# **Teamder**

## **Integrative Software Engineering Project**

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<u>Due:</u>

25.05.2022

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1. Project Requirements Document - Teamder

#### 1.1. <u>Introduction</u>

1.1.1. Teamder is a social platform that allows its users to connect with each other based on shared interests. The app strives to bring people together so they can meet, share projects and communicate in a way they were not able to before. The main goal of the app is to help people to connect for the first time - find the topic that they find interesting and the people they want to connect with, and then give them a platform where they can communicate to coordinate further meetings, ideas and plans.

### 1.1.2. Purpose of System

- 1.1.2.1. Help the user to find a group of people with similar interests.
- 1.1.2.2. Connect people together and allow basic communication within the app.

### 1.1.3. Scope of System

### 1.2. Actors and goals

- 1.2.1. Group Member
  - 1.2.1.1. Primary/Support: Primary
  - 1.2.1.2. Description:
    - 1.2.1.2.1. Main user for the app. Will be able to join/create groups based on personal interests.

#### 1.2.1.3. Goals:

- 1.2.1.3.1. Swipe through groups
- 1.2.1.3.2. Join groups
- 1.2.1.3.3. Leave groups
- 1.2.1.3.4. Create groups
- 1.2.1.3.5. Participate in group chat

### 1.2.2. Group Manager

- 1.2.2.1. Primary/Support: Primary
- 1.2.2.2. Description:
  - 1.2.2.2.1. Group member with special permissions within a specific group.

#### 1.2.2.3. Goals:

- 1.2.2.3.1. Edit group permissions
- 1.2.2.3.2. Add group members
- 1.2.2.3.3. Remove group members
- 1.2.2.3.4. Delete group
- 1.2.2.3.5. Group member goals

### 1.3. <u>Functional Requirements</u>

### 1.3.1. Functional Requirements by Users

### 1.3.1.1. **Group Member:**

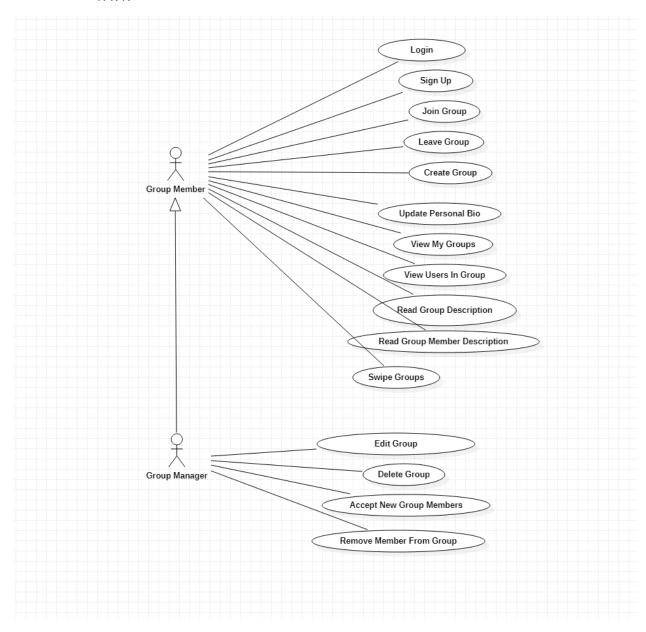
- 1.3.1.1.1. Group members should be able to create a new user.
- 1.3.1.1.2. Group members should be able to join an existing group.
- 1.3.1.1.3. Group members should be able to create a new group.
- 1.3.1.1.4. Group member should be able to update his bio.
- 1.3.1.1.5. Group members should be able to update his preferences.
- 1.3.1.1.6. Group members should be able to send messages in group chat.
- 1.3.1.1.7. Group members should be able to read group descriptions.
- 1.3.1.1.8. Group members should be able to search group tags.

## 1.3.1.2. **Group Manager:**

- 1.3.1.2.1. Group managers should be able to do everything that a group member can.
- 1.3.1.2.2. Group managers should be able to change their group's description.
- 1.3.1.2.3. Group managers should be able to delete their group.
- 1.3.1.2.4. Group managers should be able to accept new members to their group.
- 1.3.1.2.5. Group managers should be able to remove members from their group.
- 1.3.1.2.6. Group managers should be able to change join permissions for their group.

## 1.4. <u>Use Case Diagram</u>

1.4.1.



## 1.5. <u>Use Case Details</u>

1.5.1.

Use Case Name	Sign Up (Front)
Goals	Create new user
Participating Actors	Group Member, Group Manager
Basic Workflow	<ol> <li>Actor enters the app.</li> <li>Actor chooses 'Sign Up'</li> <li>Actor enters sign up details.</li> <li>A new user is made for Actor.</li> </ol>
Alternate Workflow	

1.5.2.

