Project Specification

Alexander Roan

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Contents

1 Introduction

1.1 Purpose

The purpose of this document is to describe the prospective product in detail, outlining specific requirements that it must adhere to.

1.2 Definitions

- Journey - A proposed journey following a route between an origin and destination by a person.

- Hitch - When a person joins a Journey by taking up a spare seat on a Journey.

1.3 System Overview

The purpose of the Online Carpooling Service is to provide drivers with the ability to post the details of prospective Journeys, enabling non-drivers to travel in the same direction by joining them on their Journey. The motivation for this project is to share the cost of the Journey amongst people who would have otherwise travelled using separate transport modes.

2 Overall Description

2.1 Product Perspective

2.1.1 Software Interfaces

An API should be developed to control data flow to and from the database and will be the only method of performing actions on it. It should be developed in such a way that the website can easily exploit data within the database by calling upon specific procedures within the API via HTTP.

2.1.2 User Interfaces

Website shit

2.2 User Characteristics

People using the site.

2.3   Product Functions

Posting journeys etc...

3   Specific Requirements

3.1   Interface Requirements

The website interface must provide the following services:

1. The index page must provide:

   (a) A register form for new users.
   (b) A log in form for existing users to log into their account.

2. When a person logs into their account, they must be provided with a home page detailing:

   (a) Their scheduled Journeys.
   (b) Their scheduled Hitches.
   (c) Messages from other users.
   (d) Suggested Journeys and Hitches.
   (e) A Journey search section.

3.2   Functional Requirements

The system must enable a Person to:

1. Register their details to the service to produce a user account.

2. Post Journey details to the service.

3. Cancel a Journey.

4. Search for Journeys using a specific origin and destination.

5. Request to Hitch a Journey.

6. Accept or Decline a Hitch request from a hitcher.

7. Cancel a Hitch.

3.3   Performance Requirements

3.4   Database Requirements

3.5   Software Requirements