

Software Requirements Specification for Flick Picker: Group Show Finder

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Revision History

Date	Version	Notes
Oct 1/22	0.0	Copying Volere Template and updating sections
Oct 1/22	0.1	Adding Sections 1, 3, 5
Oct 2/22	0.2	Adding Section 6
Oct 5/22	0.3	Adding Section 2

1 The Purpose of the Project

1.1 The User Business or Background of the Project Effort

The business aims to make finding shows across groups of friends with differing preferences easier by streamlining the process from start to finish. As a quick summary, users will be able to input their preferences, make groups with their friends, and the group will get recommendations based on all their preferences. In addition, an opportunity arose in the market after COVID passed as large groups can create host gatherings for any events, one such that this application can select.

1.2 Goals of the Project

Goals can shift as development continues, entirely losing scope on the developers' passion for why the application started. Thus there will only be a few immediate goals to capture the passion that developers currently have and will continue to uphold in the future:

- Provide a means of choosing a Movie, TV show, or Anime to watch immediately in a large friend group, which they all enjoy
- Users can be recommended a Movie, TV show, or Anime individually as well.
- Minimize the number of advertisements while using the application

2 The Stakeholders

2.1 The Client

The clients for Flick Picker are Dr. Spencer Smith and the Teaching Assistants of 4G06, who will be responsible for a few key milestones in the development process. The client will be responsible for project approval, including, but not limited to, the approval of the general idea, scope, and complexity. Additionally, the client will also provide feedback throughout the development on various deliverables.

2.2 The Customer

The customers for Flick Picker are individuals who watch movies, tv shows, or anime as an individual or a group who wish to find catered recommendations.

2.3 Other Stakeholders

The members of 7eam are other stakeholders falling under the categories of:

- Designers and Developers

- Testers
- Systems Engineers
- Technology Experts
- System Designers
- Usability Experts

2.4 The Hands-On Users of the Product

The hands-on users of the product are the same as listed under the customer section.

Individual Watchers

The individual watcher is a user who will simply input their preference settings and then browse the movies, tv shows, or anime that fit the preferences.

Group Watchers

Group watchers also input their personal preferences. Additionally, they must also create a group and add the other members. With the group created, members can browse the movies, tv shows, or anime that best fit the combined preferences of the group.

2.5 Personas

N/A

2.6 Priorities Assigned to Users

N/A

2.7 User Participation

N/A

2.8 Maintenance Users and Service Technicians

N/A

3 Constraints

3.1 Solution Constraints

There are no specific constraints the stakeholders have asked to be on the product regarding the solution. So instead, 7eam deems it necessary to have a general form of constraint on the development of Flick Picker that is the following:

- Flick Picker must have in-depth tests on any part of the application before releasing it to the users and also follow a strict and healthy software engineering process

There are no specific technological constraints. However, the technology stack must follow industry standards.

3.2 Implementation Environment of the Current System

The application will be deployed on a website, so the restrictions of a browser follow.

3.3 Partner or Collaborative Applications

N/A

3.4 Off-the-Shelf Software

The list of Movies, TV Shows, and Anime will be polled from two separate APIs, which is the following:

- MyAnimeList for data on Anime
- OMDB for data on TV Shows and Movies

3.5 Anticipated Workplace Environment

As Flick Picker is a browser application, 7eam expects users to use the application on their desktops or phones. Thus the application must be optimized for both possible settings, relying on a responsive layout. However, the users' physical workplace has no bearing on the design, as they can use it whenever necessary.

3.6 Schedule Constraints

The schedule is the same as the one Dr. Smith has provided us with

Team Formed, Project Selected	September 19
Problem Statement, Development Plan	September 26
Requirements Document Revision 0	October 5
Hazard Analysis 0	October 19
V&V Plan Revision 0	November 2
Proof of Concept Demonstration	November 14–25
Design Document Revision 0	January 18
Revision 0 Demonstration	February 6–February 17
V&V Report Revision 0	March 8
Final Demonstration (Revision 1)	March 20–March 31
EXPO Demonstration	April TBD
Final Documentation (Revision 1)	April 5
- Problem Statement	
- Development Plan	
- Requirements Document	
- Hazard Analysis	
- Design Document	
- V&V Plan	
- V&V Report	
- User’s Guide	
- Source Code	

3.7 Budget Constraints

The expenses for this application must not exceed \$500, and there are only five developers working on 7eam.

3.8 Enterprise Constraints

N/A

4 Naming Conventions and Terminology

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4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders Involved in the Project

a

5 Relevant Facts and Assumptions

5.1 Relevant Facts

There is no existing solution 7eam has found that fills a similar role as selecting a Movie, TV Show or Anime based on the preferences of a group of users.

