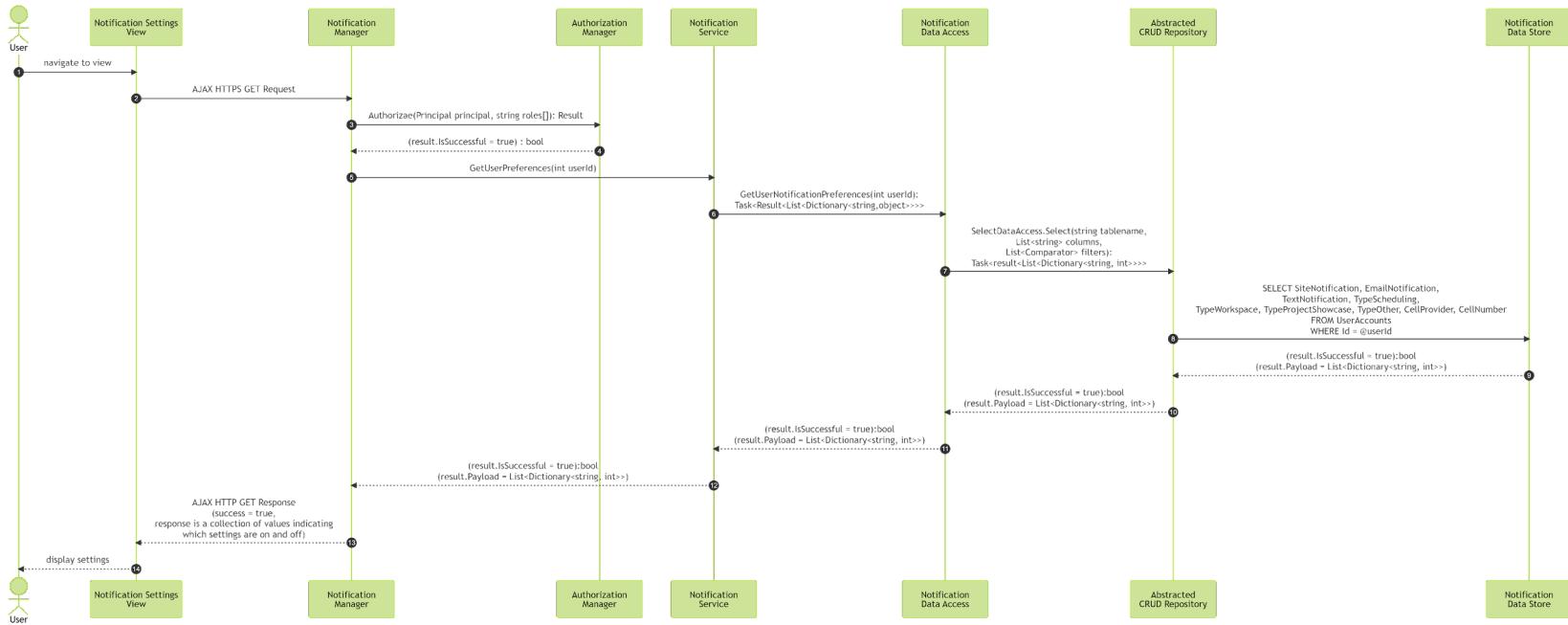


Failure Case: Notification occurs successfully, but happens above the minute interval

