# M1: Requirements Specification Study Buddy

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> CPEN 321, 2019W October 1st, 2019

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# PART 1: Status Update

#### Progress made since M0

- Front-end: Developed flow diagrams for main functionality, account setup, creating groups, chat functionality and "Meet up now!" bonus feature. Set up the Facebook login SDK for the login page.
- Back-end: Decided on tech stack and how back-end services are going to communicate with each other.

#### Plans until M2

- Design app logo and icon
- Draw out all pages of the app (main page, settings page etc.)
- Learn how to implement at least 3 major functionalities:
  - Learn and implement real time location sharing using Google Maps API
  - Implement Calendar setup using Google Calendar API
  - Implement Create group functionality.
- Finalize main flow between the pages and features.
- Decide on adding local calendar from device and in app editing features.

# Decisions and Changes in Project Scope

- Included location sharing as basic functionality.
- Added accept/decline invitation (suggestion from TA) before accepting newly created group.
- "Meet up Now!" feature: Have "last active location" (current location depending on location sharing setting) of users visible on the map, so their friends can set up an immediate meeting by clicking on their icon.
- Decided on main functionality swipe flow of App, will be like Snapchat; where leftmost page is for active chats, left page for friends list and "Meet up Now!" feature, right page for Calendar, rightmost page for Settings.

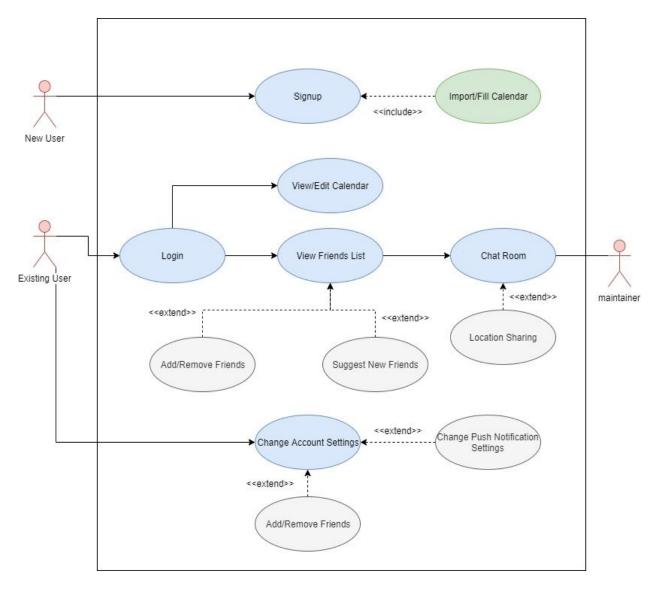
# **Individual Contribution**

- Joe: Drawing flow diagrams of functionality and learning Android Studio, Google
   Calendar API and Facebook login API
- Nima: Learning NodeJS and MongoDB in addition to the backend tutorial, major contributions in the design and flow of the app
- Yuyi: Setup the Facebook SDK for the login page, learning Android Studio
- Yiyi: set up AWS, and dockerize backend. Learning NodeJS and MongoDB. Made screen prototype sketches.

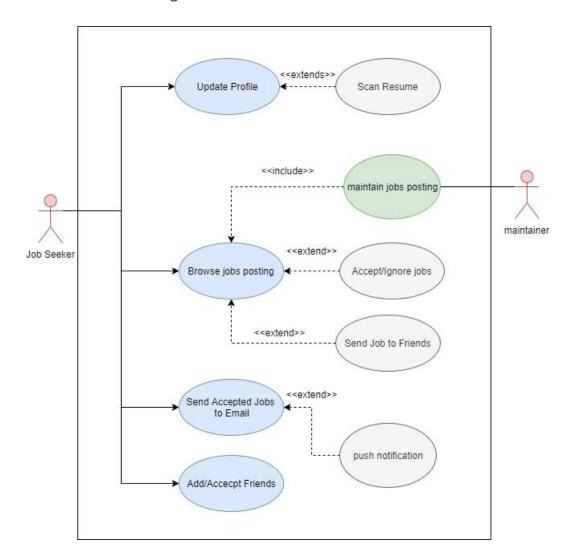
# PART 2: Project Requirements

# Use Case Diagrams:

Study Buddy: Use Case Diagram



#### JobToGo: Use Case Diagram



# Non-functional Requirements

#### StudyBuddy: Non-functional Requirements

- Messages received within 500 milliseconds
- Pop ups and page switches execute within 100 milliseconds
- Push Notifications received within 30 seconds of starting a "free" block
- Friends list changes updated after refreshing page (leaving and coming back to it)
- Filtering friends takes effect after typing each letter within 100 milliseconds

