CIS 4911 – SENIOR PROJECT

Picture Marketing’s Social Wall

Software Requirements Document

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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**

Joseph Gonzalez- Project Manager, Document Editor, Static UML Diagram Creator, Interface designer.

Juan Gonzalez-Llanos - Project Manager, Document Editor, Researcher, Dynamic UML Diagram Creator.

Cortney Mills - Mentor

Hardware:

* PC - Windows OS (7 or 8) or Mac (OS X or higher)
* Chrome Cast
* Television that has an HDMI port

Software:

* StarUML (version 2.0.0)
* Trello (web application)
* Google Chrome
* Adobe Photoshop CS6
* Google Drive
* GitHub (version 2.0 for Windows or Web App)
* Tomcat 7.0
* Java EE
* Wamp Server
* Android Development Tools
* Webstorm
* Cordova/Phonegap
* AngularJS 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.

**3.2. Work Breakdown**

|  |  |
| --- | --- |
| **Deliverable** | **Due Date** |
| Feasibility Study and Project Plan | 9/10/2014 |
| Software Requirements Document | 9/10/2014 |
| Design Document | 9/24/2014 |
| Final Document | 12/10/2014 |
| Installation Guide | 12/10/2014 |
| User Manual | 12/10/2014 |

|  |  |
| --- | --- |
| **Milestone** | **Due Date** |
| Create UI Design | 10/3/2014 |
| Develop Slideshow Engine | 11/6/2014 |
| Cast to Chrome Cast | 11/6/2014 |
| Send Sources to SS Engine | 10/28/2014 |
| Receive photo album sources | 11/6/2014 |
| Port web app to Android | 11/6/2014 |

**3.3. Cost Estimate**

|  |  |
| --- | --- |
| Resource | Price (USD) |
| Laptop PC running Windows 7 or better, 8+ GB RAM, Intel i7 processor or better (x2) | $899.99  x2 |
| HDTV with HDMI port | $297.99 |
| Adobe Photoshop CC for four months, for two licenses | $19.99/mo  x8 |
| Chrome Cast | $34.99 |
| WebStorm Licenses (x2) | $99  x2 |
| Total (taxes and fees included): | $2,617.96 |

**4. Proposed System Requirements**

In this section, the proposed system requirements are presented and discussed in greater detail. The systems functional requirements along with their non-functional requirements are explained. UML diagrams describing both the static and dynamic aspects of the system are shown and expanded upon.

**4.1 Functional Requirements**

1) The system shall allow the user to generate a slideshow.

Refer to Appendix A: S-WALL/1-001/Generate Slideshow

2) The system shall allow the user to change the image cycle speed.

Refer to Appendix A: S-WALL/1-002/Image Cycle Speed

3) The system shall allow the user to change the background photo of the slideshow.

Refer to Appendix A: S-WALL/1-003/Edit Background Photo

4) The system shall allow the user to enter a recurring photo into the slideshow.

Refer to Appendix A: S-WALL/1-004/Add Recurring Photo

5) The system shall allow the user to digest photos from Facebook Account Album

Refer to Appendix A: S-WALL/1-005/Digest Facebook Account Album

6) The system shall allow the user to digest photos from Facebook Page Album.

Refer to Appendix A: S-WALL/1-006/Digest Facebook Page Album

7) The system shall allow the user to digest photos Dropbox Directory

Refer to Appendix A: S-WALL/1-007/Digest Dropbox Directory

8) The system shall allow the user to digest photos from an RSS Feed

Refer to Appendix A: S-WALL/1-008/Digest RSS Feed

9) The system shall allow the user to choose the source of photos for slideshow.

Refer to Appendix A: S-WALL/1-009/Select Photo Source

10) The system shall allow the user to cast mobile app onto Chrome Cast device.

Refer to Appendix A: S-WALL/1-010/Cast to Chrome Cast

11) The system shall capture requests made by users, and handle them respectively.

Refer to Appendix A: S-WALL/1-011/Handle Cast Request

12) The system shall allow user to change the transition effect of their slideshow

Refer to Appendix A: S-WALL/1-012/Change Effect

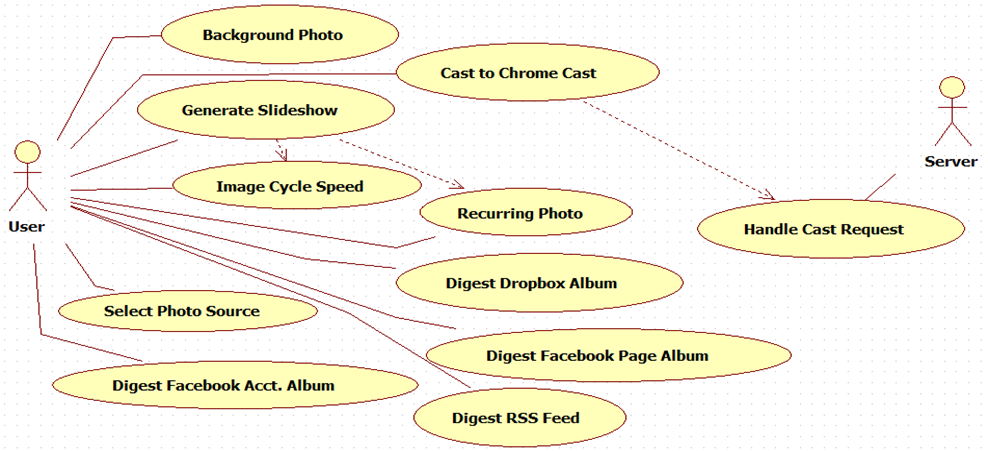
13)The system shall allow the user to add music to slideshow

Refer to Appendix A: S-WALL/1-013/Add Music

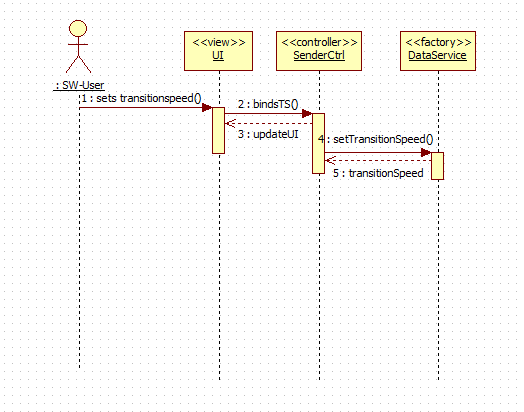
**4.2 Analysis of System Requirements**

**4.2.1. Scenarios**

The SW system requires basic function of receiving the photo album source, sending it to slideshow controller, which passes it to the page view to display. It also allows the user to change the settings, like transition animation and speed, as well as cast it to Chrome Cast. This is all done quickly, efficiently, and safely.

