

Software Requirement Specification

Group E - Website

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Requirements

Altaf

[REQ 1] X and Y coordinate of the map markers will be provided by the server and will be drawn as dots at the corresponding positions on the map see [figure 1](#).

[REQ 2] The map markers have a background color with hex value #f5f5f0, see [figure 2](#).

[REQ 3] The map markers have diameter 1.25em, see [figure 2](#).

[REQ 4] Users should be able to hover over the map markers, to reveal the title of the location.

[REQ 5] Upon entering the interactive map, users using the tab key should be able to skip the markers using a link that would be visible if they used the tab key to enter the map section.

[REQ 6] Users should be able to target all map markers by using the tab key.

[REQ 7] On pressing the tab key once the next map marker will be targeted according to the closest coordinate on the cartesian grid.

[REQ 8] Upon clicking on a map marker, a panel containing more information on that specific map marker should be visible, see [figure 3](#).

[REQ 9] Panel [REQ 8] should contain an image of the corresponding point of interest at the top of the panel, see [figure 3](#).

[REQ 10] Panel [REQ 8] should contain the title of the corresponding point of interest below the image [REQ 9], see [figure 3](#).

[REQ 11] Panel [REQ 8] should contain a description of the corresponding point of interest after the title [REQ 10], see [figure 3](#).

[REQ 12] Panel [REQ 8] has a background color with hex value #f5f5f0, see [figure 3](#).

[REQ 13] Upon clicking on a map marker, the map marker shall expand from the center, see [figure 4](#).

[REQ 14] Upon clicking on a map marker, the map marker shall expand by 2 times (resulting in a diameter of 2.5em), see [figure 4](#).

[REQ 15] Upon clicking on a map marker, the map marker shall expand in all directions, see [figure 4](#).

[REQ 16] Upon clicking on a map marker, the map marker shall contain an "x", see [figure 4](#).

[REQ 17] the "x" in [REQ 16] should be centered in the map marker, see [figure 4](#).

[REQ 18] The panel [REQ 8] should be hidden once the user clicks on the map.

[REQ 19] The panel [REQ 8] should be hidden once the user clicks on the expanded map marker from [REQ 13].

Alam

- [REQ 1] The top or header area of the quiz page will have a title saying, “Explore and Answer”.
- [REQ 2] The header area in [REQ 1] will have a padding of 3%.
- [REQ 3] The title of [REQ 1] will be aligned in the center.
- [REQ 4] The questions on the quiz page should appear randomly for each user.
- [REQ 5] The options of a particular question should also appear randomly for each user.
- [REQ 6] The user should get a small message when selecting an option which should remind the user that he can change his selection.
- [REQ 7] The small message in [REQ 6] should be hidden by default.
- [REQ 8] There should be a small delay for the message in [REQ 6] to appear whenever user changes his selection.
- [REQ 9] There should be a boundary between questions.
- [REQ 10] The boundary in [REQ 9] should have a linear gradient with the colors #12ff12 and #00a400.
- [REQ 11] When clicking the “Submit Quiz” button on the quiz page will show a modal.
- [REQ 12] The modal will ask the user whether he wishes to submit or not.
- [REQ 13] The modal will have “Submit and “Cancel” buttons which will either submit the quiz or return to the quiz page respectively.
- [REQ 14] The “Submit” button on the modal in [REQ 13] will grade the quiz and display the results.
- [REQ 15] The quiz portion of the page will become hidden when the “Submit” button in [REQ 13] is clicked and the results portion of the page will be displayed.
- [REQ 16] The quiz grade will be formatted to two decimal places and shown to the user.
- [REQ 17] All buttons in the quiz page when clicked will translate vertically downwards by 2px.
- [REQ 18] All buttons when hovered will have a gradient background color with the colors being #ffffb6, #ffff92 and #80ff80.

Mohak

[REQ 1] About us page has a “Mission & Strategic Plan” section with background color with hex color #BBBBBB.

[REQ 2] “Mission & Strategic Plan” section [REQ 1] contains an image corresponding to the Mission & Strategic Plan with a width of 25vw.

