
Software Requirements Specification

for

Team Project Tracker Application

Version 1.1 approved

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Revision History

Name	Date	Reason For Changes	Version
ADHAM AL MOSHASHA	16-DEC-2017	List of Requirements and Appendix Fix + Formatting	1.1

1.Introduction

1.1.Purpose

This project serves many purposes. But the main purpose of this project to reduce some of the common paperwork going on between teams and to organize the teams. This application will also solve a common problem in ongoing projects of companies which is keeping track of the progress of the projects for the purpose of providing the progress data to the customer whenever it is required. Also, this application will solve a problem in companies where employees are paid per hour worked since this application keeps track of those hours. The data stored in this application can also be used to improve the cost estimation of future projects in the company and it can also be used in writing final reports with correct data about the completed project.

1.2.Document Conventions

This document follows MLA Format. Bold-faced text has been used to emphasize section and sub-section headings. Highlighting is to point out words in the glossary and italicized text is used to label and recognize diagrams.

1.3.Intended Audience and Reading Suggestions

This document is to be read by the development team, the project managers, marketing staff, testers and documentation writers. The SRS has been organized approximately in order of increasing specificity. The developers and project managers need to become intimately familiar with the SRS.

Others involved need to review the document as such:

Overall Description – Marketing staff have to become accustomed to the various product features in order to effectively advertise the product.

System features – Testers need an understanding of the system features to develop meaningful test cases and give useful feedback to the developers.

1.4.Product Scope

The Team Project Tracker is a Multi-Platform application having a variety of different features that are targeted towards employees in teams working for a company or an organization. While the application is a Multi-Platform and can run on Android, iOS, and Windows Operating Systems, the application will be released as an Android only application for this project.

1.5.References

[1] Android 4.4, Kit-Kat: <https://www.android.com/versions/kit-kat-4-4/>

[2] Microsoft XAML<https://goo.gl/1QWKJH>

[3] Google Drive, Cloud storage service, <https://www.google.com/drive/>

[4] SRS Document Figure 4, Use Case Diagram.

2.Overall Description

2.1.Product Perspective

The software product being developed is for portable mobile devices with Android, IOS and Windows operating systems. Portable mobile devices should be equipped with a touch screen and a fully functional network adapter. An internet connection is needed for logging in the system, either through WIFI or 3G/ Cellular

2.2.Product Functions

This project aims to organize and track the progress of teams in a working environment and the employees or workers in those teams.

1. Login:

- Input Utility.
- Auto-extraction of data such as the username, password, from the DB page.

2. Registration:

- Input Utility
- Auto-add new registered users to DB.

3. Create Team:

- Input Utility.
- Auto-add new, admin user created team to DB.

4. Join Team:

- Input Utility.
- Auto-add newly joined member to team in DB.

5. Send Report:

- Input Utility.
- Calendar view of tasks.

- Choosing task name from drop down menu.
- Input Utility for task description.

6. Messages from Admin:

- Auto-extraction of messages sent by admin to team member from DB.

7. Team Announcements:

- Auto-extraction of announcements sent to team member from DB.

8. Reports Sent:

- Auto-extraction of reports previously sent by team member to admin from DB.

9. View Report:

- Auto-extraction of reports sent by team member to admin from DB.

10. New Announcement:

- Input Utility.
- Save announcements from admin to team member announcements DB.

5. View/Edit Members:

- Edit team member in DB.
- Delete team member from DB.

2.3. User Classes and Characteristics

2.3.1 Team Member:

Team Members for this particular product are employees working for a specific team under a specific Admin. Team members most frequently use the application for sending reports to Administrators, view messages sent by administrators and join teams by the given team ID and password. Team members are not expected to have a high educational and proficiency level or technical expertise. Hence, the user interfaces are available in English language only.

2.3.2 Team Administrator:

Administrators are expected to have appropriate experience in such field. He/She has the privilege to edit, add team members, create teams, view reports sent by team members, create announcements for teams and send messages to team members.

2.3.3 Testers:

Software testers are expected to have appropriate experience in the testing field, and should carry out multiple testing strategies to test all aspects of the program throughout the development stage as well as after the program is released. Bugs and malfunctions should be reported back to programmers with appropriate alternative scenarios.

2.4. Operating Environment

The software will operate under the following aspect:

The application being developed will be running under a minimum embedded operating system of

- API 19 Android 4.4 Kit-Kat.
- Apple IOS 10.
- Windows phone OS

The minimum Hardware requirements that will be running the application is as follows:

For Android and Windows Phones:

- 200 MHz Processor
- 512 MB of RAM
- 50 MB of storage
- CPU architecture of ARMv5 or higher

For Apple iPhones:

- iPhone 5 and above.

For more information about hardware specifications, refer to section 3 of this document.

2.5. Design and Implementation Constraints

1. Synchronization and Logging in: Uses WIFI or 3G to connect to the system and database.
2. A fully functional touchscreen for selection and on screen typing.
3. Language requirements: software must be in English language.

2.6. Assumptions and Dependencies

It is assumed that the application will work correctly with any mobile device with Android OS version 4.4 and above, Apple iPhone 5-X with IOS 10 and above. Because the device acquires database and other updates as well as a logging in screen using internet connection. Mobile devices should have working WIFI adapters and/or 3G network connection.

