THE SCHOOL OF COMPUTER SCIENCE

UNIVERSITY OF GUELPH

Trick or Eat Requirements Document

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1 Client Details

Meal Exchange is a non-profit organization that works with students across Canada to take a stand against hunger by fundraising and spreading awareness concerning the food insecurity issue our society is currently facing. Founded in 1993 at Wilfrid Laurier University, and powered by the idea that the youth could spring into action and help make a difference for families and people across our country, Meal Exchange currently works with over 100 student organizers over 42 campuses, producing a strong group of 12000 student participants eager to help with contributing to Meal Exchange's objective (Meal Exchange, 2014).

Trick or Eat is a national event where students go door-to-door collecting food and funds for those in need. It is Meal Exchange's largest event with approximately 100 communities and over 6000 students participating during the single night of collections: Halloween (Trick or Eat, 2013). Large amounts of planning and preparation goes into the Trick or Eat event to help make the night run smoothly. As one can imagine, the increase of the student volunteers and collection routes is starting to become too much for the current Meal Exchange Coordinators to organize neatly. They are seeking a solution, and investigating mobile and web development to help create an application to manage all of the volunteer participants, teams, routes of collection, and other important information related to Meal Exchange and its affiliates. The phone app will help participants organize themselves into teams and choose their preferred route of collection, then during the night of the event the phone app will help them navigate through their route using precise maps and directions.

2 Team Details

FREEDOM EATERS

Marcel Amato - Designer / Coder

Dominic Gagné - Documentation Lead / Coder

Alexandre Gontcharov - Project Manager / Coder

Matthew Tersigni - Team Leader / Coder

Erik Zorn - Wallentin - Quality Assurance / Coder

We are the Freedom Eaters. Our company is dedicated to producing high quality, scalable, enterprise software. Our team consists of five committed, enthusiastic, and passionate individuals.

Each member of our company has their own specialization, a set of tasks to which their individual talents and expertise are geared towards. Matthew, our Team Leader, is responsible for making sure the Company's overarching goals are being met, as well as for resolving any conflicts between the company members. Marcel, the Designer, is in charge of the design and planning of software systems. Erik, as the Quality Assurance (QA), is in charge of verifying that the final product of any piece of software is of the highest quality. Alexandre and Dominic who are the Project Managers are both tasked with planning and maintaining a proper distributed workload for the entire team. In addition everyone in the team is responsible for implementing the design strategies as Coders brought forth by Marcel.

All major decisions requiring more than one team member's input are carried out in a democratic manner, with a simple majority ruling (three out of five votes). In the event of this democratic method not yielding satisfactory results, or if the team is unable to come to a decision in a civil manner via this strategy, the Team Leader, Matthew, will make a final decision regarding the issue.

Team members' roles remain static over time. While each member of the team works together on the implementation level, their tasks may change to better suit the experience of the team members.

3 REQUIREMENTS

3.1 DEFINITION LIST

Term	Definition
FAQ	FAQ is an acronym for "Frequently Asked Questions", which represents a pre-set list of common questions and their answers.
Event	The Event is the Trick or Eat campaign created by Meal Exchange.
Canvassing	The process of requesting food donations by going door-to-door.
Route	A Route is a predetermined path which will be Canvassed for food donations during the Event.
Participant	A Participant is someone that Canvasses for food donations along a specified Route on the night of the Event.
Bus	Transportation in the form of school buses is provided to shuttle Participants to their Routes.
Bus Route	A Bus Route is a Route that is accessed by a Participant through the utilization of the provided Bus.
Walking Route	A Walking Route is a Route that is accessed by a Participant by walking to the start of the Route.

Driving Route	A Driving Route is a Route for Participants who will be using their own vehicles as a means of transportation.
Bus Drop Off Location	A Bus Drop Off Location is a location near the Participants Routes where they will be dropped off by the Bus.
Food Drop Off Location	A Food Drop Off Location is a location where Participants bring food for pick up after the completion of their Route.
Team Captain	A Team Captain is a Participant who is in charge of inviting others to participate in the Event; they are also responsible for choosing a Route to follow at the Event.
Team	A Team is a group which contains three or four Participants and one Team Captain, which will follow the same Route during the Event.
Client	The Client refers to the Meal Exchange staff organizing Trick or Eat.
Administrator	Administrators are the Meal Exchange staff that will be overseeing the Trick or Eat campaign.

Live Chat	Live Chat is two-way instant messaging between an administrator and any other User.
Administrator Portal	The Administrator Portal is a website on which Administrators will be able to manage the Event.
Trick Or Eat Portal	The Trick or Eat Portal is a website which provides information about the Event that can be easily modified by an Administrator.
Mobile App	The Mobile App is a mobile application which provides on-the-go access to services provided by Meal Exchange for the Trick or Eat campaign
System	The System encompasses all components of the solution being designed, including the database, Administrator Portal, the Trick or Eat Portal, and the Mobile App.
User	A User is any individual that accesses and interacts with the System.
General Public	The General Public refers to all Users who do not have an account.
Registered Users	Registered Users are Users that have signed up for an account (Participants) or have been provided one (Administrators).

Administrator Account	Administrator Accounts are profiles used by Administrators in order to interact with the System in order to facilitate the Trick or Eat campaign.
Participant Account	A Participant Account is a profile used by a Participant in order to interact with the System in order to enact their role in the Trick or Eat campaign.
User Account	User Accounts encompass both Administrator Accounts and Participant Accounts.
Bus Waiver	The contract between Meal Exchange and the Participants detailing provided transportation information.
Participation Waiver	The contract between Meal Exchange and the Participants detailing participation information.
Public Team	A Public Team is a Team which can be viewed by all Users.
Private Team	A Private Team is a Team that can only be viewed by the members of that respective Team and Administrators.
AODA	An acronym for Accessibility for Ontarians with Disabilities Act which encompasses the minimum standard for accessibility by which we must abide.

Bus Monitor	A Bus Monitor is a volunteer who ensures that all Participants who are boarding a Bus have signed a Bus Waiver and are supposed to be on that Bus.
Push Notifications	Push Notifications are simple messages sent from services to mobile devices in order to inform or update Users.

