

## SE 216 – SOFTWARE PROJECT MANAGEMENT REQUIREMENTS DOCUMENT

**PROJECT NAME:** UniLearn

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REQ. #	FUNCTIONAL REQUIREMENTS
1	Students can access asynchronous video lectures from their enrolled universities.
2	The platform should allow universities to upload and manage their course materials.
3	Creating an area on the platform where users can take notes on the subject under each video or lesson they interact with.
4	All announcements related with a user on the platform, information about courses, social messages, and notifications of events will be sent to the user.
5	Application must allow users to customize their profiles, ex. writing public personal information, and provide friendship system.
6	System must report/save activity information about student communities and university clubs end of every month to database, these informations will stay at least 6 months and will be accessible by authorized people, ex. university IT manager.
7	Ability to deliver interactive lessons, quizzes, assignments, and project tasks to students. Offering real-time interactive classes such as video conferences or live streams.
8	Providing a platform for students to communicate with instructors and other students. Offering discussion forums, group projects, and collaboration tools.
9	A support and help desk should be provided to address users' questions and issues.
10	The system should provide a messaging system to allow users to communicate with each other.
11	Communities are going to be given verifications automatically if they are created by universities.
12	Application software must save the data of posts shared by all communities and authorities to the main database.

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REQ. #	NON-FUNCTIONAL REQUIREMENTS
1	The user interface should be simple and easy to navigate, even for first-time users of the system.
2	The platform should be available to users 24/7 with at most 5 second downtime.
3	Application must first ask user for identify PIN code for additional security when first accessed courses section, then system will ask for PIN whenever user want to access that part of app.
4	System must give response not longer than 0.1 seconds whenever a user sends email to anyone.
5	The platform must have the ability to scale with increasing number of users and volume of content. It must maintain its performance consistently during periods of heavy traffic.
6	Implementing necessary encryption and security protocols for user data. Protection against DDoS attacks and data breaches.
7	The system must comply with all applicable laws and regulations. There will be no illegal situation that would result in an access barrier.
8	Each unsuccessful attempt by a user to access a data item will be recorded in an audit trail.
9	The system should not let anyone in without registration and after a certain number of login attempts, a security system should lock an account to protect a user's information from potential hackers.
10	The system should include its own native language and English for each country.
11	Users need to use their student ID and a password to sign up. They don't need to sign in to view lecturer profiles.
12	The system will support both iOS and Android on mobile and both Windows and MacOS on PC.