Watch2Gether

Supplementary Specification

Version 1.0

Revision History

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| 17/03/2018 | 1.0 | Initial documentation | Rogoz Bogdan |
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# Introduction

This paper contains information regarding the non-functional aspect of the project’s development process.

# Non-functional Requirements

## Availability

Definition : the proportion of time a system is in a functioning condition

Source of stimulus : human

Stimulus : power outage

Environment : unknown

Artifact : the whole system

Response : system shuts down

Response measure : undeterminable

Tactics : only hardware solutions are effective

## Performance

Definition : the time it takes the system to complete a certain task

Source of stimulus : a large number of clients

Stimulus : a large number of database accesses

Environment : idle

Artifact : disk access

Response : normal database access

Response measure : much longer response times

Tactics : better hard disks / Internet bandwidth

## Security

Definition : the confidentiality and integrity of data

Source of stimulus : human

Stimulus : sql injection

Environment : idle

Artifact : the users database

Response : normal database access

Response measure : same as for normal database access

Tactics : code obfuscation / encryption

## Testability

Definition : the reproducibility of test cases

Source of stimulus : human

Stimulus : invalid username

Environment : idle

Artifact : users database

Response : an error is returned

Response measure : same time as for successful operation

Tactics : study the error and provide valid input

## Usability

Definition : the ease of use and learnability of a certain object or device

Source of stimulus : human

Stimulus : user data is provided, then the “New User” button is pressed

Environment : idle

Artifact : the users database

Response : a new user is created

Response measure : normal user creation time

Tactics : increase simplicity

# Design Constraints

Running environment : Web browser

Development technologies : HTML5, CSS3 etc.