

Software Requirements Specification

(SRS) Document

Looking 4 Games (L4G)

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Version 1

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- Project General Description

The goal of the L4G application is to enable people to find places where they can play tabletop roleplaying games, and people to play with. Venues provide their information, including hours of operation, occupant capacity, and address, to be found by individuals using the app. Venues also maintain a digital schedule where groups of individuals (“Players” in a “Party”) may sign up to occupy the store during a defined time slot, ensuring venues do not become overcrowded.

Individual users, or Players, are able to see the schedules of nearby venues. and can sign up to join a party provided it has space available to accommodate another player. Players may also create parties, reserving available time slots at a nearby venue and defining the maximum size of the Party.

- Product Features

Looking 4 Games is an application intended to give users a location-based way to find groups for the purpose of playing tabletop roleplaying games. Here are the key features and functions of Looking 4 Games:

**Location-Based Organization:** Groups to play will form based around a timeslot and venue, allowing people to know what the location will be in advance.

**Profile Creation:** Users will be able to create a personal profile to give others looking to play some information about them.

**Venue Account Creation:** Venues will create accounts themselves, allowing them to select timeslots that will be available for users to create groups and organize sessions.

**Dynamic Groups:** Groups will be created as part of an association with a timeslot and location, allowing an easy understanding of when meetups will happen and where to go.

**Venue Reviews:** After attending a session, users can post reviews or feedback on a venue’s profile, helping others gauge quality and environment.

**Notifications & Reminders:** Users receive alerts about upcoming sessions or last-minute changes so that no one misses a scheduled game.

**Location & Distance Filters:** Users can customize their search results to only show venues within a specified distance, ensuring a practical list of potential gaming spots.

- Functional Requirements

Customer:

- Customers will be able to create an account with the L4G app, providing username, email, password, and optional location preferences.
- Customers will be able to view venue details (address, hours, occupant capacity, upcoming schedules).
- Customers will be able to join an existing party at a venue, provided that the party is not at maximum capacity.
- Customers will be able to create a new party if none of the existing ones match their schedule or preferences.
- Customers will be able to write reviews on a venue's profile after attending a session there.
- Customers will be able to edit or delete their own reviews on a venue's profile.
- Customers will be able to set and receive notifications about new parties, changes to existing parties, or reminders for upcoming sessions.

Provider:

- Businesses will be able to make an account with the app as a Venue
- The Venue will have an Address visible on its profile
- The Venue will have its Hours of Operation visible on its profile
- The Venue will maintain a Dynamic Schedule of Parties
- The Venue will be able to set a limit on the size or number of Parties able to reserve time slots concurrently
- The Venue Profile will have a space for individual users to write reviews
- The Venue will receive notifications when a review is written on their profile, and when an existing review is edited.
- The Venue will be able to respond to reviews written on their profile.

SysAdmin:

- System admins will be able to log in to an account
- The system admin will be able to view a user or venue's profile and delete or modify it as necessary
- The system admin will be able to view a venue's timeslots and remove them if they conflict in some way
- The system admin will be able to view reviews attached to a venue and remove them if necessary
- A usage statistics page will be available to show number of users and venues and how many timeslots are being used

- Non-Functional Requirements

Customer:

- The system should display a list of nearby venues within 5 seconds of the Customer logging in or refreshing, ensuring quick access to available gaming sessions.
- Venue search and filtering operations should complete in under 2 seconds, promoting a responsive and user-friendly experience.
- The process to join a party (from tapping “Join” to receiving confirmation) should take less than 10 seconds total, minimizing wait times for Customers.

Provider:

- The system should display new user reviews within 5 seconds of the user opening the Reviews tab or refreshing, ensuring quick access to player feedback.
- The input to respond to a review should open in under 2 seconds, facilitating communication regarding player experiences with the venue.
- The system should send a notification to the Venue user within 5 seconds of the creation of a Party on their schedule

SysAdmin:

- Lists of users and venues should be quickly accessible to allow admins to quickly modify necessary information
- The usage statistics will be available immediately upon logging in to an account
- Options to delete or edit accounts or reviews will be easily visible on the page of the content in question

