CSE 3105 / CSE 3137

OBJECT-ORIENTED ANALYSIS AND DESIGN

FALL 2023

COURSE PROJECT: *Reunion*

Requirements Analysis Document

Group 17

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1 Introduction

It was developed to increase the social interaction of elderly people living in nursing homes and provide them with a healthier sense of community. The reunion website allows users to communicate easily. Our success criterion is to ensure that users actively use our website.

2 Current System

Reduce restrictions due to physical limitations and promote fast and effective communication.

3 Proposed System

3.1 Functional Requirements

1.The user clicks on the "REUNİON".

2.The user specifies that type of register (psychologist, volunteer or resident).

3.The user clicks sign up if the user hasn't an account.

4.The user clicks log in if the user has an account.

5. the user enters user name and password

6. the user selects meeting or messaging

7. the user sends request that another user

8.If both users accept the requests starts communication.

3.2 Nonfunctional Requirements

1. we will use Norton to prevent the cyber attacks.

2. we will use Java to develop our background of application

3. we will use CSS and HTML design our application page.

4. we will use network adapter to prevent network errors.

5. if either of the users drop, system will try connect again in half-minute.

6. The time of meetings will be maximum 10 minutes.

7. Users that using the application are general.

3.3 System Models

3.3.1 Scenarios

Scenario Name	CommunicateWithElderlyResident
Participating Actor Instances	Uncle Roger: Elderly Resident, Jennifer: Volunteer, Sarah: Psychologist, John: System Manager
Flow of Events	1. Uncle roger logs into the reunion website and schedules to play the game and talk to someone at the reunion website on the fifteenth of the month . 2. On the fifteenth of the month he enters the website and decides to talk to a volunteer or a psychologist. 3. He sends a request to the profile of jennifer, one of the volunteers avaible, to talk to her. 4. Jennifer receives match notification. 5. If the match did not occur for the 2 minutes which is set by the John. The system would cancel this match but jennifer has agreed to the match. 6. They start talking and uncle roger gets annoyed by jennifer's rude behavior and uncle roger ends the call. 7.He goes to the review section on the main page, gives her a low score and writes a complaint to get her banned.

8. after receiving the complaint, John looks at the reasons and adds a cross to jennifer's profile because of her rude behavior, the system gives a red alarm and says that the cross has tripled and the system manager bans jennifer.

9.Uncle roger who is disturbed by jennifer's behavior decides to talk to a psychologist. He sends a request to Sarah's profile, which is avaible on the home page.

10. Sarah receives uncle roger's match notification.

11. If the match did not occur for the 2 minutes which is set by the John. The system would cancel this match.

12. They start talking. Uncle Roger talks about jennifer's behavior and sarah asks him to talk about his interests to calm him down. Uncle roger says he's interested in playing games. sarah suggests him to play sudoku and they end the conversation.

13. to play the game suggested by the psychologist, he finds sudoku in the game section on the homepage and plays it.

Subscenario 1

Uncle roger complains to jennifer and rates her one star. The system manager investigates the reason for the complaint and decides that it is not something that is banned. He does not add the one star to jennifer's profile.