3.2 Requirements List

3.2.1 Must Requirements

ID	User	Must Requirement	Dependencies	Time	Rank
1	User	The design must follow the provided colour scheme (blue, black, white, orange).	-	1	10
2	System	The design must follow the minimum level AA of the AODA website accessibility requirements. https://www.ontario.ca/page/how-make-websites-accessible#section-2	-	3	10
3	System	The System must provide access documentation of the University of Guelph's AODA requirements. (https://www.uoguelph.ca/diversity-human-rights/aoda-background)	-	0.5	10

4	System	The Routes must be implemented using Google Maps.	-	15	10
5	System	A Super Administrator must be able to log in to their Super Administrator account.	-	8	10
6	Super Administrator	A Participant must be able to create a Participant Account.	-	5	10
7	Participant	The General Public must be able to make a monetary donation using the existing Meal Exchange donation system.	-	3	10
8	General Public	The General Public must have access to the FAQ.	-	1	30
9	General Public	The General Public must have access to the Meal Exchange Twitter link.	-	0.5	30
10	General Public	The General Public must have access to the Meal Exchange Facebook link.	-	0.5	30

11	General Public	The General Public must be able to view information about the Food Donation Drop Off Location.	-	5	20
12	General Public	A Super Administrator must be able to log out of their Super Administrator account.	5	2	10
13	Super Administrator	A Super Administrator must be able to create Administrator accounts.	5	5	10
14	Super Administrator	A Super Administrator must be able to view a list of all the Administrators.	5	2	10
15	Super Administrator	A Participant must be able to sign up as a Team Captain when creating a Participant Account.	6	3	10
16	Participant	A Participant must be able to log in to their Participant Account.	6	2	10

17	Participant	An Administrator must be able to log in to their Administrator Account.	13	8	10
18	Administrator	A Super Administrator must be able to delete Administrator accounts.	14	5	10
19	Super Administrator	A Team Captain must be able to create a Team during the sign up process.	15	8	10
20	Participant	A Participant must be able to log out of their Participant Account.	16	1	10
21	Participant	A Participant must be able to indicate if they have accessibility needs.	16	2	10
22	Participant	A Participant must be able to indicate whether they are a university student.	16	2	10

23	Participant	A Participant must be able to make a monetary donation using the existing Meal Exchange donation system.	16	3	10
24	Participant	An Administrator must be able to log out of their Administrator Account.	17	2	10
25	Administrator	An Administrator must be able to create the Event.	17	8	10
26	Administrator	An Administrator must be able to upload the Participation Waiver for Participants to sign.	17	2	10
27	Administrator	An Administrator must be able to upload the Bus Waiver for Participants to sign.	17	2	10
28	Administrator	An Administrator must be able to create a Team.	17	6	30

29	Administrator	An Administrator must be able to view a list of all the Teams.	17	2	10
30	Administrator	An Administrator must be able to view a list of all the Participants	17	2	10
31	Administrator	An Administrator must be able to view a list of Participants who are not assigned to a Team.	17	4	30
32	Administrator	An Administrator must be able to view the status of whether or not Participants have signed their Participation Waiver.	17	2	10
33	Administrator	An Administrator must be able to view the status of whether or not Participants have signed their Bus Waiver.	17	2	10

34	Administrator	An Administrator must be able to view Routes with no Teams assigned to them.	17	3	10
35	Administrator	A Team Captain must be able to indicate their Team's name during the sign up process.	19	3	10
36	Participant	A Team Captain must be able to invite at least three Participants to join their Team during the sign up process.	19	3	10
37	Participant	A Team Captain must not be able to invite no more than four Participants to join their Team.	19	2	10
38	Participant	An Administrator must be able to set the date and time of the Event.	25	2	10
39	Administrator	An Administrator must be able to create Routes.	25	14	10

40	Administrator	An Administrator must be able to replace the Participation Waiver with an updated one for each Event.	26	2	10
41	Administrator	An Administrator must be able to replace the Bus Waiver with an updated one for each Event.	27	2	10
42	Administrator	An Administrator must be able to remove Teams from the System.	29	4	10
43	Administrator	An Administrator must be able to view individual Participant details.	30	3	20
44	Administrator	An Administrator must be able to add Participants to a Team.	29 and 31	3	10
45	Administrator	An Administrator must be able to delete Routes.	34	3	10

46	Administrator	A Participant must be able to receive an invitation to join a Team.	36	3	10
47	Participant	The General Public must be able to receive an invitation to join a Team.	36	3	10
48	General Public	An Administrator must be able to set the Route Type of a Route.	39	1	10
49	Administrator	The General Public must have access to a map that displays all of the Routes.	4 and 39	10	10
50	General Public	An Administrator must be able to remove Participants from a Team.	29 and 43	2	30
51	Administrator	An Administrator must be able to set the Team Captain of any Team.	29 and 43	3	10
52	Administrator	A Participant must be able to accept an invitation to join a Team.	46	2	10

53	Participant	A Participant must be able to reject an invitiation to join a Team.	46	2	10
54	Participant	The General Public must be able to accept an invitation to join a Team.	47	3	10
55	General Public	An Administrator must be able to identify a Route as an Accessible Route.	48	1	10
56	Administrator	An Administrator must be able to identify the maximum number of Participants for a Route.	48	1	10
57	Administrator	An Administrator must be able to assign Buses to Routes.	25 and 48	6	10
58	Administrator	A Team Captain must be able to indicate what Route Type their Team will be Canvassing.	19, 51	2	10

59	Participant	A Team Captain must be able to view a list of Routes.	19, 51	8	10
60	Participant	A Participant must be able to view the Participants on their Team.	44 and 52	5	10
61	Participant	A Participant must be able to view their own Team's name.	44 and 52	2	10
62	Participant	A Participant must be able to view their Team Captain.	44 and 52	2	10
63	Participant	An Administrator must be able to see a list of all the Participants on specific Buses.	57	3	30
64	Administrator	An Administrator must be able to indicate where Bus Drop Off Locations are relative to Routes.	57	6	10
65	Administrator	An Administrator must be able to assign Teams to Routes.	29, 34, 48, 58,	8	10

66	Administrator	A Team Captain must be able to choose the Route(s) their Team will Canvass.	48, 58, 59	6	10
67	Participant	An Administrator must not be able to sign up for a Route that has reached its maximum number of Participants.	65	4	10
68	Administrator	A Team Captain must not be able to sign up for a Route that has reached its maximum number of Participants.	66	4	10
69	Participant	An Administrator must be able to view Routes with Teams assigned to them.	65 and 66	3	20
70	Administrator	A Participant must be able to see which Route(s) their Team is assigned.	65 and 66	2	10

71	Participant	A Participant on a Bus Route must be provided with a Bus Waiver to be signed.	21, 27, 65 and 66	3	10
72	Participant	A Participant on a Bus Route must be able to check what Bus will bring them to their Bus Drop Off Location.	21, 27, 64, 65 and 66	6	10
73	Participant	An Administrator must be able to remove Teams from a Route.	69	3	30

3.2.2 SHOULD REQUIREMENTS

ID	User	Should Requirement	Dependencies	Time	Rank
74	System	The app should be compatible with Android 4.1 and later.	-	3	30
75	System	The app should be compatible with iOS 7 and later.	-	3	30
76	General Public	The General Public should have access to information about local agencies involved with food insecurity. (*information coming from Farm to Fork)	-	3	30
77	General Public	The General Public should be able to get information about the types of donations they can make (particularly about which foods are accepted).	-	3	30

