

User REquirements Specification



First Version

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# Introduction

The User Requirements Specification document contains requirements which the application will meet and the features it will possess. Every software application which is to be developed needs to meet two kinds of requirements – functional and non-functional.

Use-cases are tasks that describe the flow of actions between the user and the system. Each use case has a goal, Main Success Scenario and Extensions. The main success scenario shows the fastest way to achieve the goal of the use case, while Extensions cover situations which the system might come across if a criterial is met. Inside the document there are [X] use-cases.

Non-functional requirements of an application have to deal with its quality aspects such as how difficult it is to use it, how efficient, is it reliable and how maintainable is it.

# Functional requirements (use-cases)

## Select a crossing to place

Goal level: Sea level

Actor: User

Pre-condition: Simulation is not running

Main Success Scenario:

1. User selects crossing from the available crossing types

2. System updates the current selected crossing type

3. System updates the GUI

## Place a crossing

Goal level: Sea level

Actor: User

Pre-condition: Simulation is not running and a crossing type is selected

Main Success Scenario:

1. User positions mouse over a grid slot

2. System updates the GUI to show the availability on that position on the grid

3. User clicks to place the crossing on the grid

4. System changes the specified grid slot to be with the specified crossing type

Extensions:

3a. Position contains a crossing

3a1. System prompts the user to confirm the placement

3a1a. User agrees to remove the current crossing  
 3a1a1. Case continues with 4

3a1b. User disagrees to remove the current crossing

3a1b1. Case continues with 1

3b. User moves the mouse away from the grid

3b1. System updates the GUI.

## Remove a crossing

Goal level: Sea level

Actor: User

Pre-condition: The simulation is not running and.

Main Success Scenario:

1. User drags a crossing from the grid into the recycle bin.

2. System removes it from the grid and places it into the recycle bin.

Extensions:

1a. User ends drag before on top of recycle bin.

1a1. System does nothing, crossing remains in place.

## Create a simulation

Goal level: Sea level

Actor: User

Pre-condition: The application is running.

Main Success Scenario:

1. User prompts the system to create a new simulation
2. System empties the grid

Extensions:

1a.Current grid is not empty

1a1. System prompts the user to save their changes.  
 1a2. Case continues with 2

1b.Current grid is empty  
 1b1. System does nothing.

## Save a simulation

Goal level: Sea level

Actor: User

Pre-condition: There is at least one crossing on the grid.

Main Success Scenario:

1. User prompts the system to save the current simulation
2. System provides with a dialog to save the simulation
3. User specifies file name and location.
4. System saves the simulation.

Extensions:

3а. User does not specify name or location.

3а1. The system shows an error message informing the user.

3b. File with such name already exists.

3b1. The system shows message informing the user.

3b2. User selects to overwrite file or change the name of the file.

## Load a simulation

Goal level: Sea level

Actor: User

Pre-condition: None.

Main Success Scenario:

1. User prompts the system to save the current simulation
2. System provides with a dialog to save the simulation
3. User specifies file name and location.
4. System saves the simulation.

Extensions:

3а. User does not specify name or location.

3а1. The system shows an error message informing the user.

3b. File with such name already exists.

3b1. The system shows message informing the user.

3b2. User selects to overwrite file or change the name of the file.

## Edit a road traffic flow

Goal level: Sea level

Actor: User

Pre-condition: A road is selected as an active component

Main Success Scenario:

1. User inputs the new flow
2. User confirms new value
3. System sets the number as the current flow

Extensions:

1a. User sets a negative or a value that is too high.

1a1. System sets the value to the closest possible number  
1a2. Case continues with 2

## Start a simulation

Goal level: Sea level

Actor: User

Pre-condition: The application is running and the simulation isn’t running.

Main Success Scenario:

1. User accesses the start functionality.
2. System starts the execution of the simulation.

## Stop a simulation

Goal level: Sea level

Actor: User

Pre-condition: Simulation is started.

Main Success Scenario:

* 1. User accesses the stop functionality
  2. System stops the execution of the simulation

## Pause a simulation

Goal level: Sea level

Actor: User

Pre-condition: The application is running and the simulation is running.

Main Success Scenario:

* 1. User accesses the pause functionality
  2. System stops the execution the simulation.

## Restart a simulation

Goal level: Sea level

Actor: User

Pre-condition: The simulation is running

Main Success Scenario:

1. User accesses the restart functionality
2. System stops the simulation
3. System reses the simulation to its initial state
4. System starts the simulation

## Undo an action

Goal level: Sea level

Actor: User

Pre-condition: The simulation is not currently running.

Main Success Scenario:

1. User accesses the undo functionality
2. System restores the previous state of the application before the action was performed

Extensions:

1. The simulation is still running.

2a1. System will display an error message and ask the use to stop the simulation.

## Redo an action

Goal level: Sea level

Actor: User

Pre-conditions: User performed some actions on the grid.