Use Case Name	Sign In (Front)
Goals	Login to existing user
Participating Actors	Group Member, Group Manager
Basic Workflow	<ol> <li>Actor enters the app.</li> <li>Actor chooses 'Sign In'</li> <li>Actor enters the sign in details.</li> <li>User is logged in to the app.</li> </ol>
Alternate Workflow	

## 1.5.3.

Use Case Name	Join Group
Goals	Allow user to join a group
Participating Actors	Group Member, Group Manager
Basic Workflow	<ol> <li>Actor logins to the app.</li> <li>Actor selects personal interests.</li> <li>Actor swipes right for the groups he wants to join.</li> <li>Actor is being added to said group.</li> </ol>
Alternate Workflow	<ol> <li>Actor login to the app</li> <li>Actor clicks the 'Surprise me' button.</li> <li>Actor swipes right for the groups he wants to join.</li> <li>Actor is being added to said groups.</li> </ol>

## 1.5.4.

Use Case Name	Create Group
Goals	Allow user to create a new group
Participating Actors	Group Member, Group Manager
Basic Workflow	<ol> <li>Actor logins to the app.</li> <li>Actor selects side menu</li> <li>Actor selects the 'Start Project' button.</li> <li>Actor enters group details.</li> <li>Actor selects the 'Create Group' button.</li> </ol>
Alternate Workflow	

## 1.5.5.

Use Case Name	Update Personal Bio
Goals	Allow user to change his personal bio
Participating Actors	Group Member, Group Manager
Basic Workflow	<ol> <li>Actor logins to the app.</li> <li>Actor selects the side menu.</li> <li>Actor selects 'My Profile'</li> <li>Actor selects the 'Edit' button.</li> <li>Actor enters new bio.</li> <li>Actor selects the 'Update Bio' button.</li> </ol>
Alternate Workflow	

Use Case Name	Read Group Description
Goals	Allow user to read a group's description
Participating Actors	Group Member, Group Manager
Basic Workflow (Actor views description of groups that he participates in)	<ol> <li>Actor logins to the app.</li> <li>Actor selects the 'My Groups' button.</li> <li>Actor selects the relevant group.</li> </ol>
Alternate Workflow #1 (Actor views description of groups that he participates in)	<ol> <li>Actor logins to the app.</li> <li>Actor selects the side menu.</li> <li>Actor selects 'My Groups'</li> <li>Actor selects the relevant group.</li> </ol>
Alternate Workflow #2 (Actor views description of groups that he participates in)	<ol> <li>Actor logins to the app.</li> <li>Actor selects 'Chats'</li> <li>Actor enters a group chat.</li> <li>Actor selects 'Group Description'.</li> </ol>
Alternate Workflow #3 (Actor views description of groups that he does not participates in)	<ol> <li>Actor logins to the app.</li> <li>Actor selects personal interests.</li> <li>Actor clicks on group photo.</li> </ol>

Use Case Name	Read Group Member Description
Goals	Allow user to read another group member's personal description
Participating Actors	Group Member, Group Manager
Basic Workflow	<ol> <li>Actor logins to the app.</li> <li>Actor selects 'My         Groups'</li> <li>Actor enters a relevant         group's description.</li> <li>Actor selects the         'Members' button.</li> </ol>
Alternate Workflow #1 (Actor views member description of members in groups that he participates in)	<ol> <li>Actor logins to the app.</li> <li>Actor selects the side menu.</li> <li>Actor selects 'My Groups'</li> <li>Actor selects the relevant group.</li> <li>Actor selects the 'Members' button.</li> </ol>
Alternate Workflow #2 (Actor views member description of members in groups that he participates in)	<ol> <li>Actor logins to the app.</li> <li>Actor selects 'Chats'</li> <li>Actor enters a group chat.</li> <li>Actor selects 'Group Description'.</li> <li>Actor selects the 'Members' button.</li> </ol>
Alternate Workflow #3 (Actor views member description of members in groups that he does not participates in)	<ol> <li>Actor logins to the app.</li> <li>Actor selects personal interests.</li> <li>Actor clicks on group photo.</li> <li>Actor selects the 'Members' button.</li> </ol>