#### JobToGo: Non-functional Requirements

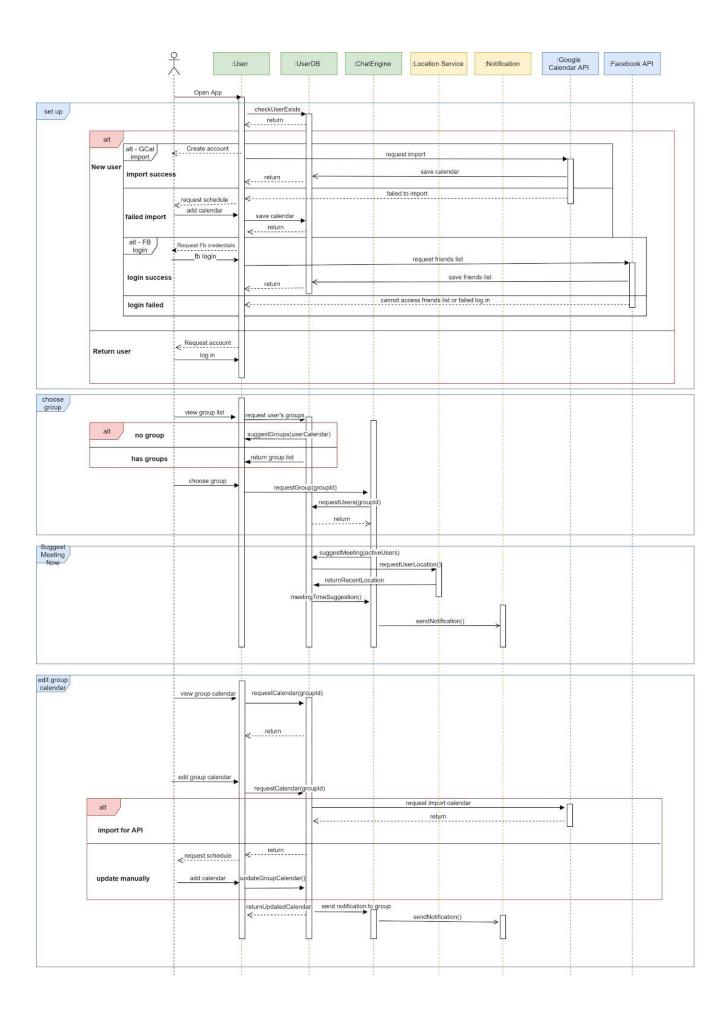
- Swiping is instant, takes at most 100 milliseconds after swiping away from one job to see the next one
- Friend receives push notification of a job sent to them, or friend request within 30 minutes of it being sent
- Email that contains all accepted jobs reaches inbox within 30 seconds of it being sent in-app
- Takes at most 10 seconds after a resume scan is complete to have the information filled into the app

#### Sequence Diagram

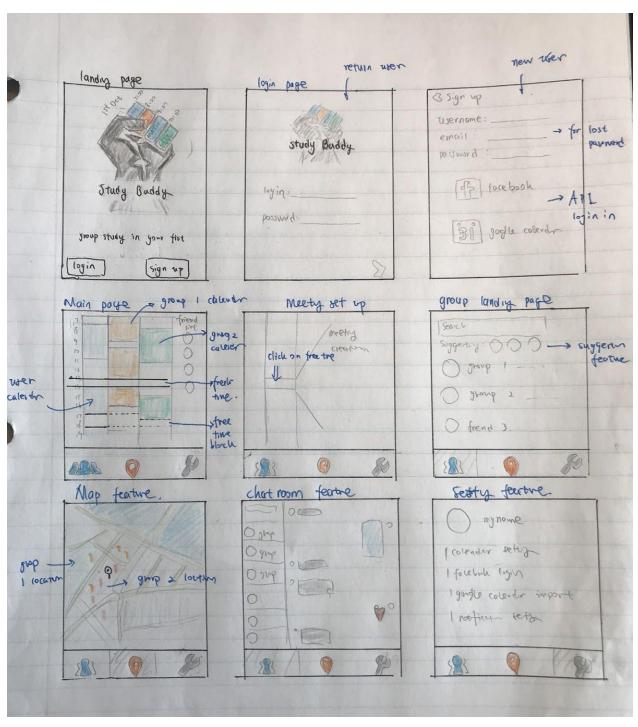
#### Objects explanation

- **User**: the app representation of user, it's also the android app that users will interact with
- UserDB: Database in the backend server where all user related data are stored. It
  includes user's calendars, the groups that users have, all data that are related to
  groups (such as group's calendar, group's users and meeting events)
- **ChatEngine**: a chatroom service that gives users real-time chatting service (used socketIO), with chat bot to give meeting event suggestions to the group, as well as new people to add to group suggestion.
- Location Service: Android native service that returns the current location of the user based on setting.
- **Notification**: real-time notification calls to the Android phone.
- Google Calendar API: external API that leads to google calendars login and return ical files of logged in users.
- Facebook API: external API that leads to facebook login, returns the friend list of the users.

Note\* all three sequence diagrams have been combined into one image



#### Screen Sketches



Note\* The flow of the system is from top left to button right. The return features are not included in the sketch, but will be similar to the small arrows in the login page.