# 5. Non-Functional Specs

## General

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

## User Interface

* Application shall be very easy to use and intuitive. No prior training shall be required to use the website.
* 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.
* The language used shall be English.

## Infrastructure

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

## Performance

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

## Security

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

## Development Tooling

* Application shall be developed using class provided LAM stack
* 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.
* 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.