User Requirements Specifications Business Networking and Mentorship Platform

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1. Introduction:

The Business Networking and Mentorship Platform is envisioned to be a hub for professionals. By bridging the gap between neophytes and experts, it promotes knowledge transfer, networking, and professional growth.

2. Functional Requirements:

2.1 User Profile Management:

- Profile Creation: Allow users to set up their accounts, specifying skills, experience, and goals.
- Profile Editing: Users can update their profiles, changing details or adding new credentials.

2.2 Connection & Messaging:

- Search and Connect: Users can search for others based on specified criteria and send connection requests.
- Chat Interface: Once connected, users can send/receive messages in real-time.

2.3 Booking System:

- Search Mentors: Mentees can search mentors based on industry, skills, or reviews.
- Schedule Sessions: Allows mentees to see a mentor's availability and book sessions.

2.4 Admin Oversight:

- Monitoring: Admins can oversee platform activities, ensuring a positive environment.
- User Management: Admins have the power to modify or remove user accounts if required.

3. Non-Functional Requirements:

3.1 Performance:

- Response Time: The system should respond quickly to user requests, avoiding long load times.
- Efficient Data Retrieval: Browsing, searching, or any database-reliant task should be seamless.

3.2 Maintainability:

 Modular Design: The system's design should be modular, enabling easier updates or feature additions.

3.3 Security:

 Authentication: Robust authentication mechanisms to prevent unauthorized access.

3.4 Scalability:

• Load Balancing: As the platform grows, it should distribute traffic efficiently.

Use Cases:

Use Case 1:

Book a Mentor Session

Actor: Mentee

Main Success Scenario:

- 1. Actor selects a mentor to book a session.
- 2. System displays mentor's time slots.
- 3. Actor chooses a desired time slot.
- 4. System confirms the booking, notifying both mentee and mentor.

Extensions:

3a: Time slot not available for the selected mentor.

- .1: System suggests checking back later or choosing another mentor.
- .2: End of use case.

Use Case 2:

Send a Message

Actor: User (Mentee/Mentor)

Main Success Scenario:

- 1. Actor selects another user to send a message.
- 2. System presents a messaging interface.
- 3. Actor types and sends the message.
- 4. System delivers the message to the recipient.

Extensions:

2a: The selected user has disabled direct messaging.

- .1: System informs the actor that the user can't receive direct messages.
- .2: End of use case.

Use Case 3:

Admin Event Creation

Actor: Admin

Main Success Scenario:

- 1. Actor accesses the "Create Event" section.
- 2. System provides an event creation form.
- 3. Actor enters the event details and submits.
- 4. System validates, creates the event, and lists it for users.

Extensions:

3a: Some essential event details are missing.

- .1: System prompts admin to provide the missing information.
- .2: Return to MSS step 3.

Use Case 4:

Submit a Review and Rating

Actor: Mentee

Main Success Scenario:

- 1. Actor completes a mentor session.
- 2. System prompts the actor to submit a review and rating.
- 3. Actor submits their feedback and selects a rating from 1 to 5.
- 4. System saves the review and updates the mentor's average rating.

Extensions:

3a: Actor chooses not to submit a review.

- .1: System logs the completion of the session without a review.
- .2: End of use case.

Use Case 5:

View Mentor Profiles

Actor: Mentee

Main Success Scenario:

- 1. Actor searches for mentors from the top rated mentors tab.
- 2. System displays a list of mentor profiles.
- 3. Actor selects a mentor to view detailed profile information.
- 4. System presents the selected mentor's full profile, including ratings and reviews.

Extensions:

2a: No mentors match the search criteria.

- .1: System suggests adjusting the search parameters.
- .2: End of use case.

Use Case 6:

Manage Profile

Actor: User (Mentee/Mentor)

Main Success Scenario:

- 1. Actor selects to manage their profile.
- 2. System displays profile management options.
- 3. Actor updates their profile details.
- 4. System saves the changes and updates the profile.

Extensions:

3a: Invalid details entered.

- .1: System prompts to correct the details.
- .2: Return to MSS step 3.

Use Case 7:

RSVP to an Event

Actor: User (Mentee/Mentor)

Main Success Scenario:

- 1. Actor browses upcoming events.
- 2. System displays event details.
- 3. Actor selects to RSVP to an event.
- 4. System confirms the RSVP and updates the event's attendee list.

Extensions:

2a: Event is full.

- .1: System notifies that the event capacity has been reached.
- .2: End of use case.

Use Case 8:

Cancel a Booking

Actor: Mentee

Main Success Scenario:

- 1. Actor selects a booked session.
- 2. System displays session details with a cancellation option.
- 3. Actor confirms cancellation.
- 4. System cancels the booking and notifies the mentor.

Extensions:

3a: Cancellation deadline passed.

- .1: System informs about the inability to cancel after the deadline.
- .2: End of use case.

Use Case 9:

Browse Mentorship Success Stories

Actor: User (Mentee/Mentor)

Main Success Scenario:

- 1. Actor selects the option to view mentorship success stories.
- 2. System displays a list of success stories shared by users.
- 3. Actor reads selected stories to gain insight and inspiration.

Extensions:

2a: No success stories are available.

- .1: System suggests other areas of the platform to explore.
- .2: End of use case.

Use Case 10:

Manage Messages

Actor: User (Mentee/Mentor)

Main Success Scenario:

Actor selects the messaging feature in the application.

System displays the actor's inbox with a list of current conversations.

Actor opens an existing conversation or starts a new one.

For a new conversation, the system prompts to select a recipient and compose a message.

Actor sends the message.

System delivers the message to the recipient and updates the conversation thread.

Extensions:

4a: Selected recipient has disabled direct messaging.

- .1: System informs the actor that the recipient can't receive direct messages.
- .2: End of use case.

4b: Actor decides not to start a new conversation.

- .1: Actor returns to the inbox.
- .2: End of use case.