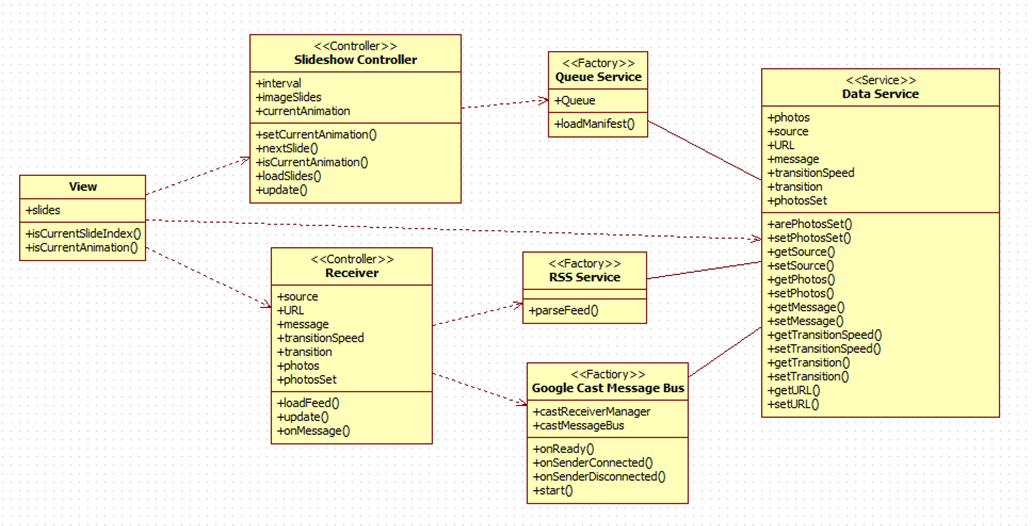
**4.2.2. Use Case Model**

**Use Case Diagram displaying implemented use cases.**

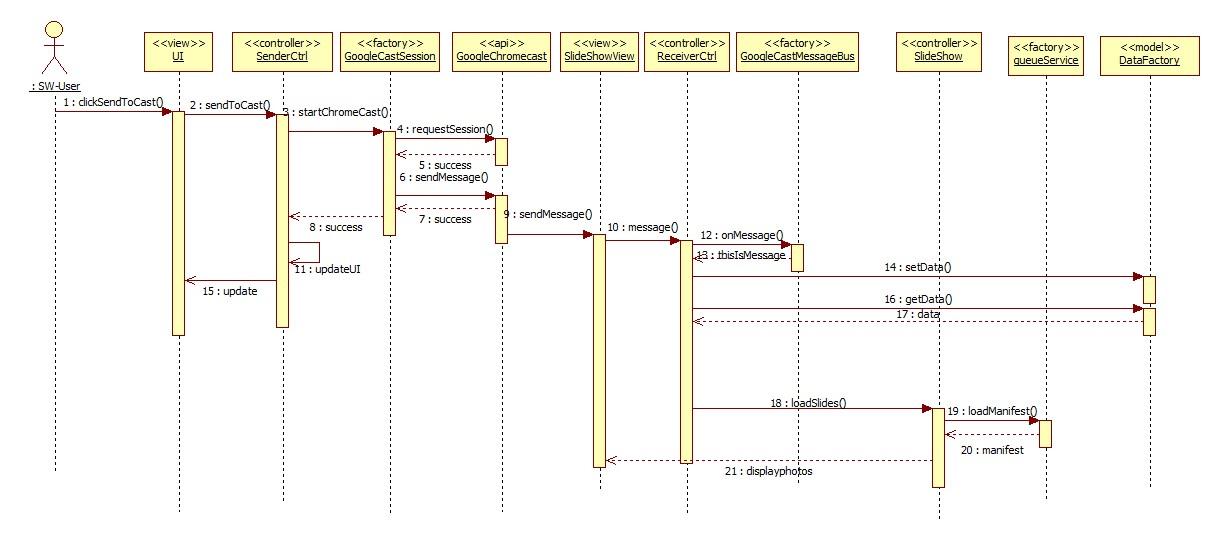


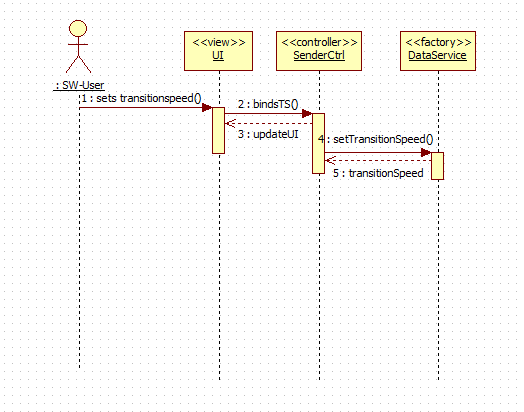
**Sequence Diagram for SW/1-002/Image Cycle Speed**