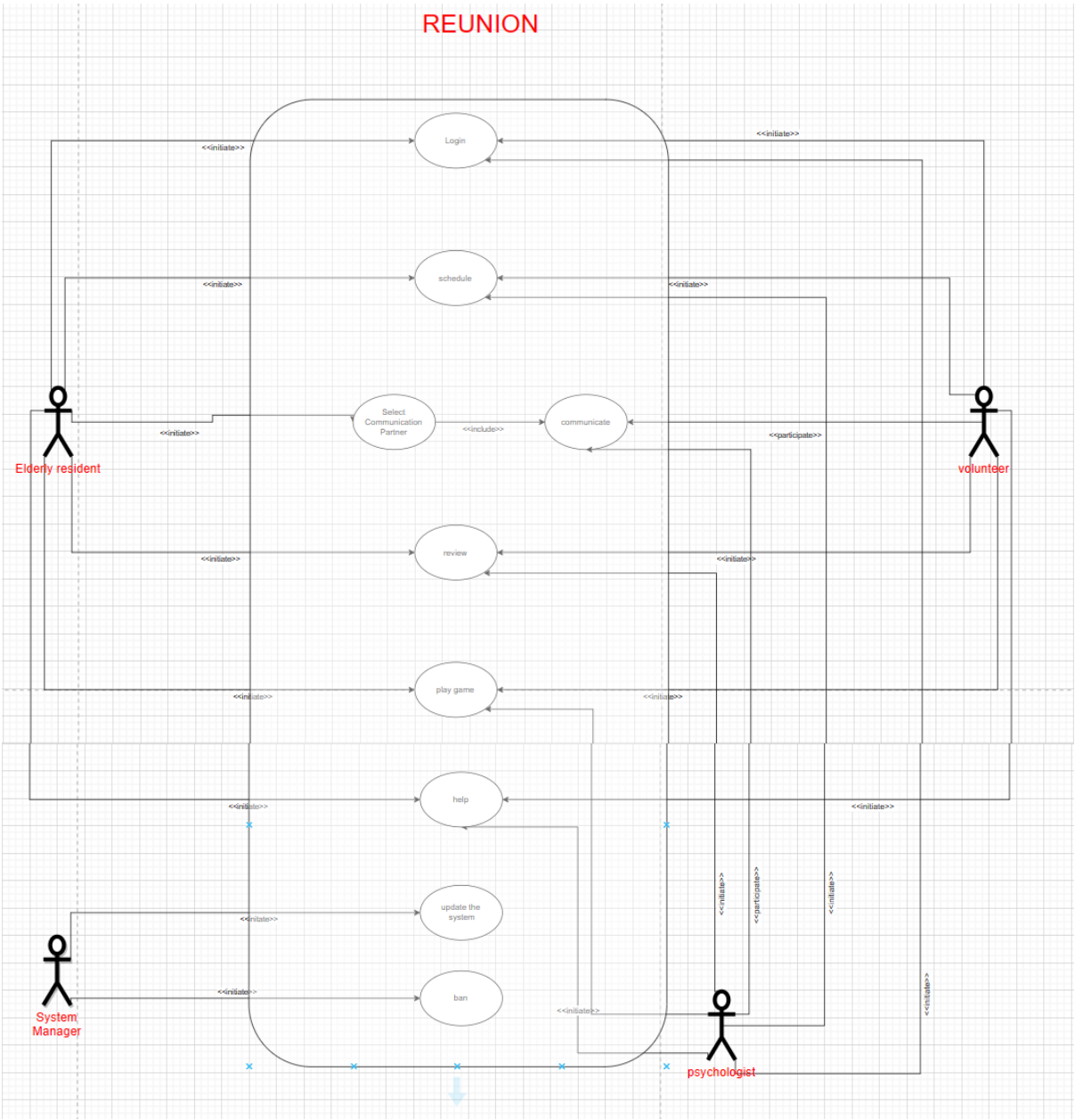
Subscenario 2

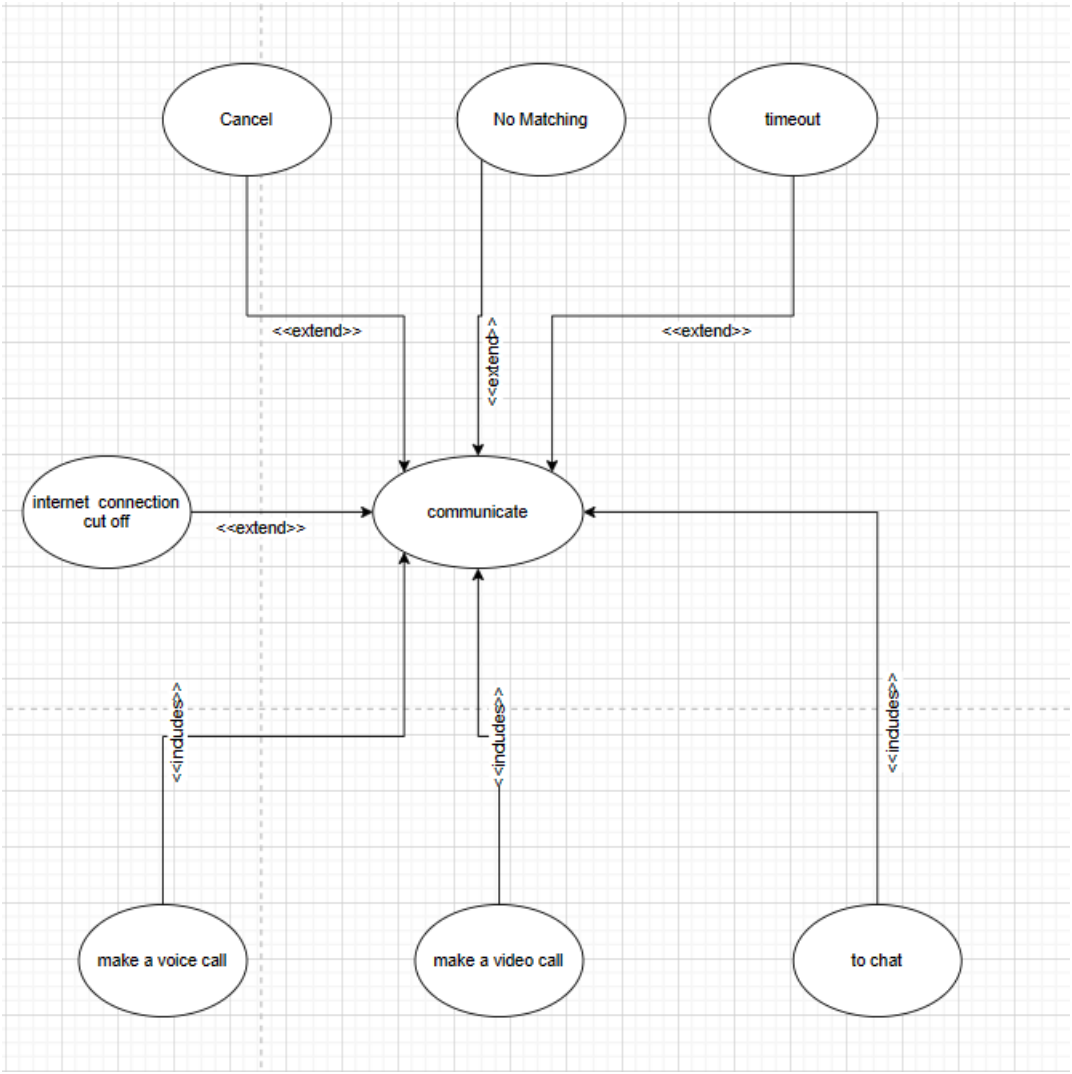
Lara, a newcomer to the platform, realizes that she is experiencing emotional difficulties.

