

UNIVERSITEIT VAN PRETORIA UNIVERSITY OF PRETORIA YUNIBESITHI YA PRETORIA

DEPARTMENT OF COMPUTER SCIENCE

COS 301 - SOFTWARE ENGINEERING

COS 301 - Mini Project

Author:	Student number:
Hanrich Potgieter	u12287343
Chris Cloete	u13029721
Jason Richard Evans	u13032608
Kale-ab Tessera	u13048423
Lelethu Zazaza	u13028023
Goodness Adegbenro	u13046412
Herman Willem Keuris	u13037618
William Seloma	u10155865

DECLARATION OF ORIGINALITY

UNIVERSITY OF PRETORIA

The University of Pretoria places great emphasis upon integrity and ethical conduct in the preparation of all written work submitted for academic evaluation.

While academic staff teach you about referencing techniques and how to avoid plagiarism, you too have a responsibility in this regard. If you are at any stage uncertain as to what is required, you should speak to your lecturer before any written work is submitted.

You are guilty of plagiarism if you copy something from another author's work (e.g. a book, an article or a website) without acknowledging the source and pass it off as your own. In effect you are stealing something that belongs to someone else. This is not only the case when you copy work word-for-word (verbatim), but also when you submit someone else's work in a slightly altered form (paraphrase) or use a line of argument without acknowledging it. You are not allowed to use work previously produced by another student. You are also not allowed to let anybody copy your work with the intention of passing if off as his/her work.

Students who commit plagiarism will not be given any credit for plagiarised work. The matter may also be referred to the Disciplinary Committee (Students) for a ruling. Plagiarism is regarded as a serious contravention of the University's rules and can lead to expulsion from the University.

The declaration which follows must accompany all written work submitted while you are a student of the University of Pretoria. No written work will be accepted unless the declaration has been completed and attached.

Full names of students:

Student numbers:

	Topic of work:	
D	eclaration	
1.	I understand what plagiarism is and am aware of the University's policy in this regard.	
2.	I declare that this assignment report is my own original work. Where other people's work has been used (either from a printed source, Internet or any other source), this has been properly acknowledged and referenced in accordance with departmental requirements.	
3.	. I have not used work previously produced by another student or any other person to hand in as my own.	
4.	I have not allowed, and will not allow, anyone to copy my work with the intention of passing it off as his or her own work.	
SI	GNATURES: DATE:	

SOFTWARE REQUIREMENTS SPECIFICATION AND TECHNOLOGY NEUTRAL PROCESS DESIGN

Buzz Space Discussions/Mini Project

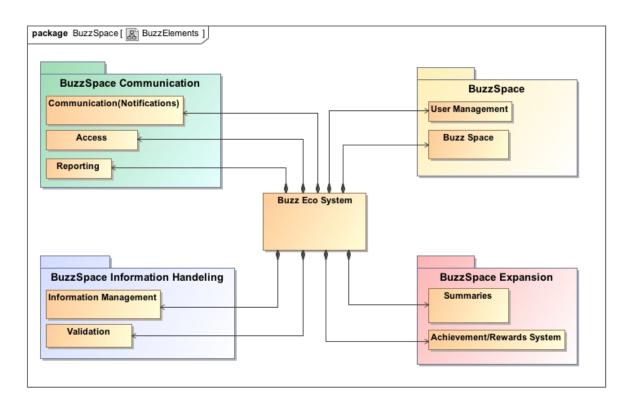
Version: Version 0.2 Alpha For further references see gitHub. February 27, 2015

Contents

1	Functi	ional requirements	3
	1.1	Introduction	4
	1.2	Use case prioritiation	4
	1.3	Use case/Service contracts	4
	1.4	Required functionality	7
	1.5	Process specification	14
	1.6	Domain Model	16

For further references see ${\it gitHub}$ or got to the link https://github.com/DieBaber/COS301-GROUP6-A.git

1 Functional requirements



1.1 Introduction

We use this document to give a high level overview of the buzz discussion board. We have identified the various components of our system. The purpose of this document is to create a dynamic and scalable solution. We also want to include an achievement system that rewards users for using the discussion board. This document will inform you on how we will achieve a system that is both scalable and pluggable. We have identified the use cases of the various components of the discussion board and helped expand on them.