[REQ 3] “Mission & Strategic Plan” section [REQ 1] contains an image corresponding to the Mission & Strategic Plan with a height of 500px.

[REQ 4] “Mission & Strategic Plan” section [REQ 1] contains an h1 with text “Mission & Strategic Plan”.

[REQ 5] “Mission & Strategic Plan” section [REQ 1] contains a button below the h1 [REQ 4].

[REQ 6] “Mission & Strategic Plan” section [REQ 1] contains a button [REQ 5] with text “Learn More About Our Mission”.

[REQ 7] “Mission & Strategic Plan” section [REQ 1] contains a button [REQ 5] with background color with hex value #262323.

[REQ 8] About us page has a “Our History” section below the “Mission & Strategic Plan” section [REQ 1] with background color with hex color #CCCCCC.

[REQ 9] “Our History” section [REQ 8] contains an image corresponding to the Our History with a width of 25vw.

[REQ 10] “Our History” section [REQ 8] contains an image corresponding to the Our History with a height of 500px.

[REQ 11] “Our History” section [REQ 8] contains an h1 with text “Our History”.

[REQ 12] “Our History” section [REQ 8] contains a button below the h1 [REQ 11].

[REQ 13] “Our History” section [REQ 8] contains a button [REQ 12] with text “Explore Our History”.

[REQ 14] “Our History” section [REQ 8] contains a button [REQ 12] with background color with hex value #262323.

[REQ 15] About us page has a “Equity & Justice” section below the “Our History” section [REQ 8] with background color with hex color #DDDDDD.

[REQ 16] “Equity & Justice” section [REQ 15] contains an image corresponding to the Equity & Justice with a width of 25vw.

[REQ 17] “Equity & Justice” section [REQ 15] contains an image corresponding to the Equity & Justice with a height of 500px.

[REQ 18] “Equity & Justice” section [REQ 15] contains an h1 with text “Equity & Justice”.

[REQ 19] “Equity & Justice” section [REQ 15] contains a button below the h1 [REQ 18].

[REQ 20] “Equity & Justice” section [REQ 15] contains a button [REQ 19] with text “Read More”.

[REQ 21] “Equity & Justice” section [REQ 15] contains a button [REQ 19] with background color with hex value #262323.

Anmol

- [REQ 1] On the homepage, the image displayed for senior trail is just for 5 seconds.
- [REQ 2] On clicking on the natural burials in the description container, the image corresponding to the natural burials is displayed for 5 seconds.
- [REQ 3] Upon clicking on the Re-wilding area in the description container, the image corresponding to the Re-wilding is displayed for 5 seconds.
- [REQ 4] Down to the introduction paragraph there is a learn more about us button, upon clicking, it will lead to the about us page.
- [REQ 5] In the nav bar on the top of the page, upon clicking the conservation button it will show the conservation page.
- [REQ 6] On clicking the burials button on the nav bar, it will display the burials page.
- [REQ 7] Upon clicking the about button it will display the about page.
- [REQ 8] On clicking the contact page it will display the contact page of the French village with the relevant information specified on it.
- [REQ 9] Upon clicking on the French village button, it will show the homepage which is the main page of our website.
- [REQ 10] The learn more about us button has the color code #01a66f.
- [REQ 11] The nav bar has the color code #f5f5f0.
- [REQ 12] On clicking the flora and fauna images it will show more information about it.
- [REQ 13] Upon clicking the different button in the description container it will immediately lead to the clicked content.
- [REQ 14] Upon clicking the explore more button, it will display the conservation page.
- [REQ 15] The font size of the header of welcome paragraph is 3em large.

Joshua K

[REQ 1] The Contact Page will be divided into two equal sections namely header section and content section.

[REQ 2] The header section of [REQ 1] will have a background image of the French village.

[REQ 3] The content section of [REQ 1] will have a contact form with a background color with hex value #f5f5f0.

[REQ 4] The contact form [REQ 3] will have max-width of 85%.

[REQ 5] The top of the contact form [REQ 3] shall contain a field for the name of the user.

