Software Requirements Specification

Team: Maher Abdou Aly, Bashar Nasir, Kyle Carr, Ragib Miah, Kevin Clause

Project Title: GymBuddy

## Members:

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| **Meetings date** | **Participants** |
| 01/29/2021 | Maher Abdou Aly, Bashar Nasir, Kyle Carr, Ragib Miah, Kevin Clause |
| 01/31/2021 | Maher Abdou Aly, Bashar Nasir, Kyle Carr, Ragib Miah, Kevin Clause |

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| **Stakeholders** | **Requirements** |
| Gym members | NFR1: **App Useability**  NFR2: Privacy  NFR3: Security  NFR4: Reliability  NFR5: Availability  NFR6: Performance |
| App server | **FR1. User Sign Up**  **FR2. User Profile Editing**  **FR3. User Information Relevancy**  **FR4. Public Profile**  **FR5. Location Change**  **FR6. Light/Dark Mode**  **FR7. Left Swipe**  **FR8. Right Swipe**  **FR9. Messaging**  **FR10. Account Deletion**  **FR11. Notification for Matches**  **FR12. Uploading Pictures**  **FR13. Blocking option**  **FR14. Muting options**  **FR15. Searching for a user within our matches list.**  **FR16. Reporting Function** |

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| **NFR1. Security** | | |
| Goal: Encrypt user data and ensure only certain people can access the data | | |
| Stakeholders: Customers | | |
| The user should be guaranteed that their confidential data such as passwords should be securely stored and only accessible to them, and features that need access to that data. The users’ data should be encrypted. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/29/2021 | Priority: 1 |

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| **FR1. User Sign Up** | | |
| Goal: The user should be able to sign up and create an account | | |
| Stakeholders: Customers | | |
| To access the service provided by the app, the user will need to create an account and fill out personal information such as location and profile preferences. The user will be able to add pictures to their profile and determine what routines and locations they want to be matched up with. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
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| **FR2. User Profile Editing** | | |
| Goal: The user should be able to go back to their profile and change information on it | | |
| Stakeholders: Customers | | |
| If a user wants to go back and change their profile images, or other preferences such as which profiles they would like to see. They should be able to edit it directly from their profile page. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/29/2021 | Priority: 2 |

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| **FR3. User Information Relevancy** | | |
| Goal: The user should be able to choose what information of other users is relevant to them | | |
| Stakeholders: Customers | | |
| The user should be able to determine what kind of matches they want to make, and filter their preferences based on what information is on other users’ pages. If the user is under 18, they can only be matched with other users under 18. Users can pick their gender and age preferences. | | |
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| Version: 1.0 | Date: 01/29/2021 | Priority: 2 |

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| **NFR2. Reliability** | | |
| Goal: Ensure speed and efficiency when searching and messaging. | | |
| Stakeholders: Users | | |
| Users should be guaranteed that their messages are sent and received within 0.01 second; as well as speed when it comes to searching for matches. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/30/2020 | Priority: 1 |

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| **FR4. Public Profile** | | |
| Goal: Be able to see pictures and information of other matched users. | | |
| Stakeholders: Users | | |
| When a user is using the application, this is to ensure when they match, they can see pictures of the matched user as well as information (such as routines, locations, etc.) that they want to make public to others and vice versa. | | |
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| Version: 1.0 | Date: 01/30/2021 | Priority: 2 |

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| **FR5. Location Change** | | |
| Goal: Update when a user is in a different area. | | |
| Stakeholders: Users | | |
| When a user is in a different city or state, the application geo-location should be able to update their profile for this location and display people to the user that are within a certain radius. It should also to show them an estimated distance from the person. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/30/2021 | Priority: 2 |

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| **FR6. Light/Dark Mode** | | |
| Goal: The system allows the user to switch themes between light and dark. | | |
| Stakeholders: Users | | |
| Gives the users the options to change their profile design between light and dark mode giving a lighter or darker tint for design. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/30/2021 | Priority: 4 |

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| **FR7. Left Swipe** | | |
| Goal: The system with allow the user to swipe left on unwanted profiles. | | |
| Stakeholders: Users | | |
| When a user is on the ‘matching’ tab, he would have the option to swipe left on the profiles showed to him in the case where he is not interested in this profile. The action will be doable with one finger. There will be an appropriate animation (i.e., red cross) representing the refusal. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/31/2021 | Priority: 1 |