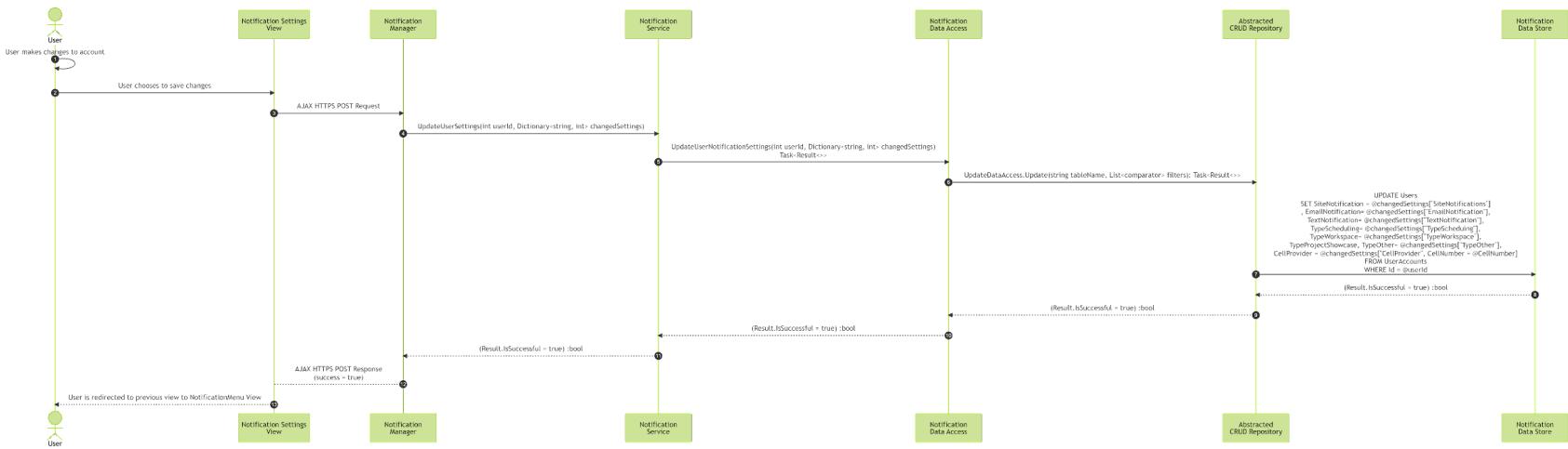


Success Case: User alters Notification Settings and saves them

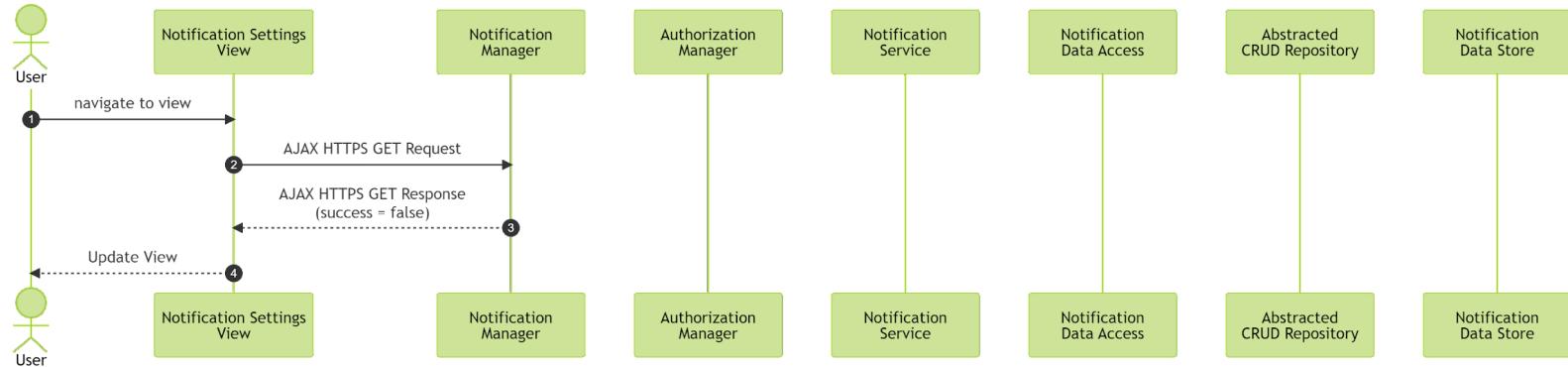
Pt.1



