

PetFriendr

<https://github.com/morettiamye/petfriendr>

Group 3

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Phase 2 - Part 1

1. Requirements	
a. Target Users	3
b. Functional Requirements	3
c. Nonfunctional Requirements	3
2. Data dictionary	4
3. Use Case Models	5
4. UI Mockups	
a. Log In / Sign up	13
b. Update personal information	14
c. Public Profile	15
d. Default view/swiping screen	16
e. Messaging	17
f. Map integration	18
g. App drawer/Navigation menu	19

1. Requirements

a. Target users:

- i. Pet owners and pet lovers who wish to connect with other pet owners and pet lovers, in order to make more pet and pet owner friends.

b. Functional Requirements

- i. The user must be able to log in or sign up.
- ii. The user must be able to reset their password if ever forgotten.
- iii. The user must be able to update his/her personal information.
- iv. The user must be able to add pet information to his/her profile including photos, name, and a brief biography.
- v. The user must be able to receive and respond to messages.
- vi. The user must be able to swipe left/right.
- vii. Enable/disable push notifications.
- viii. The system must store data in a secure database.
- ix. The user must be able to enable/disable access to their camera.
- x. The user must be able to enable/disable access to their location.
- xi. The user must be able to contact user support.

c. Nonfunctional Requirements

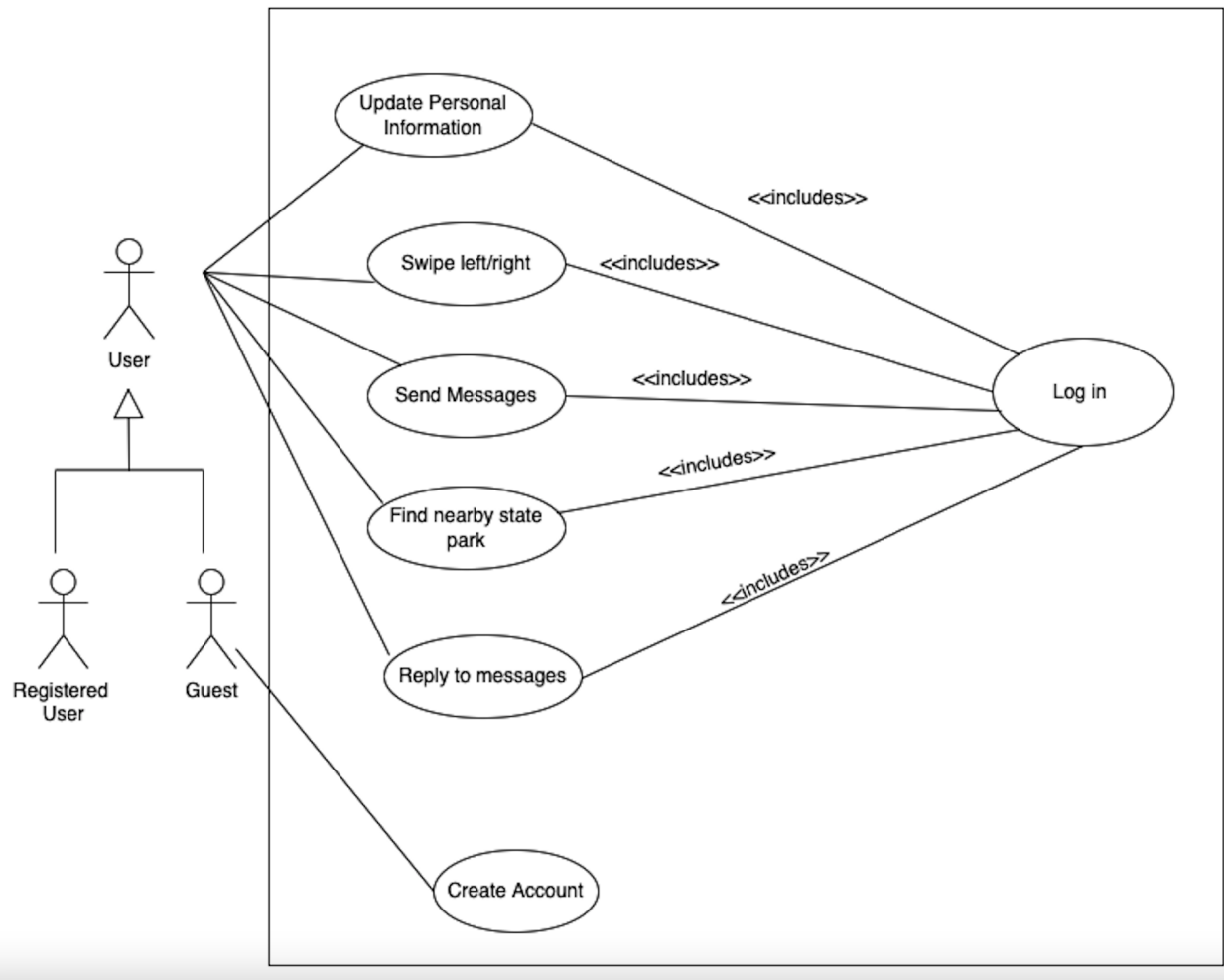
- i. The app must be in the user's local language.
- ii. Performance: After a user has fully created a profile it is visible to other users within minutes to potential new friends.
- iii. After two individuals decide to become friends there should be a chat feature available to the clients within seconds.
- iv. Users should be able to set restrictions on who appears in their potential new friends list.

