CIS 4911 – SENIOR PROJECT

Picture Marketing’s Social Wall

Software Requirements Document

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This is the work of Steve Noel, unless specified otherwise. Aid and guidance was provided by Carlos Ocampo and Louis Zuckerman of Picture Marketing.

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**1. Introduction**

This section deals with introducing our project and defining our purpose, scope, terms, and acronyms. It also deals with describing how the rest of this document will unfold, describing our feasibility study, as well as our project plan.

**1.1 Problem Definition**

The problem our project, the Social Wall, deals with is the inability for clients to display photo albums in a slideshow from social media sites and cloud storage apps in a quick and efficient manner. While it is possible to accomplish, it is normally tedious to set up and gives you a very limited amount of customization on how you want to show your slideshow.

**1.2 Scope of System**

For this project, we must ensure that our work delivers a product that is satisfactory. This is done through planning out how the work is split up, implementing all the necessary use cases, staying on the schedule provided, using the budget wisely, and obtaining all the resources necessary to carry out these tasks.

**1.3 Terminology - Definitions, Acronyms, and Abbreviations**

PM - Picture Marketing

SW - Social Wall

FB - Facebook

PG - PhoneGap software

h/w - Hardware

s/w - Software

OS - Operating System

App - application

RSS - Rich Site Summary

CC - Chrome Cast

AJS - AngularJS Framework

JS - Javascript language

CSS - Cascading Style Sheets language

**1.4 Overview of document**

In this document, we will discuss the software application to be developed. The project plan for this current deliverable is discussed we will discuss the current system in place today, the purpose of the new system we are going to implement, define our user requirements, describe the alternative solutions, and offer recommendations. This gives us our purpose behind our project and helps us move forward.

In our Project Plan, we discuss how we will organize our project, which includes our personnel organization and our h/w and s/w resources, and we identify our task, milestones, and deliverables for the rest of our project.

**2. Current System (Limitations and Problems)**

In the current system, there are two ways to solve this slideshow problem: doing it locally, by using broad slideshow applications like PowerPoint, or by using an expensive web application like Tintup. To display a slideshow locally, the consumer has to either download the images directly into their device and run it through a desktop slideshow application, or click through each individual image directly through social media site and display the images that way. This current system forces companies forces companies to dedicate time and resources for the creation of an appealing final product.

Another option for these consumers are through web application that provides this slideshow service (like Tintup or Postano). These services, while useful, can be rather costly, and can cost upwards of $1,000 a month (or more). While it might be affordable for some companies, it is a price that is too much for others, as well as individual users.

**3. Project Plan**

This section describes the plan of action for the software requirements document. Here, the member roles and work breakdown between members is described in detail for this current deliverable.

**3.1. Project Organization**

Steve Noel – Project Manager,Document Editor, Static UML Diagram Creator, Interface designer.

Carlos Ocampo- Mentor

Hardware:

* PC - Mac (OS X or higher)
* Chrome Cast
* Television that has an HDMI port

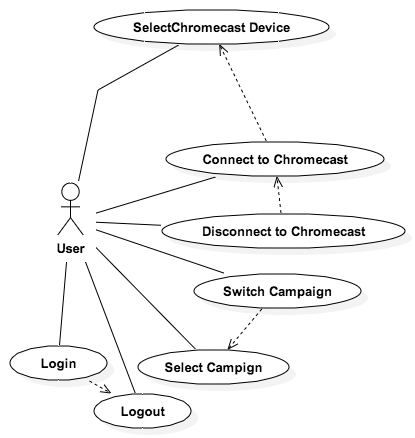
Software:

* StarUML (version 2.0.0)
* Mingle (web application)
* Google Chrome
* Adobe Photoshop CS6
* Google Drive
* GitHub (version 2.0 for Windows or Web App)
* Apache Server
* Xcode development tool
* Cordova/Phonegap
* Sencha Touch Framework

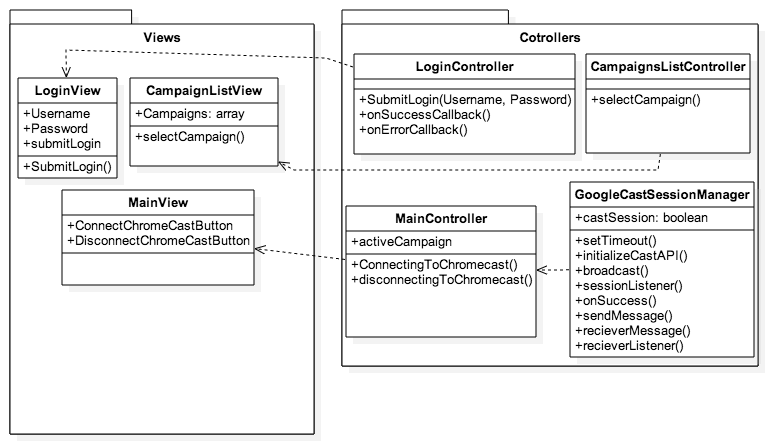
For this current deliverable, UML diagrams will be created in starUML software. Interface design will be created utilizing Adobe Photoshop CS6. Document preparation and writing will be conducted through Google Drive. Project Management activities will be maintained through online Trello application.