1.2 Use case prioritiation

Critical

- BuzzSpace
- CRUD posts(Creating, Reading; Updating; Deleting).
- Access
- Information Management

Important

- User Management
- Communication(Notifications)
- Reporting

Nice-To-Have

- Achievement/Rewards System
- Summaries

1.3 Use case/Service contracts

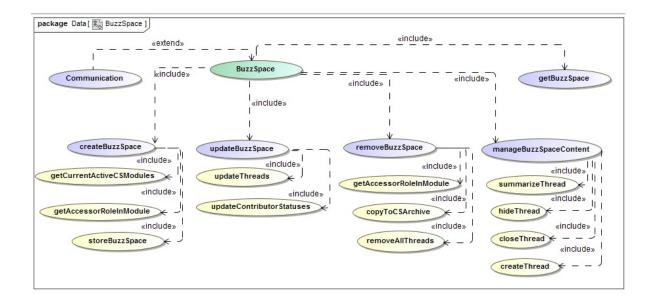
Use Case	Pre Condition	Post Condition	Description
BuzzSpace	There must be a valid	User must still exist	This use case provides
	user		an interface that facil-
			itates management of
			threads

Information Management	User specific information must be well documented (e.g. number of logins) and two or more threads, posts and tags must exist before their relevant search and display functions can be used	Anyone accessing the buzz space can view the profile of any registered user and search and display lists of the threads, posts and tags that have so far been created.	This use case provides an interface that al- lows for the easy view- ing of logically sorted information generated by the buzz space and other users (such as threads, posts and tags). It also allows for a simple display of individual user infor- mation (profiles)
Communication	A user needs to be registered in order to have notifications sent to his profile inside the application. For e-mails to be sent, a valid and up-to-date e-mail address is needed on the user database.	A notification should visibally be highlighted in the application with appropriate messages. In some cases, an email is sent out from the system.	This use case specifies all the functions that the Buzz system needs to have in order to communicate important information with the user.
Summaries	Although not strictly required it is very helpful to have a large number of posts on the thread and to already have a few preaviously generated thread summaries. Some user iput is usually required and all posts must make use of relevant tags.	The semi-autonomous thread summary gen- erator will attempt to generater parts of the thread summary (or atleast suggest possi- ble words and phrases to be used)	This use case attempts to generate a thread summary with as little user intervention as possible. However in most cases the user will still be required to contribute some input.
Achievement Rewards System	A user's level requires Achievements to be allocated and/or re- wards to be awarded	Achievements are allocated and/or rewards are awarded	This use case provides a system that allo- cates achievements to users based on their levels and the votes they aquired. it also provides a system that awards rewards to users based on their achievements.

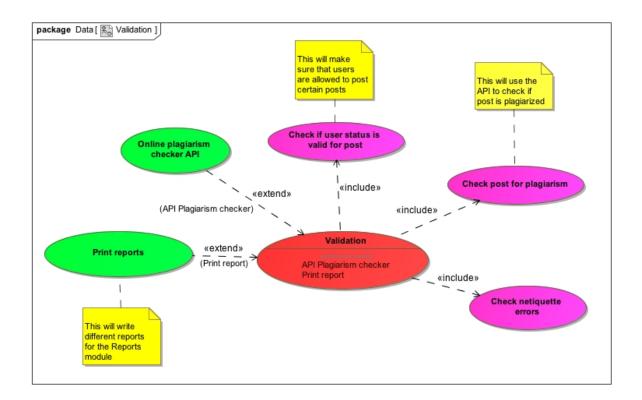
Access	The user will need a	Threads and posts are	Details how an end-
	browser to view the	displayed in descend-	user will be able to ac-
	website.	ing order by date.	cess the Buzz system.
Validation	Post is plagiarism	Post is valid against	
	and/or does not	rules	
	follow netiquette		
User Manage-	If the User is not in-	The User is still in-	This is a basic sys-
ment	volved in the course	volved in the course	tem which manages
	(not a registered stu-		the User's Login and
	dent/tutor/teaching		logout.
	assistant).		
Reporting	Data must be avail-	Data must not be cor-	This use case generate
	able to report on.	rupt.	report for all actors

