# Introduction

## Vision

Link is a mobile phone application used to simplify and enhance business networking and networking/interaction between companies. Contact information can be shared, and potential clients can be hosted at the company offices, all with the simple tap of a phone. The strong new wave of NFC technologies emerging is the driving force behind Link - enabling easy and effective new ways to communicate and share information, wirelessly.

We hope Link will become the new industry standard for networking between companies. Using this mobile application, companies (and, more importantly, the people within companies) will be able to connect with people in other companies with ease and scale never seen before in business networking. Link is here to link companies together.

## Objectives

Link needs to fulfil 2 key objectives to be used effectively as a tool with which to network with employees of other companies:

* Enable easier sharing of company details and employee contact details, as well as make it easier to find the company and where to go to visit the company offices.
* Enable easier hosting of visiting clients at the company offices by allowing simple setup of physical access, guest WiFi access and means to spend money in-house for a visiting client and share it with them.

Link aims to mitigate the time and effort needed for various traditional networking processes:

* The usual hassle of keeping business cards in wallets or purses
* The manual communication of details over WhatsApp or email or related technologies
* The time-consuming organization needed for a client to visit the office premises

## Business Needs

Networking between employees in companies is needed to ensure these different companies can get in touch with each other and set up negotiations with each other on how their companies can work together in their common interest. Therefore, effective and easy networking will enhance the ease of initial company-company linking, as well as subsequent company-company interaction and negotiation.

Link fulfils these business needs. With its capability to share vital company and employee information between employees, as well as its capability to setup hosting for visiting clients, Link eases and enhances the business networking process, cementing itself as a valuable tool to allow better company-company interaction.

## Scope

Link will be a mobile application, paired with a backend-access system, which will be accessed ideally through a web interface. The mobile application and backend-access system will allow controlled altering and viewing of the data stored on a backend database, with this database being an efficiently and logically designed relational database scheme using an appropriate relational database management system (RDBMS) such as PostgreSQL. To provide the access to this database, it will be securely wrapped and accessible through a web API, implemented using an appropriate server-side language such as NodeJS. The mobile application will be developed using a web framework specifically designed for cross-platform mobile application development, such as the Angular-Ionic-Cordova framework.

Link will allow employees of a company to share their virtual business card as well as their company’s location with potential clients who also have the Link app, with some simple setup beforehand, followed by a simple tap of phones to effortlessly share vital contact information. Link will also simplify the process of hosting a potential client at a company’s offices, by enabling temporary physical access into the premises, temporary guest WiFi access and temporary cards with which to make in-house purchases to be easily setup using the app and then shared with visiting clients, with a satisfying tap between phones.

All setup of business card and location sharing, temporary physical access into the premises, temporary guest WiFi access and temporary cards for smart payments will be able to be done in the mobile app by employees of the company, and will be able to be shared using the mobile app from employees to potential clients (who may themselves be employees of other companies). Only Link administrators will be able to use the backend-access system, to insert new companies and employees and other details required for when a new company starts using Link, as well as to draw reports on transaction logs for the smart payment cards.

## Definitions

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| **Acronym** | **Definition** |
| BAS | Backend-Access System |
| VBC | Virtual Business Card: The digital version of a business card that is used by our system instead of a physical business card. |
| TPA | Temporary Physical Access: A virtual version of an NFC enabled access card that is used by our system to grant access to a client. |
| TGW | Temporary Guest WiFi: WiFi access given to a guest for a limited period of time. |
| RDBMS | Relational Database Management System |
| API | Application Programming Interface |
| NFC | Near Field Communication |
| CRUD | Create, Read, Update and Delete |

# Domain Model

See below for the domain model for the Link system. Note that this UML diagram does not contain any design patterns - this is because the domain model is used only to represent the entities within the system and the relationships between them. Design pattern use will come into the project later when the implementation starts to take place, to ensure good software principles are followed. Software principles should not affect the original description of entities and their relationships.