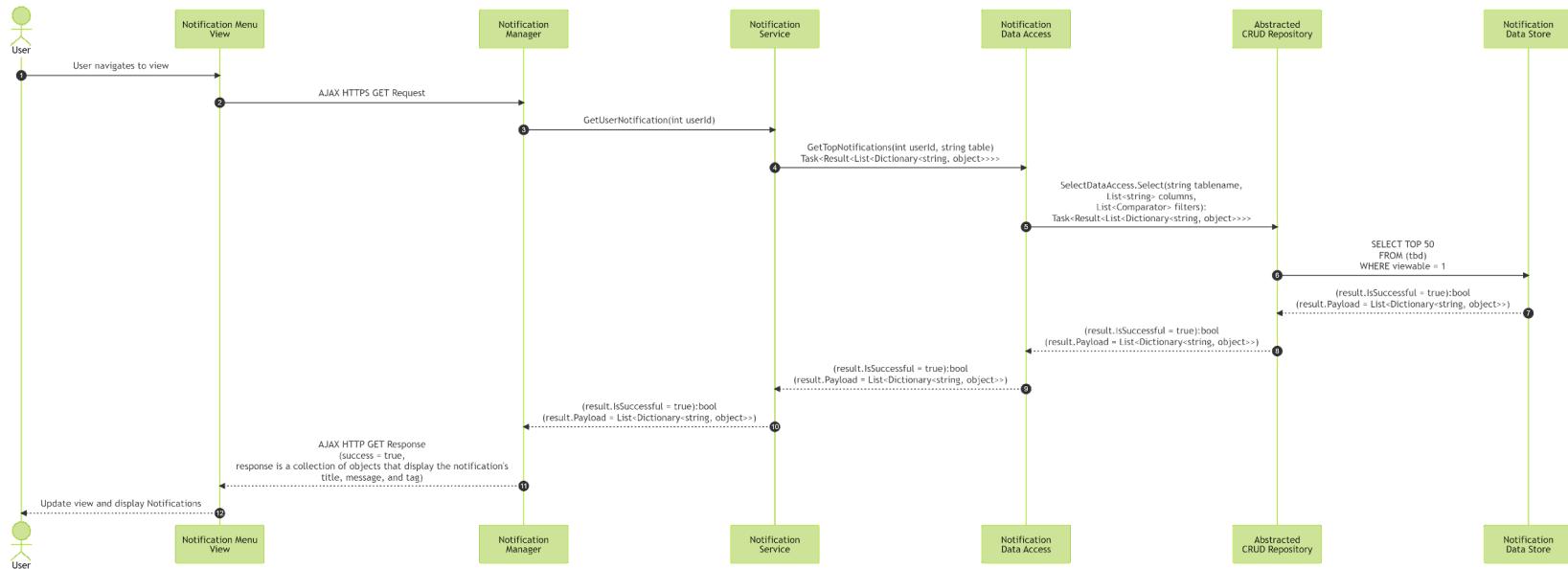
Pt.2



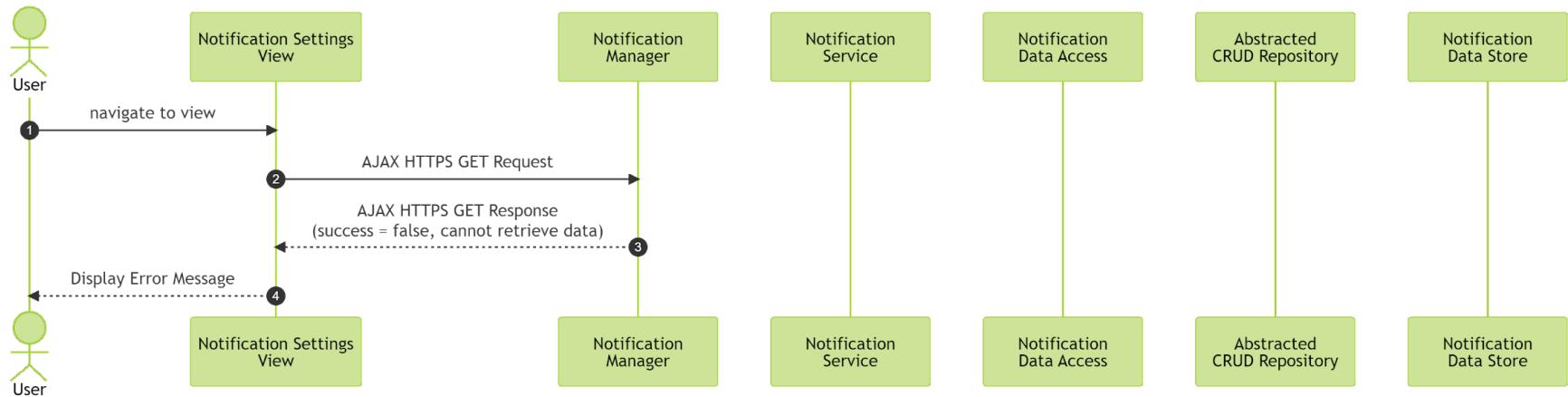
Failure Case: User cannot access Notification Settings View