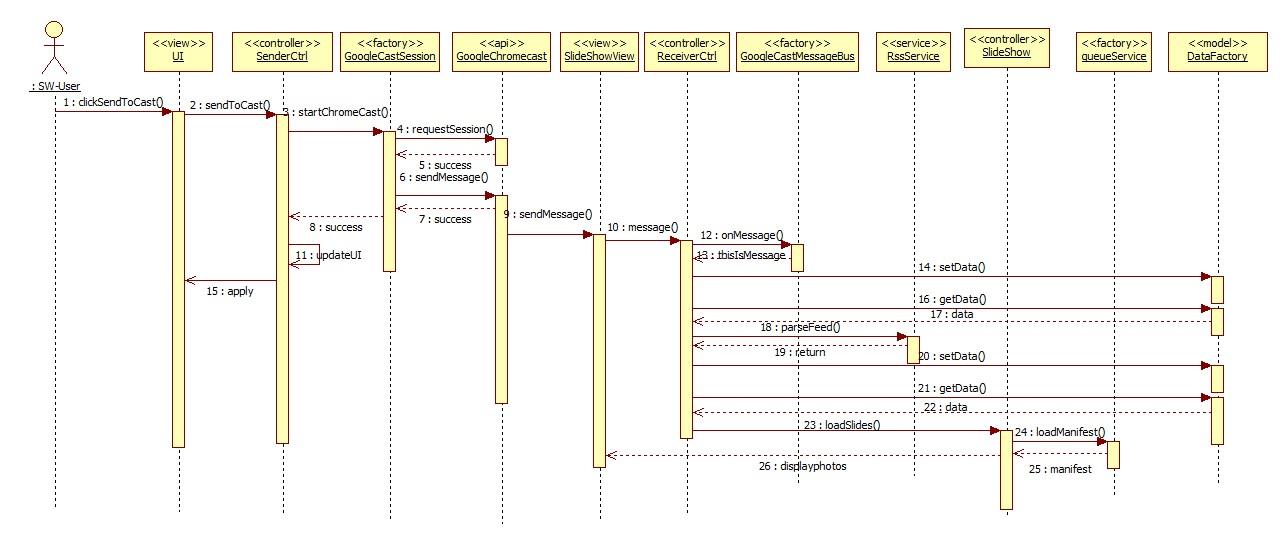
**4.2.3. Static Models**



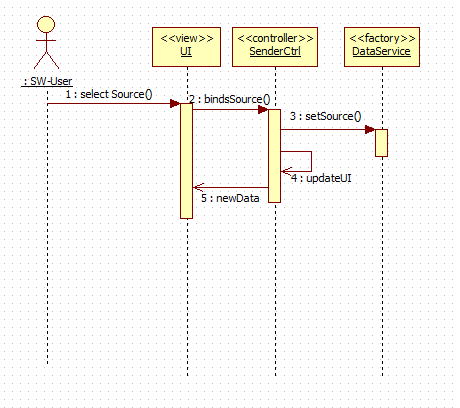
**4.2.4. Dynamic Models**

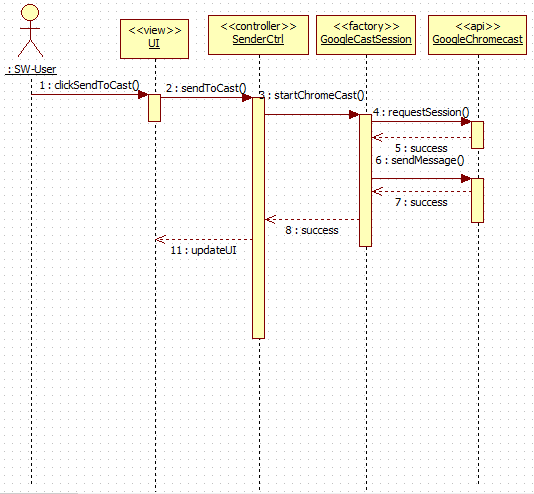
Sequence Diagram S-WALL/1-001/Generate Slideshow.

Sequence Diagram S-WALL/1-002/Image Cycle Speed

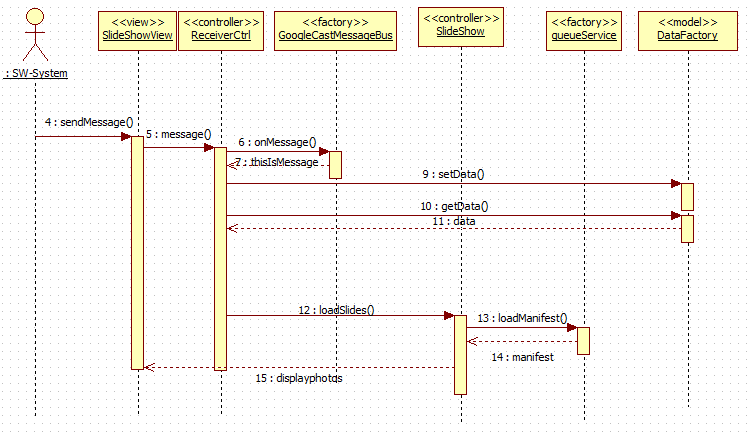
Sequence Diagram-WALL/1-008/Digest RSS Feed

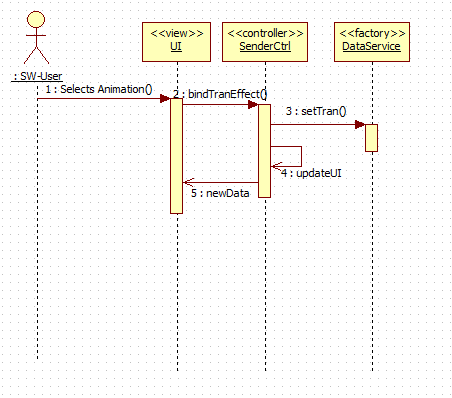
Use Case ID: S-WALL/1-009/Select Photo Source

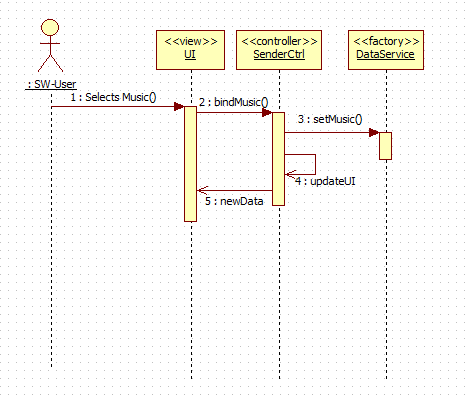


Use Case ID: S-WALL/1-010/Cast to Chrome Cast

Use Case ID: S-WALL/1-011/Handle Cast Request



Use Case ID: S-WALL/1-012/Change Effect

Use Case ID: S-WALL/1-013/Add Music

**5. Glossary**

|  |  |
| --- | --- |
| Term | Definition |
| Slideshow | An array of images that are displayed one at a time. |
| Dynamic | Capable of action or change |
| Static | Stationary, fixed |
| Functional Requirements | Features that are integral to the desired output of the system |
| Non-functional Requirements | Constraints on the system that determine the quality of said system. |

**6. Appendix**

**6.1. Appendix A - Complete use cases**

**Use Case ID:** S-WALL/1-001/Generate Slideshow

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web app.

