# 5. Non-Functional Specs

## General

1. Application shall be served from the team's account.
2. Pay functionality (how to pay for goods and services) shall be simulated with proper UI, no backend.

## User Interface

1. Application shall be very easy to use and intuitive. No prior training shall be required to use the website.
2. Application shall be optimized for standard desktop/laptop browser, and shall render correctly on the two latest versions of all major browsers: Mozilla, Safari, Chrome. It shall degrade nicely for different sized windows using class approved programming technology and frameworks so it can be adequately rendered on mobile devices.
3. The language used shall be English.

## Infrastructure

1. Data shall be stored in the MySQL database on the class server in the team's account.
2. Application shall be hosted and deployed on Online Web Services as specified in the class.

## Performance

1. No more than 50 concurrent users shall be accessing the application at any time.

## Security

1. Privacy of users shall be protected and all privacy policies will be appropriately communicated to the users.
2. Messaging between users shall be done only by class approved methods to avoid issues of security with e-mail services.
3. Site security: basic best practices shall be applied (as covered in the class).
4. The communication between client (browser) and server shall be secure.

## Development Tooling

1. Application shall be developed using class provided LAM stack
2. Application shall be developed using pre-approved set of SW development and collaborative tools provided in the class. Any other tools or frameworks shall be explicitly approved by Prof. Todtenhöfer on a case by case basis.
3. Modern SE processes and practices shall be used as specified in the class, including collaborative and continuous SW development, and only the tools and practices approved by instructors.