Assignment 2: Software Requirements Specification

Team: Eventsly

Project Title: Eventsly

## Members:

1. Greg Flores
2. Devin Stawicki
3. Racquel Martens
4. Mark Slattery
5. CJ Fox

| **Meetings date** | **Participants** |
| --- | --- |
| 09/28/2021 | Greg Flores  Devin Stawicki  Racquel Martens  Mark Slattery  CJ Fox |
| 09/30/2021 | Greg Flores  Devin Stawicki  Racquel Martens  Mark Slattery  CJ Fox |

| **Stakeholders** | **Requirements** |
| --- | --- |
| Users | FR1: Click pins for preview  FR2: Expand preview page  FR3: Account registration  FR4: Account login  FR5: Bookmark events  FR6: View bookmarks  FR7: Search for events  FR8: Create events  FR9: Edit event information  FR10: Navigation Bar |
| Application server | FR11: Record user login information  FR12: Record user bookmarked events  FR13: Load map  FR14: Load event pins  FR15: Load event preview  FR16: Load full event details  FR17: Remove expired events from map |
| All | NR1: Performance   * Event page load time * Bookmark list load time   NR2: Privacy   * Bookmark privacy   NR3: Usability   * Bookmarks usability * Display usability   NR4: Security   * Event creation security * Event organizer modification   NR5: Reliability   * Application reliability   NR6: Availability   * Application availability |

| **FR1. Click Pins For Preview** | | |
| --- | --- | --- |
| Goal: The user can click on even pins for a preview of the event. | | |
| Stakeholders: Users | | |
| When the map loads on the screen, the user can click a pin to get a pop-up screen that will show a preview of the event. The preview of the event will include only the title, location, date, and time of the event. When the preview cannot load, an error message will show. | | |
| Origin: Based on our 9/28 meeting. The team discussed how we want to show initial information as opposed to detailed information about events. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR2. Expand pop-up page** | | |
| --- | --- | --- |
| Goal: The application will allow users to expand the event preview pop-up to learn more information about the event. | | |
| Stakeholders: Users | | |
| After interacting with an event pin, once the event preview pop-up displays, the user will be given an option to expand the preview. When the user clicks to expand the preview, they will be taken to a different page that shows all the event details that were provided by the event organizer. When the full event detail page can’t load, an error message will show. | | |
| Origin: Based on our 9/28 meeting. The team discussed how we want to show initial information as opposed to detailed information about events. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR3. Account registration** | | |
| --- | --- | --- |
| Goal: The application must allow users to sign up for an account. | | |
| Stakeholders: Users | | |
| When a user accesses the application, the application must provide an option to sign up for an account. If the user chooses to sign up, they must provide their first and last name, email address, and phone number. They must also create a username. The email address and username must not have already been used to sign up for an account. When the username and/or email address provided have already been used to sign up for an account, the user will be prompted to enter a different email address and/or username. The user must also create a password that meets industry standard password complexity guidelines. When the password provided does not meet industry standard complexity guidelines, the user will be prompted to create a different password. When the user provides information that meets all requirements, the application will inform the user that they signed up successfully. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 2 |

| **FR4. Account login** | | |
| --- | --- | --- |
| Goal: The application must allow the user to login into their account if they have one. | | |
| Stakeholders: Users | | |
| The application must provide the user with an option to login to their account. They must have an account in order to login. To login, they must enter a combination of either their username and password or email address and password. When the user enters these credentials correctly, the user will be informed that they logged in. When they do not enter their credentials correctly, they will be informed that the login attempt failed. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 2 |

| **FR5. Bookmark events** | | |
| --- | --- | --- |
| Goal: The application must allow users with accounts to bookmark any upcoming events. | | |
| Stakeholders: Users | | |
| A user with an account should be able to mark any upcoming event as a Bookmarked event, which will save it to a private list that is linked to their account. The user will be informed that they have bookmarked an event. When an event fails to bookmark, an error message will show that informs the user that bookmarking failed. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

| **FR6. View bookmarks** | | |
| --- | --- | --- |
| Goal: The application will allow users with accounts to view their bookmarks events. | | |
| Stakeholders: Users | | |
| The application must allow any user who has signed up for an account to view a private list of upcoming events they have bookmarked using that account. When the user has not bookmarked any events, the list will be empty. A user can bookmark 15 events. When a user attempts to bookmark more than 15 events, they will be informed their list is full. When an event passes, it will be removed from the list. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