2. Data dictionary

- a. Log in: Refers to the page where the user will be able to login and enter their email and password or be referred to create an account.
- b. Profile: This is where the user's information. For first name, last name, email, username and password. This term will be used synonymously with "account."
- c. User: A generalized actor to demonstrate the tasks or use cases that both a guest and registered user can perform.
- d. User Profile: This contains the user's public profile. This will display uploaded picture(s), name, age, location, and profile text.
- e. Guest: An actor without full accessibility to the application. The guest does not have an active account with our system.
- f. Pet Friendly Location: Any location that allows pets to be present
- g. Pet: The type of animal that a user wants to meet or a user has.
- h. PetFriend: When two users decide they would like to talk to each other by both swiping indicating they want to be friends they will be considered a users PetFriend.
- i. PetFriendr: This is the name of our application and will be used synonymously with app/application.

3. Use Case Models

- a. Log in
- b. Sign up
- c. Update personal information
- d. Swipe left/right
- e. Send messages
- f. Reply to messages
- g. Use location to find nearby state park for meetup.



Use Case ID:	PetFriendr.01		
Use Case Name:	Log In		
Created By:	Jessica Solis	Last Updated By:	Jessica Solis
Date Created:	02/05/2022	Date Last Updated:	02/05/2022

Actor:	User
Description:	The user will successfully log into PetFriendr to have access to the features of the app.
Preconditions:	User has valid login credentials.
Postconditions:	Registered users will have access to their account information and will be able to change their personal information, update pet information, etc.
Priority:	Essential
Frequency of Use:	Frequent
Flow of Events:	<ol style="list-style-type: none"> 1. System asks the user for a username and password. If none, will be asked to sign up for a new account. 2. User will enter the username or password. 3. System validates the username and password. 4. User will log in. 5. User will head to their account page. 6. User will update their personal information, pet information, location, etc.
Alternative Flows:	
Exceptions:	<ol style="list-style-type: none"> 1. User enters incorrect username and/or password. 2. System displays the error message. <ol style="list-style-type: none"> a. User re-enters username and/or password. b. User logs in.
Includes:	
Special Requirements:	<ol style="list-style-type: none"> 1. Passwords need to be protected.
Assumptions:	
Notes and Issues:	

Use Case ID:	PetFriendr.02		
Use Case Name:	Create Account		
Created By:	Jessica Solis	Last Updated By:	Jessica Solis
Date Created:	02/05/2022	Date Last Updated:	02/05/2022

Actor:	Guest
Description:	An unregistered user will be able to create an account by providing a few pieces of information.
Preconditions:	User doesn't have an existing account.
Postconditions:	Guest will become a registered user and will now have access to the features of the PetFriendr.
Priority:	Essential
Frequency of Use:	Frequent
Flow of Events:	<ol style="list-style-type: none"> 1. User will be brought to the login page of PetFriendr. 2. User will click on "create account." 3. User will be brought to the create account page where he/she will enter the required information: name, username, password, and email address. 4. User will click submit. 5. User will now be able to login and add pet information if he/she has a pet.
Alternative Flows:	
Exceptions:	<ol style="list-style-type: none"> 1. User enters an email address already associated with an existing account. 2. System displays the error message.
Includes:	
Special Requirements:	<ol style="list-style-type: none"> 1. Passwords need to be protected. 2. Registered email must be a valid email.
Assumptions:	
Notes and Issues:	