2. User must have selected source of images.

* **Description:**

1. The use case begins when the user clicks the "Generate Slideshow” button.

2. The system shall check if user has entered all necessary input.

3. The system shall display the images in a slideshow format.

4. The use case ends when the system presents the user with the slideshow of images.

* **Postconditions:**

1. The user shall be presented with with a slideshow of images according to the settings input by the user.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to generate the slideshow.
* The system is unable to display images.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** Will be used almost everytime software is used.
* **Criticality:** High. Core functionality of software.
* **Risk:** High. Dependent upon external entities.

**Constraints:**

* System shall present user with slideshow within 5 seconds.

**Modification History:**

* **Owner:**
* **Initiation Date:** September 8, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-002/Image Cycle Speed

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

2. User must be in slideshow settings.

* **Description:**

1. The use case begins when the user enters data into the “Image Cycle Speed” setting.

2. The system shall maintain user input as image cycle speed.

3. The use case ends when the system records the users input and displays the changed number.

* **Postconditions:**

1. The user can purchase the item from an external site or can simply close the window.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to change image cycle speed.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** Medium- High Frequency. Setting utilized at least once every application use.
* **Criticality:** Medium-High. Most users may utilize feature, but it is not the core feature of the site.
* **Risk:** Low.

**Constraints:**

* The system must change the image cycle speed in under .2 seconds.

**Modification History:**

* **Owner:**
* **Initiation Date:** June 8, 2014
* **Last Modified:** July 9, 2014

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**Use Case ID:** S-WALL/1-003/Edit Background Photo

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

2. User must be in slideshow settings.

* **Description:**

1. The use case begins when the user clicks on “Background Photo”

2. The system shall present the user with a form to choose a background photo to utilize.

3. The system shall then retrieve the photo and update the background photo.

4. The use case ends when the system shows the user that the background photo has been changed.

* **Postconditions:**

1. Background photo has been changed.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to change photo.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** Medium Frequency. Setting utilized depending on certain situation where feature is wanted.
* **Criticality:** Medium-High. As part of the core functionality of the program, user should expect this functionality to work as intended.
* **Risk:** Low.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** September 8, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-004/Add Recurring Photo

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

2. User must be in slideshow settings.

* **Description:**

1. The use case begins when the user clicks on check mark, activating recurring photo feature.

2. The user shall click on the “recurring photo” button.

3. The system shall then present the user with a method of selecting a photo to utilize as the designated photo.

4. The user shall select the photo and click “ok”.

5. The use case ends when the system shows the user that the recurring photo feature has been activated and a photo has been input.

* **Postconditions:**

1. Recurring photo feature has been activated and designated photo is present in system.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to retrieve photo.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** Medium Frequency. Setting utilized depending on certain situation where feature is needed / wanted.
* **Criticality:** Medium-High. As part of the core functionality of the program, user should expect this functionality to work as intended.
* **Risk:** Low.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** September 8, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-005/Digest Facebook Account Album

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

2. User must be in slideshow settings page.

* **Description:**

1. The use case begins when the user clicks “photo source” button.

2. The system shall present the user with the different source options available.

4. The user shall select the “facebook account” option from those presented.

5. The system shall present the user with a facebook login page.

6. User shall input correct credentials into login page and submit.

7. The system shall present the user with response of correct input.

8. The user shall click on the “get albums” button.

9. The system shall present the user with the available albums to be digested.

10. User shall select album of choice from list presented by system.

11. The use case ends when the system shows the user that the designated album has been chosen.

* **Postconditions:**

1. User has chosen album that will be used for slideshow engine.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to access source.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** High Frequency.
* **Criticality:** High. Needed for core functionality of system.
* **Risk:** Medium.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** September 8, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-006/Digest Facebook Page Album

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

* **Description:**

1. The use case begins when the user clicks “photo source” button.

2. The system shall present the user with the different source options available.

4. The user shall select the “facebook page” option from the list of optoins

5. The system shall present the user with an input box.

6. User shall enter the name of the facebook page.

5. User shall click on the get photos button.

6. The system shall present the user with the albums available.

7. The use case ends when the user selects the album to digest.

* **Postconditions:**

1. User has set album from facebook page to be used in slideshow engine.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to access source.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** High Frequency.
* **Criticality:** High. Needed for core functionality of system.
* **Risk:** Medium.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** September 8, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-007/Digest Dropbox Album

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

* **Description:**

1. The use case begins when the user clicks “photo source” button.

2. The system shall present the user with the different source options available.

4. The user shall select the “Dropbox” option from the list of options.

5. The system shall present the use with a dropbox login page.

6. User shall enter his credentials and submit.

5. System shall present user with available directories.

6. Use case ends when the user has selected the album desired for use.

* **Postconditions:**

1. User has selected and system has set dropbox album to be used for slideshow engine.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to access source.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** High Frequency.
* **Criticality:** High. Needed for core functionality of system.
* **Risk:** Medium.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** October 5, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-008/Digest RSS Feed

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

* **Description:**

1. The use case begins when the user clicks “photo source” button.

2. The system shall present the user with the different source options available.

4. The user shall select the “RSS Feed” option from the list of options

5. The system shall present the user with an input box.

6. User shall enter the RSS Feed information

5. User shall click on the “next” button.

6. Use case ends when user has set RSS Feed information and has proceeded.

* **Postconditions:**

1. User has set up the RSS Feed link information and system is ready to digest photos.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to access source.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** High Frequency.
* **Criticality:** High. Needed for core functionality of system.
* **Risk:** Medium.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** September 8, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-009/Select Photo Source

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

* **Description:**

1. The use case begins when the user clicks “photo source” button.

2. The system shall present the user with the different source options available.

4. The user shall select an option from those listed to use as the source.

5. The system shall present the user with the function of accessing source.

6. User shall complete source process.

5. The use case ends when the system shows the user that the source option that has been chosen is active.

* **Postconditions:**

1. Source of images is that which user has chosen.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to access source.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** High Frequency.
* **Criticality:** High. Needed for core functionality of system.
* **Risk:** Medium.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** October 5, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-010/Cast to Chrome Cast

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User is utilizing mobile application.
2. User has setup source and settings.