| **FR7. Search for events** | | |
| --- | --- | --- |
| Goal: The user will search the application for events by their title. | | |
| Stakeholders: Users | | |
| When a user opens the application they will be prompted to share their location. The user will be provided with pins in their area that have been added by other users. A search bar will also appear in which a user can search events by their title. When a user searches by title, they will be navigated to a search result page containing a list of events of the same or a similar title. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 4 |

| **FR8. Create event** | | |
| --- | --- | --- |
| Goal: Users that have signed up for an account can create events when they are logged into their account. | | |
| Stakeholders: Users | | |
| Users with accounts must be able to create an event and place pins representing that event’s location on the application’s map. A user can make up to 15 upcoming events. When a user has created 15 upcoming events and they try to create a 16th event, they will receive an error message. When the user has created 15 upcoming events, the user is able to create another event when one of the upcoming events has expired. When a user creates an event, their account is designated as the event organizer. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR9. Edit event information** | | |
| --- | --- | --- |
| Goal: An event organizer can edit their event’s details. | | |
| Stakeholders: Users | | |
| After creating an event, the event organizer can edit that event’s details at any point before the event occurs. When an event organizer chooses to edit an event’s details, they will be able to either save their changes or discard them. When they save the changes, their event’s details will be updated with their edits. When they discard the changes, the event’s details will not change from their previously saved state. | | |
| Origin: Based on the team’s meeting on 9/28. The team decided that it would be best to provide editing abilities to avoid deletion/recreation of events. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

| **FR10. Navigation Bar** | | |
| --- | --- | --- |
| Goal: The web application will have a navigation bar. | | |
| Stakeholders: Users | | |
| When the user opens the web application, there will be a navigation bar at the top of the page. The navigation bar will allow users to travel to different pages within the website. The navigation bar will have the following buttons: home, bookmarks, about us, and contact. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR11. Record user login information** | | |
| --- | --- | --- |
| Goal: The Application Server must keep track of user accounts. | | |
| Stakeholders: Application Server | | |
| When a user signs up for an account with the application, the application server must record the user’s required information so that the account can be logged into in the future. When a user attempts to sign up for a new account, the application server will be searched to check if the username or email address already exists on the application server. When the username or email address are found within the application server, the application server will deny the sign up attempt. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR12. Store User Bookmarked Events** | | |
| --- | --- | --- |
| Goal: The Application Server will store events selected by users into their bookmarks | | |
| Stakeholders: Application Server | | |
| The application server must store events that a user with an account bookmarks. The bookmarks must be linked to an account. A user will also be able to un-bookmark events. The application server will reflect the removal of the event from the bookmark list. When the application server has already bookmarked 15 events for a user and the user attempts to bookmark an additional event, the application server will produce an error. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

| **FR13. Load Map** | | |
| --- | --- | --- |
| Goal: The application will open with the map displaying on the application. | | |
| Stakeholders: Application Server | | |
| When a user opens the web application, a map of the surrounding area will load. This map will be loaded with event pins that have been placed in the surrounding area. When the map is not automatically loaded, the application will ask for the user to share their location with the application. When the map takes more than 30 seconds to load, it will show an offline error with a retry prompt. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR14. Load Event Pins** | | |
| --- | --- | --- |
| Goal: The application will load the created event pins on the map | | |
| Stakeholders: Application Server | | |
| When the user opens the web application, a map of the surrounding area will load. All previously created event pins will load onto the map. When the pins do not automatically populate onto the map the application will ask the user to share their location with the application. When the pins on the map do not load within 30 seconds an offline error will be presented to the user. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting.. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR15. Load Event Preview** | | |
| --- | --- | --- |
| Goal: When an event is clicked, a preview with event details will show | | |
| Stakeholders: Application Server | | |
| After a user clicks on an event, an event preview will appear. The event preview will contain details for the event that are retrieved from the application server and displayed. These details include the title, location, date, and time of the event. If the event preview does not appear within 30 seconds the user will be prompted to refresh the page. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR16. Load Full Event Details** | | |
| --- | --- | --- |
| Goal: Full event details page is populated with the event information given by the event organizer. | | |
| Stakeholders: Application Server | | |
| When a user navigates to a full event details page from an event preview, the application will retrieve all of the event details that were previously given by the event organizer. The full event page will display all of the information retrieved by the application server. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **FR17. Remove Expired Events From Map** | | |
| --- | --- | --- |
| Goal: Events that have existed past their date will be removed from the map. | | |
| Stakeholders: Application Server | | |
| Once an event passes the date that it takes place on, the event will remove itself from the map on the home page, but the events will stay inside the application server as expired. The pin of the event and the event details will no longer be viewable by users. | | |
| Origin: Based on tour 9/28 meeting. The team discussed removing expired events to prevent the map from being cluttered. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 2 |

