SikWare presents:

FML: Fix My Life

Requirements Description

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5. Intro
   1. The intention of this app is to facilitate a happy and healthier and better organized lifestyle, either by yourself or with others.
6. Project Description
   1. **Start Screen:** Upon starting this App the user will be presented with a table that is auto populated with preset options. The user will then be able to manipulate this adding or removing item as needed.
   2. **Users:** the users will be classified into three separate entities. Single users will have free use of the app with automated encouragement. Another user entity is that of a community living area, such as a dorm/apartment, these users will be able to share information back and forth to provide more adequate living arrangements. The final case will be that of a parent child relationship in which the parent will have admin rights over the child and the child will have to follow certain protocols.
   3. **Sharing/Sync:**  the Data inputted by our users will be synchronized across all people in the living domain that use this app.
7. Requirements
   1. **Functional**
      1. *Calendar*: Organize and cleanly display events to the user. The ability to import notes to this will be an additional feature. This will also provide a reminder when approaching time for event(s).
      2. *Notes List*: Description of minor reminders and Idea that May not have Time/Date requirements.
      3. *Shopping List*: Dual Lists displaying items needed and items currently owned and in cabinets/refrigerator.
      4. *Media Inventory*: Similar to Shopping List, catalogs all media in house including games, movies, music, eBooks, etc… Also contains record of which person owns media, platform and other information about media items.
      5. *Reward**System*: this is to give users rewards to utilizing this application through various means.
      6. *Inter-Communication*: there will be a way of establishing a chat session for text, video, and Sticky Note communications.
   2. **Non-Functional**
      1. *Admin User:* this user(s) will set tasks and deadlines. Also, this user will be sent information to provide verification of the task to be confirmed and removed from the child’s chore list.
8. System Requirements
9. Appendix
   1. A-Use Case Diagram
   2. B-Class Diagram
   3. C-Activity Diagrams