78	Participant	A Participant who is not a Team Captain should be able to browse a list of Public Teams.	16	3	30
79	Participant	A Participant should be able to opt out of receiving e-mails.	16	1	30
80	Participant	A Participant should be able to delete their Participant Account.	16	4	40
81	Administrator	An Administrator should be able to send an e-mail to all Participants.	17	3	30
82	Administrator	An Administrator should be able to participate in a Live Chat with a Participant.	16 and 17	8	30
83	Participant	A Participant should be able to participate in a Live Chat with an Administrator.	16 and 17	3	30

84	Participant	A Team Captain should be able to choose whether their Team is a Public Team or a Private Team.	19	2	40
85	Administrator	An Administrator should be able to change Team names.	23	3	30
86	Administrator	An Administrator should be able to modify the Route Type of a Route.	48	3	30
87	General Public	The General Public should be able to check whether their house is on a Route to be Canvassed during the Event.	49	10	30
88	Participant	A Team Captain should be able to remove a Team Member from their Team.	60	2	30
89	Participant	A Participant should receive a courtesy e-mail thanking them for their participation after the Event.	65 and 66	2	30

90	Participant	A Participant should be reminded of important information about what they will be doing by an e-mail on the night of the Event.	65 and 66	3	30
91	Participant	A Team Captain should be able to remove their Team from a Route.	59, 65 and 66	3	30
92	Participant	A Participant who is not a Team Captain should be able to request to join a Public Team.	78	3	30
93	Participant	A Team Captain should be able to accept Participants applications to join their Team.	92	2	30
94	Participant	A Team Captain should be able to reject Participants applications to join their Team.	92	2	30

95	Participant	A Participant who is not a Team Captain should be able to remove themselves from their Team.	44, 52, 93	1	30

3.2.3 COULD REQUIREMENTS

ID	User	Should Requirement	Dependencies	Time	Rank
96	System	The System could send Push Notifications to Participants phones.	6	4	40
97	Administrator	An Administrator could have the ability to edit the list of related agencies.	17	4	40
98	Administrator	An Administrator could be able to edit the FAQ information.	17	1	40
99	General Public	The General Public could have access to the Live Chat.	17	1	40
100	Participant	A Team Captain could be able to delete their Team.	19	2	50
101	Administrator	An Administrator could be able to set the region of the Event.	25	10	40
102	General Public	The General Public could be able to reject an invitation to join a Team.	36	2	40

103	Administrator	An Administrator could be able to edit Routes.	39	5	40
104	Administrator	An Administrator could have access to the number of houses that have made donations on specific Routes.	39	10	50
105	Administrator	An Administrator could be able to send an e-mail to all the Participants of a particular Team.	29 and 43	4	40
106	General Public	The General Public could be able to indicate that they have food donations which they want Participants to pick up during the Event.	49	4	40
107	Participant	A Team Captain could be notified if a Participant has accepted or rejected an invitation to join their team.	52, 53 and 54	4	40

108	Participant	A Participant could be able to opt out of Push Notifications for their phone.	96	3	40

3.3 Organizational Tools

We will be using Git to manage the source code that we will be writing. We will use Trello to organize ourselves and manage tasks. Documentation is being done through Google Docs.

4 User Stories

4.1 Administrator

1. As an Administrator, I want to be able to create an Administrator Account so that I can properly store information that is relevant to me.

2. As an Administrator, I want to be able to log into my Administrator Account so that I can manage the information that is pertinent to me.

3. As an Administrator, I want to be able to log out of my Administrator Account so that I can secure my information.

4. As an Administrator, I want to be able to set the date and time of the Event so that it can be properly planned by myself and other Administrators.

5. As an Administrator, I want to be able to create Routes so that the Participants will be able to Canvass on the night of the Event.

6. As an Administrator, I want to be able to edit Routes so that I can increase or decrease coverage of a Route based on how many Teams sign up to Canvass each Route.

7. As an Administrator, I want to be able to delete Routes so that I can remove Routes in the event that laws change or areas are inaccessible for any reason.

8. As an Administrator, I want to be able to indicate that a Route is a Bus Route, Walking Route, or Driving Route so that Participants will be able to make an informed decision when choosing a Route to Canvass.

9. As an Administrator, I want to be able to identify a Route as accessible so that Team Captains whose Team consists of Participants with accessibility needs can make an informed decision when choosing a Route to Canvas.

10. As an Administrator, I want to be able to identify the maximum number of Participants for each Route so that there will not be too many Participants on one Route and not enough Participants on other Routes.

11. As an Administrator, I want to be able to assign Buses to Routes so that there is adequate transportation for the Participants who are taking the Bus.

12. As an Administrator, I want to be able to see the list of all the Participants on specific Buses so that Bus monitors can ensure the correct Participants are going to the correct Routes.

13. As an Administrator, I want to be able to indicate where Bus Drop Off Locations are relative to Routes so that Participants will know where they are going to be dropped off by the Bus and where they will start Canvassing.

14. As an Administrator, I want to be able to upload the Bus Waiver for Participants to sign so that Participants who will be Canvassing understand their rights and responsibilities pertaining to Bus Conduct.

15. As an Administrator, I want to be able to upload the Participation Waiver for Participants to sign so that Participants are aware of their rights and responsibilities pertaining to the conduct expected during the Event.

16. As an Administrator, I want to be able to replace the Bus Waiver for Participants to sign so the Bus Waiver can be updated in the event of a change to the Bus Waiver.

17. As an Administrator, I want to be able to replace the Participation Waiver for Participants to sign so that the Participation Waiver can be updated in the event of a change to the Participation Waiver.

18. As an Administrator, I want to be able to view the status of whether or not Participants have signed their Participation Waiver so that I can ensure those who have not signed the Participation Waiver can get one on the night of the Event.

19. As an Administrator, I want to be able to view the status of whether or not Participants have signed their Bus Waiver so that I can ensure those who have not signed the Bus Waiver and are Canvassing a Bus Route can get one on the night of the Event.

20. As an Administrator, I want to be able to participate in the Live Chat so that I can aid those Participants and the General Public who have questions or concerns that are not outlined in the FAQ.

21. As an Administrator, I want to be able to identify the Team Captain of any Team so that I know who is leading each Team and how to contact that Team.

4.2 PARTICIPANT

1. As a Participant, I want to be able to create an Participant Account so that I can properly store information that is relevant to me like the Route I have signed up to Canvass.

2. As a Participant, I want to be able to sign up as a Team Captain when creating my Participant Account so that I can create a Team and invite Participants to my team.

3. As a Participant, I want to be able to log into my Participant Account so that I can manage the information that is pertinent to me.

4. As a Participant, I want to be able to log out of my Participant Account so that I can secure my information.

5. As a Team Captain, I want to be able to create a Team during the sign up process so that I can invite other Participants and pick a Route to Canvass.