3.External Interface Requirements

3.1. User Interfaces

The Team Project Tracker's user interface has been specifically designed with users in mind, giving them convenience in their work profession life. The Team Project Tracker makes sure at every point, that the user spends most of their times using the application rather than figuring out how to use it.

The user should be presented with a login page after starting the application, which will prompt the user to input his/her username and password and move to the home screen. The user might also create an account through "New User?" button in the login page, or recover password through "Forgot Password?" button

The home screen offers a grid view menu with a list of functions that the device performs. The user can select one of the options on the menu and is taken to the respective screen.

For more information on UI requirements, please refer to section 4

3.2. Hardware Interfaces

The Team Project Tracker application, has one feature that uses the hardware of the mobile device, as described in section 4, this feature includes:

A fully functional touch screen for making both, on screen selections as well as using the on screen built in keyboard for text input.

3.3. Software Interfaces

The Team Project Tracker application has been specifically designed as an Android Application and can only be run on Android embedded OS with API version 19 (aka) Android 4.4 Kit-Kat and above. IOS and Windows versions on the application are available after making minor changes in the coding.

3.4. Communications Interfaces

Users can connect their device to their profile and database using an internet connection, whether through WIFI or 3G. Once logged in and connected to the database, the application synchronizes and adds/fitches data as the user requests them. The log in should not take any longer than 2 minutes.

4. System Features

4.1. Log-In

4.1.1 Description and Priority

The Log-in page is the first page the user sees after running the application, through this page the user logs-in to his/her account by entering the unique username and password in order to start using the features of the application. High Priority

4.1.2 Stimulus/Response Sequences

As soon as the user runs the application, username and password prompts will be asked, which the user can enter them respectively in the assigned text boxes and then hit on the “login” button.

4.1.3 Functional Requirements

REQ-1: The user should be able to input his username in the username text-box.

REQ-2: The user should be able to input his password in the password text-box.

REQ-3: The user should be able to click on the “login” button.

REQ-4: The system should check if there are errors in the username/password entered and generate an error message if errors exist.

REQ-5: The system should load up the home page of the specific user after authenticating his username/password.

REQ-6: The user should be able to click on “New User?” button.

REQ-7: “New User?” should navigate to the registration page once clicked on.

REQ-8: The user should be able to click on “Forgot Your Password?” button

REQ-9: “Forgot Your Password?” should navigate to the password recovery page once clicked on.

REQ-10: The user should be able to click on “Help” button.

REQ-11: “Help” should navigate to the Help page once clicked on.

REQ-12: The user should be able to click on “About Us” button.

REQ-13: “About Us” should navigate to the About Us page once clicked on.

4.2. Register new user

4.2.1 Description and Priority

through the Log-in, users may click on the “New User?” button to move to the register page and register themselves. High Priority

4.2.2 Stimulus/Response Sequences

As soon as the user runs the application, “New User?” button is displayed on the log-in page, in which it will navigate the user to the registration page if clicked on. Within the registration page, the user should input the following data in their prompted text boxes:

- Name
- Surname
- Email
- Retype Email
- Password
- Retype Password

4.2.3 Functional Requirements

- REQ-1: The user should be able to enter his name (text only) in the text-box next to Name.
- REQ-2: The user should be able to enter his surname (text only) in the text-box next to Surname.
- REQ-3: The user should be able to enter his email (email authentication required) in the text-box next to email.
- REQ-4: The user should be able to enter his email (email authentication required and should match the one in REQ-3) in the text-box next to retype email.
- REQ-5: The user should be able to enter his password (password authentication required) in the text-box next to password.
- REQ-6: The user should be able to enter his password (password authentication required and should match the one in REQ-5) in the text-box next to retype password.
- REQ-7: “Register” button should create an account for the user with data entered.
- REQ-8: “Already Registered” should navigate the user back to the Log-in page when clicked on.

4.3. Recover Password

4.3.1 Description and Priority

through the Log-in, users may click on the “Forgot your Password?” button to move to the password recovery page and recover their password. High Priority

4.3.2 Stimulus/Response Sequences

As soon as the user runs the application, “Forgot Your Password?” button is displayed on the log-in page, in which it will navigate the user to the password recovery page if clicked on.

4.3.3 Functional Requirements

- REQ-1: The user should be able to click on “Forgot Your Password?” button
- REQ-2: “Forgot Your Password?” should navigate to the password recovery page once clicked on.

4.4. Help and About us

4.4.1 Description and Priority

through the Log-in, users may click on the “Help” and “About Us” button to move to the help page and about us page respectively. High Priority

4.4.2 Stimulus/Response Sequences

As soon as the user runs the application, “Help” and “About Us” buttons are displayed on the log-in page, in which it will navigate the user to the help page and about us page respectively if clicked on.

4.4.3 Functional Requirements

REQ-1: The user should be able to click on “Help” button.

REQ-2: “Help” should navigate to the Help page once clicked on.

REQ-3: The user should be able to click on “About Us” button.

REQ-4: “About Us” should navigate to the About Us page once clicked on.

4.5. Joined Teams page

4.5.1 Description and Priority

In the “Joined Teams” page a list of Joined teams will be listed as well as the 3 options: 1) create team. 2) join team. 3)logout

4.5.2 Stimulus/Response Sequences

After the user successfully logs in, he will be taken to the “Joined Teams” page where he can view his already joined teams as a list, create teams through the “Create Team” button and join teams through the “Join Teams” button.

4.5.3 Functional Requirements

REQ-1: The user should be able to view and click on his joined teams as a list.

