ProjectConnect SRS

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1 Introduction

ProjectConnect is an Android Application which connects people internationally to work on a combined group project. It acts as a nexus where people can advertise their project ideas and assemble teams to complete their task.

1.1 Goal

The goal of this iteration in the design process is to provide a comprehensive overview of the user experience and functionality of the ProjectConnect android app.

1.2 Scope

As only the core functionalities are needed to demonstrate the capabilities of this app, much of the process necessary to create a polished final product is out of scope. For this iteration of the design process, it is best to define which features are appropriate.

Within Design Scope:

- Overall App User Interface
- Application flow and screen interconnection
- User account classifications

- Project classifications

- User-Project connection

- Full Account Creation

- Login functionalities

- User Database

- Project Database

Outside of Design Scope:

- Work/Fun Slider

- Public/Private Accounts

- Information Privacy

- Project Search Algorithm

- Project Chat

- 5 Star Review System

- Language Translator

- Team Role Allocations

1.3 Overview

Due to the time constraints surrounding this iteration cycle, it will not be possible to develop many of the advanced features we hoped to implement and display. The focus is purely to demonstrate the core functionality of the app to show its usefulness to a specific market and hence its viability as a successful product.

Therefore, this iteration will largely focus on the User Experience and Interface of the app, showing basic screen progression and capabilities of the app.

Overall the following functionalities will be operational. The user will be able to make a profile, personalising their account. They will then be able to view listed projects, seeing a short summary of each along with other important information. The user may select a project to see more details. The user is finally able to step through the project creation phase to create a project of their own.

2   Application Required Functionalities

The following functionalities are required for this iteration of the design process.

1. Log in and Sign up

   - Log in
     - Input Username and Password
     - Login button
     - Logo and Application Name
   - Sign up
     - Full Name
     - Email
     - Password
     - Re-type password

2. Make Project

   - Input Boxes for:
     - Name
     - Type
     - Positions
     - Key Skills
     - Additional Skills
     - Brief Description
     - Full Description
   - Make Project button

3. View Project

   - Projects List
     - Title
     - Type
     - Key Skills
     - Brief Description
   - Upon selection, view further details about the project
     - Number of Positions
     - Skills Required
     - Full Description
     - Length of Project
     - Apply Button

- Bottom Navigation Bar

4. Management

   - View Own Projects
   - View Applied Projects
   - Withdraw Applications
   - Log Out

3 Additional Non-required Functionalities

The following functionalities are add-ons not required to run a preliminary test and demonstration of the app's capabilities.

1. Log in and Sign up

   - Log in
      - Username and Password Encryption
      - Data Security
   - Sign up
      - Skills
      - Full list of Interest Categories
      - Interest Sub-categories
      - Fun-Work Slider
      - Password Rules

2. Make Project

   - Fun-Work Slider
   - Character Limits
   - Images
   - Enforce Length
   - Input Sanitation

3. View Project

   - Search Bar
   - Automatic Recommendation Algorithm
   - Pictures

4. Management

- Entire Manage Project Segment is not required
- Management Resources/tools
- Team Live Chat
- Language Translator
- Application/Profile Viewing and selection
- Team management tools/utilities

4 Other Requirements

4.1 Environmental Requirements

In terms of environmental requirements, there is not much that is reuqired for the demo. But when the product is scaled up, a database will need to be maintained to keep track of all the different user accounts and project descriptions that would be created. Multiple servers would need to be maintained to avoid a single point of failure. Security of the application might also need to be maintained when it is scaled up and outsourcing of security may be required.

4.2 Scalability

Our app is an app for the whole world of students and hobbyists. In the early days, we expect to see 3000 people at the same time. The response time of the page does not exceed 5 seconds.

4.3 Hardware Requirements

- More than Android 4.5
- The configuration of the mobile phone is not too low
- API 16+