5.2 Business Rules

N/A

5.3 Assumptions

There are a few assumptions 7eam deems necessary to see regarding Flick Picker’s capabilities and what it will not do:

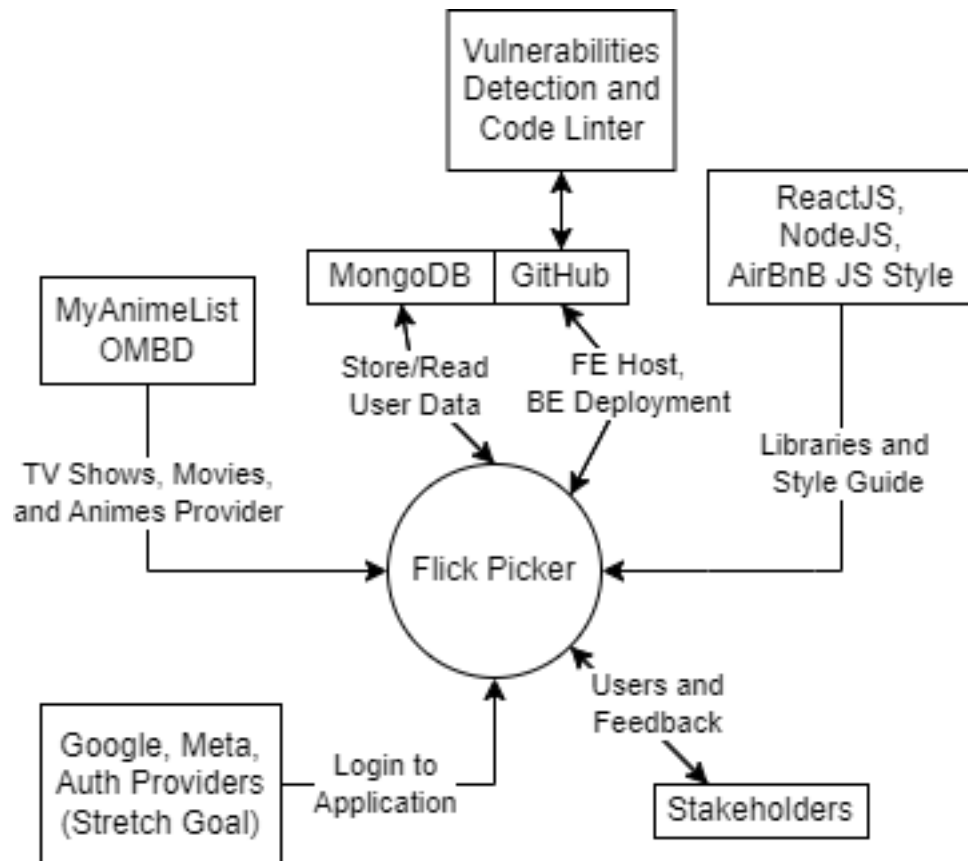
- Flick Picker will not provide a means to watch the selected show directly through the application
- Flick Picker will suggest the best movie, tv show, or anime for the group. This may violate the preferences of a member or multiple members of the group.
- The browser on which the application is used, through any device, is not deprecated

6 The Scope of the Work

6.1 The Current Situation

As Flick Picker is being built from the ground up, no existing business processes exist. However, 7eam has agreed to follow a rigorous development process, which is not changing. The developers must make a pull request against the ‘develop’ branch to make any changes, which two people must review before merging. If it is a code change, then tests must run on the deployed code, all passing and getting two reviews before merging.