- **Scenario**
  - Customer - *Carlos Taylor*
    - **Browse Venues (Player)**
      - **Initial Assumption:**
        - The user is logged into L4G and on the main page, which displays local venues offering tabletop RPG sessions.
        - Location tracking is enabled if needed.
      - **Normal:**
        - The user sees a list of venues with their addresses, operating hours, occupant capacity, and available time slots.
        - They select a venue to view its schedule of upcoming parties, checking the maximum number of players, remaining slots, and type of game being played.
      - **What Can Go Wrong:**
        - The party becomes full just as the user attempts to join, causing an error message.
        - The user does not live close enough to any large set of venues, prompting the app to as if they want to increase their search distance.
      - **Other Activities:**
        - The user can create a new party if no suitable options exist, reserving a time slot for their group.
        - The user can filter venues by distance, capacity, or game genre to find the best match.
      - **System State on Completion:**
        - The venue's schedule updates to reflect the user as a new party member.
        - The user can review and manage upcoming games in their personal schedule or receive notifications for any changes.
    - **Create/Modify Customer Profile (Customer/Player)**
      - **Initial Assumption:**
        - The user is logged into L4G and navigating to their profile settings. The user's existing profile data (if any) is available for editing.
      - **Normal:**
        - The user taps "Edit Profile" and sees fields such as username, email, location preferences, and gaming interests (preferred game systems). They update (or add) relevant details like preferred genres, time availability, and notification settings. The system saves these changes and confirms a successful update.
      - **What Can Go Wrong:**
        - The user enters invalid data (an invalid email format), causing a validation error. Network connectivity issues may

prevent the profile from updating, requiring the user to retry later.

- **Other Activities:**

- The user can upload or change a profile picture. The user can also reset their password if needed.

- **System State on Completion:**

- The user's profile now reflects the updated details. The system immediately references these preferences when suggesting venues or sending notifications.

- **Subscribe to Available parties (Player)**

- **Initial Assumption:**

- The user is logged into L4G, has a completed profile, and is viewing a list of parties. The system has already filtered out any parties at maximum capacity or outside the user's set preferences.

- **Normal:**

- The user selects a party from the list to view more details (game type, time slot, number of open seats). They decide to join, tapping the "Sign Up" button. The system confirms the user's spot and updates the party's remaining capacity.

- **What Can Go Wrong:**

- The party reaches its maximum capacity just before the user confirms, triggering an error message.

- **Other Activities:**

- The user can adjust their search filters to discover more parties in different locations. They can also bookmark a location for later if they decide not to join immediately.

- **System State on Completion:**

- The user is listed as a participant in the chosen party. The system tracks the user's subscription and can send updates or reminders.

- **Write a Review (Player)**

- **Initial Assumption:**

- The user is logged into L4G and has recently participated in a party. The system verifies the user is eligible to leave a review (if they joined a completed session).

- **Normal:**

- The user navigates to the venue's page and selects "Write Review." They fill out a form, providing a star rating and optional written feedback about their experience. The system confirms the review submission and updates the page to display the new review.

- **What Can Go Wrong:**

- The user accidentally submits an incomplete form (no rating), prompting a validation error. Server downtime or

connectivity issues may prevent the review from saving, requiring a retry.

- **Other Activities:**

- The user can edit or delete their own review afterward (if the system permits). They can also check other users' reviews or browse the venue's overall rating before writing their own feedback.

- **System State on Completion:**

- The venue's profile now includes the user's new review and rating. Future users can see this review and use it to inform their own decisions.

- Scenario

- Provider – *Veronica Nahser*

- **Create Profile**

- **Initial Assumption**

- A representative of a business has downloaded the Looking 4 Games app

- **Normal**

- The user is prompted to create an account
- The user selects the option to create a Venue account
- The user provides the business email address as the account username
- The user creates a password for the account
- The user is prompted to enter the business information required to create their profile, including Business Name and Address
- The user is prompted to provide an image representing the venue to be used as a profile picture
- The user confirms that the information entered is correct

- **What can go wrong**

- The user realizes they have entered some of the information incorrectly: they should be provided with a button to return to the previous page of the registration process

- **Other Activities**

- A confirmation email is sent to the provided email address as the last step of registration

- **System State on Completion**
  - The Venue account has been registered to Looking 4 Games, and can log in using their associated email and password
- **Create Venue Schedule**
  - **Initial Assumption**
    - The user has created an account and is logged in, viewing their profile
  - **Normal**
    - The user selects the Schedule tab from their profile view
    - The user is prompted to create a schedule for the venue
    - The user is prompted to enter the venue's hours of operation
    - The user is prompted to enter a maximum number of concurrent players their venue can support
    - The user is prompted to enter a maximum number of concurrent parties their venue can support
    - The user is prompted to enter a maximum duration for a time slot reservation
  - **What can go wrong**
    - The user might realize that they have entered incorrect information for their schedule after creating it, or might need to change it due to a change in hours or capacity: they should be provided the ability to edit their venue schedule
    - If the schedule is edited while it contains Parties, the Venue user should be notified before changes to the schedule are saved if any of the Parties are affected
    - Player users might be affected by edits to the Venue Schedule: they should be notified when changes to the Venue schedule affect the Party's time slot
  - **Other Activities**
  - **System State on Completion**
    - The Venue has a schedule that can be viewed on their profile, to which parties can sign up
- **Manage Parties**
  - **Initial Assumption**
    - The user has created an account and is logged in, viewing their profile.
    - The Venue has a Schedule with active Parties
    - There is a conflict or issue with one or more active Parties
  - **Normal**
    - The user selects the Schedule tab from their profile view
    - The user is presented with a day-planner display of the schedule, showing days of the week and hours in the day, and indicating which time slots are reserved by parties.