## 1.5.8.

Use Case Name	Swipe Groups
Goals	Allow user to join existing groups by swiping
Participating Actors	Group Member, Group Manager
Basic Workflow	<ol> <li>Actor logins to the app.</li> <li>Actor selects personal interests.</li> <li>Actor selects the 'Swipe!' button.</li> <li>Actor swipes right to join group, left to search for the next group.</li> </ol>
Alternate Workflow	<ol> <li>Actor logins to the app.</li> <li>Actor selects the         <ul> <li>'Surprise Me' button.</li> </ul> </li> <li>Actor swipes right to join group, left to search for the next group.</li> </ol>

## 1.5.9.

Use Case Name	Leave Group
Goals	Allow user to leave a group
Participating Actors	Group Member, Group Manager
Basic Workflow	<ol> <li>Actor logins to the app.</li> <li>Actor selects 'My         Groups'</li> <li>Actor selects the         relevant group.</li> <li>Actor selects 'Leave         Group'</li> <li>Actor approves 'Leave         Group' in pop-up</li> </ol>
Alternate Workflow	

## 1.5.10.

Use Case Name	Edit Group
Goals	Allow user to edit group settings
Participating Actors	Group Manager
Basic Workflow	<ol> <li>Actor logs in to the app.</li> <li>Actor selects 'My         Groups'.</li> <li>Actor selects a group.</li> <li>Actor selects 'Edit'.</li> </ol>
Alternate Workflow	

## 1.5.11.

Use Case Name	Delete Group
Goals	Allow user to delete a group from the app
Participating Actors	Group Manager
Basic Workflow	<ol> <li>Actor logs in to the app.</li> <li>Actor selects 'My         Groups'.</li> <li>Actor selects a group.</li> <li>Actor selects 'Edit'.</li> <li>Actor selects 'Delete'</li> </ol>
Alternate Workflow	

## 1.5.12.

Use Case Name	Remove member from group		
Goals	Allow user to remove members from existing group		
Participating Actors	Group Manager		
Basic Workflow	<ol> <li>Actor logs in to the app.</li> <li>Actor selects 'My         Groups'.</li> <li>Actor selects a group.</li> <li>Actor selects 'Members'.</li> <li>Actor selects a member.</li> <li>Actor selects 'Remove'.</li> </ol>		
Alternate Workflow			

## 1.5.13.

Use Case Name	Accept new group members		
Goals	Allow user to accept new members to an existing group		
Participating Actors	Group Manager		
Basic Workflow	<ol> <li>Actor logs in to the app.</li> <li>Actor selects 'My         Groups'.</li> <li>Actor selects a group.</li> <li>Actor selects 'Pending'</li> </ol>		
Alternate Workflow			

## 1.6. Non Functional Requirements

Requirement Type	Requirement Description
<u>Usability</u>	1. The system would use simplified icons for easy navigation  2. The system should be efficient to use with minimal clicks as possible.  3. The system will use clean and easy to understand language.
Reliability	
<u>Performance</u>	
Supportability	The system would be easy to install and run.     Only core team members would be able to change the system.

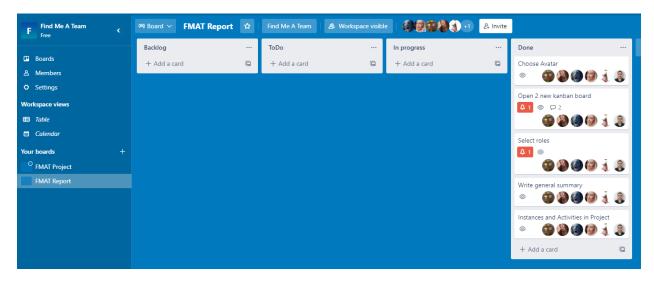
### 2. Technologies

- 2.1. <u>IDEs:</u>
  - 2.1.1. Eclipse
- 2.2. <u>Java Frameworks:</u>
  - 2.2.1. Spring
  - 2.2.2. Jackson: JSON processor
  - 2.2.3. Hibernate
  - 2.2.4. Tomcat
- 2.3. Client:
  - 2.3.1. Android Studio
  - 2.3.2. Retrofit
- 2.4. Testing Utilities:
  - 2.4.1. Postman
  - 2.4.2. Junit
  - 2.4.3. Java Maven
- 2.5. Client Mockup:
  - 2.5.1. Mockplus.com
- 2.6. <u>Databases:</u>
  - 2.6.1. H2
  - 2.6.2. MongoDB
- 2.7. Source Code Repository:
  - 2.7.1. Bitbucket
- 2.8. <u>Task Management:</u>
  - 2.8.1. Trello Kanban board
  - 2.8.2. Whatsapp group
- 2.9. <u>Meeting Hosting:</u>
  - 2.9.1. Zoom
- 2.10. <u>OS</u>:
  - 2.10.1. Windows 10 64 bit
  - 2.10.2. Windows 11 64 bit
- 2.11. <u>Documentation:</u>
  - 2.11.1. Google Docs
  - 2.11.2. Microsoft Office Word