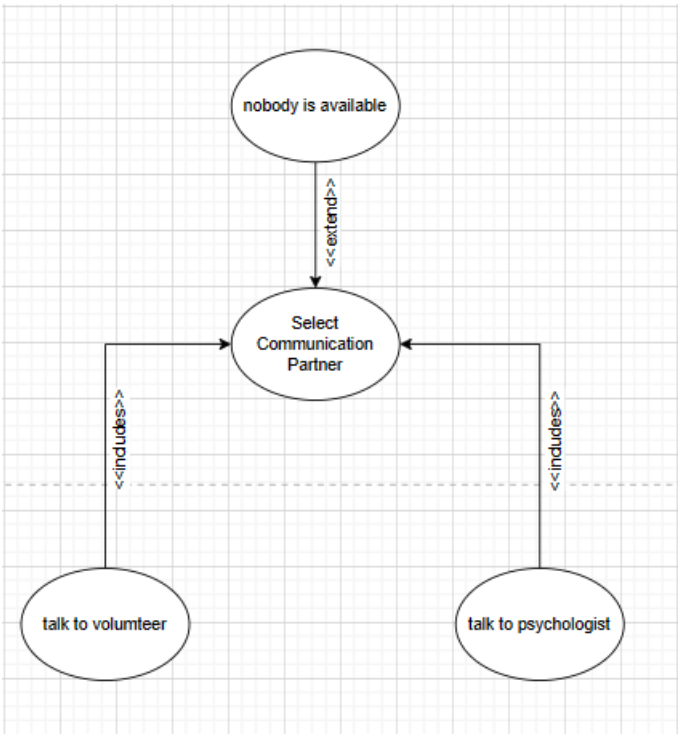
She creates a support request in the "Request Help" section on the homepage.

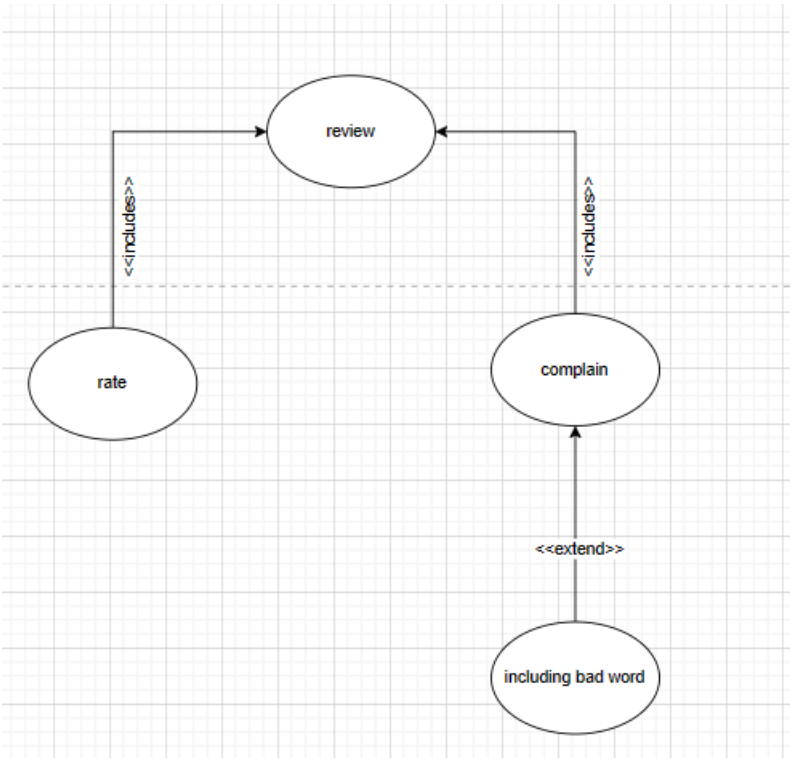
The System Manager reviews Lara's request and directs her to the most appropriate psychologist.

3.3.2 Use Case Model


REUNION
Login
schedule
Select Communication Partner
communicate
review
play game
help
update the system
ban
<<initiate>>
<<include>>
<<participate>>
Elderly resident
volunteer
System Manager
psychologist


Cancel
No Matching
timeout
<<extend>>
<<extend>>
<<extend>>
internet connection cut off
<<extend>>
communicate
<<includes>>
<<includes>>
<<includes>>
make a voice call
make a video call
to chat





3.3.3 Object Model

<Object model section documents in detail all the objects we identified, their attributes, and, operations. As each object is described with textual definitions, relationships among objects are illustrated with class diagrams.>

