# Assignment 2: Refining Requirements

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- Product name: Cup of Sugar  
  
- Problem statement: In a city people have anonymity and are less likely to know their neighbor and have a sense of community. When people have a lack of community they are unable to have that societal help to solve those everyday problems.  
  
- Objectives: Build a community by helping people ask their neighbors for small favors  
  
6 Functional requirements

1. User – Registration (1)
2. Asking for a Cup of Sugar (2)
3. Filling a Cup of Sugar (3)
4. User Rating
5. User History
6. Payment

4 Nonfunctional requirements

1. Fulfilling GUI/MAP
2. Printing compatibility
3. Run on Mac/Windows/iOS
4. Design aesthetics

Use case diagram with 6 use cases

|  |  |
| --- | --- |
| User - Registration  Asking for a Cup of Sugar  Lending a Cup of Sugar  Payment  User Rating  User History | user case diagram.png |

Use case descriptions of 3 of your use cases

Name: Asking for a Cup of Sugar

Goal: Customer asks for a Cup of Sugar

Summary: A customer who has logged in makes a request for a Cup a Sugar and is displayed to nearby users.

Actors: Customer and the database

Preconditions:

* The customer has logged in.

Trigger: The customer selects the option to “Ask for a Cup of Sugar”.

Primary Sequence:

1. The system prompts the customer for the type of “sugar” (favor) they need.
2. The customer selects the type of “sugar” they need.
3. The customer enters an optional message with details.
4. The customer confirms their request by hitting submit.
5. The system adds the costumer’s request to the map.

Postconditions: The customer receives a prompt that the sugar request was successful.

Name: User - Registration

Goal: Customer creates profile for system access

Summary: Customer creates login profile and is validated

Actors: Customer and the database

Preconditions:

* Customer must not have any previous profile on database

Trigger: Customer is prompted to create new profile

Primary Sequence:

1. Customer selects new registration link
2. Customer inputs desired Username and password
3. Database checks for duplicate information
   1. Unique email
   2. Unique username
4. Repeat step 2 if step 3 produces error
5. Customer is validated through validation system

Postconditions:

1. Customer can enter web application

Name: Lending a Cup of Sugar

Goal: Customer accepts any Cups of Sugar from available list

Summary: A customer who has logged in and has seen the request decides to “lend a cup of sugar” and fulfill that specific favor/request.

Actors: The customer and the database

Preconditions: The user must be logged into his/her account and have enabled location services prior to accepting any requests.

Trigger: The user selects a sugar request from a listing of available requests.

Primary Sequence:

1. Customer selects a request from all given options
2. Customer accepts request by hitting “Lend Cup of Sugar” button
3. Database registers that specific request as “In-progress”
4. Customer (in this case the lender) has full access to all information about the “borrower”.
5. After request has been completed, the borrower can verify that it has been completed and this will be registered in the database.

Postconditions: The customer (lender) will now have the option to return to the main homepage to view more available sugar requests or make a listing for a cup of sugar (new request).

SCRUM Assignments:

Vatsal: SCRUM Master

Bryan: Developer

Eddy: Developer

Sergio: Tester