REQ-2: The user should be able to create a team using the “create team” button.

REQ-3: The user should be able to join a team using the “join team” button.

REQ-4: “Logout” button should log the user out the system and terminate his current session.

REQ-5: The “create team” button. Should navigate to the Create a team page.

REQ-6: The “join team” button. Should navigate to the Join a team page.

4.6. Create a Team

4.6.1 Description and Priority

In the “Create a Team” page the user should be able to enter a name for the team as well as a password and create a team, once a user creates a team he will automatically join the team and become the admin of it. After the team has been successfully created, the system should generate a Team Id and Password and display it to the user

4.6.2 Stimulus/Response Sequences

After the user clicks on “Create Team” button in the Joined teams page, the user should be taken to the Create a Team page where the user should enter a Team name next to “Team Name” and a password next to “password” the user should also retype the password next to “retype password” and both passwords should be the same.

4.6.3 Functional Requirements

REQ-1: The user should be able to enter the team’s name (text only) in the text-box next to Team Name.

REQ-2: The user should be able to enter Team password (password authentication required) in the text-box next to password.

REQ-3: The user should be able to enter Team password (password authentication required and should match the one in REQ-2) in the text-box next to retype password.

REQ-4: “Create Team” button should create a team with data entered and the user should be automatically join and be assigned as the admin of the team.

REQ-5: The system should generate a TeamID and Password randomly and show it to the user.

4.7. Join a Team

4.7.1 Description and Priority

In the “Join a Team” page the user should be able to enter the unique TeamID and Password generated by the system. The application also asks for the Team Member’s Title, Team Member, Client, Admin.

4.7.2 Stimulus/Response Sequences

After the user clicks on “Join Team” button in the Joined teams page, the user should be taken to the Join a Team page where the user should enter a TeamID next to “TeamID” and a password next to “password” the user should also enter the Member Title next to “Member Title”.

4.7.3 Functional Requirements

REQ-1: The user should be able to enter the TeamID (ID generated by system) in the text-box next to TeamID.

REQ-2: The user should be able to enter Team password (password authentication required) in the text-box next to “Password”.

REQ-3: “Join Team” button should join a team with data entered and the user should be able to see the joined team in the Joined Teams page.

REQ-4: The “Return to Teams” button should navigate to the joined teams page when clicked on.

4.8. Team Member Page

4.8.1 Description and Priority

In the “Team Member” page the user should be able to See the Team Name alongside the Company’s name at the top. Underneath where the name of the LoggedIn user should appear with the Member’s Title, there are 7 buttons on the page in which the user has 4 options related to the functionalities of the application:

- 1) “Send a Report”
- 2) “Messages from Admin”
- 3) “Team Announcements”
- 4) “Reports send”
- 5) Leave Team
- 6) Change Title
- 7) Return to Teams Page

4.8.2 Stimulus/Response Sequences

After the user clicks on The desired joined team from the “Joined Teams” page, the user will be navigated to the team’s page, where the user can choose from 7 option buttons.

4.8.3 Functional Requirements

REQ-1: The “Teams Page” should show the company’s title.

REQ-2: The “Teams Page” should show the User’s name.

REQ-3: The “Teams Page” should show the Member’s title.

REQ-4: The “Send a Report” button should navigate to the Send Report page when clicked on.

REQ-5: The “Messages from Admin” button should navigate to the Messages from Admins page when clicked on.

REQ-6: The “Team Announcements” button should navigate to the Announcements page when clicked on.

REQ-7: The “Reports Sent” button should navigate to the Send Report page when clicked on.

REQ-8: The “Leave Team” button should delete the user from the team and update the database accordingly.

REQ-9: The “Change Title” button should let the user edit his Member’s Title and update the database accordingly.

REQ-10: The “Return to Teams Page” button should navigate to the Joined Teams page when clicked on.

4.9. Team Admin Page

4.9.1 Description and Priority

In the “Team Admin” page the user should be able to See the Team Name alongside the Company’s name at the top. Underneath where the name of the LoggedIn user should appear with the Member’s Title, there are 6 buttons on the page in which the user has 4 options related to the functionalities of the application:

- 8) “View Reports”
- 9) “View Messages”
- 10) “New Announcements”
- 11) “View/Edit Members”
- 12) Delete Team
- 13) Return to Teams Page

4.9.2 Stimulus/Response Sequences

After the user clicks on the desired managed team from the “Joined Teams” page, the user will be navigated to the team’s page, where the user can choose from 6 option buttons.

4.9.3 Functional Requirements

REQ-1: The “Managed Teams Page” should show the company’s title.

REQ-2: The “Managed Teams Page” should show the User’s name.

REQ-3: The “Managed Teams Page” should show the Member’s title.

REQ-4: The “View Reports” button should navigate to the Received Reports page when clicked on.

REQ-5: The “Send a Message” button should navigate to the Send Report page when clicked on.

REQ-6: The “New Announcement” button should navigate to the New Announcement page when clicked on.

REQ-7: The “View/Edit Members” button should navigate to the Members List page when clicked on.

REQ-8: The “Delete Team” button should delete the team from the company and update the database accordingly.

REQ-9: The “Change Title” button should let the user edit his Member’s Title and update the database accordingly.

REQ-10: The “Return to Teams Page” button should navigate to the Joined Teams page when clicked on.