6. As a Team Captain, I want to be able to indicate my Team's name so that my Team can be easily identified and differentiated from other Teams.

7. As a Team Captain, I want to be able to invite at least three Participants to join my Team so that my Team meets the minimum requirements of the Event.

8. As a Team Captain, I want to be able to invite at most four Participants to join my Team so that my Team meets the maximum requirements of the Event.

9. As a Team Captain, I want to be able to indicate whether my Team will be Canvassing

on a Bus Route, a Walking Route, or a Driving Route so that I can Canvass a Route that is more meaningful based on my mode of transportation.

10. As a Participant, I want to be able to indicate if I have accessibility needs so that I can select a Route to Canvass that I am capable of Canvassing based on those specific accessibility needs.

11. As a Participant, I want to be able to indicate if I am a University Student or not so that I can select to take a Bus if that is the means of transportation that I require.

12. As a Team Captain, I want to be able to view a list of Routes so that I can be better informed of which Route to select and where that Route is located.

13. As a Team Captain, I want to be able to select my Route(s) so that my Team has an area to Canvass on the night of the Event.

14. As a Team Captain, I want to be able to choose from a list of accessible Routes if my Team includes a Participant with accessibility needs so that the needs of that Participant can be respected and met.

15. As a Team Captain, I want to not be able to select a Route that has reached its maximum number of Participants so that I can select a Route that will be more beneficial for the Event.

16. As a Participant, I want to be able to see which Route(s) my Team is assigned to so that I can better plan the night of the Event and not get lost finding said Route(s).

17. As a Participant, I want to be provided with a Bus Waiver if I am taking a Bus Route so that I am informed of the risks and responsibilities attached to being a Bus Route Canvasser.

18. As a Participant, I want to be provided with a Participation Waiver so that I am informed of the risks and responsibilities attached to being a Canvasser in the Event.

19. As a Participant, I want to be able to participate in the Live Chat so that I can clarify any questions I have that are not part of the FAQ.

20. As a Participant, I want to be able to make a monetary donation using the existing Meal Exchange donation system so that I can help work towards a solution to food insecurity.

21. As a Participant, I want to be able to opt out of receiving e-mails so that I can not be spammed with emails when accessing my e-mail account.

22. As a Participant, I want to be able to opt out of receiving push notifications on my mobile device so that I can not be spammed when using my mobile device.

4.3 General Public

1. As a member of the General Public, I want to have access to a page that contains general information about Meal Exchange and Trick or Eat so that I can become better informed on these organizations and their goals.

2. As a member of the General Public, I want to see a FAQ section so I can learn more about Trick or Eat and have some of my questions answered without having to access the Live Chat.

3. As a member of the General Public, I want to have access to the existing donation system provided by Meal Exchange so that I can make a monetary donation to the Event.

4. As a member of the General Public, I want to have access to the Meal Exchange Twitter link so that I know all the updated information about the Event as it is posted on Twitter.

5. As a member of the General Public, I want to have access to the Meal Exchange Facebook link so that I know all the updated information about the Event as it is posted on Facebook.

6. As a member of the General Public, I want to have access to a map that displays all of the Routes for the Event so that I can view which areas will be Canvassed for food collection.

4.4 USE CASES

4.4.1 BRIEF USE CASES

1. **Use Case: Participant Logging In.**

   Primary Actor: The User who is a Participant

   Brief Description:

   The User will request to log in to the system. The system will prompt the User for their credentials. The User will enter their username and password, which will be verified by the system. The User is granted access to the system.

2. **Use Case: Participant Joining a Team.**

   Primary Actor: The User who is a Participant.

   Brief Description:

   The participant will view a list of all public teams. The participant will request to join a specific team. The system will inform the team Captain that a request has been made to join the team, and will either accept or reject the applicant's request. If the team Captain accepts the applicant, they will be informed of the decision and added to the team.

3. **Use Case: Sign Up as a Team Captain.**

   Primary Actor: The User.

   Brief Description:

   The User requests to sign up for an account on the Trick or Eat portal. The system

prompts the User to choose between signing up as a team member or a team captain. Upon selecting team captain the system prompts the User to enter personal information such as their desired username, password, personal e-mail, name and team name. The system validates the User's information and the User is then prompted to enter the e-mail address of his team members.

4. **Use Case: Team Captain Chooses a Route.**

   Primary Actor: The User who is a Team Captain.

   Brief Description:

   The User requests to select a Route for his/her Team. The System informs the Team Captain of any accessibility issues that their Team may have. The Team Captain browses a list of existing Routes. The Team Captain selects a Route, keeping in mind the needs of his Team. The System will inform the Team Captain that a request has been made and will present the Team Captain with the exact Route information (address of the Bus Drop Off Location and address of the Food Drop Off Location). The System will then inform the Participants of the Team Captains respective Team of the selected Route through e-mail. The System will remove the selected Route from being selected by another Team.

5. **Use Case: Participant Indicates That They Have Accessibility Needs.**

   Primary Actor: The User who is a Participant.

   Brief Description:

   The User starts by creating an account. The User requests to the System in the ac-

count creation process to classify the account with accessibility needs. The User must select which types of routes they are able to attend (bus, walking or driving). The system will process the request and prompt the User with a success message. The system will store this accessibility information in the User's data so when the team captain will choose a route he will be aware of his team's needs.

6. **Use Case: Participant Wants to Canvass a Bus Route.**

   Primary Actor: The User who is a Participant.

   Brief Description:

   The Participant indicates that they are a University Student. The System allows the User to access Bus Routes. The Participant browses a list of existing Teams. From that list of Teams the Participant requests to join a Team that is canvassing a Bus Route. The system informs the Team Captain that a Participant would like to join their Team. The Team Captain accepts the Participant into their Team. The System sends the Participant the Bus Waiver. The Participant signs the Bus Waiver. The System receives a response from the Participant signing the Bus Waiver. The System adds the Participant to the Team.

7. **Use Case: Administrator Creates a Route.**

   Primary Actor: An Administrator.

   Brief Description:

   The Administrator who is a User requests to create a route to the system. The system requests the Administrator for the area that the route to be created in, and specific

details to that route such as accessibility needs, number of people required for this route and route type. The Administrator inputs the new route details and confirms its request with the System. The route is created with all its unique details and is displayed for all other Users.

8. **Use Case: Administrator Views Participant Details.**

   Primary Actor: An Administrator.

   Brief Description:

   The Administrator who is a User requests to view participant details to the system. The system requests the Administrator for the full name of the participant. The administrator inputs the full name of the participant and submits it to the System to be checked. The system checks for the participant full name in the database and displays the details of the participant on the screen to the Administrator as a new participant details window. The administrator can now view all the information of the participant and close the participant details window at any time.

