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1. Project Title and Authors

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2. Preface

- Talk2Friends is an android application for USC students and alumni that connects native English speakers to international students to help them practice and improve their English.
 - i. This is version 1.0 of the application and is yet to be changed or altered.

3. Introduction

There are a large number of non-native English speakers at USC. Talk2Friends serves as a platform to connect non-native English-speaking USC students and alumni with native English-speaking USC students and alumni to improve their English. Talk2Friends will only permit users with valid USC email addresses to sign up to the app, prompting users to create profiles containing basic information such as their name, age, and affiliation alongside whether users are native or non-native English speakers. Profiles can later be updated. On the creation of a profile, users are presented with friend suggestions based on similar interests between different accounts. Users can then create, join, and manage meetings between them and other users. Meetings will include relevant information such as conversation topic, time, and location. Users will also be able to send and receive friend requests to other users and invite non-users to use Talk2Friends.

4. Glossary

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5. User Requirements Specification

1. Title: Invite Users
 - a. As a user, I want to be able to invite my USC-affiliated friends to Talk2Friends so they can practice their English as well.
2. Title: Joining and Creating Meetings
 - a. As a user, I want to be able to create practice meetings or join previously scheduled meetings.
3. Title: Friend Suggestions
 - a. As a new user, I want to be presented with users to be friends with who have similar interests to me and invite them to be friends.
4. Title: Update Profile
 - a. As a user, I want to be able to edit information in my profile such as affiliation and interests.
5. Title: Signing Up
 - a. As a prospective user, I can sign up by inputting my name, age, and a valid USC email address.

6. System Requirements Specification

Functional Requirements:

1. Title: Invite Users
 - a. User wants to invite friends to Talk2Friends
 - b. User taps on the 'friends' tab
 - c. Platform displays the friends tab
 - d. User taps on the 'invite friends' button
 - e. Platform prompts the user to input a USC email address
 - f. User inputs an email address
 - i. The email address is not valid or USC-affiliated
 - ii. Platform informs the user they have inputted an invalid email address
 - g. Email is sent to the valid usc email address with the link to sign up to Talk2Friends
 - h. User taps the back button in the 'friends' tab
 - i. Platform returns to the home tab
2. Title: Joining and Creating Meetings
 - a. User shown "Join Meeting" option
 - i. If user is a native speaker, also shown "Create Meeting" option
 - b. User selects "Join Meeting"
 - i. User is shown a list of public meetings
 - ii. User selects a meeting
 - iii. User is shown conversation topic, time, location, and list of participants
 1. User clicks on Zoom link
 2. User is redirected to Zoom app

- iv. User taps reservation button
 - 1. If user did not previously reserve a spot, reserve a spot
 - 2. If user's spot is already reserved, cancel reservation
 - v. User returns to home
 - c. User selects "Create Meeting"
 - i. Prompt user to enter topic, time, and a location.
 - 1. zoom link/address if physical location is unavailable
 - ii. User submits meeting entry
 - 1. If any subject is unfilled, prompt user to fill in subject
 - iii. User returns to home
- 3. Title: Friend Suggestions
 - a. User wants to see friend suggestions
 - b. User taps on the 'friends' tab
 - c. Platform displays the friends tab
 - d. User taps on the 'suggested friends' button
 - e. Platform displays a list of user profiles with similar interests to the user
 - i. User taps on other profile
 - ii. Platform displays information of other profile
 - iii. User presses 'add friend' button
 - iv. A friend request is sent to the user of the other profile
 - f. User taps the back button in the 'friends' tab
 - g. Platform returns to the home tab
- 4. Title: Update Profile
 - a. On the top right of the menu bar the user clicks on the "Profile" button
 - b. Users are then presented with their current profile information.
 - c. The users can then scroll down to the bottom of the screen and click the "Edit" button
 - d. There, users will be moved to a new screen where they can edit their affiliation and interests.
 - e. Once content with their information changes, if any, the users can scroll down to the bottom of the screen and click "Complete"
 - f. Users will then be returned to their profile screen with updated information
- 5. Title: Signing Up
 - a. Users are prompted with a sign in screen to enter their email address and password if they already have an account created.
 - b. If no account is already present, click on "Create Account"
 - c. User will be transferred to a new screen where they are prompted to enter their name, age, and USC affiliated email address.
 - i. Email will be validated to check that they are USC-affiliated
 - d. They will then be asked if they are a student or alumni, as well as, specify if they are a native or non-native english speaker.
 - e. Once all the information above is provided the users will be asked if they are content with the information they have entered.

- f. The users are greeted with a “Confirmation Screen” indicating that their profile has been successfully created.
- g. Users will then be returned to the login screen to log into their account.

Non-functional Requirements:

1. Ease of Use
 - a. Training time: 2 minutes
 - b. Number of help frames: 3 frames
2. User numbers
 - a. Will support up to 20 users/accounts

7. System Model (one of the diagrams below)

- Context Diagram (see Figure 5.1 of the textbook for an example)
- Process Diagram (see Figure 5.2 of the textbook for an example)
- Use Case Diagram (see Figure 5.3 of the textbook for an example)