[REQ 6] The contact form [REQ 3] shall contain a field for the user email, after the field for the name of the user [REQ 5].

[REQ 7] The contact form [REQ 3] shall contain a field for the subject of email, after the field for the email [REQ 6].

[REQ 8] The contact form [REQ 3] shall contain a field for the message, after the field for the subject [REQ 7].

[REQ 9] The contact form [REQ 3] shall contain a submit button, after the field for the message [REQ 8].

[REQ 10] Upon clicking on the “Submit” button [REQ 9], the user will be presented with a popup.

[REQ 11] The popup [REQ 10] has a background color with hex value #f5f5f0.

[REQ 12] While the popup [REQ 10] is visible the webpage behind it should have a 50% reduced brightness.

[REQ 13] The popup in [REQ 10] contains the text “Thank you for contacting us. We will reply to you as soon as possible.”

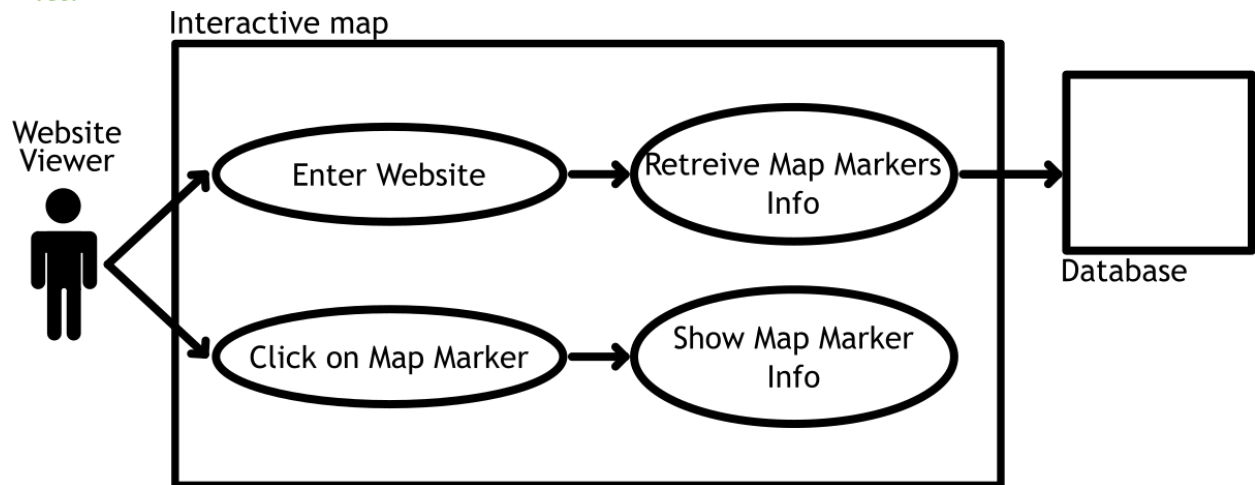
[REQ 14] The popup in [REQ 10] contains a button with background color #000000 below the text in [REQ 13].

[REQ 15] The button [REQ 14] has the text “Return to Homepage” in the center.

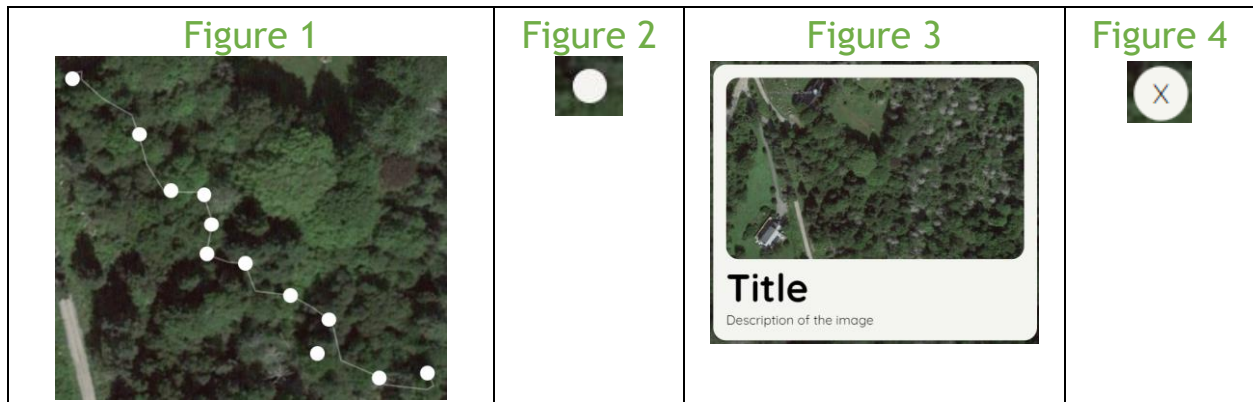
[REQ 16] Upon clicking on the button [REQ 14] the user should be redirected to the homepage.