9. **Use Case: Administrator Identifying the Maximum Participants on any Given Route.**

   Primary Actor: An Administrator.

   Brief Description:

   The Administrator requests to edit a Route. The System returns a list of Routes. The Administrator selects a Route. The System returns information about that Route. The Administrator edits the maximum number of Participants for that Route. The System updates the information for that Route.

10. **Use Case: Administrator Appoints a Team Captain.**

    Primary Actor: An Administrator.

    Brief Description:

    The Administrator requests to see a list of all the Teams in the System. The System displays the list of all the Teams in the System and the Administrator selects one. The Administrator browses through the Participants of the Team and appoints a Participant to be the Team Captain of that Team.

4.4.2 CASUAL USE CASES

1. **Casual Use Case: Participant Indicates That They Have Accessibility Needs.**

   Primary Actor: The User who is a Participant.

   Primary Success Scenario:

   The User starts by creating an account. The User requests to the system in the account creation process to classify the account with accessibility needs. The User must select which types of routes they are able to attend (bus, walking or driving). **(1)** The system will process the request and prompt the User with a success message. The system will store this accessibility information in the User's data so when the team captain will choose a route he will be aware of his team's needs.

   Alternate Scenarios:

   1) If the User has specified that they must be on a bus route, but the system checks and notices that all bus routes have been occupied then the system will inform the User of the lack of available routes.

2. **Casual Use Case: User Logging In.**

Primary Actor: The User who is a Participant.

Primary Success Scenario:

The User will request to log in to the system. The system will display a login prompt to the User. After entering their credentials, the system will check to make sure the User's identifier (username) exists in the database. **(1)** In the event that it does, the system will verify that the User provided password matches the associated with the password stored in the database. If it does, the system will inform the User that they have been authenticated, and redirect them to the landing page.

Alternate Scenarios:

1) If the system is either unable to find the User's identifier in the database, or if the supplied password is incorrect, the User will be informed that their credentials were incorrect. The User will not be authenticated by the system, but will instead be prompted to re-enter their login credentials.

3. **Casual Use Case: Choose a Route as a Team Captain.**

Primary Actor: The User who is a Team Captain.

Primary Success Scenario:

The User who is a Team Captain requests to choose a Route to canvass for their Team. The System displays to the Team Captain a list of all the Routes that matches the Route type (walking, driving or bus) and the needs of the Team (accessibility). **(1)** The Team Captain selects a Route and the System validates the selection of that Route. Each member of that Team is then assigned to that Route.

Alternate Scenarios:

1) The selected Route has no more occupancy. The System informs the Team Captain that there is no more available space on that Route and is prompted to select another Route.

4. **Casual Use Case: The Administrator Edits a Route.**

Primary Actor: An Administrator.

Primary Success Scenario:

The Administrator requests to edit a Route. The System returns a list of Routes. The Administrator selects a Route. The System returns information about that Route. The Administrator edits the maximum number of Participants for that Route. **(1)** The System updates the information for that Route.

Alternate Scenarios:

1) The System determines that the Route is a Bus Route. The System determines that there is not enough capacity on the Buses to accommodate the new requested maximum number of Participants for that Route. The System prompts the Administrator that they have entered an invalid input. The System prompts the Administrator to retry entering a new maximum number of Participants for that Route. The Administrator edits the Maximum number of Participants for that route. The System updates the information for that Route.

5. **Casual Use Case: Administrator Views Participant Details.**

   Primary Actor: An Administrator.

   Primary Success Scenario:

   The Administrator who is a User requests to view participant details to the system. The system requests the Administrator for the full name of the participant. The administrator inputs the full name of the participant and submits it to the System to be checked. **(1)** The system checks for the participant full name in the database and displays the details of the participant on the screen to the Administrator as a new participant details window. The Administrator can now view all the information of the participant and close the participant details window at any time.

   Alternate Scenarios:

   1) The system checks for the participant full name in the database and it does not exist, the system then requests the Administrator to input a new name to be checked.

6. **Casual Use Case: Administrator Appoints a Team Captain.**

   Primary Actor: An Administrator.

   Primary Success Scenario:

   The Administrator request to see a list of all the Teams in the System. The System displays the list of all the Teams in the System and the Administrator selects one. **(1)** The Administrator browses through the Participants of the Team and appoints a Participant to be the Team Captain of that Team.

   Alternate Scenarios:

1) The Team already has a Team Captain. The System informs the Administrator that a Team Captain already exists for the Team.

4.4.3 FULLY DRESSED USE CASES

1. **Fully Dressed Use Case: Team Captain Chooses a Route.**

Primary Actor(s): Team Captain.

Pre Conditions:

a) System is stable.

b) Team Captain must be Logged in.

c) Team Captain must have a registered team.

Primary Success Scenario:

1.0 The User requests to select a route for their team.

2.0 The system informs the Team Captain of any accessibility issues that their Team may have.

3.0 The Team Captain browses a list of existing Routes.

4.0 The Team Captain selects a Route, keeping in mind the needs of his Team.

5.0 The System will inform the Team Captain that a request has been made and will present the Team Captain with the exact Route information (address of Bus Drop Off Location and address of the Food Drop Off Location).

6.0 The System will then inform the Participants of the Team Captains Team of the selected Route through e-mail.

7.0 The System will remove the selected Route from being selected by another Team.

Alternate Scenarios:

3.0 There are no more Routes available

3.1 The Team Captain is prompted with an admins e-mail to inform them of the shortage

3.2 The Administrator must create a new Route for more Teams to join.

5.0 The system will inform the Team Captain that the chosen route is taken. This could be possible if another team selected the same route moments before the User.

5.1 The Team Captain will be redirected to the map with the routes to select.

Post Conditions:

a) Team will be assigned to a Route.

b) If the Route has reached its maximum number of teams the system will remove it from the list where future teams choose their Route.

2. **Fully Dressed Use Case: Sign Up as a Team Captain.**

Primary Actor(s): Participant.

Pre Conditions:

a) System is stable.

b) The User is on the homepage of the Trick or Eat portal

Primary Success Scenario:

1.0 The User requests to sign up for an account.

2.0 The system prompts the User to choose between signing up as a Participant or a Team Captain.

3.0 The User enters their desired username.

4.0 The User enters their desired password.

5.0 The User enters the confirmation of their desired password.

6.0 The User enters their e-mail address.

7.0 The User enters their full name.

8.0 The User enters their Team name.

9.0 The system validates the User's information.

10.0 The system prompts the User to enter at least 3 e-mail address of the Team members.

11.0 The system sends an invitation to the Team members.

Alternate Scenarios:

2.0 The User selects to sign up as a Participant.

2.1 The User enters their desired username.

2.2 The User enters their desired password.

2.3 The User enters the confirmation of their desired password.

2.4 The User enters their e-mail address.

2.5 The User enters their full name.

2.6 The system validates the User's information

2.7 The User is now registered as a Participant

9.0 The username already exists.

9.1 The system informs the User that their desired username is already taken.

9.2 The User enters a new username.

9.3 Go to 9.0 of the Main Success Scenario

9.0 The passwords do not match each other.

9.1 The system informs the User that the passwords do no match.

9.2 The User enters their desired password.

9.3 The User enters the confirmation of their desired password.

9.4 Go back to 9.0 in the Main Success Scenario.

Post Conditions:

a) The User is now registered as a Team Captain of their Team. The system is in a stable state.

