**REQUIREMENTS ANALYSIS DOCUMENT**

1. **Introduction**
   1. **Purpose of the System**

There are so many social media websites and most of these are frequently used. However, top social media websites don’t focus on a topic. There is no social media website about culinary art concept.

Specifically, our project satisfies the need. It provides an environment to share people’s idea or an information about gastronomy or culinary. In other words, our project creates a free platform for discussion and forming an opinion.

* 1. **Scope of the System**

The scope of this project is a web-based social media platform that has the purpose of bring together people interested in gastronomy and culinary arts. In general, system has 2 different types of user; User and Admin.

Users interacts with the website. They can share any information about gastronomy or culinary they want and optionally add photos to their posts. Users can review other users' posts and interact by liking, commenting, and following other users. Another way of interaction between users is sending direct messages.

Admin is manager of the system. Admin can delete posts or comments. User verification is done by admin.

* 1. **Objectives and Success Criteria of the Project**

The success of the project is dependent on the fulfillment of the following conditions:

* Progress and completion of the project perform in synchronization with the project schedule.
* Project covers all expectation in the scope of the project.
* During the project, change requests from the customer is implemented in the due date of the project.
  1. **Definitions, Acronyms, and Abbreviations**

**Visitor:** This is unregistered person. He/she can only access to registration and login page.

**User:** This is the end-user account. A User can share, comment or like a post. He/she can interact with another User with using direct message. He/she can follow other users.

**Admin:** This is the manager account. They can manage the website. They can delete a post or a comment if he/she decides inappropriate content about it. Also, he/she can verify of the new users’ account.

**User Verification:** This is a proof given by the admin that the owner of the account is an identified real person.

* 1. **Overview**

The rest of the documents contains current system part which explains the functionality and the problems of the current system, Proposed System part which explains functional overview of the system. It includes functional and nonfunctional requirements of the system and System Models that describe the scenarios, use cases, object model, and dynamic models for the system. Glossary part contains the names and clear definitions of the participating objects in the system.

1. **Current System**

Most of the social media website has no specific concept. In this type websites, Users creates their own content such as humor, daily news, personal using and go on. Some social media websites have specific concept like LinkedIn. However, there is no social media website about gastronomy, culinary art, recipe or food history.

In this point, we noticed that there is not a free platform which anyone can share post with their own ideas or their knowledge about gastronomy and culinary arts.

1. **Proposed System**
   1. **Overview**

The system provides a social media platform that users can register to website. After, they can share post. Also, they can comment to post, and they can like to post. They can delete their posts or comments. They can update their own profile information. They can search other users. They can interact with other users with chat. Also, admin can delete posts or comments. Also, admin can verify users' profile.

* 1. **Functional Requirements**

1. Visitor can just access to registration and login panel. He/she can register to website. During the registration, visitor fills the fields that username, name, surname, e-mail, age, city, password. In this fields, only age and city are optional others must be filled.
2. User can login to system. He/she can share post about any information of culinary art, recipe, regional foods or something else after the login. Additionally, user can optionally add photo to their own post. Likewise, user can delete their own post if he/she thinks that this is inappropriate or irrelevant. User can like any posts. Also, he/she can comment to any post. User can like other comments. Moreover, user can delete their own comment if he/she thinks that this is inappropriate or irrelevant. Besides all these, user can interact with other users by using Direct Message. User can update their own personal information. User can search other users.
3. Admin can delete users' post if he/she thinks that this is inappropriate or irrelevant. Also, admin can delete users' comment too if he/she thinks that this is inappropriate or irrelevant. In addition to these, admin can verify users' account.
   1. **Nonfunctional Requirements**
      1. **Usability**

* Anyone with access to the internet can easily understand and use the functions of the website through understandable interface.
* The user interface is essentially a typical social media website interface.
* Frequently Asked Questions (FAQ) is included in the website.
  + 1. **Reliability**
* User information cannot be shared without sharing permission from user.
* The maintaining is performed without restarting of the system when a failure event is happened.
* Data are periodically backing up. Therefore, a important data loose will be not possible.
* User is redirected to an error page which contains possible error reasons when an exception is happened.
* User can change their password through using email if user forgot their password.
* All passwords are encrypted when user fills and sends the registration form.
  + 1. **Performance**
* The website pages changes responsively for each device such as smartphone, tablet or computer.
* The transmission of the message to another user should be in an acceptable time since messaging between users is an action that needs to be performed quickly.
* There can be no restrictions on the online users’ number since our project is a social media platform.
* 2 seconds for registration and login and 5 seconds for searching are acceptable worst latency time.
  + 1. **Supportability**
* .png, .jpg and .jpeg extensions are supported for profile picture and picture with post.
* Developers maintain the system with monthly period for encountered exceptions.
* The system is a website. The system doesn’t have any android or IOS application.
  + 1. **Implementation**
* Our project can be used in only device which has internet access.
* The source code of the project is written in JavaScript by using NodeJS Framework.
  + 1. **Interface**
* Any other existing systems don’t interact with our project.
* Data importing is happened with registration and user action inside the website.
  + 1. **Packaging**
* Developers of the website install the system.
* Node package managers in NodeJS designates number of installations.
  + 1. **Legal**
* Our project will be licensed with public domain.
* Website HTML template is purchased.
  1. **System Models**

Describe the scenarios, use cases, object model, and dynamic models for the system. This section contains the complete functional specification, including mock-ups illustrating the user interface of the system and navigational paths representing the sequence of screens.

* + 1. **Scenarios**

A scenario is an instance of a use case.

* + 1. **Use case model**

A use case is a generalization of a number of scenarios. Therefore, the number of scenarios must be equal to or greater than the number of use cases.

* + 1. **Object model**

The analysis object model, depicted with UML class diagrams, includes classes, attributes, and operations. The analysis object model is a visual dictionary of the main concepts visible to the user.

* + 1. **Dynamic model**

The dynamic model is depicted with sequence diagrams and with state machines. Sequence diagrams represent the interactions among a set of objects during a single use case. State machines represent the behavior of a single object (or a group of very tightly coupled objects). The dynamic model serves to assign responsibilities to individual classes and, in the process, to identify new classes, associations, and attributes to be added to the analysis object model.

When working with either the analysis object model or the dynamic model, it is essential to remember that these models **represent user-level concepts, not actual software classes or components.**

* + 1. **User interface—navigational paths and screen mock-ups**

1. **Glossary**

To establish a clear terminology, developers identify the **participating objects** for each use case. Developers should identify, name, and describe them unambiguously and collate them into a glossary.

1. **References**

This subsection should:

* Provide a complete list of all documents referenced elsewhere in the RAD, or in a separate, specified document.
* Identify each document by title, report number - if applicable - date, and publishing organization.
* Specify the sources from which the references can be obtained.

The following is an example of listing a book in this section. Check the text to see how it is cross referenced (The whole document is based on [1]).

1. Bruegge B. & Dutoit A.H.. (2010). *Object-Oriented Software Engineering Using UML, Patterns, and Java*, Prentice Hall, 3rd ed.