Appendix

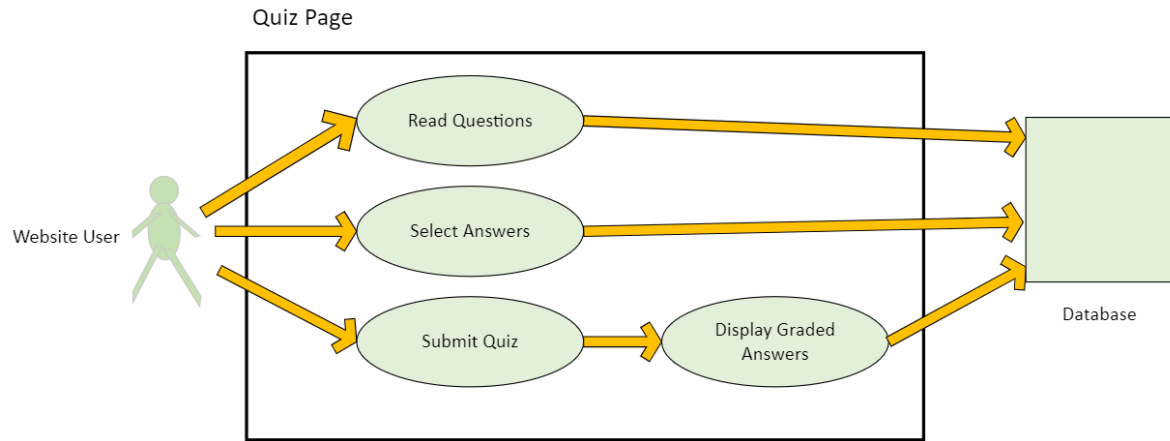
Altaf



Context: User interacting with the interactive map found on the homepage under the “Find your way” section.