1.4 Required functionality

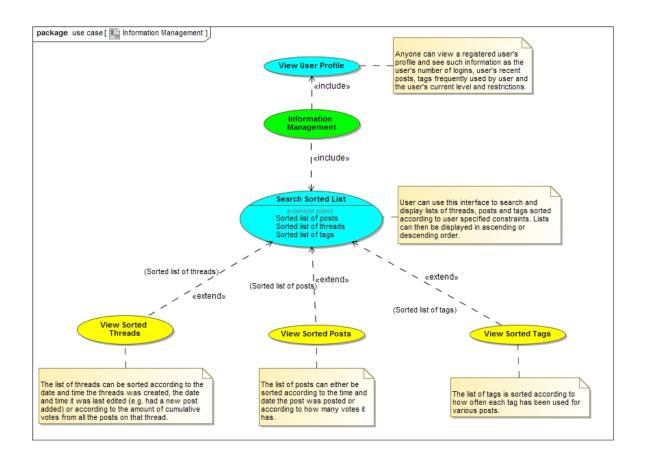
• BuzzSpace. A Buzz Space is a integral component of the Buzz System which facilitates the management of threads added by its users. Buzz Spaces may be created for each active module in the Computer Science Department in order to promote intuitive communication between the Computer Science staff and its students.



• Validation. This module will be used to make sure that post follow certain rules and help generate certain reports regarding these rules.



• Information Management This use case deals with providing the user with an easy to use interface for searching and displaying lists of sorted information (specifically information about threads, posts and tags that have been created so far). User have complete control over the sorting methods used and whether these lists are displayed in an ascending or descending order. This use case also provides an interface that can be used to view the information of registered users (information such as how many times have they logged in and lists of their recently created/used posts and threads).

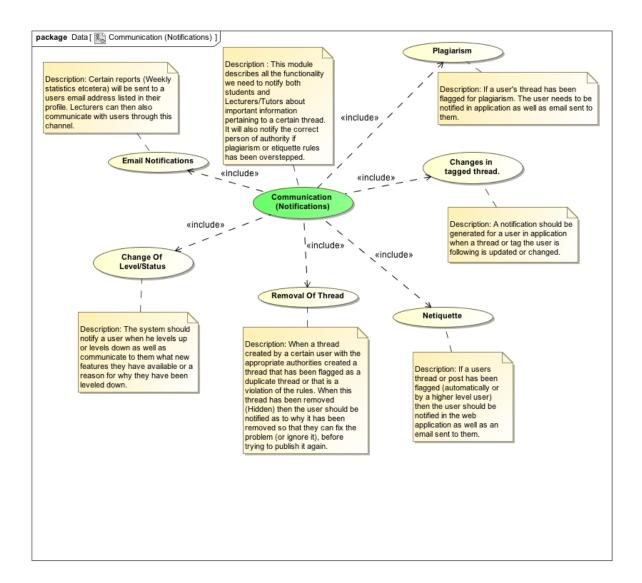


• Reporting. We will use the reporting module to generate quite a few reports regarding the Buzz Space system. It will be a key player in adding value to lecturers and students. Each student can easily general a report regarding their own contributions towards a Buzz Space. Lecturers will be able to grade student performance and see how much plagiarism has occurred. The system administrators will be able to check for system bugs and see error logs.