4.10. Send Report

4.10.1 Description and Priority

In the “Send Report” page the user should be able to view a calendar that the user can use to enter the hours he worked during a specific, the user clicks on the allowed day and enter the hours he worked, the user mustn’t be allowed to enter hours worked for upcoming days, he might edit hours worked in the previous day only. Underneath where the user can select the tasks name from previously saved tasks using a drop down menu the user may also select add new task to add a new task to the list. The user may also add description on the task he performed in the task description area, the user may also click on 3 buttons:

- 1) “Reset”
- 2) “Send Report”
- 3) Return to Teams Page

4.10.2 Stimulus/Response Sequences

After the user clicks on “Send Report” button in the Admin teams page, the user should be taken to the Send a Report page where the user should be able to see a calendar. The user may add the hours worked on the calendar for the day or the previous day only. The user may also choose the task name from the drop down menu or create a new task, the user may also be able to add description of the task performed. The Reset button should delete all data previously written without sending it or updating the database with the data. The “Send Report” button send the report to the Admin that manages the Team Member creating the report, the report also updates the DB with the newly added info.

4.10.3 Functional Requirements

REQ-1: The user should be able to see a calendar of the month

REQ-2: The user should be able to click on the current day or the day before (if null).

REQ-3: The user should be able to enter the amount of hours worked on a specific task on the day selected in REQ-2

REQ-4: The user should be able to selects the desire task name from a drop down menu.

REQ-5: The user should be able to write alphanumeric characteristics in the text box next to Description of Task.

REQ-6: The “Reset” button should reset the selections and delete the text written from the interface without sending or updating the DB

REQ-7: The “Send Report” button should send the report to the Admin managing the team member and update the DB accordingly.

REQ-8: The “Return to Teams Page” button should navigate to the Joined Teams page when clicked on.

4.11. Messages from Admin

4.11.1 Description and Priority

In the “Messages from Admin” page the user to view list of messages sent from Admin’s and team managers, each message in the list should contain the date and time the message was sent alongside the subjects of the messages. The user can go back to the previous page through clicking on the “Return to teams Dashboard” button.

4.11.2 Stimulus/Response Sequences

After the user clicks on “Messages” button in the team member’s page, the user should be taken to the list of messages sent by the admin to the team’s member.

4.11.3 Functional Requirements

REQ-1: The user should be able to see the team member’s name at the top.

REQ-2: A list of messages sent by the Admin should be shown on the screen.

REQ-3: Each message can be clicked and the application will navigate to the message log.

REQ-4: interface should show the date and the time when the message was sent.

4.12. Reports Sent to Admin

4.12.1 Description and Priority

In the “Sent Reports” page the user should be able to view list of reports already sent by the team member, each report in the list should contain the date and time the report was sent alongside the Task Name and the total hours worked, if the user wants to navigate to the previous page through clicking on the “Return to team Dashboard” button.

1) Return to Teams dashboard

4.12.2 Stimulus/Response Sequences

In the “Sent Reports” page the user should be able to view list of reports already sent by the team member, each report in the list should contain the date and time the report was sent alongside the Task Name and the total hours worked, if the user wants to navigate to the previous page through clicking on the “Return to team Dashboard” button.

4.12.3 Functional Requirements

REQ-1: The user should be able to see the team member’s name at the top.

REQ-2: A list of reports sent by the Team Member should be shown on the screen.

REQ-3: Each report can be clicked and the application will navigate to the report and show the report.

REQ-4: The “Return to Teams Page” button should navigate to the Joined Teams page when clicked on.

4.13. Edit/View Users

4.12.1 Description and Priority

In the “Edit/View” page the user can edit and delete members in the team if the user wants to navigate to the previous page through clicking on the “Return to team Dashboard” button.

- 1) Return to Teams dashboard

4.12.2 Stimulus/Response Sequences

In the “Edit/View” page, the user can edit the title of a team member by clicking on the edit icon next to the desired member from the list of members.

The user can delete a teams member by clicking on the delete icon next to the desired member from the list of members.

4.12.3 Functional Requirements

REQ-1: The user should be able to see a list of members in the selected team.

REQ-2: The team member’s info should show the members name and the members title alongside the edit and delete icons.

REQ-3: The “Edit User Title” is a button and when clicked, the applications shows a drop down menu with the titles to choose from.

REQ-3: The “Remove Member” is a button and when clicked, the applications deletes the member from the list as well as deletes the member from the team and updates the DB accordingly.

REQ-4: The “Return to Teams Dashboard” button should navigate to the Joined Teams page when clicked on.

5. Other Non-Functional Requirements

5.1. Performance Requirements

The application will use the performance requirements of Android Application (APK) standards for Android API Version 19 and above.

5.2. Safety Requirements

The application should not contain any safety threats and malware to users.

5.3. Security Requirements

- AES encryption.
- HTTPS Database encryption
- Username and Password Login

5.4. Software Quality Attributes

Adaptability, availability, correctness, flexibility, maintainability, portability, reliability, reusability, robustness, testability, and usability.

6. Other Requirements

Requirements, may be added, edited or even deleted through the stages of design and development.

7. Appendix A: Glossary

SD – Secure Digital. A widely available format for flash memory cards.

USB – Universal Serial Bus. A serial bus standard that is used in many computer peripherals and other electronic devices.