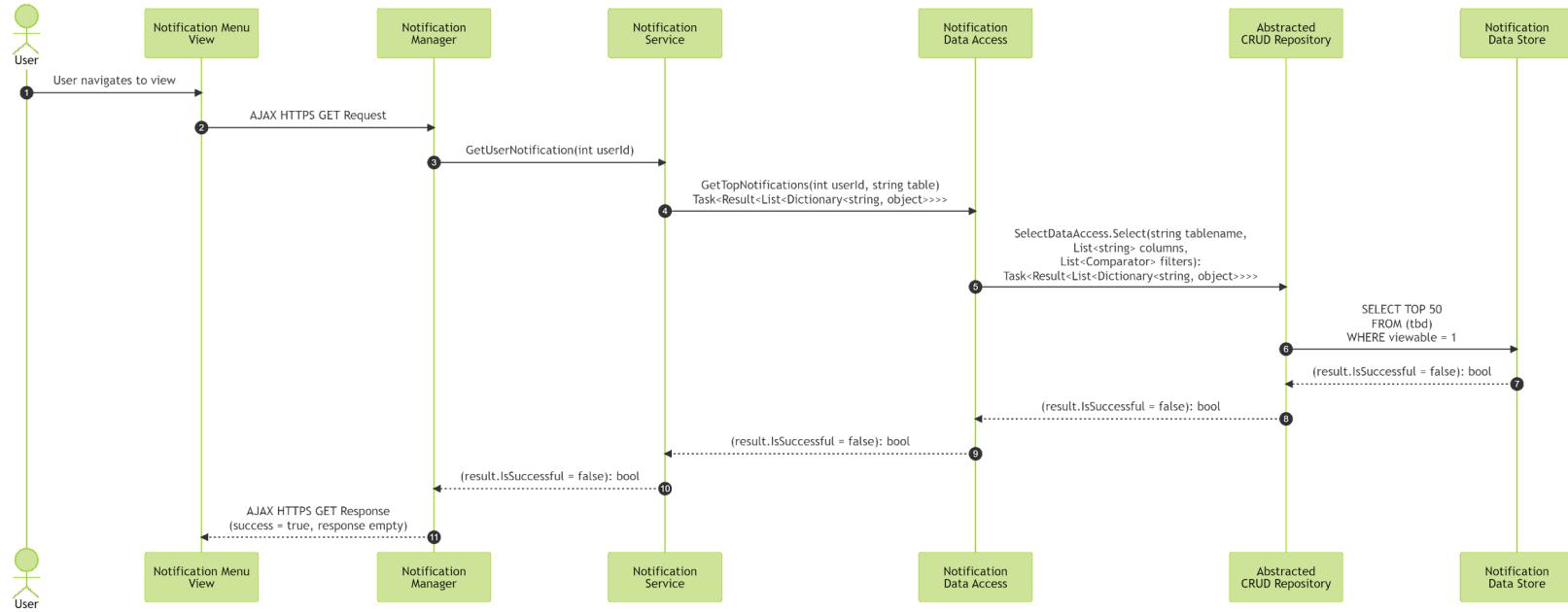
Success Case: User is able to navigate to the Notification Menu View



