Software Requirements Specification

for

EventBook

Prepared by

Group Members:

Name	ID
Md. Fahad Muntasir	162 0683 642
Rubayet Zaman	162 0684 042
M.J. Darad	162 0520 042
Sams Uddin Ahamed	162 0129 042

Submitted to:

Dr Nabeel Mohammed

Submission date: 24.02.2019

Table of Contents

Table of Contents	2
1. Introduction	3
1.1 Purpose 3	
1.2 Document Conventions 3	
1.3 Intended Audience and Reading Suggestions 3	
1.4 Product Scope 3	
1.5 References 3	
2. Overall Description	3-4
2.1 Product Perspective 3	
2.2 Product Functions 4	
2.3 User Classes and Characteristics 4	
2.4 Operating Environment 4	
2.5 Design and Implementation Constraints 4	
2.6 User Documentation 4	
2.7 Assumptions and Dependencies 4	
3. External Interface Requirements	5
3.1 User Interfaces 5	
3.2 Hardware Interfaces 5	
3.3 Software Interfaces 5	
3.4 Communications Interfaces 5	
4. System Features	5-6
4.1 Search for the Events 5	
4.2 Create Events 6	
4.3 Filter for the Participants 6	
4.4 Photo Suggestions 6	
5. Other Nonfunctional Requirements	6-7
5.1 Performance Requirements 6	
5.2 Safety Requirements 6	
5.3 Security Requirements 6	
5.4 Software Quality Attributes 6-7	
5.5 Business Rules 7	
6. Other Requirements	7
Appendix A: Glossary	8
Appendix B: Analysis Models	8
Appendix C: To Be Determined List	8
appending of 10 De Determined List	U

1. Introduction

1.1 Purpose

This is the documentation of our project "EventBook". This documentation will contain detailed description how it works and how the users will use this in their life.

1.2 Document Conventions

Standard typographical conventions will be reserved during the project work. The fonts and the color will be adjusted in such a way so that the clients can easily get the idea of it and become comfortable using it.

1.3 Intended Audience and Reading Suggestions

This document is intended for the design team who will involve the developers with the requirement of the project. This documentation will be containing each and every detail of the project i.e. the frameworks, the platforms etc.

1.4 Product Scope

This application that we are building will bring the event organizers and the participants under one platform. The event might be of any kind and the participant gets to decide if it is their desired one or not. This project will create a unique business model which is first of its kind in this country.

1.5 References

2. Overall Description

2.1 Product Perspective

The perspective of the product is to let the enthusiastic people know about the nearby event happening. Since many people find it difficult to know about the event happening near them this will allow the users to sign up for the appropriate event if all the conditions are met. A user can also be an organizer to organize events.

2.2 Product Functions

The product will be used by two group of people. The Event organizers and the Participants of the event.

- A participant will be able to see the location and the genre of the event, He/She will be able to bookmark the event if s/he is not sure about it yet.
- The product will show the suggestion to the user based on their interest.
- An organizer will be able to post the event or competition via text or photo. Organizer should also be able to specify what the event is about.

2.3 User Classes and Characteristics

There will be two user classes in this product.

- One user class, we call them the Organizers.
- Another user class is the Participant.

2.4 Operating Environment

Operating environment of this product will be consisting of:

- Distributed Database
- Operating System : Android (Cell phone), Windows (Computer)
- Database: SOL Database
- Hardware Platform: Cell Phone and PC.

2.5 Design and Implementation Constraints

Constraints include

- Class diagram and its implementation
- Automatic SQL commands calling with the help of API
- Implementing the database using the centralized database management system.

2.6 User Documentation

It will be integrated with Google or any valid Identity card.

2.7 Assumptions and Dependencies

A particular feature can be added. Say for example the participant may get to see the event nearby him using the Google Map and tha map will guide him to the destination using GPS.

