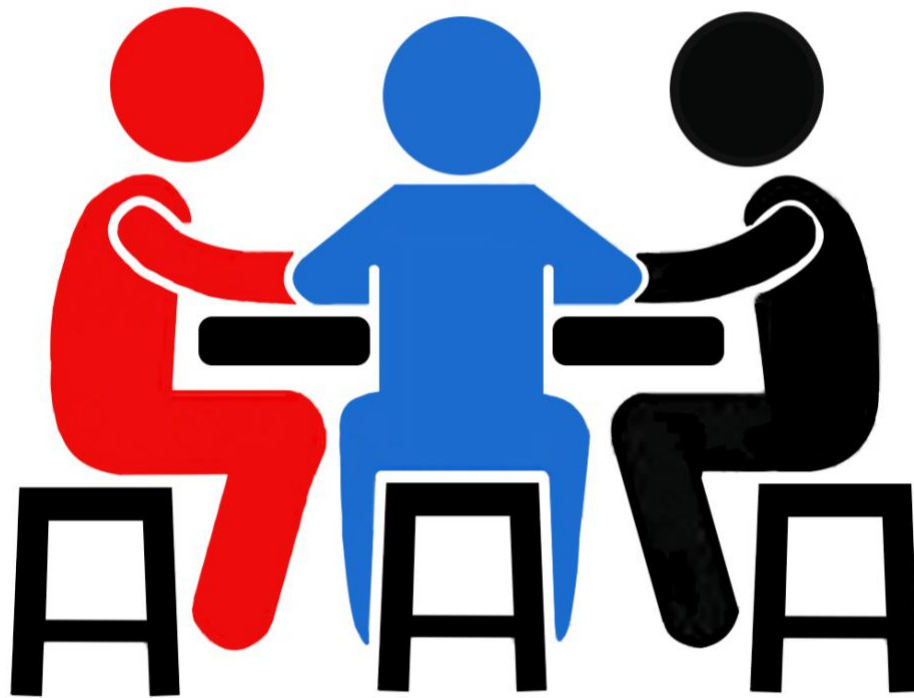


# Requirements

## **Making Friends Over Food App: “Tables”**



### **Team Never Eat Alone**

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# LEGEND

## **Priority Description**

1	Must Have
2	Should Have
3	Want to Have
4	Won't Have

## **Status**

Planned

In-Progress

Completed

Next Iteration

<u>SR 1.1: Account Creation</u>	
Project Priority:	1
Description:	The system shall allow the user to create an account with a valid “@ucsd.edu” email address and a password.
Status:	Completed
Use Cases:	UC 1.1

<u>SR 1.2: User Login</u>	
Project Priority:	1
Description:	The system shall allow the user to log in with a valid and verified “@ucsd.edu” email address and the password associated with that account.
Status:	Completed
Use Cases:	UC 1.2

<u>SR 1.3: User Logout</u>	
Project Priority:	1
Description:	The system shall allow the user to logout and stop using their account.
Status:	Completed
Use Cases:	UC 1.3

<u>SR 1.4</u> : Password Recovery	
Project Priority:	1
Description:	The system shall send a password reset link to the email address the user has entered.
Status:	Completed
Use Cases:	UC 1.4

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<u>SR 2.1</u> : Create Personal Profile	
Project Priority:	1
Description:	The system shall allow the user to create their profile the first time they log in to their account.
Status:	Completed
Use Cases:	UC 2.1

<u>SR 2.2</u> : Edit Personal Profile	
Project Priority:	1
Description:	The system shall allow the user to edit their current personal

	profile.
Status:	Completed
Use Cases:	UC 2.2

<u>SR 2.3</u> : Set Status	
Project Priority:	4
Description:	The system shall allow the user to set their status to available, busy, or away.
Status:	Next Iteration
Use Cases:	UC 2.3

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<u>SR 3.1</u> : Search for Other Users	
Project Priority:	1
Description:	The system shall sort through users in the database and display them based on mutual interests and personality similarities with the current user.
Status:	Completed
Use Cases:	UC 3.1

<u>SR 3.2</u> : Find Random Users	
Project Priority:	1
Description:	The system shall look through users in the database and display them in a random order.
Status:	Completed
Use Cases:	UC 3.2

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<u>SR 4.1</u> : Select Matched Users	
Project Priority:	1
Description:	The system shall notify the user of all the users he has selected to send an invite to.
Status:	Completed
Use Cases:	UC 4.1

<u>SR 4.2</u> : Send Invitation	
Project Priority:	1
Description:	The system shall send invite messages to all the users that the user has selected.
Status:	Completed

Use Cases:	UC 4.2
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<u>SR 4.3</u> : Receive Invitation	
Project Priority:	1
Description:	The system shall display an invitation message with the user's profile picture, and “view profile”, “accept”, “decline” buttons.
Status:	Completed
Use Cases:	UC 4.3

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<u>SR 5.1</u> : Create Chat Room	
Project Priority:	1
Description:	The system shall create a chat room after the user has accepted the other user’s invitation request.
Status:	Completed
Use Cases:	UC 5.1

<u>SR 5.2</u> : Send Messages in Chat Room	
Project Priority:	1

Description:	The system shall allow users in a chat room to send messages to each other.
Status:	Completed
Use Cases:	UC 5.2

<u>SR 5.3</u> : Mute Notifications for Chat Room	
Project Priority:	4
Description:	The system shall allow users to mute notifications for specific chat rooms they are in.
Status:	Next Iteration
Use Cases:	UC 5.3

<u>SR 5.4</u> : Create Poll in Chat Room	
Project Priority:	4
Description:	The system shall allow the users in a chat room to create a poll to decide when and where to meet.
Status:	Next Iteration
Use Cases:	UC 5.4

<u>SR 5.5</u> : Add Additional Users to Chat Room	
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Project Priority:	4
Description:	The system shall allow the users in a chat room to add additional users.
Status:	Next Iteration
Use Cases:	UC 5.5

<u>SR 5.6</u> : Set When and Where to Meet	
Project Priority:	1
Description:	The system shall allow users in a chat room to set when and where they would like to meet.
Status:	Completed
Use Cases:	UC 5.6

<u>SR 5.7</u> : Edit When and Where to Meet	
Project Priority:	1
Description:	The system shall allow users in a chat room to edit when and where they would like to meet.
Status:	Completed
Use Cases:	UC 5.7

<u>SR 5.8</u> : Leave Chat Room	
Project Priority:	1
Description:	The system shall allow users to leave chat rooms they are current in.
Status:	Completed
Use Cases:	UC 5.8

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<u>SR 6.1</u> : Meeting Reminder Notification	
Project Priority:	4
Description:	The system shall send users in a chat room a notification message two hours before the meeting time they set.
Status:	Next Iteration
Use Cases:	UC 6.1

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<u>SR 7.1</u> : History of Everyone Met	
Project Priority:	1
Description:	The system shall display all users the current user has

	interacted with.
Status:	Completed
Use Cases:	UC 7.1