

# Sample CCAPDEV MP Specifications

*All in yellow highlight must be modified by the group.*

## FORUM

### FEATURES

#### View all posts

Upon visiting the web page, an unregistered visitor may see the 15-20 most recently\* uploaded post titles and a post description snippet. The user can see the next set of uploaded posts, it is up to the group whether to implement this in the same (auto-load) or another page. Clicking the post title will let the user view the post and the comments (see: **view a post**).

\* The user may also see the most popular post based on a calculated ranking.

#### View a user profile

Each user has their own page which shows their profile publicly. On the same page, a visitor may see the user's username, avatar and short description. They may also see a portion of the user's latest posts and comments. The visitor may opt to see the rest of the posts and comments of the user.

#### Register

A visitor must register if they want to post or comment. Here, a visitor must enter their username, their password, an avatar, and a short description (can be left empty).

#### Log in

After registering properly, a visitor may log-in. Upon logging in, the user can start posting and commenting. The user is given the option to be "remembered" by the website. When the user chooses this option, every log in and visit to the website will extend their "remember" period by 3 weeks.

#### Log out

The user may log out from their account. This should cut short the "remember" period if it exists, and clears any session-related data.

#### Post

A user may make a text post. They must give a title for the post, and the body of the post. Additional points will be given for allowing markup (full) without the risk of cross site-scripting.

#### View a post

A user may view any post they have a link to. This will load the title, the body of the post, and the comments of the post.

#### Comment

A user can comment on any post, including their own. They may also reply to another user's comments, and the comments can nest indefinitely.

#### Edit a post

The owner of the post may edit their posts at any point.

#### Edit a comment

The owner of the comment may edit their comments at any point.

#### Delete a post

The owner of the post may delete their post.

#### Delete a comment

The owner of the comment may delete their comment.

#### Upvote

A user can upvote a post or a comment (including their own) once.

#### Downvote

A user can downvote a post or a comment (including their own) once.

#### Search a post

A visitor/user can search for posts by similarities in the title or the post body. By entering a search phrase/word, all posts containing it will appear as results.

#### General

Good user experience. Visitor can easily navigate without help, all information are easy to access. Good visual design. Design suits the theme of the application, and is cohesive and consistent across the whole application

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## LAB RESERVATION SYSTEM

Reservation system for 2 computer laboratories (20 machines each). Lab slots are in intervals of 30 minutes.

### FEATURES

#### View lab availabilities

A user may choose a computer lab and see the current available seats of the chosen lab. The user may opt to see the availability of the lab at other times for the next 7 days. A user must be a student user to reserve a seat.

Note Users may not see who reserved a seat. The availabilities must also update periodically so that the user does not need to refresh every time.

#### Register

A visitor must register if they want to reserve a lab slot. Here, a visitor must enter their DLSU email, and a password. There should be 2 kinds of accounts, the student who can reserve lab slots, and the lab technician that can block a time slot for walk-in students. Emails are confirmed before the student can reserve.

#### Log in

After registering properly, a visitor may log-in. Upon logging in, the option to reserve a slot will be open. The user is given the option to be "remembered" by the website. When the user chooses this option, every log in and visit to the website will extend their "remember" period by 3 weeks.

#### Reserve

Students can reserve slots that have not yet been taken. Lab slots are in intervals of 30 minutes. The student can reserve more than one slot if this is not enough, and all the lab slots will be made under one reservation. A student may not reserve a previously reserved slot.

#### Reserve for a student

Lab technician can make a reservation for walk-in students. The reservation can be a string

#### Remove reservation

Lab technicians have the ability to remove reservations of students who do not show up within 10 minutes of the reservation. This facility is only available 10 minutes of the actual reservation time. This will cancel the whole reservation.

#### See reservations

A user may check their reservations. They can see details such as the seat number, the laboratory, the date and time of request, and the date and time of reservation.

#### Search for free slots

Users can view all the available slots given a provided date and time, and the lab.

#### Edit a reservation

A student/lab technician can edit reservations they previously made.

#### General

Good user experience. Visitor can easily navigate without help, all information are easy to access. Good visual design. Design suits the theme of the application, and is cohesive and consistent across the whole application