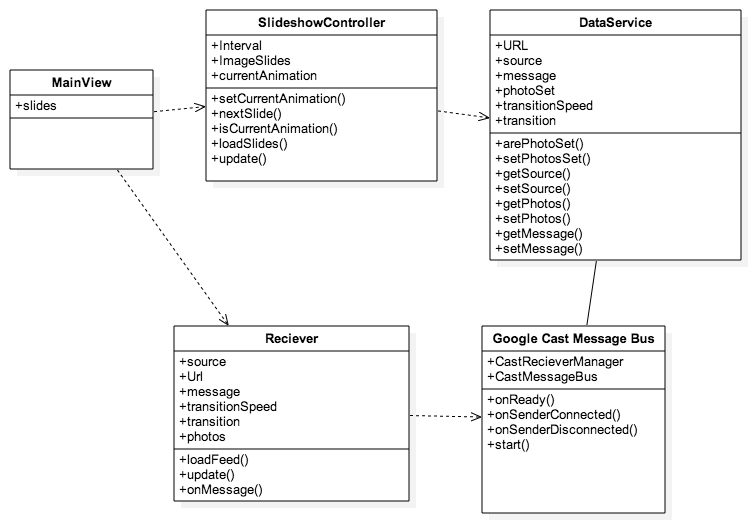
Requirement Document

1. Use case Model

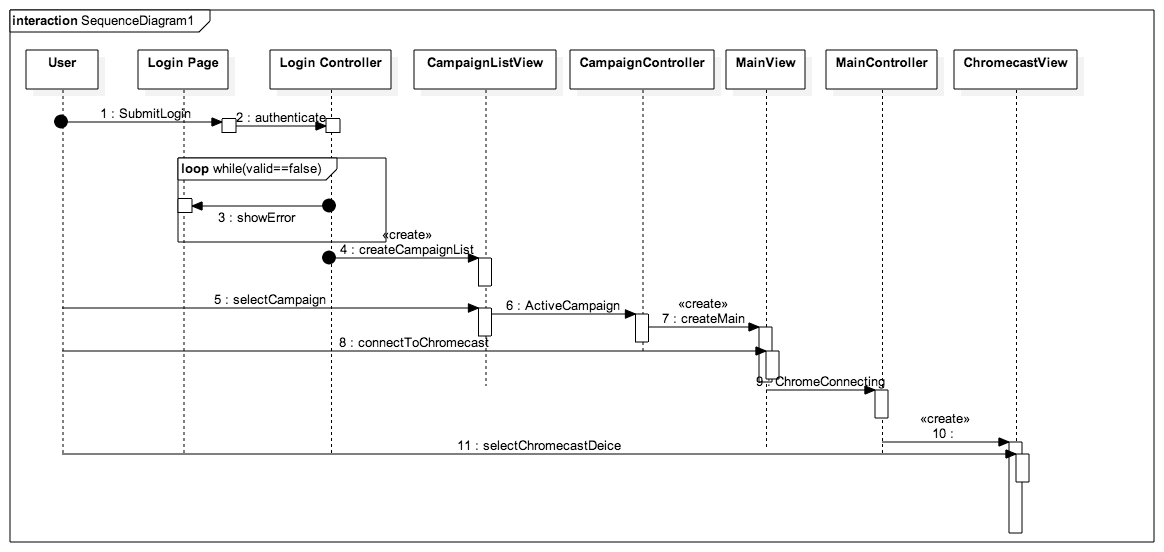


2. Static Diagram

Sender Application Class Diagram 

Receiver Class Diagram

3. Overview Sequence diagram of the System.



4 Meeting Minutes

Diary Entry 1:

Date: January 22, 2015

Location: Picture Marketing Office

Start time: 12:00 pm

End time: 2:00 pm

In Attendance: Steve Noel , Carlos Ocampo

Late: N/A

Agenda:

* Discuss Product Backlog
* Discuss User Stories and Points Assigned to Each.