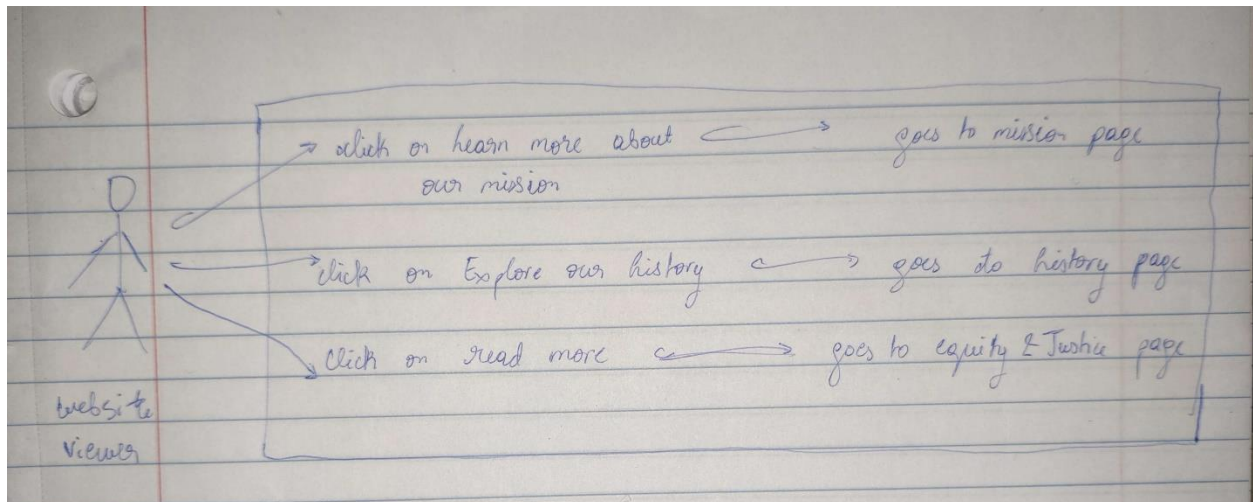


Alam

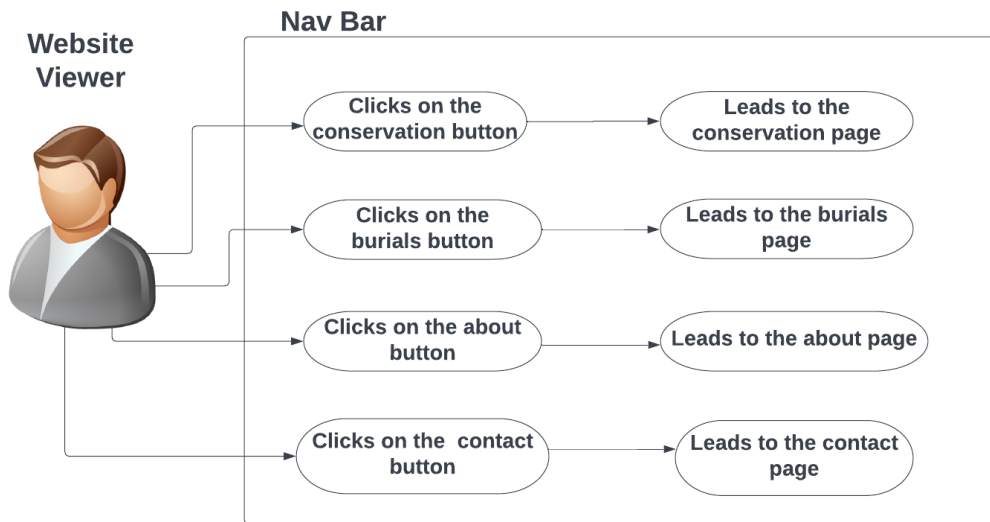


Description: A user will enter the quiz page. The user will be able to read the questions of the quiz page. He will be able to select answers. Once he is done, he can submit the quiz. His answers will be graded and displayed to him. The questions, options and the correct answers will come from the database.

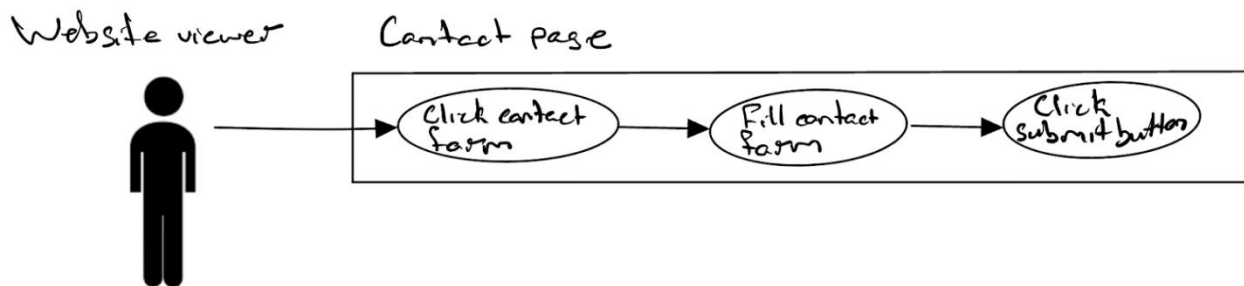
Mohak



Anmol



Joshua K



Dictionary

Map markers: Dot placed on a map to represent the coordinate of a point of interest.

Modal - A small box or window which is used to check which action a user wants to perform.