

Media Organiser 

# REQUIREMENTS SPECIFICATION

Microsoft Office User

## Table of Contents

<b>PURPOSE .....</b>	<b>2</b>
<b>SCOPE.....</b>	<b>2</b>
<b>REQUIREMENTS .....</b>	<b>2</b>
<b>USER CASE .....</b>	<b>3</b>
<b>CASE DIAGRAM .....</b>	<b>3</b>
<b>CONCEPTUAL MODEL.....</b>	<b>3</b>
<b>DESIGN .....</b>	<b>4</b>
<b>HOME PAGE .....</b>	<b>4</b>
<b>.....</b>	<b>4</b>
<b>UNITS/ASSETS .....</b>	<b>4</b>

## Purpose

The purpose of this document is to specify the design details of the Media Organiser application.

The intended audience for this document is the development team.

## Scope

This application is for storage and sorting of multimedia files. It will be used as part of a bigger system in order to maintain the sorting of files.

Users will be able to add/edit the distribution of files to the database and then retrieve them when needed.

This application will use the following coding languages;

- HTML
- PHP
- JavaScript
- CSS
- AJAX

## Requirements

This document has been created for design use. This document will provide an in depth description of the specified requirements by the clients and/or users of the 'Media Organiser' application.

Specified Needs;

- The application should run as a stand-alone application that can be used by a single user.
- Must be able to Add Files, Edit Files and Delete Files on the application.
- The application should support a local filing system the should support AAC, MP3, WAV, MP4, AVI as a minimum.
- The application must provide a suitable user interface that is easy to navigate.

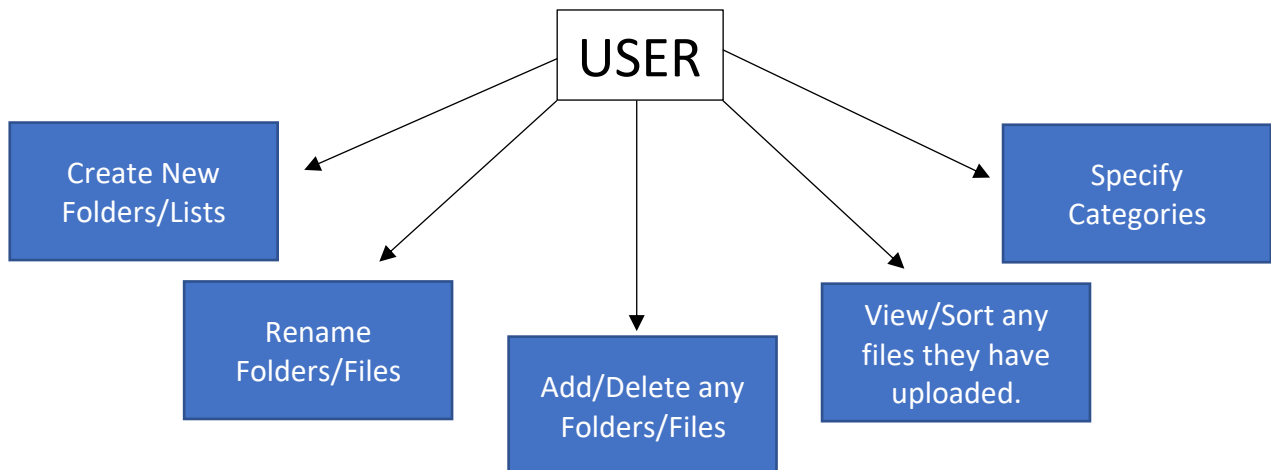
Desired Features;

- A choice of ways to browse the contents.
- The ability to create and sort music playlists.
- Display thumbnails of any images in the interface.
- The ability to perform multiple searches per session.