Step 4 activity

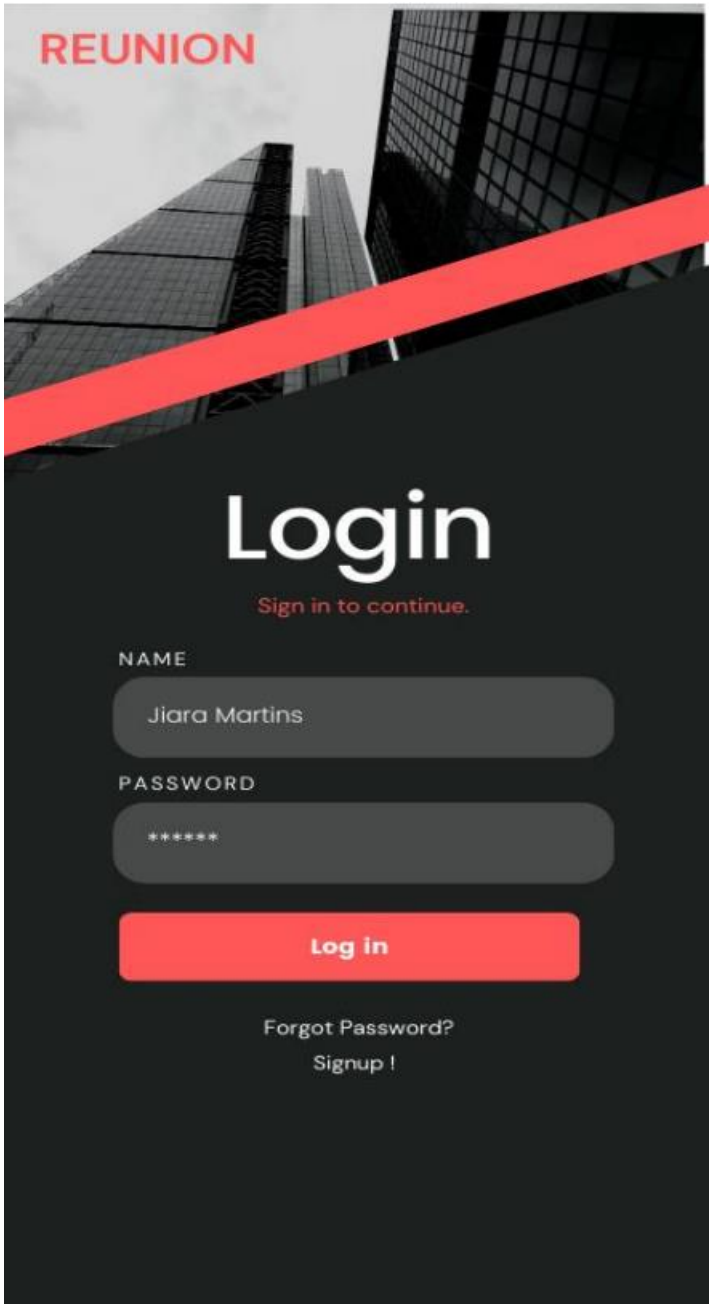
3.3.4 Dynamic Models

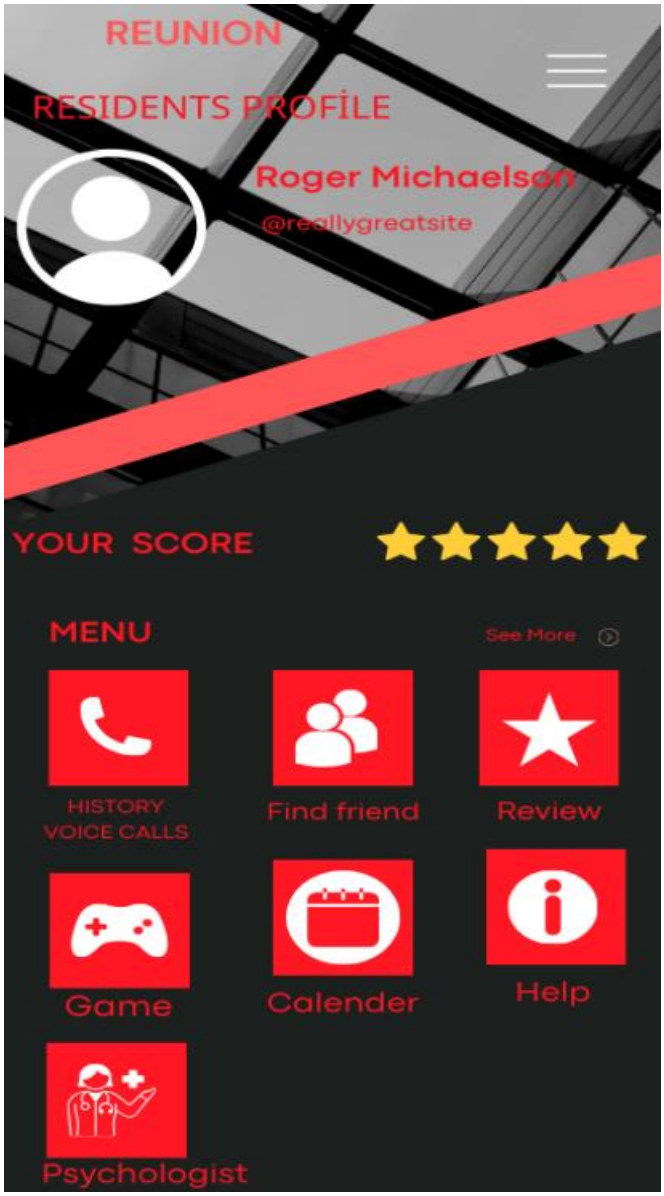
<Dynamic models section documents the behavior of the object model in terms of state machine diagrams and sequence diagrams. Although this information is redundant with the use case model, dynamic models enable us to represent more precisely complex behaviors, including use cases involving many actors.>

