

CS441 SRS

Vinh Vu, Josh Cantero, Matt, Judah, Robert, Preston

February 2016

Contents

1	Introduction	2
1.1	Purpose	2
1.2	Background	2
1.3	Definitions, Acronyms, and Abbreviations	2
2	System Requirements	2
2.1	Actor(s)	2
2.1.1	Head Roommate	2
2.1.2	Roommate	2
2.2	High Level Flow	2
2.3	Basic Use Cases	2
2.3.1	Create Profile	2
2.3.2	Create a Room	3
2.3.3	Request to join Room	3
2.3.4	Handle Requests	3
2.3.5	Leave Room	4
2.3.6	Remove Roommate	4
2.3.7	View Rooms	4
2.3.8	Determine Price	5

1 Introduction

1.1 Purpose

This document describes the requirements for the design of the a desktop application to divide up the bill up between roommates. This will be done in a use case format identifying the basic system flow.

1.2 Background

1.3 Definitions, Acronyms, and Abbreviations

2 System Requirements

2.1 Actor(s)

2.1.1 Head Roommate

The head roommate has the responsibility of setting agreeable criteria to determine the pricing of the bill. They will handle requests to join the room and will also be responsible for paying their share of the bill on time.

2.1.2 Roommate

Roommates live in the room of a head roommate, whom they agreed to terms with. Roommates are responsible for paying their share of the bill on time.

2.2 High Level Flow

2.3 Basic Use Cases

2.3.1 Create Profile

Use Case: Create Profile

Scope:

Level: User Goal

Intention in Context: The intention of a Client is to create a profile in order to use this application

Primary Actor: Client

Main Success Scenario:

1. Client create a profile, where they put information such as username, name, age, gender, etc...
2. System verify information, and add into database

2.3.2 Create a Room

Use Case: Create a Room

Scope:

Level: User level

Intention in Context: The intention is to allow Client to set up the room they plan to share. Other users will be able to view the information and respond. By creating the room, the Client will be the head roommate.

Primary Actor: Client

Main Success Scenario:

1. Client create room with address, price, and how many roommates
2. System will verify information and post it for others to see

2.3.3 Request to join Room

Use Case: Request to join Room

Scope:

Level: User level

Intention in Context: The intention of this is to allow Clients to send a request to the room they want to share. Information must be approved by head roommate.

Primary Actor: Client

Main Success Scenario:

1. Client request head roommate to join room.
2. Head roommate will be able to see Client's profile to decide.
3. Request will be approved or denied

2.3.4 Handle Requests

Use Case: Handle Requests

Scope:

Level:

Intention in Context: The intention of the head roommate is to respond to people who request to join his or her room

Primary Actor: Head Roommate

Main Success Scenario:

1. Head roommate check request, and view requester's profiles
2. Head roommate approve or deny requests.
3. Reply will be sent back to requester

2.3.5 Leave Room

Use Case: Leave Room

Scope:

Level: User level

Intention in Context: The intention of the Client is to leave the room if they are unsatisfied with roommates.

Primary Actor: Client

Main Success Scenario:

1. Client is removed from the room at the end of the month.
2. Client will not be a part of the room by the next month.

2.3.6 Remove Roommate

Use Case: Remove Roommate

Scope:

Level:

Intention in Context: The intention of roommates are to be able to vote to remove another roommate if one is not satisfied. Only majority vote will allow removal. If there is only two roommates, only head roommate may use this case.

Primary Actor: Roommates within the room

Main Success Scenario:

1. Any roommate may start a vote to kick another roommate.
2. Every roommate must vote within a time limit.
3. Removal is done only if there is a majority vote.

2.3.7 View Rooms

Use Case: View Room

Scope:

Level: User level

Intention in Context: The intention of the Client is to be able to view the rooms that are available to decide which to choose.

Primary Actor: Client

Main Success Scenario:

1. Client view rooms around a set radius.
2. Client has the option to make a request to join room if he or she wishes

2.3.8 Determine Price

Determine Price:

Scope:

Level:

Intention in Context: The intention of the head roommate is to set pricing of the room based on criteria such as bigger room, or utility.

Primary Actor: Head Roommate

Main Success Scenario:

1. Head roommate will set pricing based on set criteria.
2. Roommate(s) must pay the price at the date determined.

Extension:

- 1a. Roommate must consent or decline the price set