# Pawductivity

# High Level Requirements Document

Version n.n Date

## **Project Identification**

Project:	Pawductivity	
Prepared By:	Audrey Tjandra, Awsaf Fida Mahmud, Haoyun Yang	
Document Version:	1.0	
Published Date:	2024-09-30	

#### **Contributors**

The following individuals contributed to this document.

Name	Title	
Audrey Tjandra	Project Manager, Front-End Developer	
Awsaf Fida Mahmud	Lead Art Designer, Front-End Developer, UI/UX	
Haoyun Yang	Back-End Developer, UI/UX	

#### **Distribution**

This document is distributed to all the following people.

Name	Title
Anjana Shah	Capstone professor

#### **Referenced Documents**

This document refers to the following materials

Version number	Title	Author	Date	Source / Location
1.0	Project Summary	Audrey Tjandra, Haoyun Yang, Awsaf Fida Mahmud	Sept-11th-2024	
1.0	Project Vision	Audrey Tjandra, Haoyun Yang	Sept-25th-2024	

#### **Revision History**

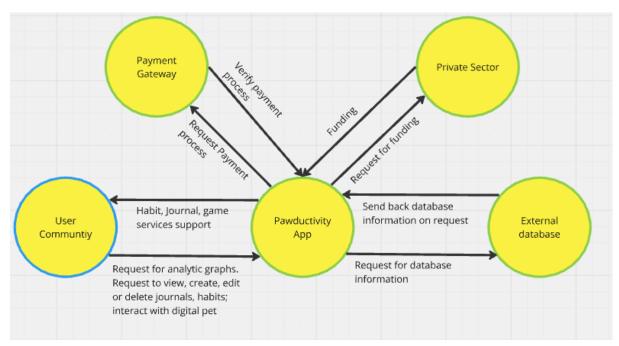
Version Number	Revision Date	Summary of Changes	Modified by

[Note: It is recommended that drafts be numbered 0.1 to 0.9, and that the first approved version be numbered 1.0. Thereafter, new version numbers will depend upon changes: 1.01, 1.1, etc for minor updates, 2.0, 3.0 etc for major changes.]

# **TABLE OF CONTENTS**

1.	BUSINESS CONTEXT DIAGRAM	3
2.	REQUIREMENTS SCOPE STATEMENTS	4
3.	HIGH LEVEL BUSINESS REQUIREMENTS SIGN-OFF	5

## 1. Business Context Diagram



( Refer slides posted on Brightspace □ Lecture Review)

Requirement Scope Area	Description	
User Journal Management	The journaling system will allow users to create, categorize and	
	store journal entries in thought, bullet and gratitude formats. Users	
	will be able to access their entries by list or search	
User Habit Management	The habit system will allow users to create, edit and manage when it	
	has been accessed. Users will be able to view their overall habits	
	and habit pattern analysis diagrams	
User Notification System	The notification system is connected with habits and will alert the	
	users of any habits they wish to complete on specific dates set up	
	by the users	
Pet interaction	The pet interaction system will provide a digital pet that interacts	
	with the user. The pet will be displaying a range of animations in	
	response to various user inputs.	

External Entity	Description	
Users	Inputs data for journals and habits. Have the permission to access their inputs.	
Database Service Provider	Provides the transfer of data between the system and consumers	
Payment Gateway	Completes transactions for the business and the users	
Server	Manages access to a centralized system in a network and authenticates login.	

Information Flows	Description
Users to System	Request for data, permission to edit or write and interact with digital pet
System to User	Provides habit, journal information
System to database	Request habit, journal details
database to system	Provides requested database information
System to Private sector	Request funding
Private sector	Provide funding
System to payment gateway	Request payment process verification

Information Flows	Description
Payment gateway to System	Provide verification for payment process

## 2. Requirements Scope Statements

HLR#	Description	Priority (H, M, L)
HLR01	User must be able to create their habits to the list of their existing habits for usages within the app in the future	Н
HLR02	Users must be able to create and save new journal entries by type to be saved correctly in the database.	Н
HLR03	System must be able to authenticate user login information to verify user identity	Н
HLR04	Payment gateway must be able to authorize transactions to serve the clients	M
HLR05	User must be able to edit their journals or habits to update their journal or habit information	M
HLR06	User must be able to delete their journals or habits to remove misinput or unwanted information	M
HLR07	User must be able to view their journals or habits to see their stored journal or habits	Н
HLR08	User must be able to set up notification on habits to get alert by the app when the setted time is close	L
HLR09	User must be able to view an analysis diagram base on the habits/journals to see their progression in self improvement	M
HLR10	User must be able to see a statistics of status of their pet to see the level of the pet	L
HLR11	User must be able to search for journal entries by using keywords or category to filter and view their desired journals	L
HLR12	Users must be able to interact with digital pets to satisfy their emotional needs for their mental health.	Н
HLR13	User must be able to select a habit from an existing list of habits to check off that they have complete said habits anytime	M
HLR14	User must be able to view the list of existing habits to be selected for habit completion or set up notifications	M
HLR15	User must be able to edit a habit to correct or update their habit goals	M
HLR16	User must be able to search for an existing habit to quickly access the specific habit they need	L
HLR17	User must be able to view habits they have complete by dates to see their daily progressions in the past	L

## 3. High Level Business Requirements Sign-Off

The undersigned acknowledge their agreement with the contents of Version 1.0 of the High-Level Requirements document for Pawductivity.

Following approval of this document, requirements changes will be governed by the project's change management process, including impact analysis and appropriate reviews and approvals, under the general control of the Project Plan and according to company policy. Approved Change Request Documents, if present, will be attached to this Requirements Document as updates.

Name	Project Role and Functional Area	Date Signed
Audrey Tjandra	Project Manager, Frontend Developler	2024-09-27
HaoYun Yang	Backend developer, database designer	2024-09-27

#### HIGH LEVEL REQUIREMENTS Pawductivity

Awsaf Fida Mahmud	Lead Art Designer, Frontend Developer, UI/UX	2024-09-27
	designer	

 $<sup>^{</sup>st}$  Note: physical signatures are not required. Email approvals are acceptable and should be appended to project documents.