WIFI – a technology for wireless local area networking with devices based on the IEEE 802.11 standards

Google Drive – a file storage and synchronization service developed by Google

APK – Android Package Kit (APK) is the package file format used by the Android operating system for distribution and installation of mobile apps and middleware

DBA – Database administrators (DBAs) use specialized software to store and organize data.

3G – third generation of wireless mobile telecommunications.

GPRS – General Packet Radio Service (**GPRS**) is a packet oriented mobile data service on the 2G and 3G cellular communication system's global system for mobile communications (GSM).

8. Appendix B: Analysis Models

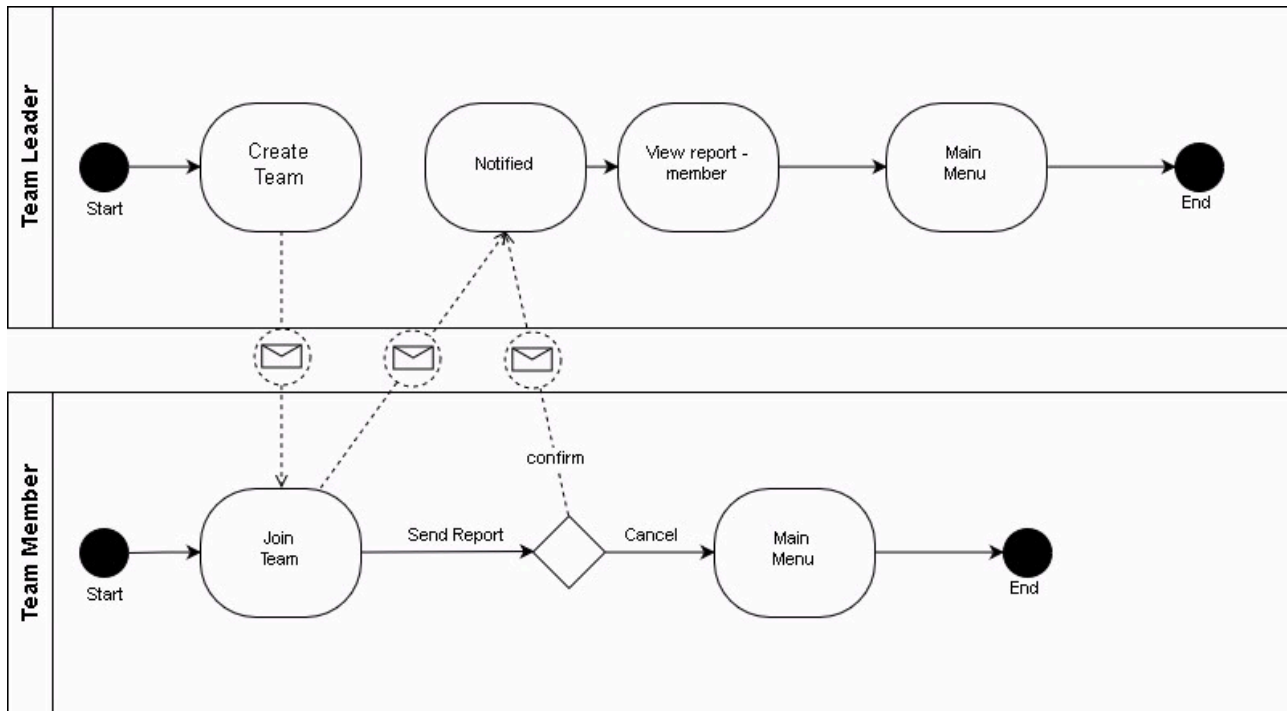


Fig.1 Business Process Model

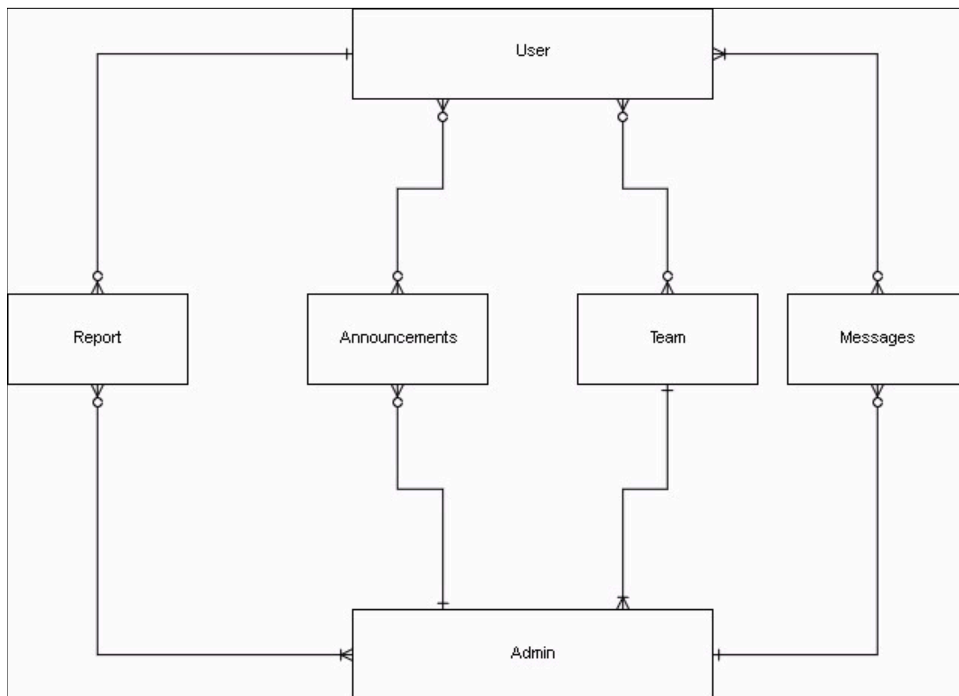


Fig.2 ER Diagram

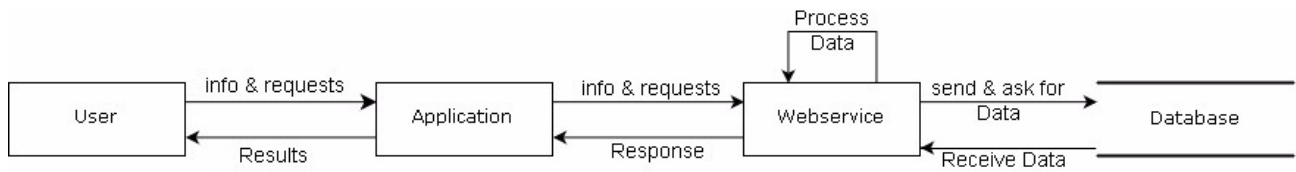


Fig. 3 Context Diagram

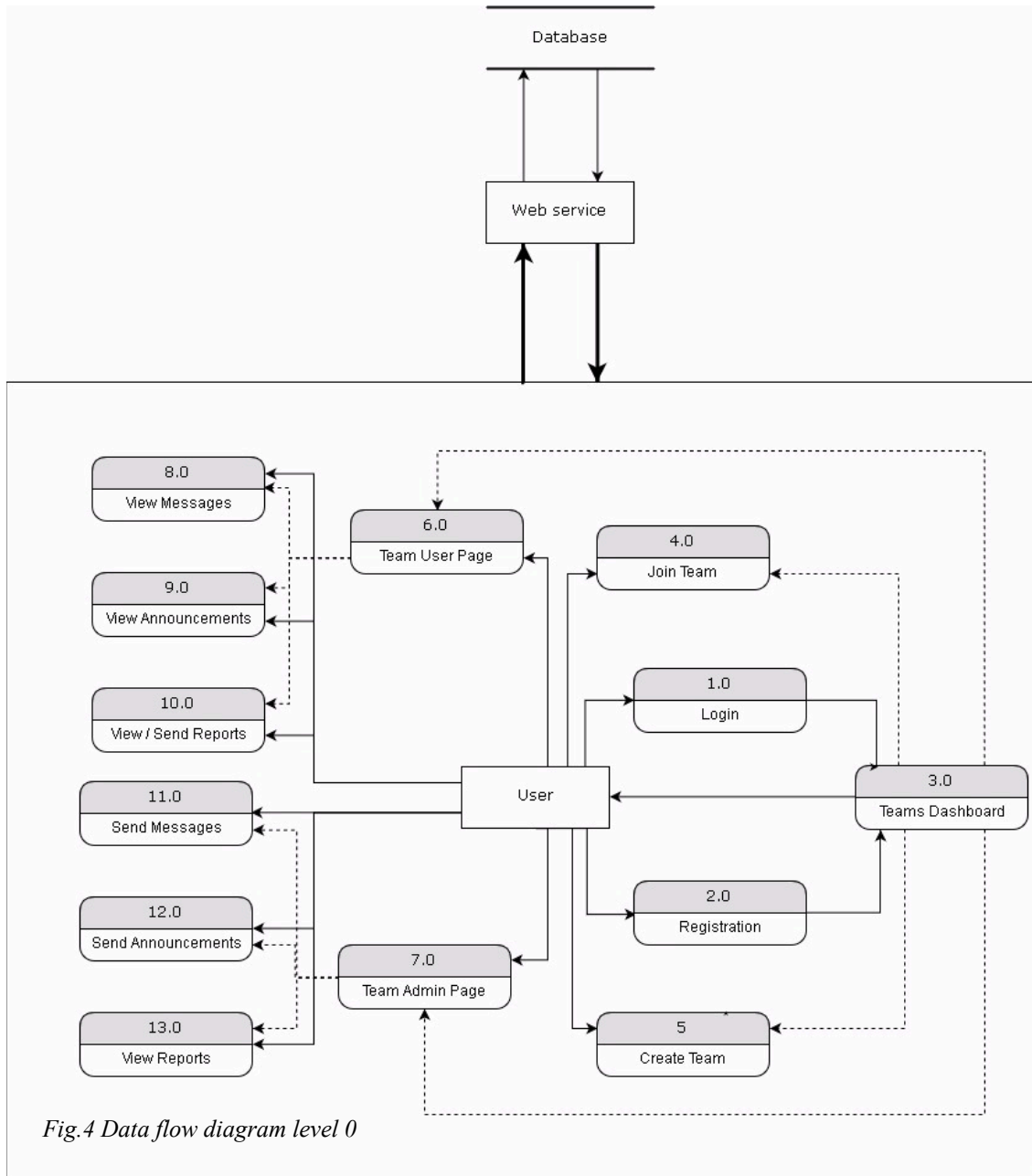


Fig.4 Data flow diagram level 0

Fig.4 Data flow diagram level 0

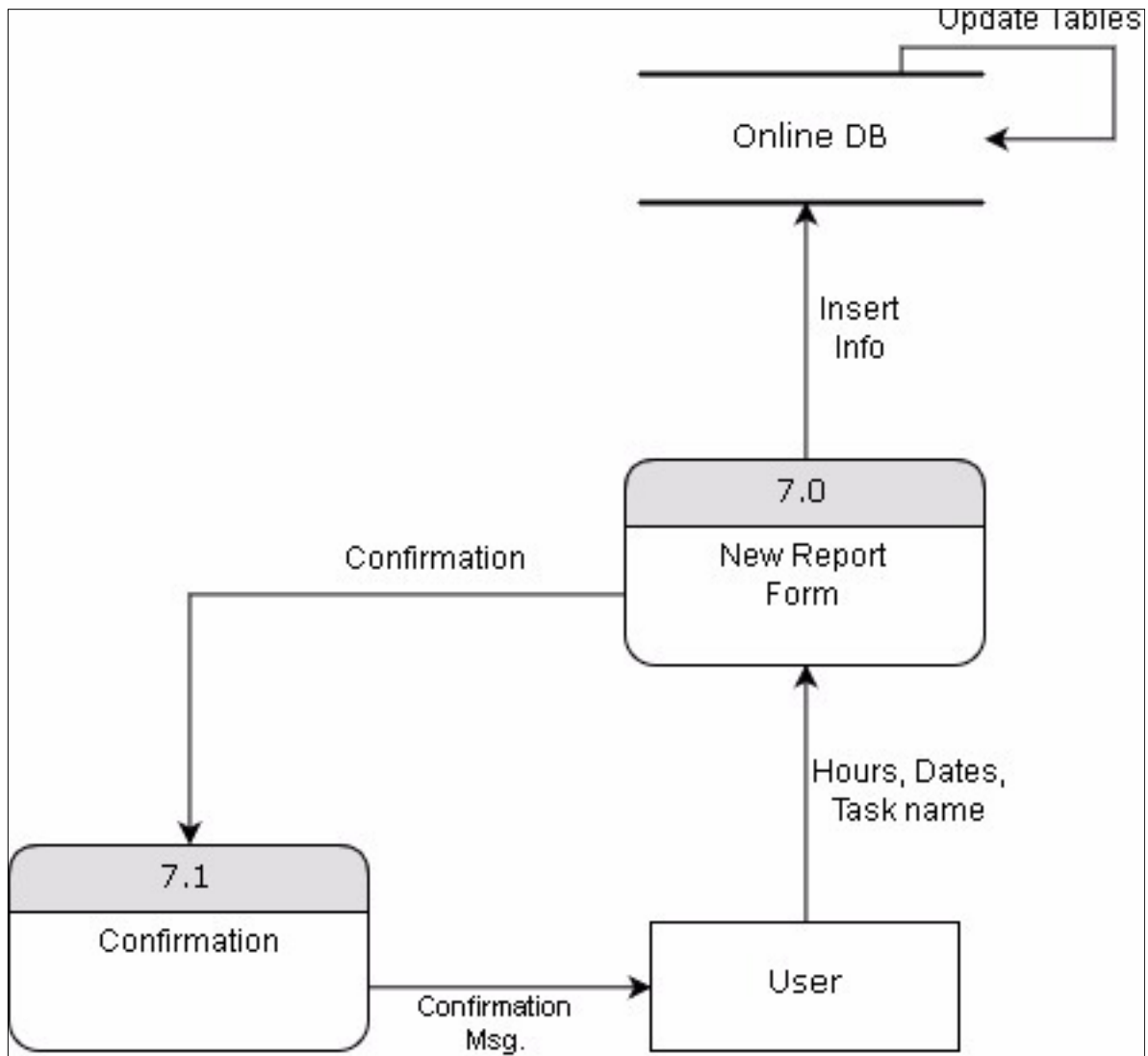