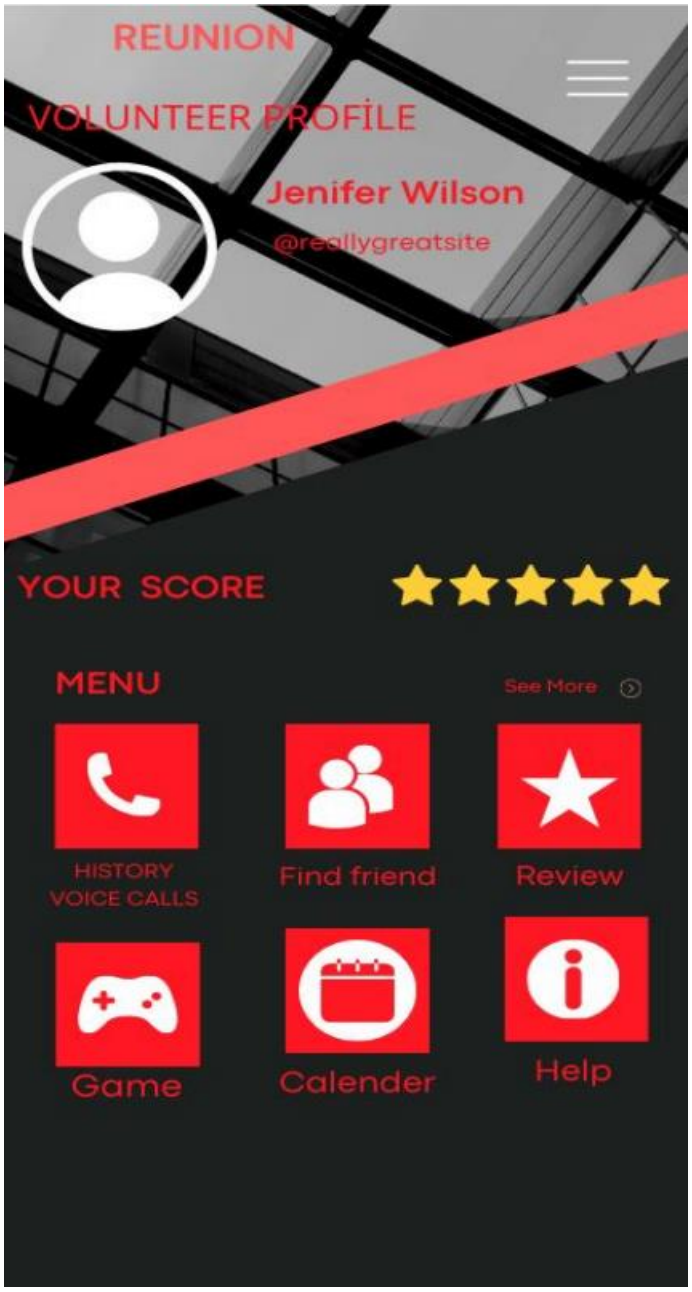
Step 4 activity

3.3.5 User Interface Mock-ups

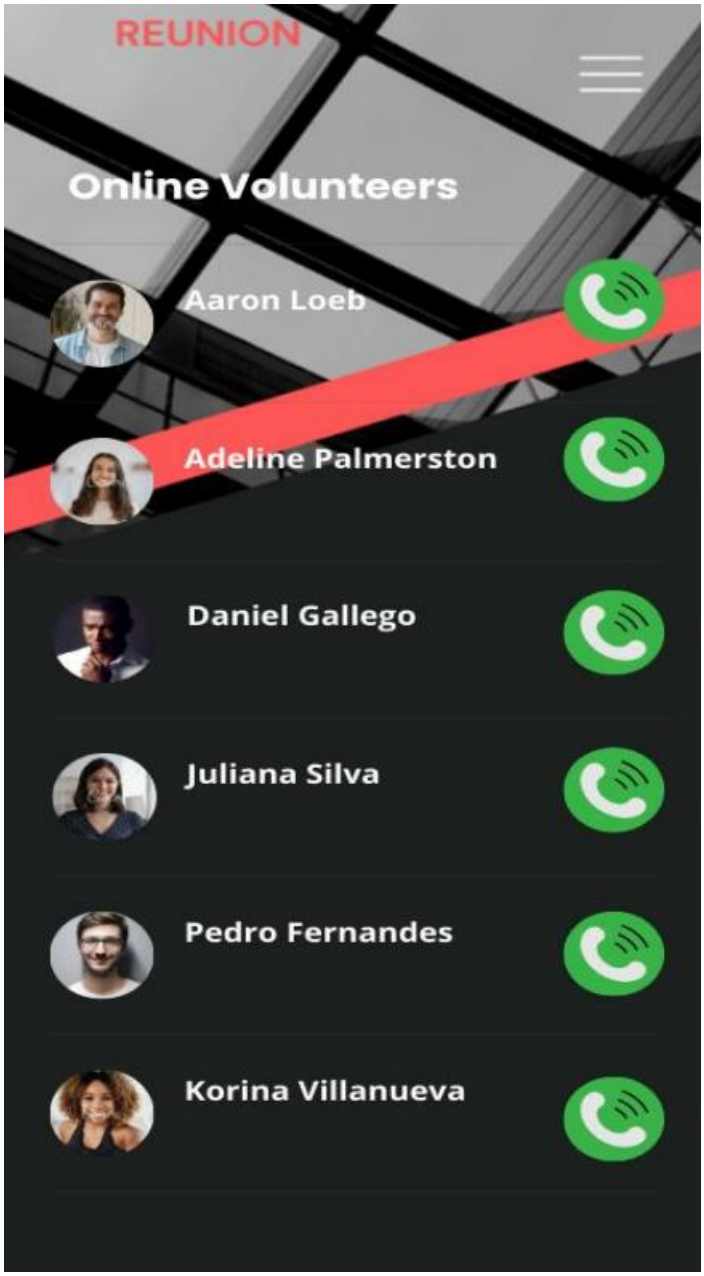

REUNION
Create new Account
Already Registered?
Log in here.
PHONE
55555555
NAME
Jiara Martins
ID
12312312325
EMAIL
hello@reallygreatsite.com
PASSWORD
*****
Sign up