| **NR1. Event Page Load Time** | | |
| --- | --- | --- |
| Goal: The event map will load within 30 seconds | | |
| Stakeholders: All | | |
| When a user opens the web application the map and pins on the map must fully load within 30 seconds. When the event map does not load within 30 seconds, the application will show a refresh prompt. | | |
| Origin: Based on our 9/28 meeting. The team discussed limitations to app load times and how to respond to poor loading. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **NR2. Bookmark List Load Time** | | |
| --- | --- | --- |
| Goal: User bookmarks will load in under 10 seconds. | | |
| Stakeholders: All | | |
| When the user navigates to their bookmarks page, their bookmarks must load in under 10 seconds. When the bookmarks do not load within 10 seconds, the application will show a refresh prompt. | | |
| Origin: Based on our 9/28 meeting. The team discussed limitations to app load times and how to respond to poor loading. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **NR3. Bookmark Privacy** | | |
| --- | --- | --- |
| Goal: Prevent bookmarks from being viewable by other users. | | |
| Stakeholders: All | | |
| At no point when on the site will one user be able to see another user’s bookmarks. Whether they see what user created an event, or they navigate somewhere on the site, it will not be revealed to them that a user has bookmarked a specific event. | | |
| Origin: Based on our 9/28 meeting. The team discussed how we want to protect user safety. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 4 |

| **NR4. Bookmark Usability** | | |
| --- | --- | --- |
| Goal: Consistent functionality between bookmarks and events. | | |
| Stakeholders: All | | |
| Bookmarked events are displayed in a list view that shows the event preview information. A user can navigate to the full event details page from the bookmarks. | | |
| Origin: Based on our 9/28 meeting. The team discussed how we want the bookmark system to work. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 3 |

| **NR5. Display Usability** | | |
| --- | --- | --- |
| Goal: Adjust display to improve ease of use. | | |
| Stakeholders: All | | |
| When users open the application, the application will automatically resize accordingly based on the device that the user is utilizing. | | |
| Origin: Based on our 9/28 meeting. The team discussed details about usability across devices. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 4 |

| **NR6. Event Creation Security** | | |
| --- | --- | --- |
| Goal: Provide moderation to who is creating events. | | |
| Stakeholders: All | | |
| When users are logged in, they are provided the option to create events. When a user is not logged into an account, the option does not show up. | | |
| Origin: Based on the initial project proposal, the team leader described this functionality in our first meeting. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **NR7. Event Organizer Modification** | | |
| --- | --- | --- |
| Goal: Differentiate privileges for modifying events. | | |
| Stakeholders: All | | |
| When a user views the full event details page for an event, if they are the event organizer, they will be provided an option to edit the event information. When the user viewing the full event details page is not the event organizer, this option will not show for them. | | |
| Origin: Based on our 9/28 meeting. The team discussed event editing to increase usability and limiting editing to event organizers to moderate events. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **NR8. Application Reliability** | | |
| --- | --- | --- |
| Goal: Provide appropriate reliability to critical and non-critical functionalities. | | |
| Stakeholders: All | | |
| The reliability of the functions of the application will be in line with their stated development priority. The high priority functions will have high reliability and the lower priority functions will have lower reliability. | | |
| Origin: Based on our 9/30 meeting. The team discussed nonfunctional requirements. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |

| **NR9. Application Availability** | | |
| --- | --- | --- |
| Goal: Provide best availability that is possible with the tools that are utilized. | | |
| Stakeholders: All | | |
| The application’s availability is dependent on the availability of our external tools. This application plans to use external tools that are highly available. | | |
| Origin: Based on our 9/30 meeting. The team discussed nonfunctional requirements. | | |
| Version: 1.0 | Date: 09/28/2021 | Priority: 1 |