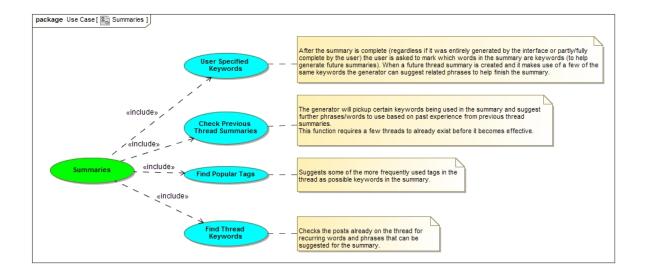
• Communication (Notifications)

This module describes the way the Buzz System will communicate with its users inside of the application as well as sending information and/or reports from the Buzz system to an external system such as email notifications.



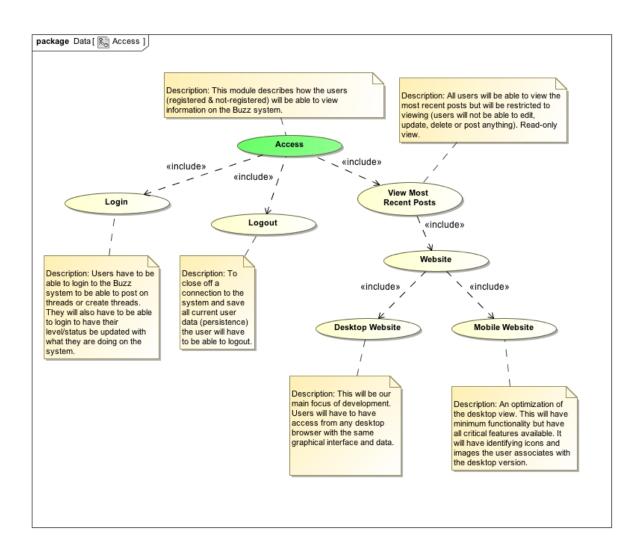
Summaries

This module uses a semi-autonomous thread summary generator to help the user create thread summaries by checking the posts in the thread for frequently used words and phrases which it can then suggest to the user to be used in the summary. It also suggests tags that are used often within the thread as possible keywords and checks previously generated thread summaries for any keywords and phrases which might be relevant to the creation of the new thread summary and suggests them to the user. After the completion of the thread summary the user is asked to mark which words in the summary are keywords; this makes generating all subsequent thread summaries easier as it allows for quicker comparisons between summaries (and better word/phrase suggestions by the generator).



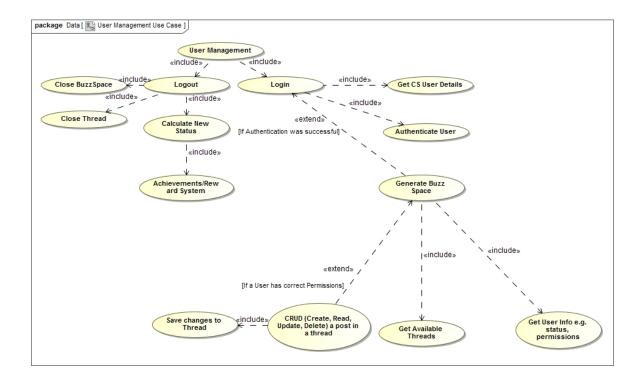
• Access

The use case below shows how a end-user will be able to access the Buzz system. Although a user may not be registered, they should still be able to view and read threads and posts.



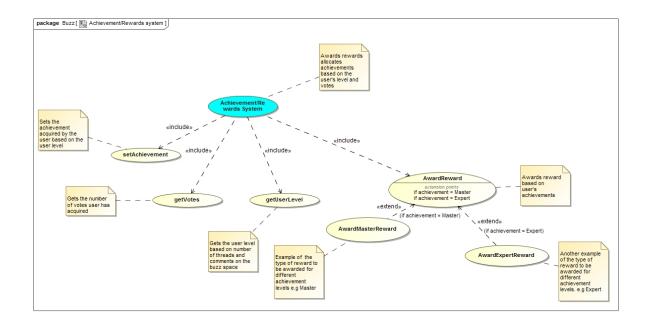
• User Management

This use case specifies how the user's themselves will be managed (not their data). This refers to who will be allowed to firstly login, access a buzzspace and then a specific thread and eventually logout. This displays what services help acheive User Management and also which services are subsets of other services.