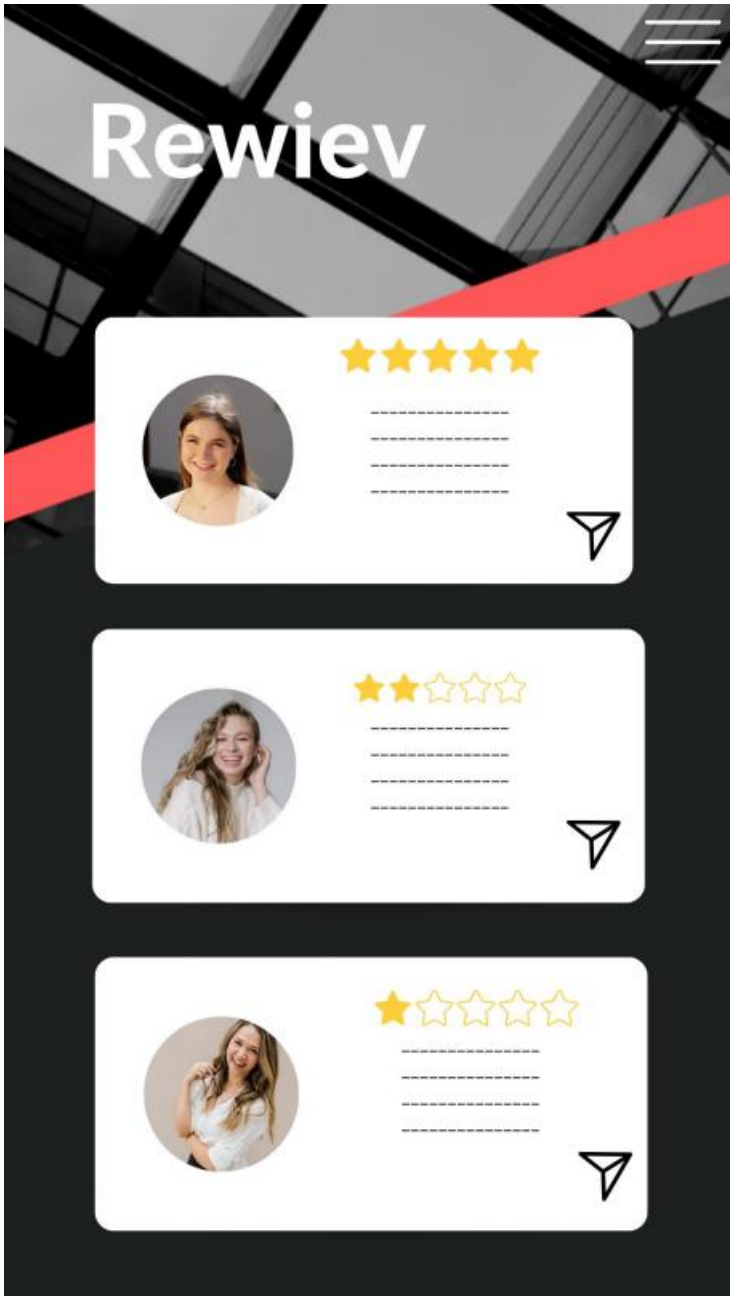

REUNION
Login
Sign in to continue.
NAME
Jiara Martins
PASSWORD
******
Log in
Forgot Password?
Signup !

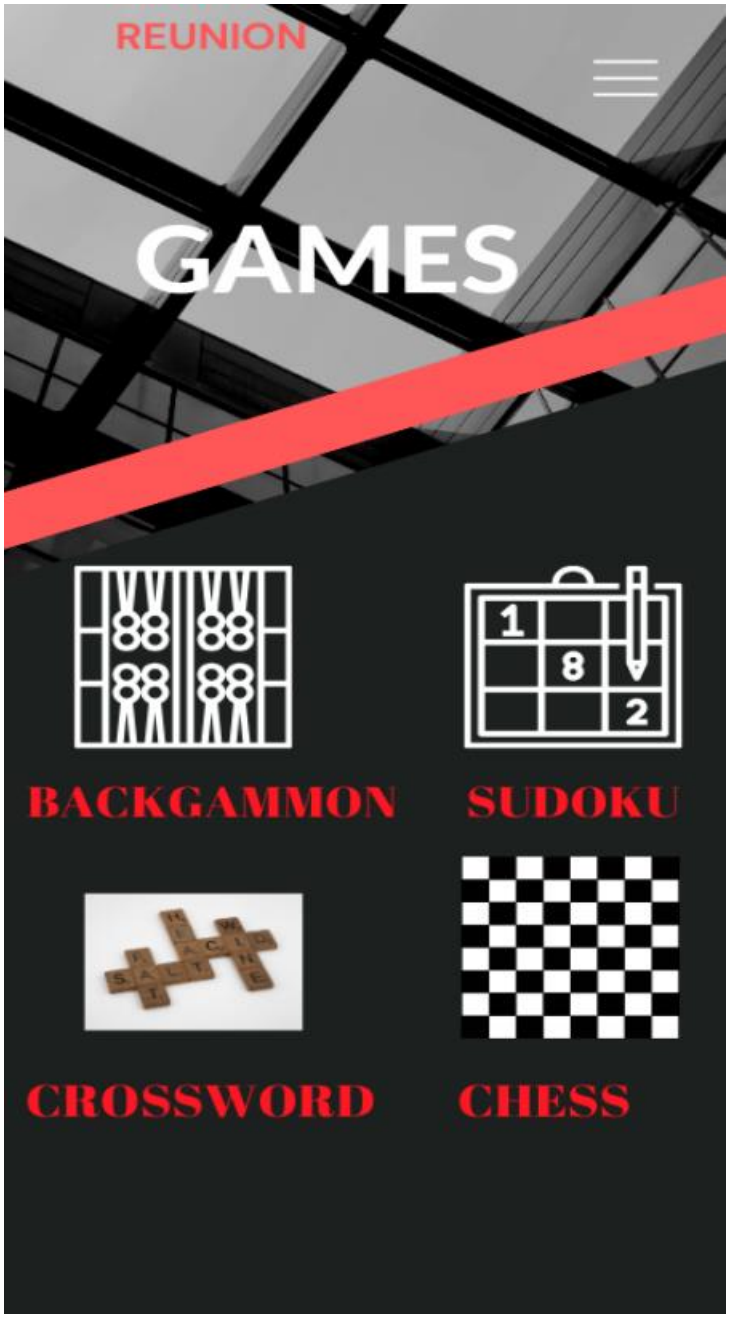

REUNION
RESIDENTS PROFİLE
Roger Michaelson
@reallygreatsite
YOUR SCORE
MENU
See More
HISTORY
VOICE CALLS
Find friend
Review
Game
Calender
Help
Psychologist