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| **FR8. Right Swipe** | | |
| Goal: The system will allow the user to swipe right on wanted profiles. | | |
| Stakeholders: Users | | |
| When a user is on the ‘matching’ tab, he would have the option to swipe right on the profiles showed to him in the case where he is interested in this profile. The action will be doable with one finger. There will be an appropriate animation (I.e. green tick) representing the approval. | | |
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| **FR9. Messaging** | | |
| Goal: The system will allow the user to chat with other users they matched with. | | |
| Stakeholders: Users | | |
| Once there is a match between two users, they will have the opportunity to discuss in the ‘message’ tab. From the messaging window, the user will see the other user’s profile picture, as well as their name. The user would have the possibility to send text messages and visual medias. A ‘seen’ receipt will be displayed if the interlocutor opens a new message. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
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| **NFR3. Privacy** | | |
| Goal: The system will only store essential information and make sure the system is secure enough. | | |
| Stakeholders: Users | | |
| The system with store the information essential to the functionality of the app (I.e. name, routine, discipline, …). There will be a minimum age requirement of 16. The private information such as the address of the user should not be accessible by other users. | | |
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| **FR10. Account Deletion** | | |
| Goal: The system will allow user to delete their accounts | | |
| Stakeholders: Customers, engineers | | |
| When a customer no longer wishes to be a part of our platform, we will make it simple and straight forward for them to delete their account. This will remove their account from the matching pool as to speed up our systems and prevent false matches in the future. This will befit the customer and us by clearing up our system of unactive accounts. With one click we will remove the account from our systems. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
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| **FR11. Notification for Matches** | | |
| Goal: The system will notify the user when they have found a match. | | |
| Stakeholders: Customers | | |
| When a customer matches with another user they system should send both user a live notification. By sending these user notifications it makes it easier for the users to meet their end goal of finding a gym buddy. Allow the user the customize the notifications. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 1/31/21 | Priority: 2 |

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| **FR12. Uploading Pictures** | | |
| Goal: The system will allow user to upload pictures of themselves | | |
| Stakeholders: Customers | | |
| When a customer customizes their profile, it has become standard for them to upload an image of themselves in order to better convey themselves to others. Since we are primarily visual creatures, we have adapted to derive a large quantity of information about an individual from looking at them. This means that it is imperative for users to see who they are swiping on. There will be an upload arrow in which users can add photos through their camera roll. These photos will be compressed in order to save on file space. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
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| **NFR4. High Availability** | | |
| Goal: The system will be up and functional 99.99% of the time | | |
| Stakeholders: Customers | | |
| When a customer opens our app, it is expected to be up and running. When a user is swiping in the app is it is expected to be up and running. Nothing deters a customer more than an application that is not up and running. It is critical for our application to have a high availability. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 1/31/21 | Priority: 1 |

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| **NFR5. "Instant” Response Time** | | |
| Goal: The system will relay inputs within .01 seconds | | |
| Stakeholders: Customers | | |
| When a customer sends a message to another user the texts should be sent instantly. For the sake of measurement well will consider all responses sub .01s as instant. We would like to apply this instant response time to swiping and any user inputs. When transiting between pages a transition should follow this ‘instant’ rule. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 1/31/21 | Priority: 1 |

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| **FR13. Blocking option** | | |
| Goal: The system should allow the user to block any user they want. | | |
| Stakeholders: Customers | | |
| The app allows users to block any user in order to help maintain an environment that is safe and fun for everyone. Some users can be inappropriate and this feature will allow users to filter who they talk to. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
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| **FR14. Muting options** | | |
| Goal: The system should allow the user to mute any user they want. | | |
| Stakeholders: Customers | | |
| Another feature is a user would be able to mute another user for a certain period of time. It’s a way to get rid of undesirable messages from other users. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
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| **FR15. Searching for a user within our matches list.** | | |
| Goal: The system should allow the user to look for someone they already matched with. | | |
| Stakeholders: Customers | | |
| This feature would allow the user to quickly jump to conversation and users they want to find. By typing their names in a search bar, the system would output an alphabetically sorted list of the matches so the user could select from it. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
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| **FR16. Reporting Function** | | |
| Goal: The system should allow the users to report any individual who posts inappropriate messages and or images to the app. | | |
| Stakeholders: Customers | | |
| This would allow for a general policing of the app. We do NOT want users to be posting lewd content to the application and will employ the help of other users to prevent this type of content from being posted to the app. Additionally if we have a user sending unwarranted and inappropriate messages to another user, they will have the choice to report the other user. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 1/31/21 | Priority: 1 |

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| **NFR6. Useability** | | |
| Goal: The app would be easy to use and navigate through the tasks. | | |
| Stakeholders: Users | | |
| The app allows user to chat and message people to find a gym partner, so users can interact with the app without requiring to have great knowledge of how to use it or require a long learning process. In addition, the app is efficient and effortless to meet users’ goals. | | |
| Origin: Based on initial project specification document, team members came up with this description during the first meeting. | | |
| Version: 1.0 | Date: 01/30/2020 | Priority: 3 |