* **Description:**

1. The use case begins when the user touches the “Cast” icon.

2. The system shall present the user with devices found on network.

3. The user shall select the Chrome Cast device wanted.

4. The system shall send a request to the server with users settings.

5. The system shall capture request and send the corresponding cast to device.

6. The use case ends when the device utilizing the Chrome Cast is displaying the correct photo feed.

* **Postconditions:**

1. Device running Chrome Cast is displaying photo feed.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to access source.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** High Frequency.
* **Criticality:** High. Needed for core functionality of system.
* **Risk:** Medium.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** October 5, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-011/Handle Cast Request

**Use Case Level:** High Level

**Details:**

* **Actor:** Server
* **Preconditions:**

1. User has sent a Chrome Cast request to the server.

* **Description:**

1. The use case begins when the system receives a Chrome Cast request

2. The system shall handle corresponding request adequately.

3. The system shall then handle request, and cast the photo feed with the users settings onto intended device.

**Postconditions:**

1. Source of images is that which user has chosen.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable to access source.
* The system cannot connect to web.

**Related Use Cases:**

**Decision Support:**

* **Frequency:** High Frequency.
* **Criticality:** High. Needed for core functionality of system.
* **Risk:** Medium.

**Constraints:**

**Modification History:**

* **Owner:**
* **Initiation Date:** October 5, 2014
* **Last Modified:** October 5, 2014

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**Use Case ID:** S-WALL/1-012/Change Effect

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User has selected a source for his/her slideshow

2. User is on slideshow settings page

* **Description:**

1. The use case begins when user clicks drop-down menu for effect

2. The system shall give them a list of transition effects to choose from

3. The user selects the transition effect they desire from the list

4. The use case ends records the user’s input and displays the name of the selected effect.

**Postconditions:**

1. Transition effect is displayed when user generates slideshow.

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system cannot connect to web.

**Related Use Cases:** S-WALL/1-001/Generate Slideshow

**Decision Support:**

* **Frequency:** High Frequency.
* **Criticality:** Medium. Feature desired for system.
* **Risk:** Low.

**Constraints:**

* Change to transition effect setting must take less than 0.2 seconds to apply.

**Modification History:**

* **Owner:** Juan Gonzalez-Llanos
* **Initiation Date:** October 5, 2014
* **Last Modified:** October 15, 2014

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**Use Case ID:** S-WALL/1-013/Add Music

**Use Case Level:** High Level

**Details:**

* **Actor:** User
* **Preconditions:**

1. User must be on web application.

2. User must be in slideshow settings.

* **Description:**

1. The use case begins when the user enters a YouTube URL in the “Add Background Music” field.

2. The system records the users input and displays the URL.

3. The use case ends when the user clicks “Generate Slideshow”

* **Postconditions:**

1. System shall play the youtube audio during the slideshow

**Alternative Courses of Action**: N/A

**Exceptions:**

* The system is unable retrieve YouTube video
* YouTube video does not allow embedding
* System cannot connect to web

**Related Use Cases:** SW/1-001/Generate Slideshow

**Decision Support:**

* **Frequency:** Medium- High Frequency. Setting utilized at least once every application use.
* **Criticality:** Low. Most users may utilize feature, but it is not the core feature of the app.
* **Risk:** Low.

**Constraints:**

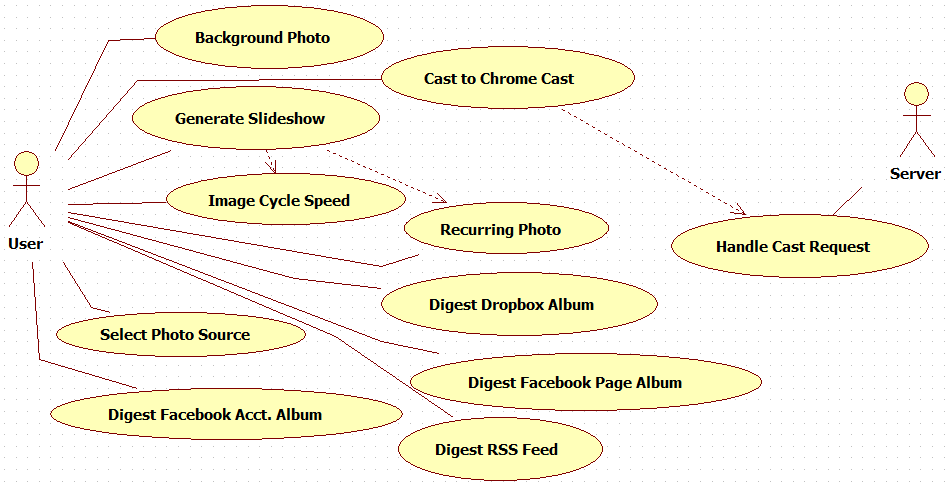
* The system must play audio in under .2 seconds.