3. **Fully Dressed Use Case: Participant Joining a Team.**

Primary Actor(s): Team Captain, Participant.

Pre Conditions:

a) System is stable.

b) The Participant is logged in.

c) The Participant is not part of a team.

d) At least one team exists.

Primary Success Scenario:

1.0 The participant browses a list of existing public teams.

2.0 The participant requests to join a specific team.

3.0 The system informs that team's Captain that a request has been made to join the team, and presents the Captain the requester's information (name, e-mail, etc.).

4.0 The Captain accepts the requester's application.

5.0 The System informs the applicant that their request was approved.

6.0 The System adds the User to the team.

Alternate Scenarios:

1.0 No teams exist yet.

1.1 The system will display an empty set (no teams).

2.0 The team is full.

2.1 The system will inform the User that the team is full and cannot be joined.

4.0 The team Captain declines the applicant's request.

4.1 The requester will not be informed of their rejection, but will not be able to extend any further invitations to join that particular team.

Post Conditions:

a) The participant is a member of the team.

4. **Fully Dressed Use Case: A Participant Wants to Canvass a Bus Route.**

Primary Actor(s): Participant.

Pre Conditions:

a) System is stable.

b) Participant has logged into their Participant account.

Primary Success Scenario:

1.0 The Participant indicates that they are a University Student.

2.0 The System allows the User to access Bus Routes.

3.0 The Participant browses a list of existing Teams.

4.0 (1) From that list of Teams the Participant requests to join a Team that is canvassing a Bus Route.

5.0 The system informs the Team Captain that a Participant would like to join their Team.

6.0 (2) The Team Captain accepts the Participant into their Team.

7.0 The System sends the Participant the Bus Waiver.

8.0 (3) The Participant signs the Bus Waiver.

9.0 The System receives a response from the Participant signing the Bus Waiver.

10.0 The System adds the Participant to the Team.

Alternate Scenarios:

First Alternate

4.0 The System determines that the list of Teams is an empty set.

4.1 The System prompts the Participant to become a Team Captain and create a Team.

4.2 The Participant becomes a Team Captain.

4.3 The System prompts the Team Captain to enter a Team name.

4.4 The Team Captain enters a Team name.

4.5 The System accepts the Team name.

4.6 The System prompts the Team Captain to enter three e-mail addresses of Team members.

4.7 The Team Captain enters three e-mail addresses of Team members.

4.8 The System sends e-mail requests to the new Participants.

4.9 The System displays the list of Bus Routes to the Team Captain.

5.0 The System prompts the Team Captain to select a Bus Route.

6.0 The Team Captain selects a Bus route.

7.0 The System sends the Team Captain and Participants the Bus Waiver.

Second Alternate 6.0 The Team Captain rejects the Participant's application to join the Team.

6.1 The System prompts the Participant indicating that they were rejected by the Team.

6.2 The System provides the Participant with the list of Teams.

6.3 From that list of Teams the Participant requests to join a Team that is canvassing a Bus Route.

6.4 The system informs the Team Captain that a Participant would like to join their

Team.

6.5 The Team Captain accepts the Participant into their Team.

Third Alternate

8.0 The Participant declines the Bus Waiver.

8.1 The System prompts the Participant warning them that not Signing the Bus Waiver will result in them not being able to join the Team canvassing the Bus Route.

8.2 The System requests that the Participant confirm their intent not to sign the Bus Waiver.

8.3 The Participant signs the Bus Waiver.

Post Conditions:

a) System is in a stable state.

b) Participant is part of a Team that is canvassing a Bus Route.

5. **Fully Dressed Use Case: Administrator Creates a Route.**

Primary Actor(s): Administrator.

Pre Conditions:

a) System is stable.

b) The Administrator is logged in.

Primary Success Scenario:

1.0 Administrator requests to create a route to the system.

2.0 The system requests the Administrator for the area that the route would be created in.

3.0 The Administrator inputs the Route.

4.0 The system confirms the route and requests for specific details to that route such as accessibility needs, number of people required for the route, and route type.

5.0 The Administrator inputs the unique route details to the system.

6.0 The Administrator confirms its request with the system of its new route being created.

7.0 The system accepts everything and the route is created with all its unique details.

8.0 The route will be displayed on the Google maps for all the other Users.

Alternate Scenarios:

1.0 The system is not accepting any new routes to be created.

1.1 The system tells the Administrator why routes are not able to be created.

4.0 The Route data is incorrect or non-existent.

4.1 The system requests the Administrator to input a new route.

7.0 The system does not accept the route details.

7.1 The system requests the Administrator to input the Route details again.

Post Conditions:

a) System is in a stable state.

b) The Administrator creates a route to the system.

5 Individual Contribution

5.1 Marcel Amato

5.1.1 Strengths and Weaknesses

My biggest strength that will have the greatest impact to my team, lab and class is my close attention to detail. I am thorough while completing tasks, and my perfectionist habits will help to provide a sense of precision and coherence over all areas of my work. As the team designer, I feel that this asset will be a huge benefit, as I will be responsible for sketching a design of the User website, and also planning the arrangement of the information and tools which the User will be directly interacting with. The first impressions that the website conveys to the User is very important, and I am making it my mission to provide the User with a positive experience - assuring that they will not have any uncertainty regarding the website's design and layout.

My biggest weakness that I want to work on this semester is my lack of confidence in expressing my ideas and opinions. I feel that my ideas are creative and useful for most scenarios, but I have difficulty introducing them into the design plan of a large group or class. I feel that my whole group will be able to help me improve on this weakness because their encouraging demeanor will allow me to feel comfortable in discussing elaborate solutions for the problems we face. I plan on improving my confidence by coming prepared to class with my ideas and proposals to certain design issues, and I will also regularly express my thoughts on topics in class, in my lab and with my group.

5.1.2 Design Improvement

I believe the creation of a "Food Counter" in the app would be a great addition. It would be used during the actual collection of food to help keep track of the amount of food collected by each group. This is significant because it will show the admins approximately how successful each route was in collecting certain items and donations. This can lead to more teams being assigned to successful routes in the future to help collect more goods. It will also collect a rough estimate of the total amount of donations and cans that were collected by the Trick-or-Eat fundraiser.

