INDY-6 Church Locator

SOFTWARE REQUIREMENTS SPECIFICATION (SRS)

CS4850-02

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Professor Perry

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1.0 Introduction

1.1 Overview

The purpose of this document is to provide the detailed description of the software requirements for the development of our church location app. Providing clear and concise description of the functional and non-functional requirements for the application, which can be understood to the developers, stakeholders, and others alike.

This SRS document is to exclusively focus on the requirements of the app. It will not address project issues such scheduling, cost, development phases, deliverables and testing procedures. Those are to be addressed in a separate project document and quality assurance test plan.

The church locator application is provide an efficient and user-friendly way for people to connect to their local churches and church members. Additionally, the app makes it simple and convenient to support their churches through donations.

1.2 Project Goals

The main goals of the church locator application are:

- Providing an easy to use interface that will allow the users to find near by churches (provided that they accept the location permissions), access their livestreams and videos, and supporting them through donations.
- 2. A user friendly interface is needed to ensure it will be usable to any age group, regardless of their knowledge in technology.
- 3. Ensuring app will be secure and reliable considering user information will be added. Protected measures will be needed to prevent unauthorized access.

1.3 Definitions and Acronyms

1.4 Assumptions

2.0 Design Constraints

2.1 Environment

The church locator should be designed to be compatible with the latest versions of popular mobile operating systems such as IOS and Android. Using Firebase provided by Google, data will be stored on their servers in order to access information for the end users.

The app should be designed to work seamlessly with different devices and operating systems such as IOS and Android.

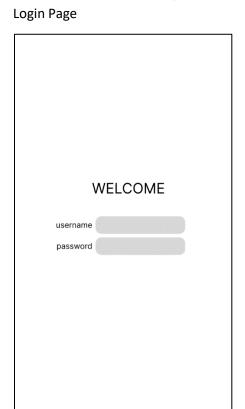
The app should be designed to work on different network connections, including 3G, 4G, 5G, Wi-Fi networks.

2.2 User Characteristics

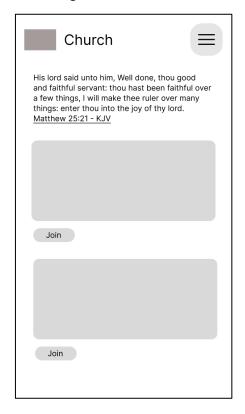
This application should be designed to accommodate all age groups, including the elderly that may not be familiar with it. Since the userbase will be predominantly Hispanic, the application will need to have English and Spanish readily available to switch whenever needed.

Since the application will rely on geolocational positioning to find the local results. Location permissions will need to be guided to be enabled to let the application work the full capacity.

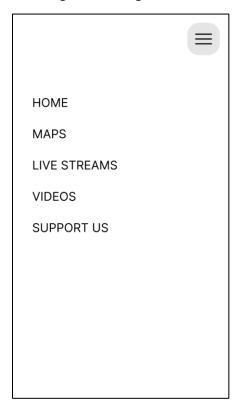
3.0 Functional Requirements



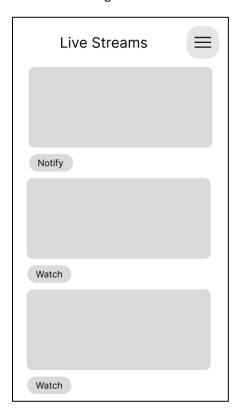
Home Page



Hamburger Menu Page



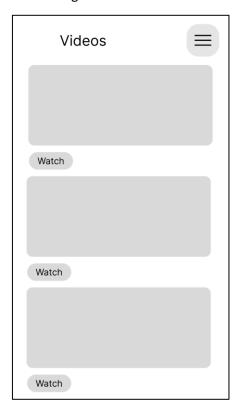
Live Streams Page



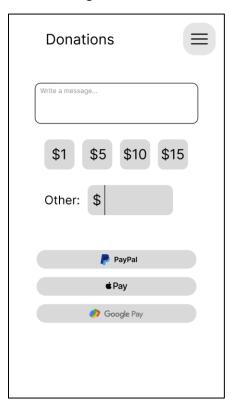
Maps Page



Videos Page



Donations Page



4.0 Non-Functional Requirements

4.1 Security

The app will use Firebase as its backend for storing and managing data. Firebase provides built-in security features such as user authentication, data validation, and access controls, which will help to ensure that user data is secure and protected. Additionally, the app will encrypt sensitive data such as passwords and financial information to prevent unauthorized access. The use of Firebase as the backend also allows for seamless integration of security updates and patches, ensuring that the app stays up to date with the latest security standards

4.2 Usability

The app should be easy to use and navigate for individuals of all ages. This will require clear and concise instructions, intuitive navigation, and an overall visually appealing user interface. Testing and evaluation of the app's usability should be conducted to determine if it provides positive user experience.

5.0 External Interface Requirements

5.1 User Interface Requirements

The application should be developed to take priority of having a user-friendly interface that is easy to navigate.

5.2 Hardware Interface Requirements

The hardware requirements for the church locator app are minimal and should satisfy by most smartphones, but the app should meet these following specifications:

Processor: ARM or x86 architecture with at least 1.5 Ghz processing speed.

RAM: 2 GB or more

Storage: 100 MB of free space

Display: Minimum resolution of 720x1280 pixels.

5.3 Software Interface Requirements

The end user would be required to have a smartphone that is equipped with Android or IOS. Running either Android 7.0 (Nougat) or later, iOS 12.0 or later.

5.4 Communication Interface Requirements

The application will require internet connectivity to access the church information and to process donations.

APPENDICES