- The user selects a party and is presented with a list of its members, and a management button
- The user presses the management button, and is provided with the option to remove the party from the schedule
- The user selects to remove the party, and is prompted to enter a short explanation of the reason behind the party's removal
- The user submits the removal, and all of its members are sent a notification with the explanation given by the Venue user for the removal of the group.
- Player users are made eligible to review the venue if they were not previously, and given the opportunity to review the Venue

- **What can go wrong**

- System outages or connectivity issues might interrupt the session. The app should return to the schedule page without making any changes to the schedule

- **Other Activities**

- The user might at times need to clear the schedule, removing all active parties from the schedule
- The user can view parties and the profiles of their members without removing the party from the schedule

- **System State on Completion**

- The Venue schedule has been updated with the removal of one or more active Parties

## ■ Respond to a Review: Venue

- **Initial Assumption:**

- The user has access to the app, is logged in, and is on their profile.

- **Normal:**

- the user will be presented with the Venue's information: Profile picture, Address, and Hours of Operation. Display tabs will allow the user to switch between viewing the venue's information, reviews, and the schedule page
- The Reviews tab presents the user with a list of reviews created by individual users (players)
- Upon selecting a customer review, the user is given the option to respond to the Player, addressing feedback from that user's experience at the Venue.
- The Venue user is able to post a response to the Player-generated review, and other users can see both the Player review and the Venue response on the venue's Reviews tab

- **What can go wrong:**

- The user leaves the Reviews tab before submitting their response to a user review. Cached data will allow the response to be temporarily stored during the session.
    - The Player or an admin removes the review while the user is writing their response. The Reviews tab should refresh and the user should be presented with a pop-up window indicating that the selected review was removed by the author or an admin.
  - **Other Activities:**
    - The user can refresh the Reviews page to receive an up-to-date list of reviews the venue has received.
  - **System State on Completion:**
    - A response to a Player user review will be posted underneath the Player review, labeled as a response from the Venue.
    - The Reviews tab indicates that the Venue has responded to that review.
    - The Player author of the review is notified that their review has been responded to.
- 
- Scenario
    - SysAdmin – *Carter Gibb*
      - **Manage User Access**
        - **Initial Assumption:** The admin has access to an admin account, and is logged in to the main page
        - **Normal:** The admin can select the view users or view venues pages, which brings them to a list of users or venues and their accounts
          - The admin can then select a specific user or venue to view them
        - **What Can Go Wrong:** The mistakenly click the wrong user or venue. There will be a back button to go back to the original list
        - **Other Activities:** The admin can delete an account if necessary
        - **System State on Completion:** The admin will be back at the account list, with the account now gone if deleted, but still there if not
      - **Moderate Services**
        - **Initial Assumption:** The admin has access to an admin account, and is logged in to the main page
        - **Normal:** The admin can select the view venues page, bringing them to a list of venues
          - The admin can then select a specific venue, and available timeslots will be listed
        - **What Can Go Wrong:** The admin may select an incorrect venue, a back button will be available to go back to the list

- **Other Activities:** The admin can delete a timeslot if some kind of conflict is observed
  - **System State on Completion:** The venue profile will now no longer contain any deleted timeslots
- **Moderate Reviews**
- **Initial Assumption:** The admin has access to an admin account, and is logged in to the main page
  - **Normal:** The admin can select the view venues page, bringing them to a list of venues
    - The admin can then select a specific venue, and any posted reviews will be listed
  - **What Can Go Wrong:** The admin may select an incorrect venue, a back button will be available to go back to the list
  - **Other Activities:** The admin can choose to delete any problematic reviews from a venue's page
  - **System State on Completion:** The venue's profile will no longer have any deleted reviews, and the admin can return to the venue list
- **View Usage Statistics**
- **Initial Assumption:** The admin has access to an admin account, and is logged in to the main page
  - **Normal:** The admin can select the usage statistics screen to enter a page with the relevant statistics
  - **What Can Go Wrong:** The admin may select the wrong page, but if they do the usage statistics page will still be available from the navbar at the top
  - **Other Activities:**
  - **System State on Completion:** The current page will show statistics on the site such as the amount of venues, amount of users, and the amount of groups created