## User Case

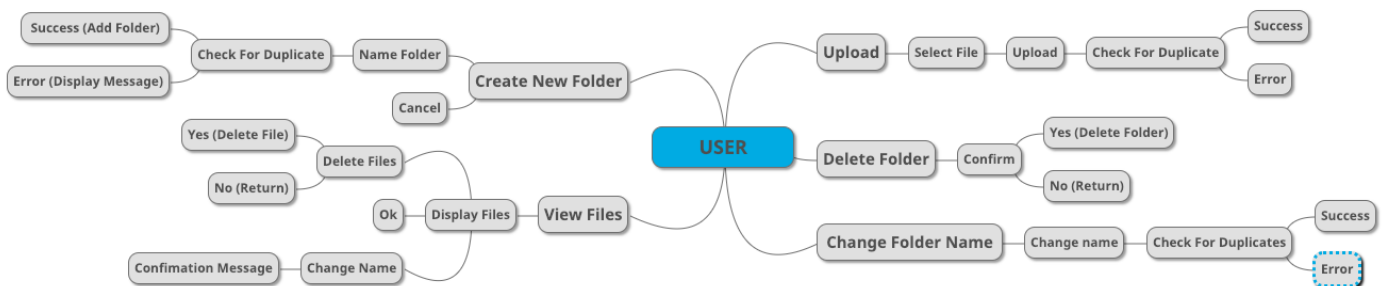
### Case Diagram

The below diagram is a visual representation of what a user should be able to do when using the application. It indicates what privileges they should have.



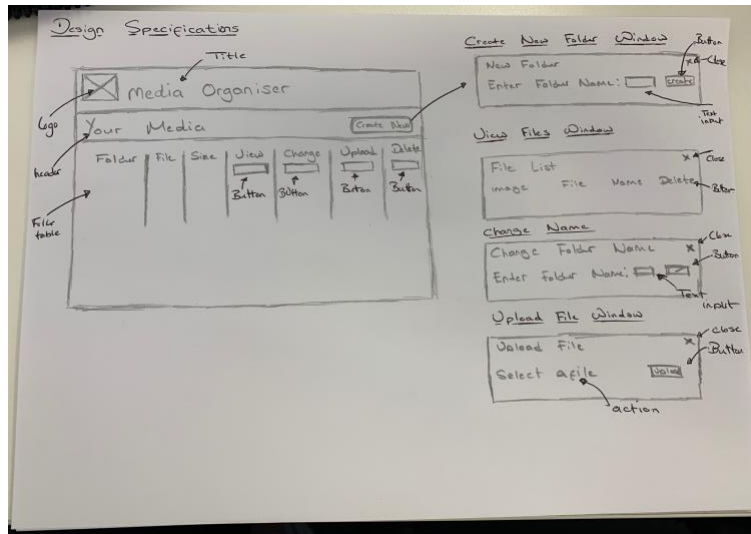
### Conceptual Model

The conceptual diagram below shows everything that should happen within the application.



## Design

### Home Page



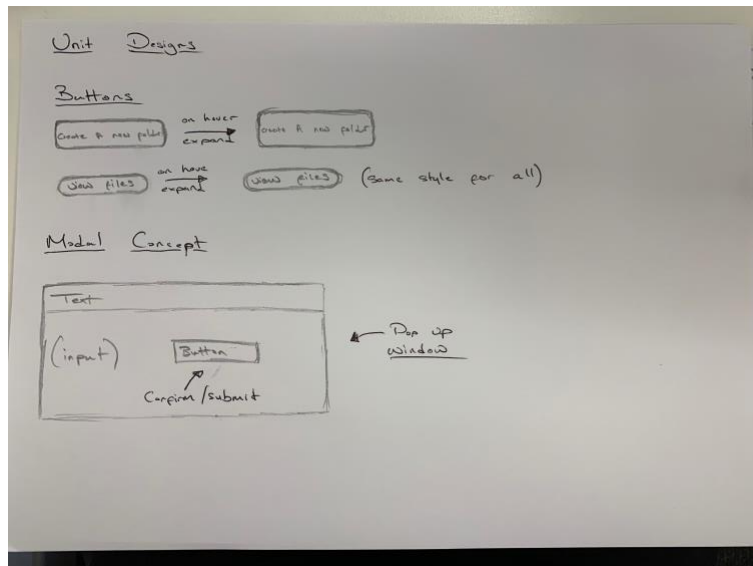
To the left is the design of this application.

Home Page – The first page the user will see when loading the application up.

Interaction Modals – The windows that will pop up whenever a user is interacting with the application.

When clicking on the interactive buttons inside the table, a window should appear allowing the user to perform an action.

### Units/Assets



Button and asset design for integration with main page.

The modal concept is a general concept for interactive pop up windows on the application.

The buttons are a general concept for all buttons on the webpage to keep it universal and fluid.