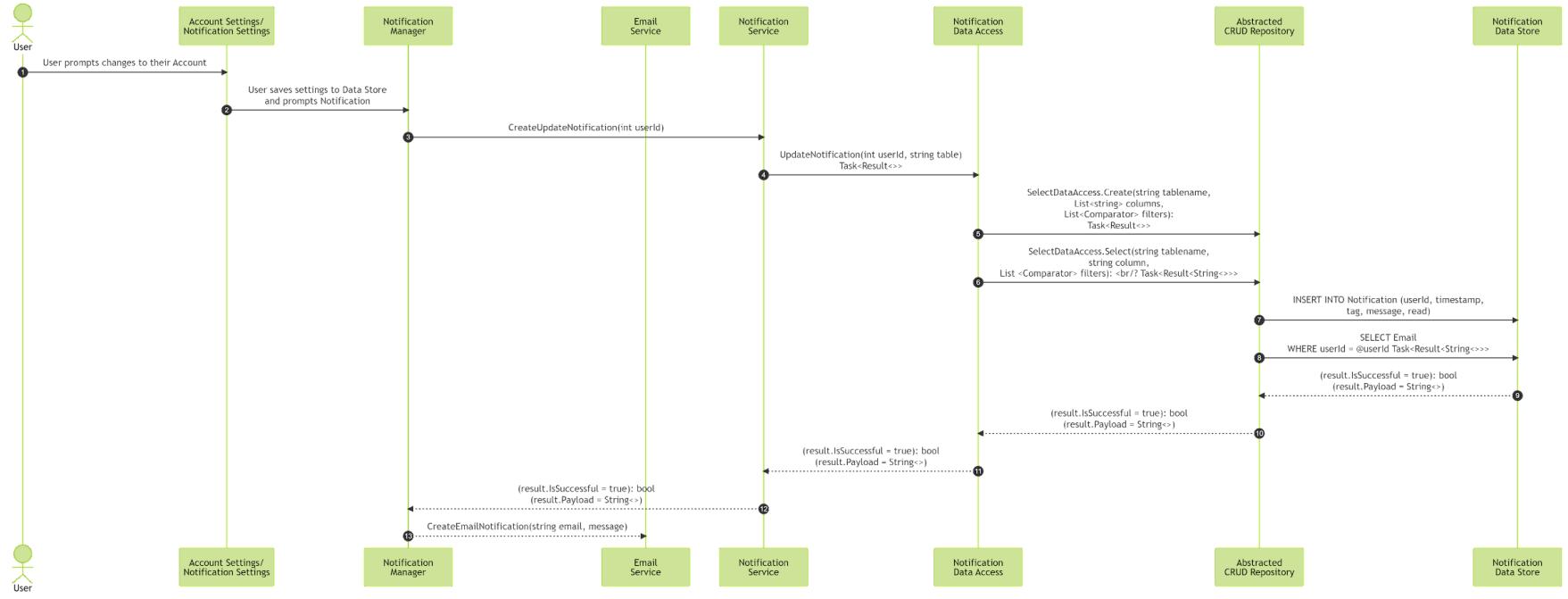
Failure Case: User cannot access Notification Menu View



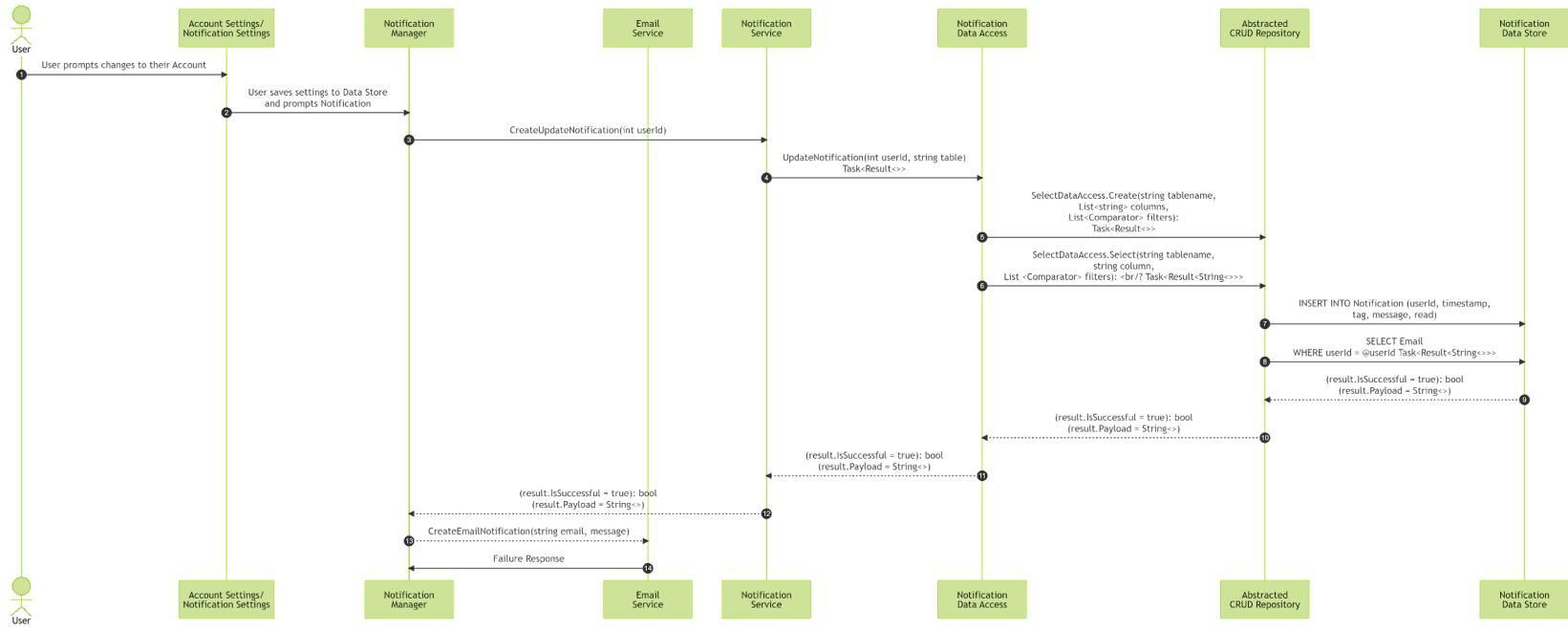
Failure Case: User successfully accessed Notification Menu View but Notifications do not load