Fig.5 Data flow diagram level 1 for number 7

9. Appendix C: List of Requirements

9.1. Functional Requirements

Login:

- REQ-1: The user should be able to input his username in the username text box.
- REQ-2: The user should be able to input his password in the password text box.
- REQ-3: The user should be able to click on the “login” button.
- REQ-4: The system should check if there are errors in the username/password entered and generate an error message if errors exist.
- REQ-5: The system should load up the home page of the specific user after authenticating his username/password.
- REQ-6: The user should be able to click on “New User?” button.
- REQ-7: “New User?” should navigate to the registration page once clicked on.
- REQ-8: The user should be able to click on “Forgot Your Password?” button
- REQ-9: “Forgot Your Password?” should navigate to the password recovery page once clicked on.
- REQ-10: The user should be able to click on “Help” button.
- REQ-11: “Help” should navigate to the Help page once clicked on.
- REQ-12: The user should be able to click on “About Us” button.
- REQ-13: “About Us” should navigate to the About Us page once clicked on.

Register new user:

- REQ-14: The user should be able to enter his name (text only) in the text-box next to Name.
- REQ-15: The user should be able to enter his surname (text only) in the text-box next to Surname.
- REQ-16: The user should be able to enter his email (email authentication required) in the text-box next to email.
- REQ-17: The user should be able to enter his email (email authentication required and should match the one in REQ-3) in the text-box next to retype email.
- REQ-18: The user should be able to enter his password (password authentication required) in the text-box next to password.
- REQ-19: The user should be able to enter his password (password authentication required and should match the one in REQ-5) in the text-box next to retype password.
- REQ-20: “Register” button should create an account for the user with data entered.
- REQ-21: “Already Registered” should navigate the user back to the Log-in page when clicked on.

