# Success Criteria

Based on the requirements specification, the following success criteria have been written to ensure that development remains focused on the objectives.

## Login System

* Students and academics must be able to register for an account with a unique email address, unique username, and a password which they must confirm.
  + A unique email address ensures that users do not accidentally own more than one account.
  + A unique username ensures that users can be identified easily in the social network.
  + A password can be used as a means of authenticating the user, so that only they have access to their account. Confirmation of the password ensures that the user has not made a typo in their password.
  + *The success of this can be measured based on the fulfilment of:*
    - *Validation for the format of the email address and username.*
    - *Verification that the password and confirmed password are the same.*
    - *Secure storage of the email, username, and salted and hashed version of the password.*
    - *A simple registration interface which is intuitive for non-technical users, visually appealing, and non-time consuming.*
* Students and academics must be able to log into their account given that they enter the correct username and password.
  + This is important because users must be able to access an account to use the student network application.
  + *The success of this can be measured based on the fulfilment of:*
    - *A simple login interface which is intuitive for non-technical users, and visually appealing.*

## Social Wall

* Students and academics must be able to post on their social wall with status updates, with privacy settings to restrict who can see these posts.
  + This is important because it provides a way for users to interact with one another, which is the primary focus of a student network application.
  + *The success of this can be measured based on the fulfilment of:*
    - *The ability to set privacy settings for posts.*
    - *The ability to view social wall posts in chronological order.*
    - *An inviting interface to post to the social wall which makes it intuitive for non-technical users to access all the options (such as privacy settings), and visually appealing.*
    - *A visually appealing interface to view social walls which makes it clear who has made the post, when they posted it, and what content it contains.*

## Connect Requests

* Students and academics should be able to make connect requests for one another.
  + Connect requests ensure that privacy settings can be implemented for social wall posts.
  + *The success of this can be measured based on the fulfilment of:*
    - *Modification of access control for users who are connected to one another.*
    - *An intuitive interface for the user to easily send a connect request to another user based on their username.*

## Social Network

* Students and academics should be able to interact in a social network, with social profiles and a system of close friends.
  + Social profiles make it easy for students and academics to interact with one another on the platform.
  + A system of close friends enables more precise control of privacy settings for social wall posts.
  + *The success of this can be measured based on the fulfilment of:*
    - *Modification of access control for users who are close friends with one another.*
    - *A simple interface for users to navigate to different social profiles based on their username.*
    - *An intuitive interface for users to mark users they have connected with as their close friends.*
    - *A visually appealing interface to view a social profile, which provides clear access to information based on the user’s access level (determined by privacy settings).*
* Students and academics should be able to receive notifications for their interactions in the social network.
  + Notifications make it easy for students and academics to keep track of what they and other people have been doing on the network.
  + *The success of this can be measured based on the fulfilment of:*
    - *A visually appealing, organised interface for the user to intuitively view notifications which are categorised, and clearly display what interaction has occurred.*

## Gamification

* Students should be incentivised to engage with others on the application through a series of virtual rewards linked to activities and challenges which promote positive engagement in the community.
  + This is important because it will help increase the popularity of the application.
  + A level system would provide a visual representation of the student’s engagement in the student network, providing them with something they can improve upon via further engagement.
  + A leaderboard system would publicise the levels of students in the application, adding a competitive element to encourage users to increase their level.
  + Challenges and quizzes would provide a method for users to level up in a fun, interactive, and engaging manner.
  + Day streaks would provide a method for users to level up, and incentivise them to interact with the application more consistently over longer periods.
  + In-game currency would provide another visual representation of the student’s engagement in the student network, and would open the possibilities of purchasing in-game items for customisation.
  + *The success of this can be measured based on the fulfilment of:*
    - *The number and variety of ways gamification is implemented.*
    - *The depth of implementation of gamification in the application.*
    - *A simple, visually appealing interface for users to clearly view what level they are, and their progress towards the next level.*

## General

* Students and academics should be able to find what they are looking for and navigate to parts of the application quickly.
  + This is important for the overall user experience, as slow navigation leads to frustration for the user, and may reduce how often they engage with the application.
  + *The success of this can be measured based on the fulfilment of:*
    - *How long it takes for the user to navigate between parts of the application.*
    - *How easy it is for the user to find what they are looking for.*
    - *The number of unclear assumptions the user must make when navigating.*
    - *The number of errors the user encounters when navigating.*