• Achievement/Rewards system

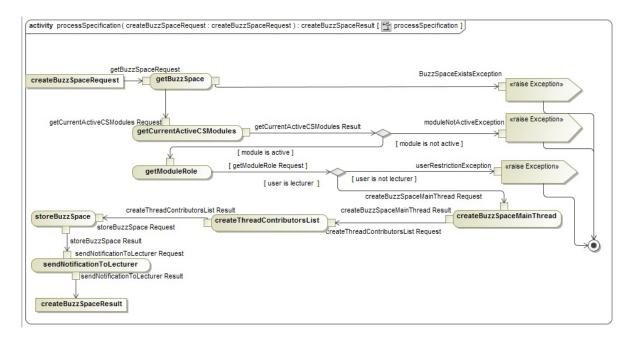
The Achievement/Rewards system use case component shows how the Buzz System generates and awards rewards to users, based on their different achievements. The achievement is derived from each user's level of participation on the Buzz Space as well as the number of votes they acquire. The Achievement/Reward system incorporates the gamification functionality of the Buzz System. Therefore, forcing the users of the system to participate more often as there will be rewards for this.



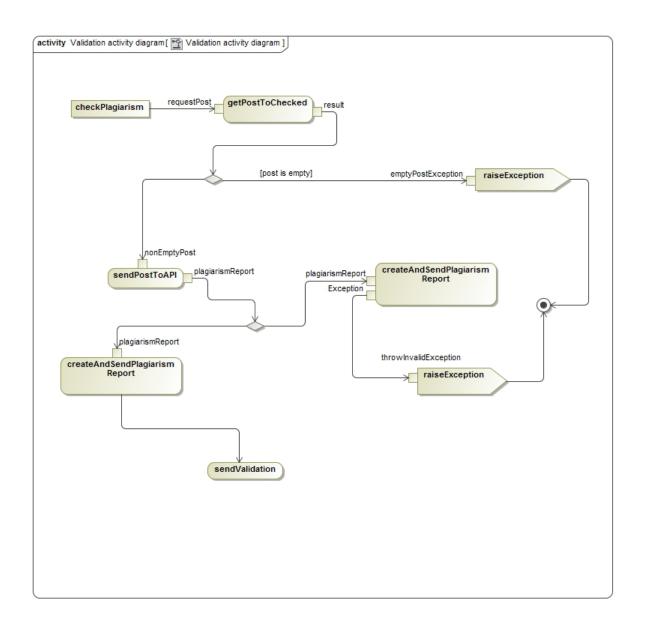
1.5 Process specification

We want to show various important process specification of our recommendation.

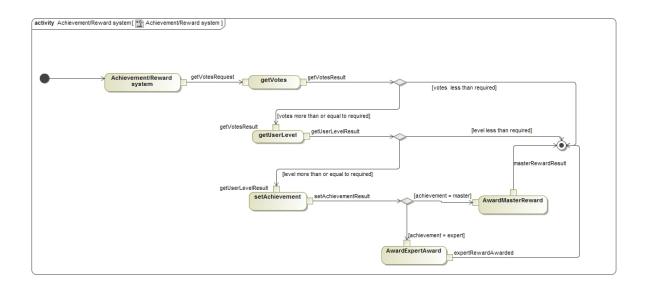
• CreateBuzzSpace



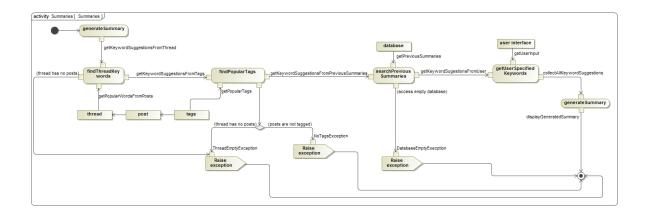
• Validation



• Achievement/Rewards system



• Generating Thread Summary



1.6 Domain Model