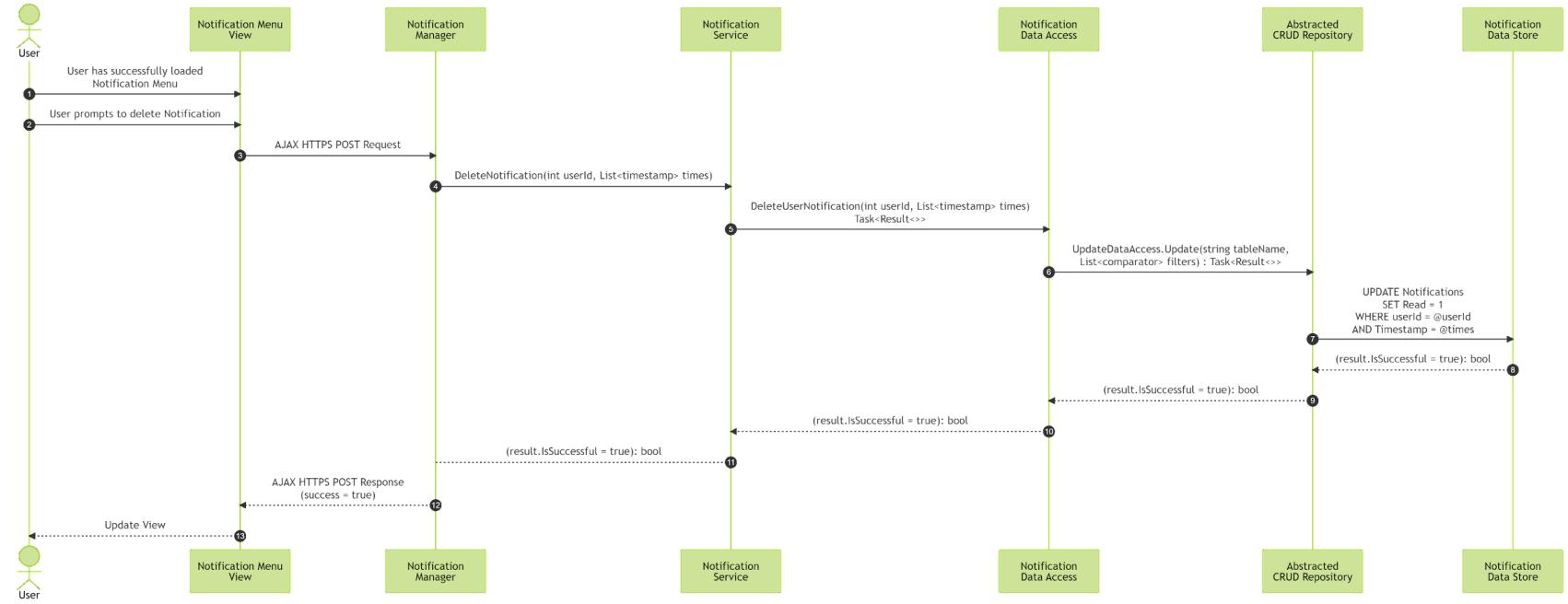
Success Case: User makes changes their account and receives email confirmation