Recover Password:

- REQ-22: The user should be able to click on “Forgot Your Password?” button
- REQ-23: “Forgot Your Password?” should navigate to the password recovery page once clicked on.

Help and About Us:

- REQ-24: The user should be able to click on “Help” button.
- REQ-25: “Help” should navigate to the Help page once clicked on.
- REQ-26: The user should be able to click on “About Us” button.
- REQ-27: “About Us” should navigate to the About Us page once clicked on.

Joined Teams Page:

- REQ-28: The user should be able to view and click on his joined teams as a list.
- REQ-29: The user should be able to create a team using the “create team” button.
- REQ-30: The user should be able to join a team using the “join team” button.
- REQ-31: “Logout” button should log the user out the system and terminate his current session.
- REQ-32: The “create team” button. Should navigate to the Create a team page.
- REQ-33: The “join team” button. Should navigate to the Join a team page.

Create a Team:

- REQ-34: The user should be able to enter the team’s name (text only) in the text-box next to Team Name.
- REQ-35: The user should be able to enter Team password (password authentication required) in the text-box next to password.
- REQ-36: The user should be able to enter Team password (password authentication required and should match the one in REQ-2) in the text-box next to retype password.
- REQ-37: “Create Team” button should create a team with data entered and the user should be automatically join and be assigned as the admin of the team.
- REQ-38: The system should generate a TeamID and Password randomly and show it to the user.

Join a Team:

- REQ-39: The user should be able to enter the TeamID (ID generated by system) in the text-box next to TeamID.
- REQ-40: The user should be able to enter Team password (password authentication required) in the text-box next to “Password”.
- REQ-41: “Join Team” button should join a team with data entered and the user should be able to see the joined team in the Joined Teams page.
- REQ-42: The “Return to Teams” button should navigate to the joined teams page when clicked on.

Team member landing page:

- REQ-43: The “Teams Page” should show the company’s title.
- REQ-44: The “Teams Page” should show the User’s name.
- REQ-45: The “Teams Page” should show the Member’s title.
- REQ-46: The “Send a Report” button should navigate to the Send Report page when clicked on.
- REQ-47: The “Messages from Admin” button should navigate to the Messages from Admins page when clicked on.
- REQ-48: The “Team Announcements” button should navigate to the Announcements page when clicked on.
- REQ-49: The “Reports Sent” button should navigate to the Send Report page when clicked on.
- REQ-50: The “Leave Team” button should delete the user from the team and update the database accordingly.
- REQ-51: The “Change Title” button should let the user edit his Member’s Title and update the database accordingly.
- REQ-52: The “Return to Teams Page” button should navigate to the Joined Teams page when clicked on.

Team admin landing page:

- REQ-53: The “Managed Teams Page” should show the company’s title.
- REQ-54: The “Managed Teams Page” should show the User’s name.
- REQ-55: The “Managed Teams Page” should show the Member’s title.
- REQ-56: The “View Reports” button should navigate to the Received Reports page when clicked on.
- REQ-57: The “Send a Message” button should navigate to the Send Report page when clicked on.
- REQ-58: The “New Announcement” button should navigate to the New Announcement page when clicked on.
- REQ-59: The “View/Edit Members” button should navigate to the Members List page when clicked on.
- REQ-60: The “Delete Team” button should delete the team from the company and update the database accordingly.
- REQ-61: The “Change Title” button should let the user edit his Member’s Title and update the database accordingly.
- REQ-62: The “Return to Teams Page” button should navigate to the Joined Teams page when clicked on.

Send Report:

- REQ-63: The user should be able to see a calendar of the month
- REQ-64: The user should be able to click on the current day or the day before (if null).
- REQ-65: The user should be able to enter the amount of hours worked on a specific task on the day selected in REQ-2
- REQ-66: The user should be able to select the desired task name from a drop down menu.
- REQ-67: The user should be able to write alphanumeric characteristics in the text box next to Description of Task.
- REQ-68: The "Reset" button should reset the selections and delete the text written from the interface without sending or updating the DB
- REQ-69: The "Send Report" button should send the report to the Admin managing the team member and update the DB accordingly.
- REQ-70: The "Return to Teams Page" button should navigate to the Joined Teams page when clicked on.

Messages from Admin:

- REQ-71: The user should be able to see the team member's name at the top.
- REQ-72: A list of messages sent by the Admin should be shown on the screen.
- REQ-73: Each message can be clicked and the application will navigate to the message log.
- REQ-74: interface should show the date and the time when the message was sent.

Reports sent to Admin:

- REQ-75: The user should be able to see the team member's name at the top.
- REQ-76: A list of reports sent by the Team Member should be shown on the screen.
- REQ-77: Each report can be clicked and the application will navigate to the report and show the report.
- REQ-78: The "Return to Teams Page" button should navigate to the Joined Teams page when clicked on.

Edit/View Users:

- REQ-79: The user should be able to see a list of members in the selected team.
- REQ-80: The team member's info should show the member's name and the member's title alongside the edit and delete icons.
- REQ-81: The "Edit User Title" is a button and when clicked, the application shows a drop down menu with the titles to choose from.
- REQ-82: The "Remove Member" is a button and when clicked, the application deletes the member from the list as well as deletes the member from the team and updates the DB accordingly.
- REQ-83: The "Return to Teams Dashboard" button should navigate to the Joined Teams page when clicked on.