Requirements Specification for NotificationCentral

1. Introduction

1.1 Purpose of Product

This project will consist of a notification computer app that can organize all of your notifications into one central place. Instead of getting annoying individual notifications for every little thing, our app will condense and organize those notifications down into simple tiles that can be expanded to read more about your notifications. That way, when you go to check your notifications for the day and catch up on what you missed, you can simply open this app and see everything all at once. And while you are away, it will tell you if you have a lot of messages building up on a couple of apps, or if something you marked as important needs your attention, so that you never forget to keep up with your email, messages, assignments, and more.

1.2 Scope of Product

The project will condense a user’s notifications. The deliverables will be a java based program for generated content read from a csv file. There will not be an API element at this stage, as it would be too complex for the time allotted. The main focus will be on correctly showing the notifications and working on the GUI.

1.3 Acronyms, Abbreviations, Definitions

NC – notification central team

1.4 References

2. General Description of Product

This project is a computer application designed to allow a user better control over their notifications. It will let the user design the setup to select 4 media platforms to pin as well as a general notification section. It will consistently run and show the platform name, ~35 characters of the message, and a time stamp.

This will organize all notifications into one central place, and if more information is needed, the user can select a tile and expand it or be taken to the website.

2.1 Context of Product

Computer application, either desktop or laptop

2.2 Domain Model with Description

Display **and describe** your domain model.

2.3 Product Functions (general)

Read in CSV data

GUI that displays notifications

User input for setup of our program (what 4 items do you want to pin)

Display logos for media platforms

User can interact with tiles by clicking

Some kind of notification counter (either little red bubble or just a counter for java)

2.4 User Characteristics and Expectations

Expect them to leave this window open

Expect them to be willing to set up NC app every time they load it

Expect them to be okay with needing to open the window to read notifications

2.5 Constraints

Made on Java, need to run with multiple threads

2.6 Assumptions and Dependencies

GUI software

Java

3. Functional Requirements

<https://n3rdgirl-365.github.io/userstories.html>

4. System and Non-functional Requirements

4.1 External Interface Requirements (User,Hardware,Software,Communications)

Describe what kinds of interfaces your product has, and what they do. Then list specific requirements using item numbers as NF.4.1.X.

Interfaces are computers and trackpads/mouses

4.1.1 Computer screen

4.1.2 Working mouse

4.1.3 Ability to run program (java)

4.2 Performance Requirements

To be updated with more information

4.3 Design Constraints

To be updated with more information

4.4 Quality Requirements

To be updated with more information

4.5 Other Requirements

5. Appendices