

Product Backlog

Project Title: Oops

Team Number: #12

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1. Problem Statement

A lot of social networks are based on the friendship circles built up by the users, not random strangers. It is very likely that people may want to know interesting things happening around them and beautiful views that others have seen.

2. Background Information

Introduction: Location based services are becoming more and more popular. One in five uses it to find friends nearby. [1] We would like to bring those two ideas together. Showing activities and events on map is one direct way to display locations to users. Networks based on location will enhance chance for users to socialize with people around them.

Domain: Social network application.

Targeted users: People who like to socialize with others and check activities around them, people who want to host events and attract public awareness, photo lovers, travellers.

Similar application: There are location based network applications. For an instance, an app called Foursquare encourages users to check-in by locations to gain virtual badges and points. By following friends and explore nearby activities, users can unlock deals. Another location based mobile app is Groupon. Users get feeds for daily deals on local businesses and can also share with friends.

Limitations: Previously mentioned applications are usually rewarding people with deals, instead of sharing local deals, we want to set up an environment where everyone can freely construct their own local community virtually. Our application should increase the chance of meeting strangers and doing interesting activities together. In this way, users can be inspired to discover local events and construct their own local community virtually. Also, the app will help people fit into new communication better even before being part of the community, one can get some insight about the new community by checking out what is going on or some pictures about the place.

3. Requirements

A. Functional Requirements:

-As a user, I would like to create an account and log in to the system.

Users will be able to enter some basic info such as username, password and email address in order to create an account. The info will be stored on the web server database. Then they can use those credentials to log in at any time.

-As a user, I will be able to decide whether app can access my position information.

Users will have the choice of letting the system obtain their exact location or not. If permission is not granted, an approximate position will be used. The location will then be displayed on the map.

-As an explorer, I would like to look up and join events in the community.

Users will be able to find events that are taking place or will take place soon in their area. The search can be filtered by time, distance, category, number of attendants, etc..so the interface is not filled with unwanted information. Then they can choose to "join" desired events.

-As an event organizer, I would like to post my own events.

Users will be able to enter information of events they want to host, such as date, time, category, location, etc..All information will be stored in the database and the events will be visible for other users.

-As a user, I would like to upload my own pictures.

Users will have the option to choose which pictures to upload. The pictures are stored in the database. They can be assigned tags, tied to an event or a place, and visible to other users.

-As a user, I would like to view photos posted by other users.

When browsing events or places, users will be able to view pictures by other users of such events or places, if there is any. They will have some options to enhance viewing experience, such as limiting how many pictures are displayed, searching by tags, etc...

-As an user, I would like to set up relationship with other users (if time allows)

Users will able to add other users if they find others interesting. They can setup up with other users with more deep relationships.

-As a user, I would like to initialize some fun challenge about certain place (if time allows)

When browsing place, users can initialize some predefined challenges like challenge your friends on shortest time to cover certain routine, highest score on some gaming machine.

-As a user, I would like to accept the challenge others posted (if time allows)

When using the system, users can be notified and accept the challenges from friends.

B. Non-Functional Requirements:

Response time:

As a user, I would like the system to response quickly as long as I have fast Internet connection.

The system should process queries and return results within an acceptable amount of time (measurable in seconds) excluding server downtime.

Resource usage:

The API from HTML5 that enables location service will be employed when loading Oops with any mobile browser like Chrome or Safari.

Reliability:

As a user, I expect the service to be smooth and consistent.

The system should be fast, responsive and won't crash for no reasons.

Recovery from failure: //might need more explanations here

As a maintenance engineer, I would like the system to be easy to recover with sequential operations.

As a user, I would like the system to be recovered with a easy reload or some other helpful tips around 90 percent of the time.

Allowances for reusability:

As a developer, I would like some functional module like the UI interaction pattern and database collected reusable.

As a developer, I would like to store data on one place and accessible from anywhere.

Platform:

The service is expected to perform well on the web platform at launch. A complementary mobile app would help a lot in expanding usage and popularity (if time allows).

Reference

[1] “20 Hot Location-Based Apps and Services You Should Know About”, *Enterprise Social Technology* (Book) , Technology Strategist, Consultant, Speaker at Future Point of View, LLC, 2012