Main Success Scenario:

1. User accesses the redo functionality
2. System restores the previous state of the application before the action was undone.

## Save simulation results

Goal level: Sea level

Actor: User

Pre-condition: Simulation has been completed at least once.

Main Success Scenario:

1. User accesses the save simulation functionality
2. System provides with possible formats in which the statistics can be saved
3. User chooses a format
4. System uses the operating system’s store a file feature to specify a file path and save the statistics

## Show the help window

Goal level: Sea level

Actor: User

Pre-condition: The application is running.

Main Success Scenario:

1. User accesses the Help functionality.
2. System presents the manual of the application

## Exit application

Goal level: Sea level

Actor: User

Pre-condition: The application is running.

Main Success Scenario:

1. User accesses the close functionality
2. System closes the application.

Extension:

1. The currently simulation is not saved.

2a1. System will ask the user whether to save or not save the current simulation.

## Override simulation (Add police, ambulance, firetruck cars)

Goal level: Sea level

Actor: User

Pre-condition: User started simulation.

Main Success Scenario:

1. User selects the ‘override’ functionality.
2. User selects start and end points of “special” cars route.
3. User selects button to start moving of “special” cars.
4. System overrides simulation according to selected route.
5. System displays changed simulation.

Extensions:

1a. It is not possible to create selected moving route.

1a1. System displays message that selected route cannot be created.

1a2. User changes the route or cancels it.

## Relocate crossing

Goal level: Sea level

Actor: User

Pre-condition: Application is at drag state

Main Success Scenario:

1. User holds their left mouse button over a crossing
2. User moves their mouse towards a grid slot
3. User releases the mouse button
4. System changes the crossing’s position

## Startup the application

Goal level: Sea level

Actor: User

Pre-condition: None.

Main Success Scenario:

1. User starts the application
2. System provides the user with the initial state of the application.

## Show simulation result

Goal level: Sea level

Actor: User

Pre-condition: The simulation is completed at least once.

Main Success Scenario:

1. User prompts the system to show the simulation result
2. System provides with the most recent results of the simulation.

## Select crossing’s component to make changes

Goal level: Sea level

Actor: User

Pre-condition: There is an active crossing

Main Success Scenario:

1. User clicks on a component on the current active crossing
2. System sets the current active component to the newly selected

## Set current active crossing

Goal level: Sea level

Actor: User

Pre-condition: There is a crossing on the grid.

Main Success Scenario:

1. The user clicks on the editing properties tool from the toolbox.
2. The system highlights the tool.
3. User hovers over a crossing over the grid
4. The system highlights the crossing.
5. User clicks on a crossing from the grid.
6. The system assigns the current active crossing to the newly selected
7. The system updates the current active component

## Edit a crosswalk’s pedestrian flow

Goal level: Sea level

Actor: User

Pre-condition: Crosswalk is selected, the application is running and the simulation is not running

Main Success Scenario:

1. User inputs a new value for the flow.
2. User confirms the new value
3. System sets the value as the current pedestrian flow.

Extensions:

1a. User sets a negative or a value that is too high.

1a1.System sets the value to the closest possible number  
 1a2.Case continues with 2

# User interface

# Non-functional requirements

Of course when using an application the things that can bother us or make us happy are not always related to the product’s functionality. What about Usability, Reliability, Performance and Maintainability?

1. Usability – The application will not be intrusive and will have an easy to understand GUI. The application’s interaction will be intuitive
2. Performance – This is an important aspect in any Simulation. The application will not take up unnecessary computer memory or computing time. It will match with efficiency standards allowing the simulations to run smoothly.
3. Reliability –All the simulations from the software will be accurate and precise. They will provide with an ideal situation of traffic control that is not influenced by forces not stated by the client. Any outside tempering with the system will be prevented and prohibited.
4. Maintainability – The software will be provided with error protection protocols. The software will be written in proper standards, making it easy to be accessed from third parties.

# Appendix A: Definitions

1. Crossing:

* Representation of real crossroad, displayed on the grid in the application. Crossings are of two types.

1. Road:

* Representation of real road, which is a connection between crossings or connection to crossing.

1. Simulation:

* Simulation is a representation of real situation on the crossroad. Including the cars, the pedestrians and traffic lights. It is represented using the grid.

1. Traffic Flow:

* The amount of car objects which are present on the roads in a certain stimulation (in the application).

1. Pedestrian Flow:

* The amount of pedestrian objects, which are present on a certain stimulation (in the application).

1. Simulation results:

* Graphical representation of statistics. Information about traffic statistics on a certain stimulation.

1. Help menu:

* Option menu, which is present in the application. It gives assisting information to the user about how to use the application

1. Crossing component:  
   - A part of a crossing. Road/Crosswalk
2. Crossing element:

* Crossing component

1. GUI:

* Graphical user interface consisting of all buttons, text and images present in the application