6.2 The Context of the Work



6.3 Work Partitioning

Business Event List

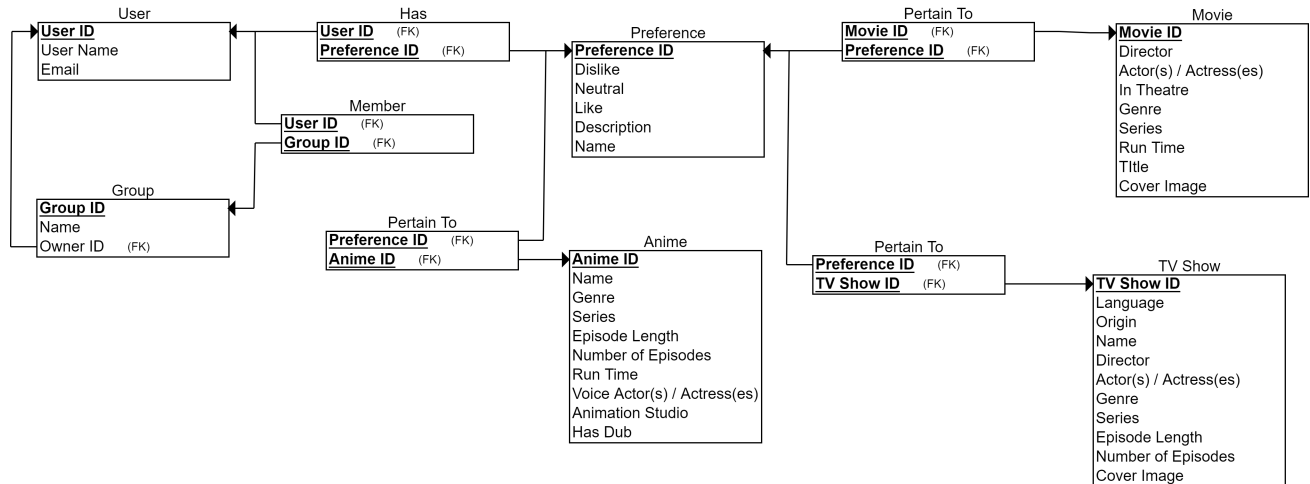
Event Name	Input and Output	Summary of BUC
MyAnimeList/OMBD are polled	TV Show, Movie, and Anime Data (in)	Collect information about the shows to display to users
MongoDB data is updated	User data updated (out)	Any updates to user data are stored
MongoDB data is queried	User data retrieved (in)	Fetches everything needed for the user after login
Code is updated	GitHub redeploys new changes (in/out)	Updates the FE or BE deployment any time there is a merge to server
Deprecated library is used	Vulnerability detection blocks changes (in)	Deployment protection such that libraries are safe to use
Code does not match style	AirBnB style guide (in), Linter updates code (in/out)	Enforces the style guide on FE/BE development
External login is queried	External authentication validates user (in)	Allows users to log in with industry standard authentication providers

6.4 Specifying a Business Use Case (BUC)

N/A as summary of BUCs are above.

7 Business Data Model and Data Dictionary

7.1 Business Data Model



7.2 Data Dictionary

For content of each element of the data dictionary, see the Business Data Model above. Additionally, attributes that are self explanatory are omitted from the Data Dictionary for document size purposes, they are assumed to be members of the data dictionary.

Name	Description	Type
User	A single user of the product	Class
Group	A collection of users with one being the owner	Class
Movie	North American or European movie	Class
TV Show	North American or European television shows	Class
Anime	Japanese, Chinese, or Korean animated shows	Class
Group ID	Unique identifier for a group	Attribute
Movie ID	Unique identifier for a Movie	
TV Show ID	Unique identifier for a TV Show	
Anime ID	Unique identifier for an Anime	

8 The Scope of the Product

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8.1 Product Boundary

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8.2 Product Use Case Table

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8.3 Individual Product Use Cases

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9 Functional Requirements

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9.1 Functional Requirements

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10 Non-Functional Requirements

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10.1 Look and Feel Requirements

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10.2.5 Accessibility Requirements

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10.2.6 Convenience Requirements

a

10.3 Performance Requirements

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10.3.1 Speed and Latency Requirements

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10.3.2 Safety-Critical Requirements

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10.3.3 Precision or Accuracy Requirements

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10.3.4 Reliability and Availability Requirements

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10.3.5 Robustness or Fault-Tolerance Requirements

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10.3.6 Capacity Requirements

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10.3.7 Scalability or Extensibility Requirements

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10.3.8 Longevity Requirements

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10.4 Operational and Environmental Requirements

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10.4.1 Expected Physical Environment

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10.4.2 Wider Environment Requirements

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10.4.3 Requirements for Interfacing with Adjacent Systems

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10.4.4 Productization Requirements

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10.4.5 Release Requirements

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10.4.6 Backwards Compatibility Requirements

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10.5 Maintainability and Support Requirements

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10.5.1 Maintenance Requirements

a

10.5.2 Supportability Requirements

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10.5.3 Adaptability Requirements

a

10.6 Security Requirements

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10.6.1 Access Requirements

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10.6.2 Integrity Requirements

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10.6.3 Privacy Requirements

a

10.6.4 Audit Requirements

a

10.6.5 Immunity Requirements

a

10.7 Cultural Requirements

a

10.7.1 Cultural Requirements

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10.8 Compliance Requirements

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10.8.1 Legal Compliance Requirements

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10.8.2 Standards Compliance Requirements

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11 Project Issues

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11.1 Open Issues

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11.2 Off-the-Shelf Solutions

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11.2.1 Ready-Made Products

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11.2.3 Products That Can Be Copied

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11.3 New Problems

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11.3.1 Effects on the Current Environment

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11.3.3 Potential User Problems

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11.3.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product

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11.3.5 Follow-Up Problems

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11.4 Tasks

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11.4.2 Planning of the Development Phases

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11.5 Migration to the New Product

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11.5.1 Requirements for Migration to the New Product

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11.5.2 Data That Has to Be Modified or Translated for the New Product

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11.6 Risks

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11.7 Costs

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11.8 User Documentation and Training

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11.8.1 User Documentation Requirements

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11.8.2 Training Requirements

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11.9 Waiting Room

a

11.10 Ideas for Solutions

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