**High Level**

**Requirements**

**USC** CSCI 201

**1. Project Overview**

**1.1 Abstract**

A web-based application which will serve as a virtual study room for students at USC. The interface will allow students to network with each other for studying and will include chat channels/rooms organized by specific class IDs and course subjects at USC. Students will be able to upload notes and other materials for collaboration studying and search for users in the same or similar classes. The use of chat channels for each class will encourage open discussion between students by providing a more transient and casual environment for discussion than Piazza or e-mail. Additionally, we will use location-based services and dynamic notifications to facilitate real-world collaboration between students.

**1.2 Objectives**

• To allow students to efficiently find other students in similar courses to study and network with

• To provide a system where students can share and distribute user-created course material

• To allow students to submit class-specific questions online to be answered by their peers

• To allow students to coordinate study locations and locate nearby users

• To allow students to keep track of chosen friends’ activities on the app

• To award the users points for collaborative actions in order to encourage user interaction

**1.3 Audience**

Our service appeals to students at USC that benefit from studying socially, as well as for students who simply want a casual forum in which to ask question and discuss course material. We believe that the chat channels encourage more open communication than any of the existing forums for class discussion due to people’s familiarity with technologies such as iMessage, GroupMe, and MMS. A quickly scrolling chat among all members of a class has a lower barrier to entry than a forum in which your posts may persist on the page for some time, or an email chain which behaves similarly. Additionally, students seeking a way to organize real-world study sessions with their peers will find that our website is the best-fitted to their needs due to our unique use of check-ins and location services.

**2. Project Requirements**

**2.1 Landing Page**

• The page should have a simple on-boarding experience for new users

• The page should allow for the user to log in, register for a new account, or recover lost credentials

**2.2 Homepage**

• The page should have a sidebar consisting of the different channels the user has joined

• The page displays the the number of hours the user has studied for the current week, per class

• The main section of the page should serve as a personalized news feed consisting of:

• Notifications from site friends (i.e. current study location, newly uploaded documents etc.)

• Important or starred notifications from each class channel will also be displayed here

• The page should have a search bar at the top to allow users to search for other users on the site

~~• The page should allow users to upload documents and specify a destination class~~

**2.3 Course Channel Chat**

• The page should allow users to join and leave course channels that they are enrolled in

• The page should allow for real-time communication between all users in the channel

• The page should allow privileged users of a course to set the channel discussion topic and remove disruptive users

• The page should be minimizable as a floating widget

**2.4 Course Forum Page**

• The page should allow users to post persistent questions and receive answers from other users

• The page should allow users to award points to other users for helpful community contributions

• The page should display a calendar with course and user-arranged events

**2.5 Course Documents Page**

• The page should be a subpage of a course channel and contain any course-related uploaded documents

• The page should allow users to download, view, and contribute to the crowdsourced pool of documents

**+ 2.6 Course Whiteboard**

• The page should allow users to interact on a virtual whiteboard by drawing or typing

**3. Interface Requirements**

**3.1**

• The application should be a web application and accessible to modern devices running supported up-to-date browsers

• The application should be accessible to a wide range of screen sizes and resolutions