Use Case ID:	PetFriendr.03		
Use Case Name:	Update personal information		
Created By:	Jessica Solis	Last Updated By:	Jessica Solis
Date Created:	02/05/2022	Date Last Updated:	02/05/2022

Actor:	User
Description:	Any user with a valid account will be able to modify their personal information including their own name, pet's name, pet's age, location, profile message, and profile picture.
Preconditions:	User has selected to edit their personal information
Postconditions:	The user would have updated and saved their information.
Priority:	Essential
Frequency of Use:	Frequent
Flow of Events:	<p>For any registered user:</p> <ol style="list-style-type: none"> 1. User logs in. 2. User chooses "edit profile." 3. User updates information (pet's name, own name, pet's age, location, profile message, and/or profile picture. 4. Once the user has completed making any changes, the user will click submit to save.
Alternative Flows:	
Exceptions:	
Includes:	
Special Requirements:	
Assumptions:	
Notes and Issues:	

Use Case ID:	PetFriendr.04		
Use Case Name:	Swipe left/right		
Created By:	Jessica Solis	Last Updated By:	Jessica Solis
Date Created:	02/05/2022	Date Last Updated:	02/05/2022

Actor:	Registered User
Description:	All registered users will receive potential friend matches. User will indicate whether or not they want to make a connection by swiping right for yes or left for no.
Preconditions:	User has an active account.
Postconditions:	User will have reviewed all of the potential connections and have either rejected or accepted to make a connection.
Priority:	Essential
Frequency of Use:	Frequent
Flow of Events:	<p>For any registered user:</p> <ol style="list-style-type: none"> 1. User logs in. 2. The user is prompted to review potential pet owners or pet lovers to make a connection with. 3. The user reviews profiles and swipes left to indicate there is no interest in making a connection or swipes right to indicate they want to make a connection if the interest is mutual. 4. If both the user and the person the user swiped right on connect, user will be able to reach out and vice versa.
Alternative Flows:	
Exceptions:	
Includes:	
Special Requirements:	
Assumptions:	
Notes and Issues:	

Use Case ID:	PetFriendr.05		
Use Case Name:	Send Message(s)		
Created By:	Jessica Solis	Last Updated By:	Jessica Solis
Date Created:	02/05/2022	Date Last Updated:	02/05/2022

Actor:	Registered User
Description:	All registered users will receive potential friend matches. User will indicate whether or not they want to make a connection by swiping right for yes or left for no.
Preconditions:	User has an active account and has made a connection with another user.
Postconditions:	
Priority:	Essential
Frequency of Use:	Frequent
Flow of Events:	<p>For any registered user:</p> <ol style="list-style-type: none"> 1. User logs in. 2. The user is prompted to review potential pet owners or pet lovers to make a connection with. 3. The user reviews profiles and swipes right to indicate they want to make a connection. If the interest is mutual between two registered users, the user will be prompted to send a message if he/she wants to initiate the outreach.
Alternative Flows:	
Exceptions:	
Includes:	
Special Requirements:	
Assumptions:	
Notes and Issues:	

Use Case ID:	PetFriendr.06		
Use Case Name:	Reply to message(s)		
Created By:	Jessica Solis	Last Updated By:	Jessica Solis
Date Created:	02/05/2022	Date Last Updated:	02/05/2022

Actor:	Registered User
Description:	All registered users will receive potential friend matches. The user will indicate whether or not they want to make a connection by swiping right for yes or left for no.
Preconditions:	User has an active account and has made a connection with another user and that user has reached out via messaging system.
Postconditions:	
Priority:	Essential
Frequency of Use:	Frequent
Flow of Events:	For any registered user: <ol style="list-style-type: none"> 1. User receives notification that he/she has an unread message. 2. User heads to messaging and opens message. 3. User replies to unread messages he/she wishes to reply to.
Alternative Flows:	
Exceptions:	
Includes:	
Special Requirements:	
Assumptions:	
Notes and Issues:	