**Modification History:**

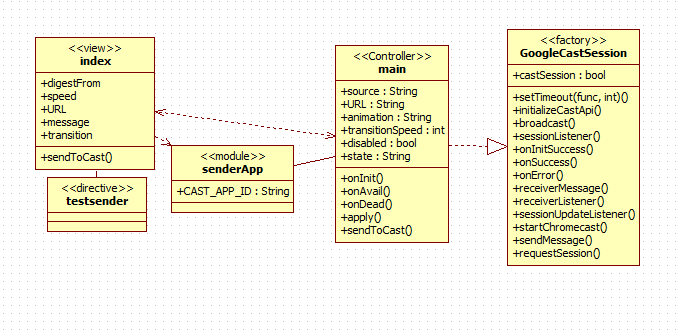
* **Owner:**
* **Initiation Date:** October 17, 2014
* **Last Modified:** October 24, 2014

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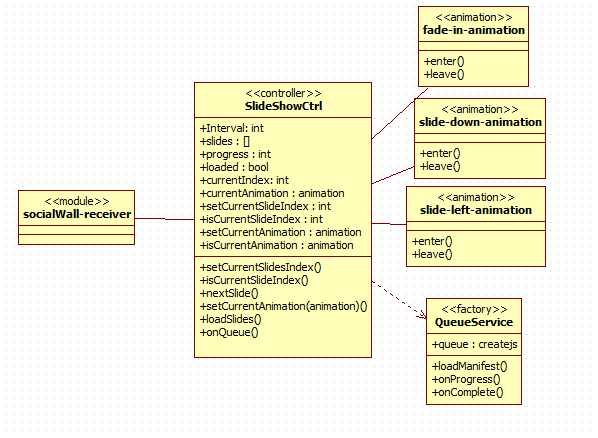
**6.2. Appendix B - Use case diagram using UML**

Use Case Diagram

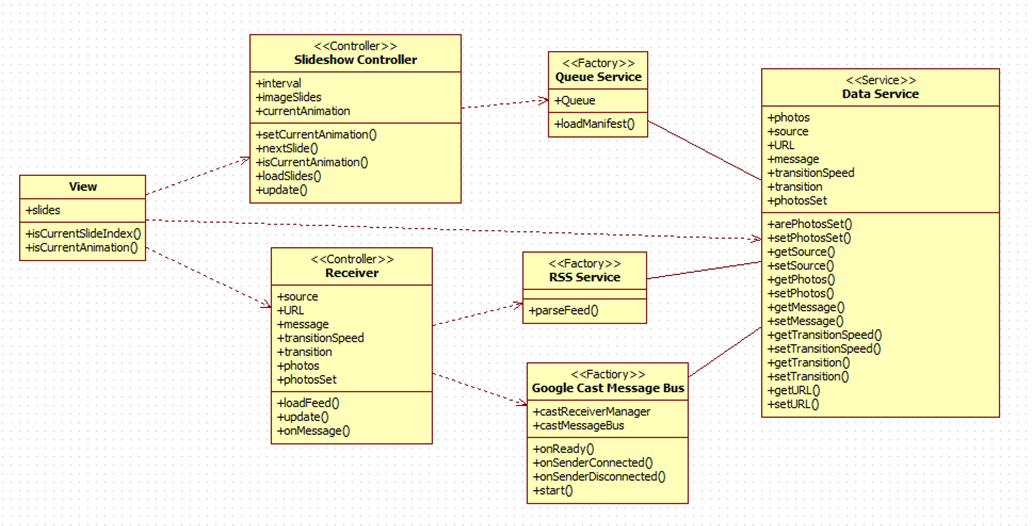
**6.3. Appendix C - Static UML Diagram**



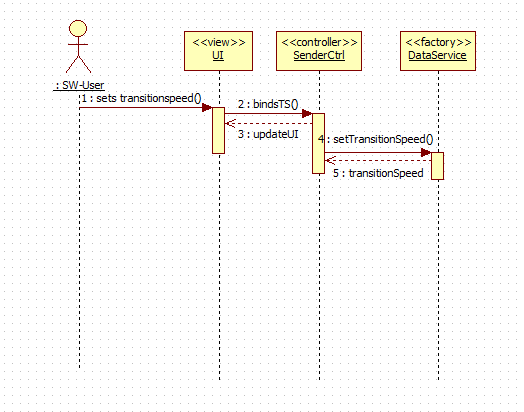
**Sender Application Class Diagram**

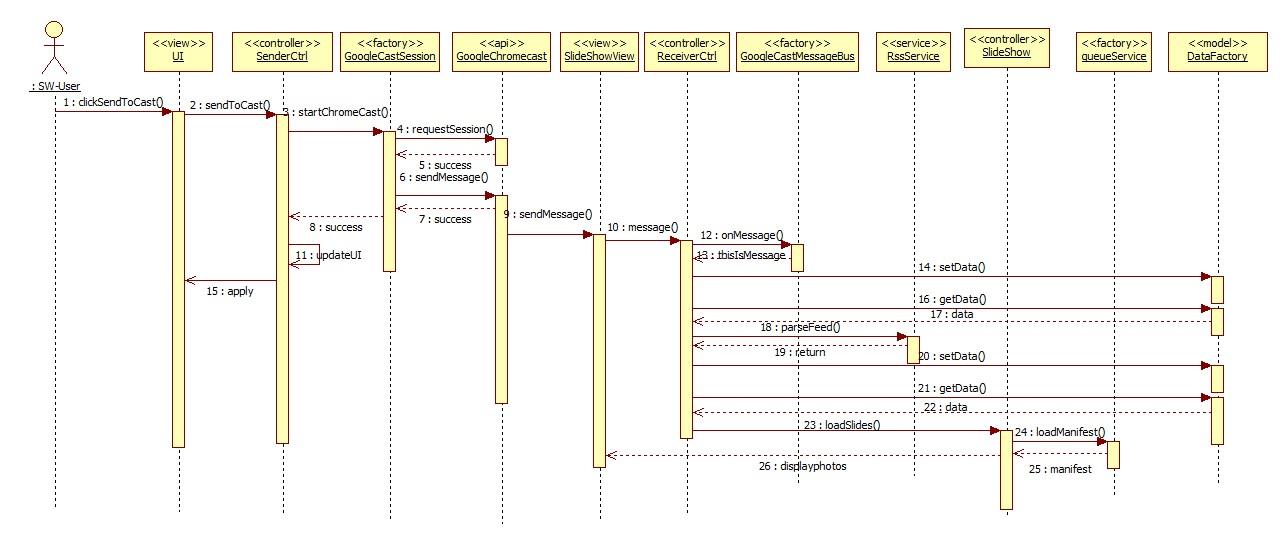
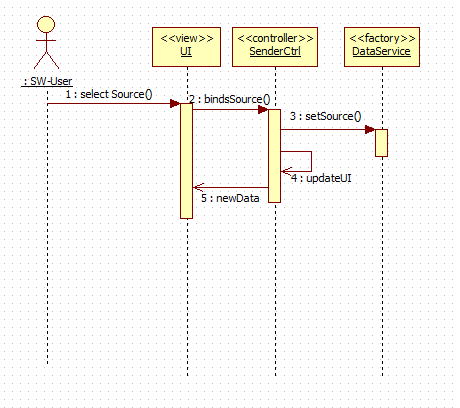


