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| **Name:** | Yousif Taher |
| **Student access ID** | Fq9124 |
| **Project Name:** | EZ Audio |
| **Group#** | 3 |

Lab Assignment 2

***Review the example below highlighted in yellow and populate all the other tables according to the Lab Assignment and this example. All requirements and fields must be populated to get full credit.***

***Example:***

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| **ID. Requirement title (e.g. FR1. Game initialization)** | | |
| Goal: FR1 provides the initialization of the game | | |
| Description:  There shall be two dice in the game. Each dice shall have six faces. The player’s movement shall be based on the dice roll. If the dice roll is two, the player shall move forward two cells; if the dice roll is three, the player shall move forward with three cells. | | |
| Origin: Initial product description. | | |
| Version: 1.0 | Date: MM/DD/YYYY | Priority: range from 1 to 5 (5 as the highest) |

**Functional Requirements:**

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| **FR1. Front Page UI** | | |
| Goal: UI shall have a text box and two buttons | | |
| Description: The UI consists of a simple text box, a convert button, and a library button. | | |
| Origin: Initial product description. | | |
| Version: 1.0 | Date: 9/13/2019 | Priority: 5 |

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| **FR2. Instructions** | | |
| Goal: The user shall be provided with quick instructions | | |
| Description: There will be a small line of instructions on the text box that tells the user to insert a Youtube URL. | | |
| Origin: Feature meeting. | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 2 |

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| **FR3. Library** | | |
| Goal: User shall be able to access downloads library | | |
| Description: There shall be a library where the user can access all their MP3 downloads. | | |
| Origin: Feature meeting. | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 4 |

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| **FR4. Library Labels** | | |
| Goal: There shall be labels on each library entry | | |
| Description: The library downloads have labels next to them that identify the name, date, and channel of the original Youtube Video. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 4 |

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| **FR5. Search** | | |
| Goal: The user must be able to search through the library | | |
| Description: There will search bar that lets the user search through their downloads in the download library. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 3 |

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| **FR6. Download stage** | | |
| Goal: The user must be able to see what stage the download is at | | |
| Description: A UI element at the bottom of the app will display to the user what step the download is at. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 2 |

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| **FR7. Download done** | | |
| Goal: A notification that will tell the user their download is done | | |
| Description: There will be a small notification pop up that lets the user know when their download is done. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 1 |

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| **FR8. Instructions disappear** | | |
| Goal: The instructions disappear when you click on URL text box | | |
| Description: The instructions on the URL text box will automatically disappear when the user clicks on the text box. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 3 |

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| **FR9. Instant validation** | | |
| Goal: A URL entered into the app will instantly get validated. | | |
| Description: When the user pastes a URL into the text box, the app instantly validates the URL without the user having to press anything. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 2 |

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| **FR10. Convert button** | | |
| Goal The convert button is grayed out until validation. | | |
| Description: The convert button right of the URL text box is grayed out until the URL is validated. Once the URL is validated and no error messages appear, the convert button becomes active. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 2 |

**Non-functional Requirements**

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| **NFR1. Search Response** | | |
| Goal: The search responds within a second | | |
| Description: The response time for searches done through the library will be within one second. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 3 |

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| **NFR2. Library Secure** | | |
| Goal: The user’s library must be secure | | |
| Description: All the data on the user’s library shall be saved on the user’s local machine and cannot be saved on any external database. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 2 |

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| **NFR3. UI Not Complex** | | |
| Goal: UI must be simple | | |
| Description: UI elements must be minimalist, use short and simple language, and easy to use. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 2 |

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| **NFR4. Library available** | | |
| Goal: Library is always available to the user | | |
| Description: The entire library system must be offline and must be usable at any time. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 2 |

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| **NFR5. Library Readable** | | |
| Goal: The Library must not overload the user with information | | |
| Description: The information provided to the user in the library must be minimal. The user must bel able to traverse the library with ease and skim through their downloads without being overloaded with information. | | |
| Origin: Feature meeting | | |
| Version: 1.0 | Date: 9/16/2019 | Priority: 2 |