REUNION
VOLUNTEER PROFİLE
Jenifer Wilson
@reallygreatsite
YOUR SCORE
MENU
See More
HISTORY
VOICE CALLS
Find friend
Review
Game
Calender
Help

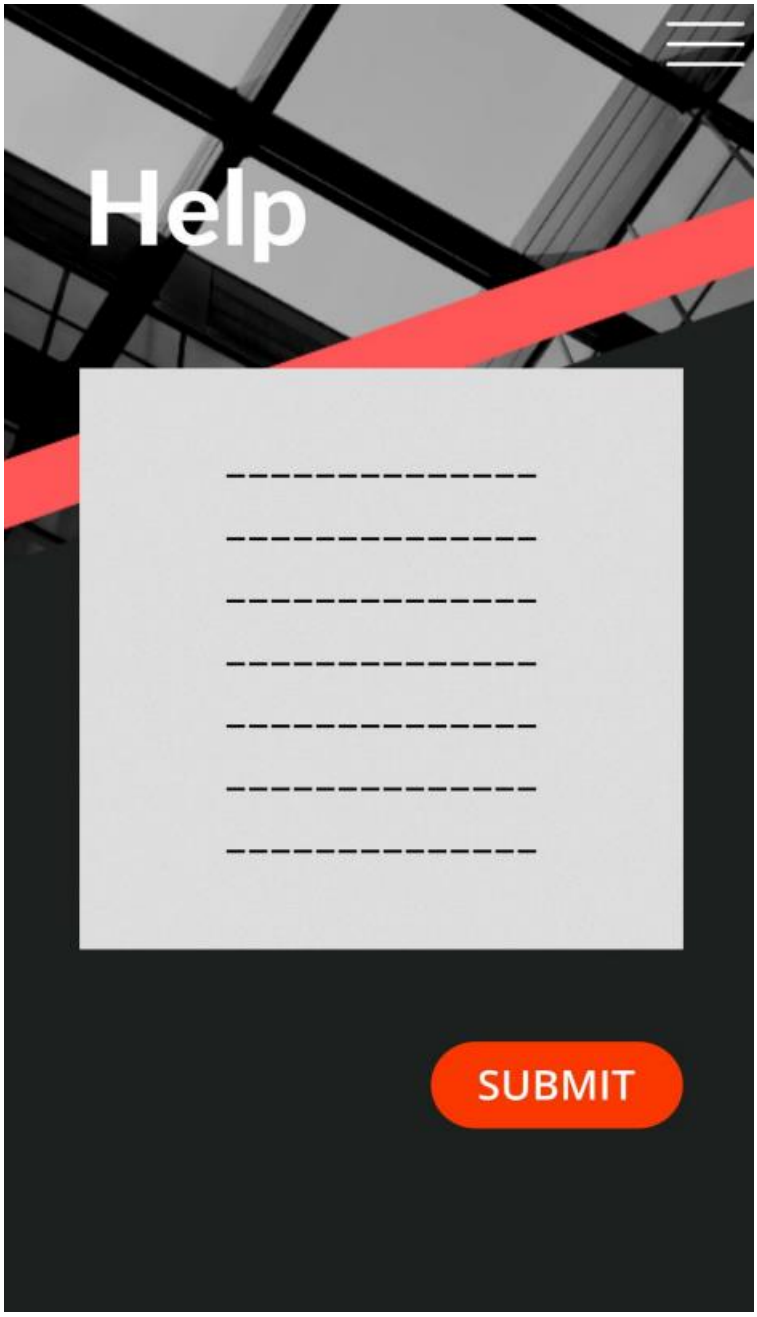

REUNION
All Call
Daniel Gallego
Adeline Palmerston
Juliana Silva
Pedro Fernandes

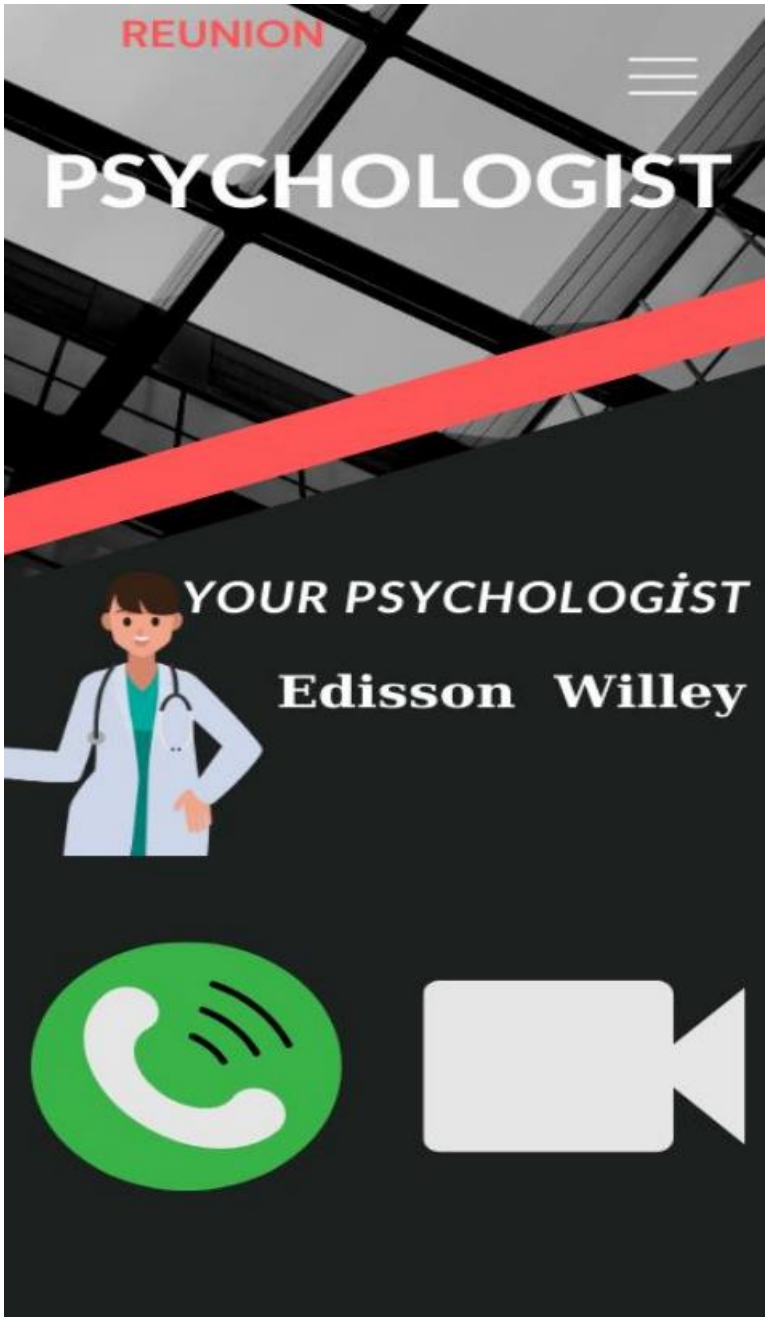

REUNION
Online Volunteers
Aaron Loeb
Adeline Palmerston
Daniel Gallego
Juliana Silva
Pedro Fernandes
Korina Villanueva


Rewiev


REUNION
GAMES
1
8
2
BACKGAMMON
SUDOKU
CROSSWORD
CHESS


REUNION
2023
November
SUN MON TUE WED THU FRI SAT
1
2 3 4 5 6 7 8
9 10 11 12 13 14 15
16 17 18 19 20 21 22
23 24 25 26 27 28 29
30 31
DATE November 16, 2023
SUBJECT Meeting with Jenifer
DATE November 27, 2023
SUBJECT Psychologist Appointment


Help
SUBMIT



4 Glossary

System manager: solves the problem in the system and checks whether to ban people by reviewing the reasons of the complainant

Volunteer: a person who wants to help and social with elderly resident people.

Psychologist: as a volunteer take a obligation of listening elderly resident people's problem

and find a solution for it.

Elderly resident: a person in the nursing home.

communicate: communiciation between people

Review: it is rating and complaining section.

Ban: blocking an account.

Help: asking for a request

Schedule: planning next days on the calender

5 Appendix

- Annex – I: Distribution of Work
- Annex – II: Meeting Minutes

Annex – I

Distribution of Work

Selva and Mehmet took part in the use case drawing, textual description and scenario part of the project.

Batın and Bilal took part in UI mock-up and nonfunctional and functional requirement part.

Annex – II

Meeting Minutes

<Copy this sheet as much as you need (for each meeting)>

Date:	28.10.2023
Location:	teams
Duration:	23 minutes
Participants:	Bilal Ayakdaş, Batın Taha Önal, Mehmet Alpergün, Selvanur Kıraç
Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)	
We consider about scenario subject. We discuss that what we can do and we decided to make an website of Elderly Residents.	

Date:	07.11.2023
Location:	teams
Duration:	2 hours
Participants:	Bilal Ayakdaş, Batın Taha Önal, Mehmet Alpergün, Selvanur Kıraç
Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)	
We've decided to continue with the scenario we've set. We decided to work in two groups. We decided that Selva and Mehmet will take part in the use case drawing, textual description scenario part of the project. We decided that Batın and Bilal took part in UI mock-up, nonfunctional and functional requirement part.	

Date:	11.11.2023
Location:	teams
Duration:	2.5 hours
Participants:	Mehmet Alpergün, Selvanur Kıraç
Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)	
Mehmet and Selva started to write scenario and subscenario. And after finished it. They started to design usecase model. And they shared to studies with other members via whatsapp to get other members' ideas and improve scenario or use case model .	

Annex – II

Date:	14.11.2023
Location:	teams
Duration:	2.41 hours
Participants:	Bilal Ayakdaş, Batın Taha Önal
Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)	
Bilal and Batın started to design UI mock-up according to scenario and use case model. They shared to UI mock-up with other members via whatsapp. They write functional and nonfunctional requirements finally.	

Date:	18.11.2023
Location:	teams
Duration:	1.52 hours
Participants:	Bilal Ayakdaş, Batın Taha Önal, Mehmet Alpergün, Selvanur Kıraç
Content of the meeting (briefly explain the agenda, decisions, work distributions, etc.)	
we checked the missing parts of what we have done and made arrangements. We prepared the report by bringing together the tasks we have completed. The project has been completed so far.	