**Slideshow Engine Class Diagram**

**Class diagram of Custom Receiver Subsystem**

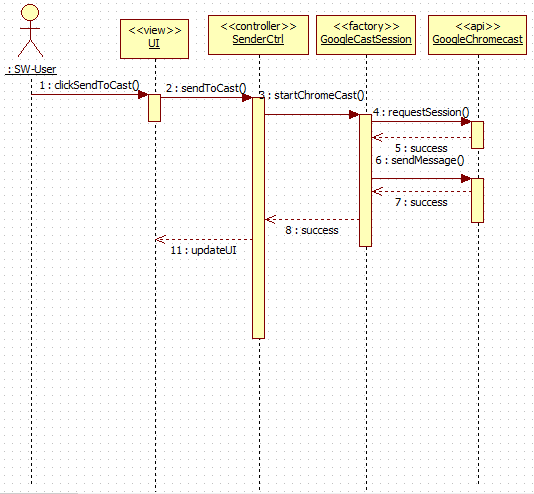
**6.4 Appendix D - Dynamic UML Diagrams**

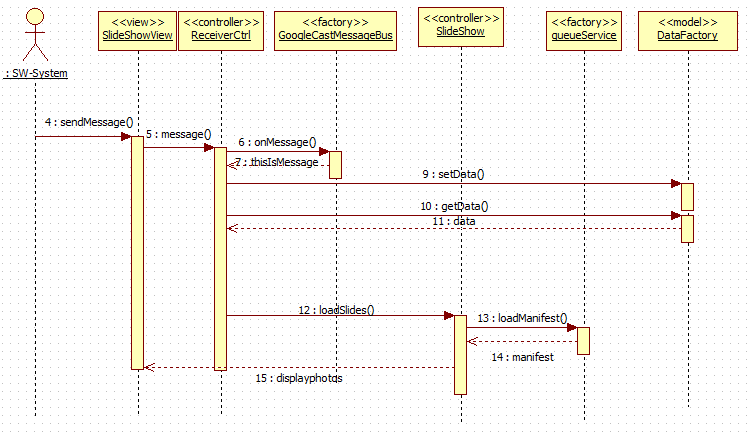
**Sequence Diagram of S-WALL/1-001/Generate Slideshow**

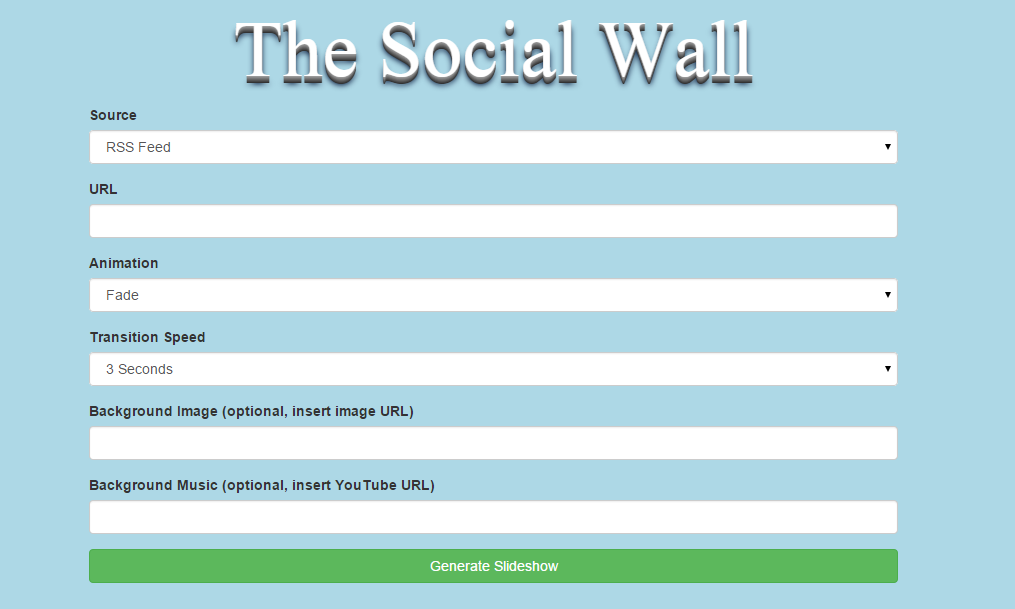
**Sequence Diagram of S-WALL/1-002/Image Cycle Speed**

**Sequence Diagram of S-WALL/1-008/Digest RSS feed**

**Sequence Diagram of S-WALL/1-009/Select Photo Source**



**Sequence Diagram of S-WALL/1-011/Handle Cast Request**

**6.5 Appendix E - User Interface Designs**

UI for Social Wall Web Application



UI for Social Wall to send to Chrome Cast

**6.6. Appendix F - Diary of meetings and tasks.**

Diary Entry 1:

Date: September 4, 2014

Location: Picture Marketing Offices

Start time: 2:30 pm

End time: 5:00 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez, Cortney Mills

Late: N/A

Agenda:

* Introduction and initial meeting
* Learn about Picture Marketing
* Explanation and details of the project
* Go over requirements of the system
* Talk about expectations of the project

Summary of Discussion:

Introduced ourselves to Cortney and the Picture Management. Discussed the Social Wall project, what is needed and what is expected.