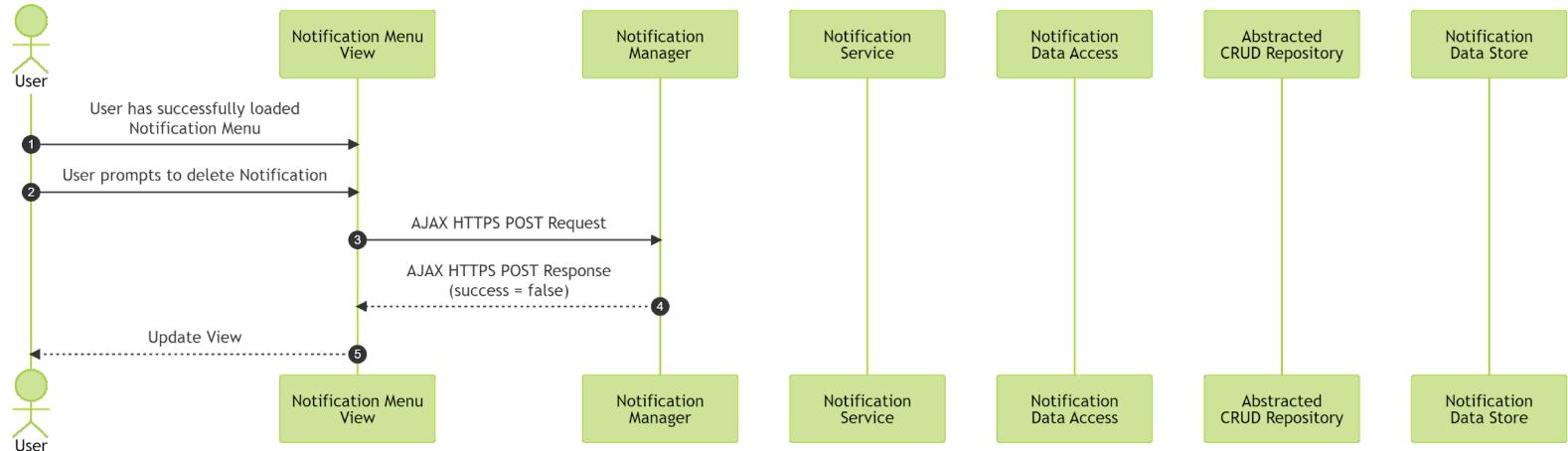
Failure Case: User makes changes to account but no email is sent



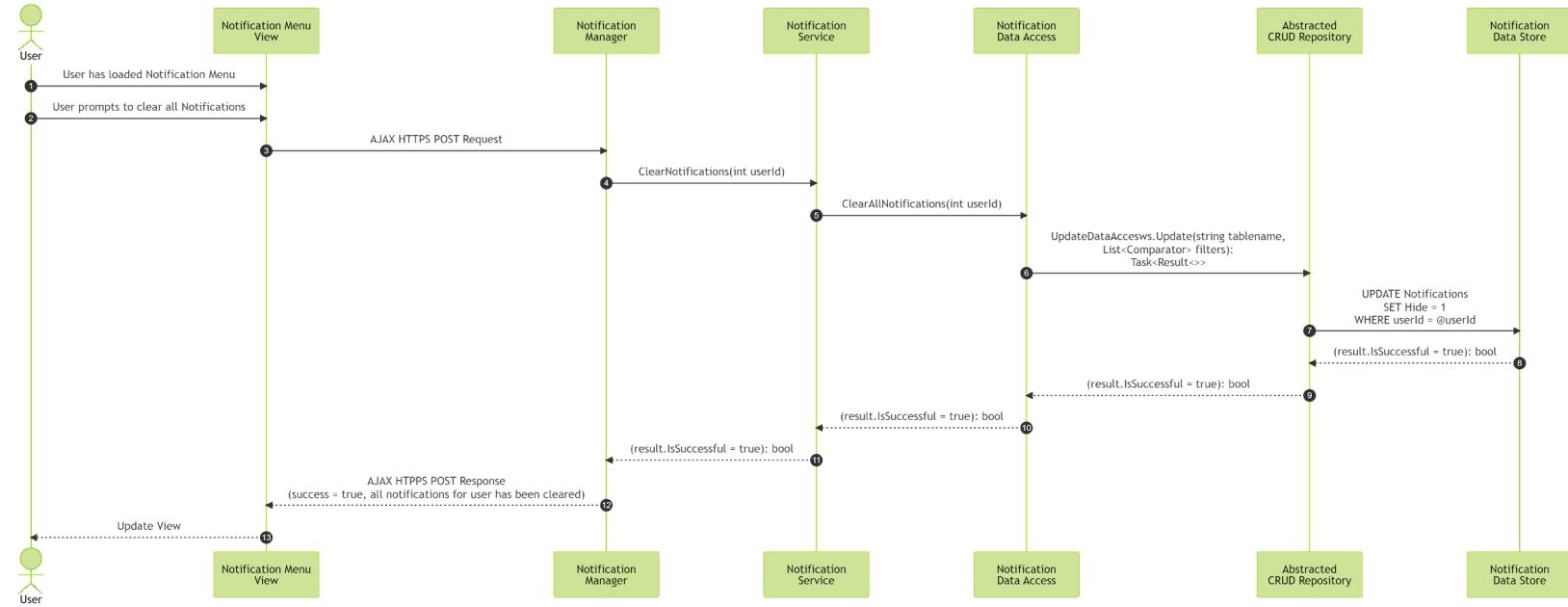
Success Case: User dismisses Notification on Notification Menu