5.2 Dominic Gagné

5.2.1 Strengths and Weaknesses

My greatest strength is my ability to estimate and understand the scale of a project, and recognize the many components of an endeavor that will play a part in the system of the project. I find that I am able to do this while still being able to collaborate with others in an agreeable and productive manner. I foresee this will play a large role in the mediation of conflict between team members, as well as ensuring that each member has their voice heard. In addition to this, I believe that our team will be able to set much more realistic goals if we are able to make reasonable estimates as to how much work may be required for any particular task.

My biggest weakness is my inability to maintain focus on a single key goal over a long period of time without being distracted by smaller, more superficial and unimportant details. I plan to remedy this weakness by writing down (Trello) clear, concise goals, with associated deadlines, and setting those goals as my primary focus. I will need to remind myself periodically of what my current goal is, especially if I find myself being distracted by less paramount issues. All four other team members will be able to work with me in order to help me better myself. This might be done by having other members ask me everyday what my primary goal is for the day, and how long I expect it will take to accomplish.

5.2.2 Design Improvement

The removal of the private teams would improve the flow of the system and avoid any confusion among new Users/participants. There is no need for teams to be private, as no personal information is available to participants perusing the list of teams (other than team name). The accept/reject option each Captain is presented with when a participant requests to join their team prevents unwanted or unknown participants from joining teams on which they are not welcome.

The current mechanism by which Team Captains restrict access to teams is not only sufficient, but ideally suited for this purpose. The mechanism works well on its own, and an option for teams to be either public or private would only serve to complicate the system with no concrete advantages.

5.3 Alexandre Gontcharov

5.3.1 Strengths and Weaknesses

My biggest asset to my team is my planning and organizing skills. I am able to take a project, and break it down into components, and then take those components, and further break them down into smaller components until they are small precise details that I, my teammates, and my peers in class and in the lab can work with. Once I thoroughly understand what needs to be done, I can then easily start planning the whole project, or a component of a project, giving it a deadline, how it should be done, and its priority based on how significant it is. In addition to planning the project, I set up meetings for my team and do my best to keep them notified whether through online chats, e-mail, online project boards or even their cell phones. As a result this improves our communication and synergy in the team and everyone can expect something from another team member. Lastly, just as I set up deadlines for our team I have my own deadlines to meet, and with that comes great work ethic - I am willing to get the job done to the best of my abilities.

On the other hand, my biggest weakness is not taking down accurate notes - from class or anywhere else. Whenever I look back at my notes, they're sometimes vague, and I don't recall why I wrote this or that down. In order to overcome this weakness I intend to come to class earlier, and sit near the front. Similarly, I believe coming to class prepared, such as reading the notes will allow me to know what I should be jotting down. Furthermore, just comparing notes with my team after lectures will greatly help me beat my weak point.

5.3.2 Design Improvement

Based on the initial meeting we had with the clients they were pretty adamant about having a one on one live chat option with participants registered on the Trick or Eat portal. Given that they are only three administrators working on the whole project, having a one on one live chat seems pretty inefficient especially when there are hundreds of participants signed-up and only so much time is allocated for the one on one live chat. My suggestion to improve this would be to restrict the live chat to the team captains so that the numbers of participants requesting the one on one live chat drops down significantly. Should we choose to do this it will be beneficial to also send an email to all participant informing them the date and time of when the live chat will be up to allow them to send their questions or concerns to the team captain. As a result of this the team captain will be responsible for his/her team members. Additionally it will be wise to update and add more to the frequently asked question section.

5.4 Matthew Tersigni

5.4.1 Strengths and Weaknesses

My biggest strength is my work ethic and organizational skills. I have a knack for understanding the task at hand and how much time needs to be spent to complete that task. It can be onerous and cumbersome for team members at times to deal with me completing portions of their work, however I have strived to combat this through rigorously communicating with team members. It is my firm belief that these skills will both contribute largely to the completion of the tasks as they are assigned, and will result in a much better product.

My biggest weakness is my stubbornness; I like when work is done in a specific way and it is very hard for me to part with my own format. I often come up with unfeasible ideas that are well above the specifications of the project, and I believe that they will take less time than they actually do to properly implement. It is these over the top ideas that I have trouble letting go of and not actually attempting. This stubbornness results in time wasted trying to complete functionality that is not necessary. I feel that Alexandre will be the team member who will be the most helpful in managing what work will be done at what times, in order to assist me in not succumbing to my own stubbornness.

5.4.2 Design Improvement

If there were anything to add to the System that is not in the current design I would suggest to the client that we add more extendability to the product. There is a need for this product internationally, and it is much easier to have the product built in an extendable way before the product has been developed. This System could be used by any non-profit organization whose goal is to Canvass a region asking for donations of any kind. It would be an excellent organizational tool for those companies or organizations wanting to start events which have a similar function to that of the Trick or Eat campaign.

5.5 Erik Zorn-Wallentin

5.5.1 Strengths and Weaknesses

My biggest strength is my experience working with two different companies full-time building a website and an Android app. Both of these jobs taught me what it takes to accomplish these goals, how to follow the requirements of the company, and what it is like to work with non-technical staff. Having experience successfully building a website and an Android app will be an advantage to my team, because I can make sure we don't follow common mistakes and keep on track to completing at least the minimum viable product for the client. I believe that these skills will help our team accomplish any task given to us throughout this semester.

My biggest weakness is that I like being the leader of a group and having a high degree of control of what is happening. This class and my previous full-time jobs have made me realize that I need to take a more relaxed role and allow other people to lead, since in the real world I will most likely be following orders from other leaders. Dominic always works well with every person and gladly accepts any role to meet the demands of the project, and I would like to learn from him so that I can also easily adapt to any type of project and people I meet. I hope by learning to overcome my weakness that it will better prepare me for when I am looking for a job after I finish university.

5.5.2 Design Improvement

The one thing I would suggest to the client to improve the original design would be to remove the Mobile App part of the original design. I feel the website the participants sign up, and general public use to view everything is good enough, and if designed properly could be used on any phone device. I feel like the app is not as useful in this scenario because the website could do everything the app can do. Having the website and app that do some similar tasks could cause confusion to any potential donors or volunteers that don't know what to do. I don't feel like people would care if they use a website or an app for the Trick or Eat event as most people use both in their everyday practices on their phone. It feels redundant to have both and sticking with just the website would simplify the final product making it easier to create, quicker to finish and simpler for any potential Users.

6 TIME ESTIMATES

Freedom Eaters will be actively implementing this project from October 19, 2015 until December 4, 2015. This allows a total of 35 business days to be taken advantage of.

As Freedom Eaters is a team of 5, there are 175 productive person-days available to us.

35 Business days * 5 Team Members = 175 Productive person-days

Using an iteration period of 10 days, and an initial velocity of 0.7, Freedom Eaters is left with 122.5 productive person-days.