A screenshot of a cell phone

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# Functional Requirements

## Use Cases

Actors - Admin, Client, Company representative, Company Employee, Company Guest

### Business Card Subsystem

**UC01.** Create a **VBC (virtual business Card)** (Actor: Company Employee, System: Business Card)

**UC02.** Edit a **VBC** (Actor: Company Employee, System: Business Card)

**UC03.** View a **VBC** (Actor: Company Employee, System: Business Card)

**UC04.** Delete a **VBC** (Actor: Company Employee, System: Business Card)

**UC05.** Share a **VBC** (Actor: Company Employee, System: Business Card)

**UC06.** Log in to Link Application (Actor: Company Employee, System: Business Card)

**UC07.** Retrieve Company Card (Actor: Company Employee, System: Business Card)

**UC08.** Receive a **VBC** via NFC (Actor: Company Employee & Client, System: Business Card)

**UC09.** Display all scanned **VBC** (Actors: Client & Company Employee, System: Business Card)

**UC10.** Navigate using the location on a **VBC** (Actor: Client & Company Employee, System: Business Card)

**UC11.** Log in to Link Web Interface (Actor: Company Representative, System: Business Card)

**UC12.** Create a Company Card (Actor: Company Representative, System: Business Card)

**UC13.** Modify details of a Company Card (Actor: Company Representative, System: Business Card)

**UC14.** Assign Company Cards to Employees (Actor: Company Representative, System: Business Card)

### Data Storage and Organisation

**UC15.** Modify backend database (Actor: Admin, System: Data Storage and Organisation)

**UC16.** Generate statements/reports (Actor: Admin, System: Data Storage and Organisation)

### Access Control Subsystem

**UC17.** Setup Temporary Access for Guests (Actor: Company Employee, System: Access Control)

**UC18.** Acquire Temporary Access from Employee (Actor: Company Guest, System: Access Control)

**UC19.** Access company parking (Actor: Company Guest, System: Access)

**UC20.** Access temporarily allowed locations (Actor: Company Guest, System: Access Control)

### WiFi Access Subsystem

**UC21.** Setup Temporary WiFi Access for Guests (Actor: Company Employee, System: WiFi Access)

**UC22.** Share Temporary WiFi Access via NFC (Actor: Company Employee, System: WiFi Access)  
**UC23.** Acquire Temporary WiFi Access from Employee (Actor: Company Guest, System: WiFi Access)

### Smart Payment Subsystem

**UC24.** Setup/Configure a Link-Wallet (Actor: Company Employee, System: Smart Payment)

**UC25.** Share a Link-Wallet with a user (Actor: Company Employee, System: Smart Payment)

**UC26.** Acquire a preconfigured Link-Wallet (Actors: Company Guest & Company Employee, System: Smart Payment)

**UC27.** Purchase items using a Link-Wallet with sufficient funds (Actors: Company Guest & Company Employee, System: Smart Payment)

**UC28.** Generate a Statement/Report of a Link-Wallet user (Actor: Company Representative, System: Smart Payment)

## Use Case Diagram

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## Functional Requirements

**R1** Link must provide a backend-access system (**BAS**) for administrators of the Link system     to access and alter the database used in Link

**R1.1** This **BAS** must allow for the following trivial methods of access into the tables of the database

**R1.1.1** C - Creation of rows in the various tables of the database, by providing the data to be placed in the row to be inserted

**R1.1.2** R - Reading/viewing of the rows in the various tables of the database

**R1.1.3** U - Updating of the rows in the various tables of the database, by providing the new/altered data the rows must be updated to

**R1.1.4** D - Deletion of rows in the various tables of the database

**R1.2** This BAS must allow for the usage of non-trivial predefined database procedures (database transactions) to perform complex database operations

1. These transactions must be executed in such a fashion that ACID principles (Atomicity, Consistency, Isolation, Durability) are held, to guarantee validity even in the event of errors

**R1.3** This **BAS** must only allow authorised access into the database, by administrators of the Link system only, with authorisation being logging in with a username and password

**R1.4** This **BAS** must provide functionality to generate statements to be sent to a company for the payments made using the Link system

These statements should display the following data:

1. Logs of money loaded onto **Link-Wallets** (see **R5** below for more information) by company representatives and how much of the money was used by clients
2. Logs of payments made at in-house points of sale by clients using **Link-Wallets** (see **R5** below for more information), including what was bought

**R2** Link must provide functionality for an employee of a company to share their virtual business card (**VBC)**, along with their company’s location, with a potential client using NFC

**R2.1** From the **Company’s** side:

**R2.1.1** Employees of a company must be able to fill in their personal/contact details which will be displayed on the **VBC**

**R2.1.2** A company representative must be able to fill in their company details which will be displayed on all **VBCs** of the employees in their company

**R2.1.3** A company must be able to fill in the location of their various offices which will be displayed on all **VBCs** of the employees in their company, and be able to assign employees to offices so the correct office location reflects on their **VBC**

**R2.2** From the **User’s** side:

**R2.2.1** A user of Link must be able to share the **VBC** they have created with another user

1. This must be done by the user opening Link, selecting ‘Share **VBC**, and tapping it against the other user’s phone with Link open
2. After the sender shares their **VBC**, it must be displayed on the recipient’s phone
3. As soon as the tap is completed and the data is sent through, the recipient’s phone should have the picture of the **VBC** with the relevant details of the sender filled in

**R2.2.2** After the sender shares their **VBC**, the **VBC** itself must be stored on the recipient’s phone in a list format and be able to be viewed at a later stage

**R2.2.2.1** The recipient should be able to navigate to the list of **VBCs** they have scanned, with the top of the list being more recent **VBCs**

**R2.2.2.2** From this list, the recipient should be able to click a **VBC** and be able to view it as if it was just shared with them

**R2.2.2.3** The recipient should be able to favourite certain **VBC’s**, which will bring them to the top of the **VBC** list

**R2.2.2.4** The recipient should be able to delete certain **VBC’s**, which will remove them from the **VBC** list

**R2.2.3** When the recipient is viewing the **VBC**, they should be able to click on the location on the card and get directions to this location