3. External Interface Requirements

3.1 User Interfaces

For the front-end: HTML5,CSS3,Bootstrap,JavaScript

For the back-end: PHP, Android, Laravel, SQL

3.2 Hardware Interfaces

Windows PC

- Android Smartphones
- Web browser like Chrome.

3.3 Software Interfaces

Software Interfaces are following:

- Since most of the users are Windows user we have selected Windows as the primary operating system.
- For the same reason, in mobile user we have picked the Android as the primary OS.
- To interact with the database, we'll be using AJAX.
- Laravel will be used to interact with the centralized server.
- In order to save the records SOL database will be used.

3.4 Communications Interfaces

This will support email verification using Gmail, all kinds of web browser and most likely all updates of Android devices.

4. System Features

Both the event organizers and participant will be allowed to have the features below:

4.1 Search for the Events

4.1.1 Description and Priority

Participants will be allowed to search for the events and the one matches most with the search will be displayed first.

4.1.2 Stimulus/Response Sequences

User will search for an event or competition and the system will show the response.

4.2 Create Events

Organizers will be able to create events and endorse it.

4.3 Filter for the Participants:

There will be filter for participants so that the organizers will be able to estimate the total number of interested candidate.

4.4 Photo Suggestion

Using the OCR technology the system will suggest the users different events with the photo they have taken.

5. Other Nonfunctional Requirements

5.1 Performance Requirements

Performance is one of our major concerns. As days keep going, it's becoming difficult to get the hold of people's attention. In order to make our product useful to them, we have to serve them what they want in the minimum time possible. In order to do so, everything should be handled within 1 second.

5.2 Safety Requirements

User safety is our main concern of this project. In order to prevent frauds from deceiving thee participants we'll verify their authenticity. Also we'll try to make a feedback page where previous participants can post their opinions about the organizing committee.

5.3 Security Requirements

Users will be able to sign up with their Google accounts. This will verify them as legit users. Since user privacy is concerned, user's confidential information will not be visible to the organizers.

5.4 Software Quality Attributes

<u>Adaptability</u>: We will try to make it as adaptable as possible so that it can tolerate changes in the environment without any interventions.

<u>Availability</u>: The event post will only be available from the starting date to the ending date. After the is met, database will automatically remove the event post.

Maintainability: The software must be maintainable in order to increase its reusability.

5.5 Business Rules

Everyone tries to make a good business model. In order to do so, the event page will be free for the participants and the organizers. But if someone wants to make their event visible at the top of the page, they will need to pay for hourly, daily basis.

6. Other Requirements

- Verifying the authenticity.
- Verify the user with appropriate identity card (Mainly NID).
- Verify the legitimacy of the event organizing group.

Appendix A: Glossary

Competition Administrator: Creating the events, counting the participants.

Participants: People participating in different events, bookmarking them for the future.

Appendix B: Analysis Models

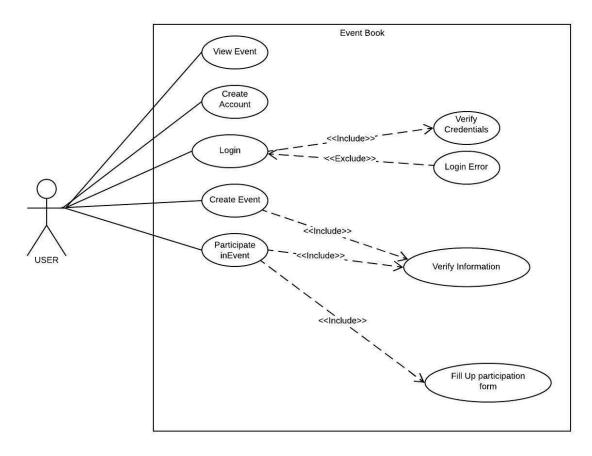


Figure: Use Case Diagram

Appendix C: To Be Determined List

- Implementing the GPS based positioning.
- Integrating payment gateway.
- Connecting with other media.