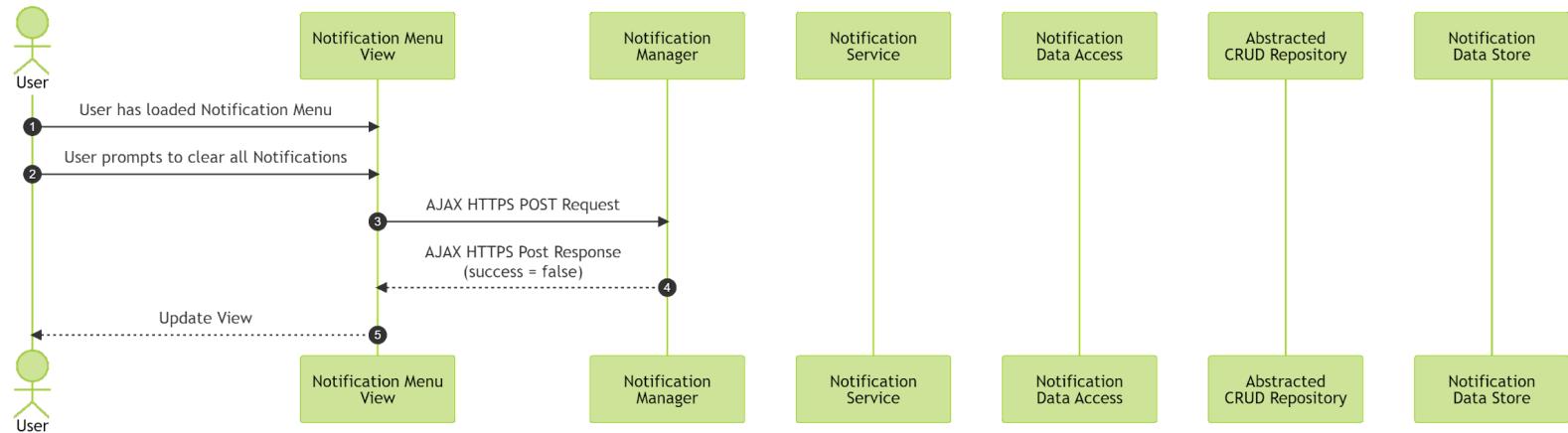
Failure Case: User prompts to delete Notification(s) but request does not go through



Success Case: User clears all Notifications on Notification Menu



Failure Case: User prompts to clear all Notifications but request does not go through



Resources

The requirement is designed based on the system architecture provided in Business Requirement Documents¹. The diagrams included in this document utilized diagrams.net² and Mermaid.js³.

¹ High-Level Design Document, URL:
https://github.com/DevelopmentHellaHell/SeniorProject/blob/main/docs/BRD/DevelopmentHell_BRD_v.3.2.pdf

² <https://www.diagrams.net/>

³ <https://mermaid-js.github.io/mermaid/#/>