1. A map application (e.g. Google Maps, Apple Maps) should be opened on the clicking of this location on the **VBC** and take in the location, allowing directions to the location or just general viewing of where the location is

**R3** Link must provide functionality for an employee of a company to set up temporary physical access (**TPA**) for the NFC access-control system at their offices for when a potential client comes to visit their offices

**R3.1** From the **Company’s** side:

**R3.1.1** An employee of a company must be able to set-up **TPA** for a potential client using Link by entering the following details for the client:

1. Which office the client is visiting
2. The client’s personal details
   1. Name, Contact Details, Company
3. The time frame over which the client is visiting the offices
4. Potential **TPA** to the parking scheme of the offices, entering the number plate of the client’s car

**R3.1.2** The offices of a company that a client will come to visit must have NFC readers at the entrances to the offices, as well as physical security constraints to ensure only people with correct NFC identification can enter the office premises

**R3.2** From the **User’s** side:

**R3.2.1** On the arrival of the client at the offices, the employee should be able to share the **TPA** they have created with the client

1. This should be done by the representative opening Link on their phone, selecting ‘Share **TPA**’, and with the client’s phone open on Link, tapping their phone against the client’s phone, with **NFC** transferring the necessary information across
2. The client can then gain access into the offices by tapping their phone against the **NFC** readers at the entrances, and having the respective security measures allow access into the offices (e.g. turnstiles unlocking)
3. The client should only be able to enter the office premises within the specified time frame

**R4** Link must provide functionality for one employee of a company to set up temporary guest WiFi access (**TGW**) at their offices for when a potential client comes to visit their offices

**R4.1** From the **Company’s** side:

**R4.1.1** One employee of a company should be able to setup **TGW** for the offices they are assigned to once, by entering the following information about the guest WiFi network:

1. The name of the network
2. The type of the network
3. The password for the network

**R4.1.2** An employee of the company should then be able to, using the **TGW** setup earlier, be able to specify the time limit over which the **TGW** can be used by the visiting client

**R4.2** From the **User’s** side:

**R4.2.1** On the arrival of the client at the offices, the employee should be able to share the **TGW** they have created with the client

1. This should be done by the employee opening Link on their phone, selecting ‘Share **TGW**’, and with the client’s phone open on Link, tapping their phone against the client’s phone, with NFC transferring the necessary information across
2. The client can then gain access into the guest WiFi instantly, through Link automatically logging them into the guest WiFi using the details contained in the **TGW** setup by the company employee
3. The client should only be able to use the **TGW** within the specified time frame, through the use of whitelisting or blacklisting on the routers within the offices providing the guest WiFi

**R5** Link must provide functionality for an employee of a company to set up a virtual wallet to give to clients coming to visit their offices, which the client can use to make payments within the office premises (e.g. at in-house coffee shops, the company cafeteria, merchandise shops), with these wallets being called **Link-Wallets**

**R5.1** From the **Company’s** side:

**R5.1.1** An employee of a company should be able to setup a **Link-Wallet** for a visiting client by filling in the following details:

1. Which office the client is visiting
2. The client’s personal details
   1. Name, Contact Details, Company
3. The time frame over which the client can use the **Link-Wallet**
4. The amount of money to load onto the **Link-Wallet** from their account

**R5.1.2** A company should be able to view a report/statement of all transactions completed using **Link-Wallets**

1. This report should show the details of all money loaded onto **Link-Wallets** by employees of the company, including:
   1. When it was loaded
   2. Who it was loaded by
   3. Onto which **Link-Wallet** it was loaded onto, and which client used this **Link-Wallet**
   4. How much of the loaded money was used
2. This report should show the details of all money spent by clients in the offices using **Link-Wallets**, including:
   1. When the payment was made
   2. On which point of sale in the offices the payment was made at
   3. What was bought with this payment
   4. Which **Link-Wallet** the payment was made with, and which client used this **Link-Wallet**
3. This report should be able to be generated over any time frame of the company’s choosing, as well as weekly/biweekly/monthly reports being sent from Link to the company
4. The company can then choose to subsidise some of these visitor hosting costs, or instruct the employee of the company to pay for the visiting costs, or even a mixture of both
5. A company must have NFC readers at the various points of sale on their premises, to ensure Link can be used to pay for items

**R5.2** From the **User**’s side:

**R5.2.1** On the arrival of the client at the offices, the employee should be able to share the **Link-Wallet** they have created with the client

1. This should be done by the employee opening Link on their phone, selecting ‘Share **Link-Wallet**’, and with the client’s phone open on Link, tapping their phone against the client’s phone, with NFC transferring the necessary information across
2. The client can then use this **Link-Wallet** on any in-house point of sale, by tapping their card against the respective NFC readers at the points of sale, with all transactions and payments made being carefully logged
3. The client should only be able to use the **Link-Wallet** within the specified time frame on the card, with attempted payments after or before the time limit being rejected
4. The client should not be able to spend more money than what is loaded onto the **Link-Wallet**, with each payment deducting money from the **Link-Wallet**