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# **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.

### 4. Use Cases:

#### 4.1 Use Case: 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.

## 4.2 Use Case: 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.

## 4.3 Use Case: 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.