Diary Entry 2:

Date: September 8, 2014

Location: Virtual meeting via Skype

Start time: 7:30 pm

End time: 8:40 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez

Late: N/A

Agenda:

* Talk about document drafts due
* Discussed use cases
* Come up with requirements and constraints

Summary of Discussion:

Discussed and worked on drafts that are due on September 8th and we came up with the use cases.

Diary Entry 3:

Date: September 19, 2014

Location: Picture Marketing Offices

Start time: 2:30 pm

End time: 4:30 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez, Cortney Mills, Louis Zuckerman

Late: N/A

Agenda:

* Discuss Development Approach
* Create Schedule
* Discuss requirements/finalize

Summary of Discussion:

Louis would become a mentor as well of the project. Had meeting to discuss how to approach the project and finalize requirement elicitation. Decided upon an android application, chrome cast compatible, as well as a web application. Discussed tools needed as well as framework that will be utilized being angularjs. Joseph would be in charge of android application, Juan in charge of Slide show engine and web app.

Diary Entry 4:

Date: September 26, 2014

Location: Picture Marketing Offices

Start time: 2:30 pm

End time: 4:30 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez, Cortney Mills, Louis Zuckerman

Late: N/A

Agenda:

* Show Facebook demo
* Discuss development approach

Summary of Discussion:

Discussion and acceptance of major work must be done on core parts of system. Must get android application running phonegap and slideshow engine must begin development.

Diary Entry 5:

Date: October 3, 2014

Location: Picture Marketing Offices

Start time: 2:30 pm

End time: 4:30 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez, Cortney Mills, Louis Zuckerman

Late: N/A

Agenda:

* Discuss phonegap project
* Slideshow engine

Summary of Discussion:

Phonegap project discussed in detail. Along with getting application running on emulator. See benefits of angular and begin approach to develop using framework. Slideshow engine displayed, must be converted to angularjs.

Diary Entry 6:

Date: October 22, 2014

Location: FIU ECS Computer lab

Start time: 1:50 pm

End time: 3:00 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez

Late: N/A

Agenda:

* Discuss progress
* Slideshow engine demo

Summary of Discussion:

We spoke about our recent progress and breakthroughs. Juan spoke of his improvements to the slideshow engine, and Joseph spoke about his improvement of the mobile app.

Diary Entry 7:

Date: October 28, 2014

Location: Picture Marketing Offices

Start time: 2:30 pm

End time: 4:30 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez, Cortney Mills, Louis Zuckerman

Late: N/A

Agenda:

* Discuss phonegap project
* Slideshow engine

Summary of Discussion:

Phonegap project discussed in detail. Along with getting application running on emulator. See benefits of angular and begin approach to develop using framework. Slideshow engine displayed, must be converted to angularjs.

Diary Entry 8:

Date: November 2, 2014

Location: FIU SCS Computer Lab

Start time: 2:00 pm

End time: 4:00 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez

Late: N/A

Agenda:

* Discuss progress
* Develop UML diagrams

Summary of Discussion:

We discussed our work up until that point in time, displaying our progress in our respective portion of the project. Afterwards we began developing UML diagrams, mostly sequence diagrams, based on our progress so far.

Diary Entry 9:

Date: November 11, 2014

Location: Picture Marketing

Start time: 2:30 pm

End time: 4:30 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez, Cortney Mills, Louis Zuckerman

Late: N/A

Agenda:

* Discuss progress
* Discuss Chrome Cast
* Discuss Slideshow engine

Summary of Discussion:

Chrome Cast was the main focus of this meeting. Picture Marketing lent us their Chrome Cast so that we could begin developing the app so it could utilize it. Afterwards, we discussed the slideshow engine, and getting it working using the AngularJS framework.

Diary Entry 10:

Date: November 24, 2014

Location: FIU SCS Computer Lab

Start time: 1:50 pm

End time: 2:50 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez

Late: N/A

Agenda:

* Discuss progress
* Update documentation
* Discuss direction of project

Summary of Discussion:

Like all our meetings, we discussed how far we’ve done with our respective portions of the project. We updated our documentation accordingly. Once completed, we discussed the direction of our portions so we could schedule when we would be able merge our sections to finish the Social Wall app.

Diary Entry 11:

Date: November 29, 2014

Location: Skype (virtual meeting)

Start time: 5:30 pm

End time: 8:30 pm

In Attendance: Juan Gonzalez-Llanos, Joseph GonzalezLate: N/A

Agenda:

* Assemble final Social Wall app

Summary of Discussion:

We used this meeting to assemble both portions of the Social Wall app. We were able to get our application functioning as expected, with only minor bugs.

Diary Entry 12:

Date: December 4, 2014

Location: Picture Marketing

Start time: 2:30 pm

End time: 4:30 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez, Cortney Mills, Louis Zuckerman

Late: N/A

Agenda:

* Display our full demo
* Discuss current bugs
* Discuss shortcomings of the project

Summary of Discussion:

At this meeting, we were able to display our full demo to our mentors at Picture Marketing. After the demo, we highlighted our bugs, as well as the features we weren’t able to accomplish due to time restraints.

Diary Entry 13:

Date: December 10, 2014

Location: Picture Marketing

Start time: 1:30 pm

End time: 6:00 pm

In Attendance: Juan Gonzalez-Llanos, Joseph Gonzalez, Cortney Mills, Louis Zuckerman

Late: N/A

Agenda:

* Display demo with bug fixes
* Record videos
* Finish documentation

Summary of Discussion:

For this meeting, we put the final touches on the Social Wall project. We had already cleaned up most of the bugs from the past week, and showed our mentors a more complete Social Wall application. We used the remaining time to record our instruction videos and to finish documentation.

**7. References**

1. <http://angularjs.org/> - AngularJS Framework for Javascript
2. <http://ionicframework.com/> - Ionic Framework for developing HTML mobile apps
3. <http://phonegap.com/> - Porting web app to Android
4. <http://cordova.apache.org/> - Porting web app to Android
5. <http://nodejs.org/> - Porting web app to Android
6. <http://getbootstrap.com/> - Bootstrap Framework
7. <http://bower.io/> - Package manager for web app
8. <http://www.techsmith.com/camtasia.html/> - Screen Recorder for videos