175 Total person-days * Velocity of 0.7 = 122.5 Productive person-days

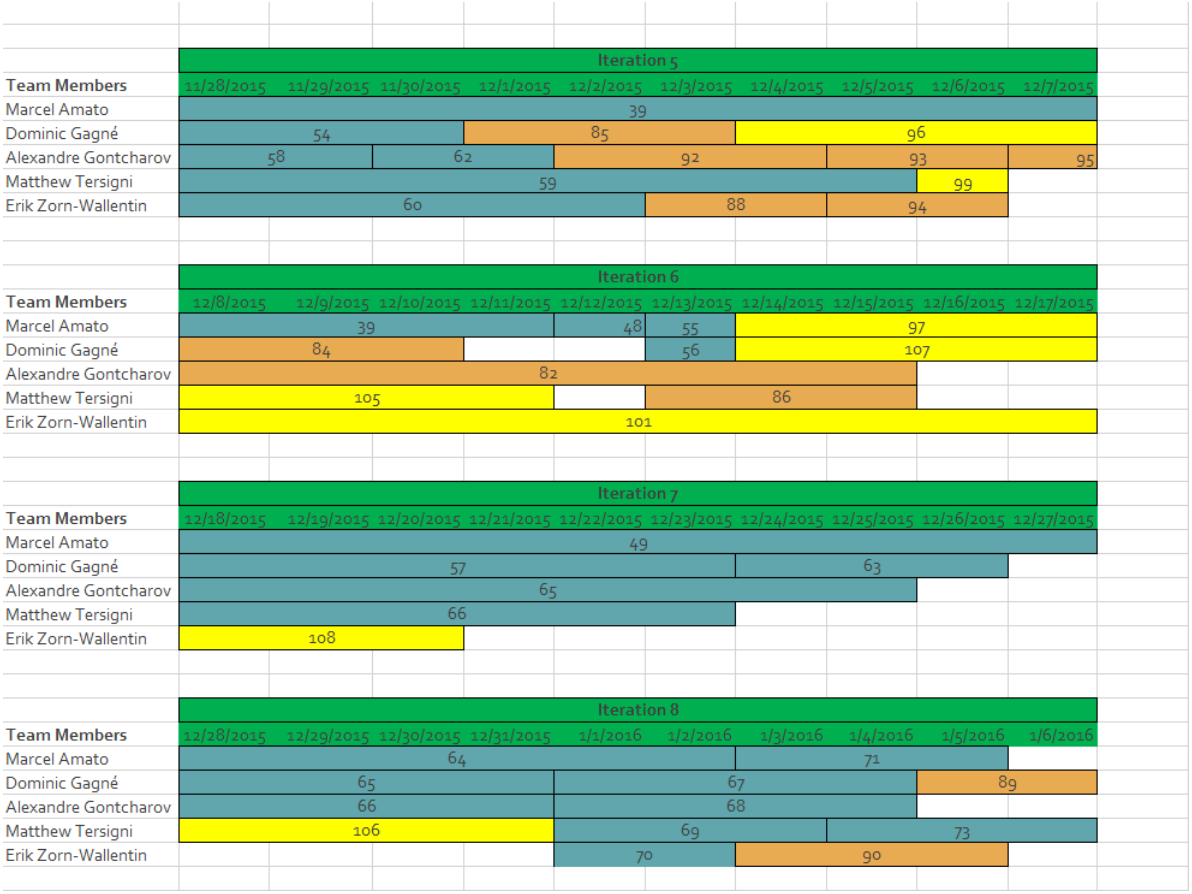
Total person-days required to complete the project, based on time estimates: **389.5 Days**

As such, our 122.5 Productive person-days will not be sufficient to complete the project by December 4, 2015.

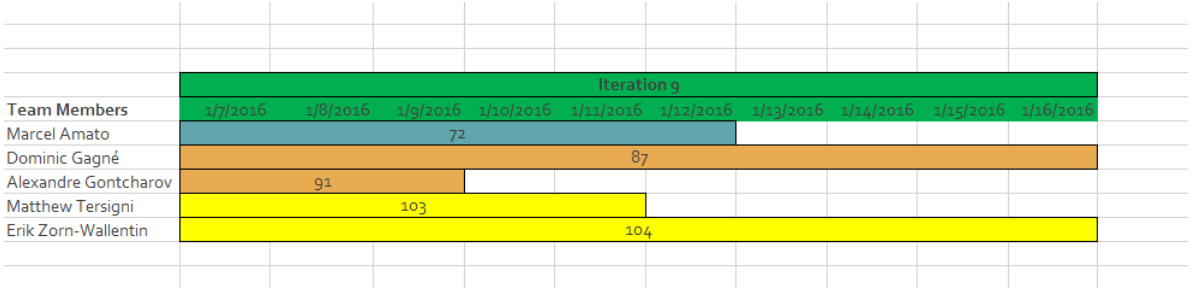
6.1 GANTT CHART

Day	1	2	3	4	5	6	7	8	9	10
	Iteration 1									
Team Members	10/19/2015	10/20/2015	10/21/2015	10/22/2015	10/23/2015	10/24/2015	10/25/2015	10/26/2015	10/27/2015	10/28/2015
Marcel Amato	5								12	
Dominic Gagné	6					15			16	
Alexandre Gontcharov	4									
Matthew Tersigni	7			1	2				14	
Erik Zorn-Wallentin	8	9 and 10	11					74		
	Iteration 2									
Team Members	10/29/2015	10/30/2015	10/31/2015	11/1/2015	11/2/2015	11/3/2015	11/4/2015	11/5/2015	11/6/2015	11/7/2015
Marcel Amato	13					23			79	
Dominic Gagné	18					75			84	
Alexandre Gontcharov	4					76			100	
Matthew Tersigni	19									
Erik Zorn-Wallentin	20	21		22		77				
	Iteration 3									
Team Members	11/8/2015	11/9/2015	11/10/2015	11/11/2015	11/12/2015	11/13/2015	11/14/2015	11/15/2015	11/16/2015	11/17/2015
Marcel Amato	17								30	
Dominic Gagné	35			46			52		24	
Alexandre Gontcharov	36			47			53		26	
Matthew Tersigni	37		80				102		27	
Erik Zorn-Wallentin	78			81					29	
	Iteration 4									
Team Members	11/18/2015	11/19/2015	11/20/2015	11/21/2015	11/22/2015	11/23/2015	11/24/2015	11/25/2015	11/26/2015	11/27/2015
Marcel Amato	25								38	
Dominic Gagné	26						42			
Alexandre Gontcharov	31				40		44			98
Matthew Tersigni	32		34			45			50	
Erik Zorn-Wallentin	33		41		43			51		

6.1.1 Gantt Chart - Continued



6.1.2 GANT CHART - CONTINUED



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