Use Case ID:	PetFriendr.07		
Use Case Name:	Find a nearby state park		
Created By:	Jessica Solis	Last Updated By:	Jessica Solis
Date Created:	02/05/2022	Date Last Updated:	02/05/2022




Actor:	Registered User
Description:	A user has agreed to meet the person he/she connected with at a local state park.
Preconditions:	User has an active account and has made a connection with another user and that user has reached out via messaging system. Both users have agreed to meet up.
Postconditions:	
Priority:	Essential
Frequency of Use:	Frequent
Flow of Events:	For any registered user: <ol style="list-style-type: none"> 1. User heads to the location in the app to search for a state park location within a certain distance of both users. 2. User identifies a potential meet-up location. 3. User sends location to connected user to accept location and confirm date/time.
Alternative Flows:	
Exceptions:	
Includes:	
Special Requirements:	1. User must have location services enabled.
Assumptions:	
Notes and Issues:	


- 4. UI mockups
 - a. Log In / Sign up

The image shows a mobile app UI mockup for a login and sign-up screen. At the top, there is a black status bar with the time '12:00' on the left and the text 'Android Status Bar' on the right. Below the status bar, the app's logo 'Petfriendr' is displayed in a large, red, sans-serif font. To the left of the logo, there are two vertical lines. Below the logo, there are two input fields: 'Username' and 'Password', both with black borders. Below these fields is a red button with the text 'Log In' in white. Further down, the text 'Don't have an account?' is displayed in a smaller, black font. Below this text is another red button with the text 'Create Account' in white. At the bottom of the screen, there is a black navigation bar with three white icons: a triangle, a circle, and a square.

- b. Update personal information

12:00





Petfriendr

User Information

Name	<input type="text"/>
Username	<input type="text"/>
Password	<input type="text"/>
Email Address	<input type="text"/>

Submit

c. Public Profile

12:00

Petfriendr

Edit Profile

Pet Name

Text Input

Your name

Text Input

Pet's age

Text Input

Location

Text Input

Profile message

Text Area

Profile picture

Choose File

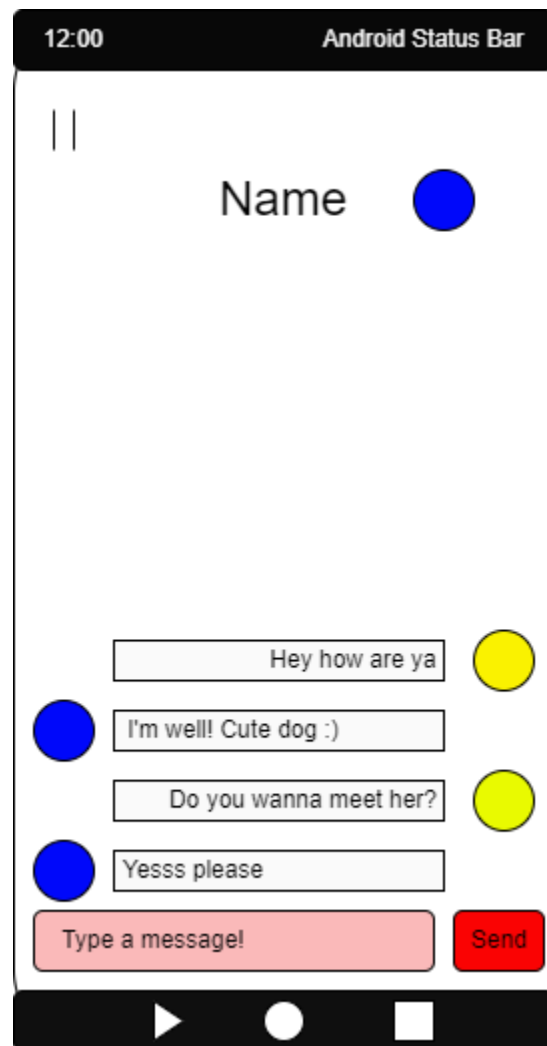
No file chosen

Submit

d. Default view/swiping screen



e. Messaging



f. Map integration



g. App drawer/Navigation Menu