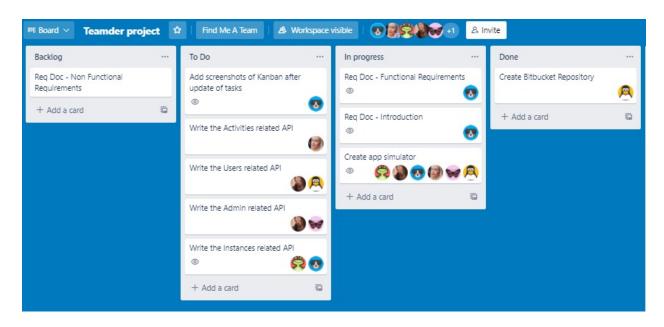
## 3. Project Summary

## 3.1. Kanban Snapshots:

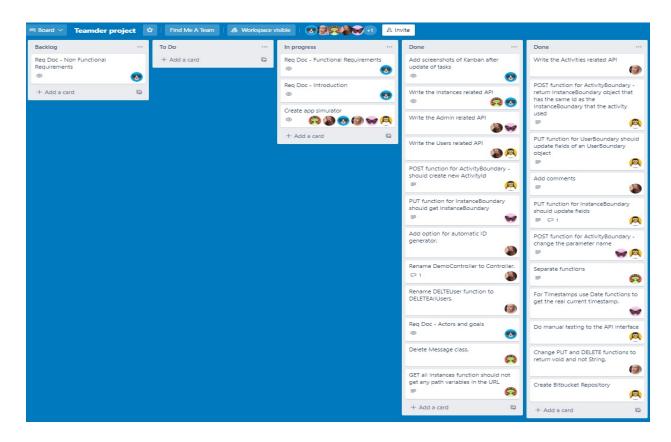
3.1.1. Date: 25/02/2022



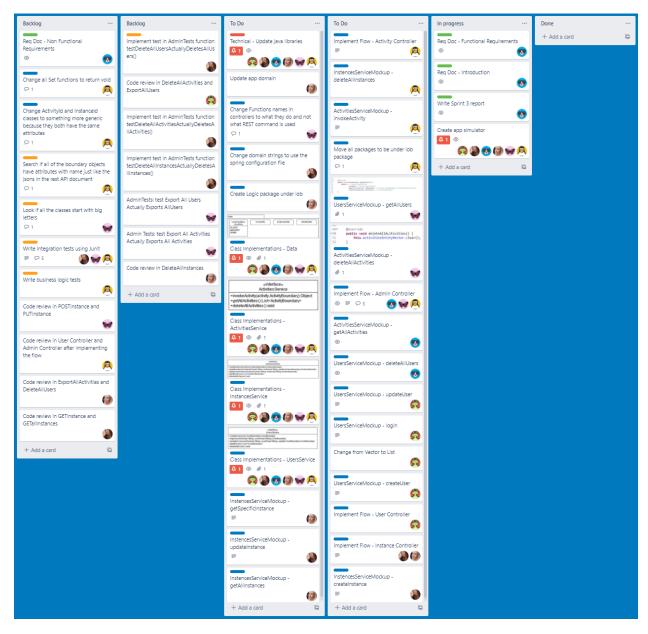
3.1.2. Date: 11/03/2022



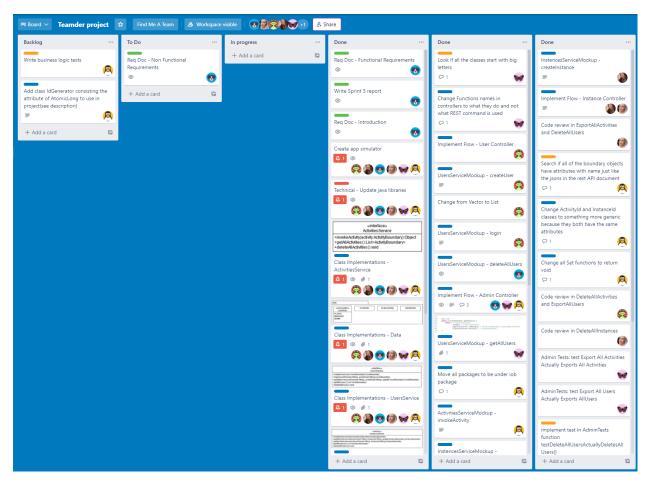
#### 3.1.3. Date: 20/03/2022



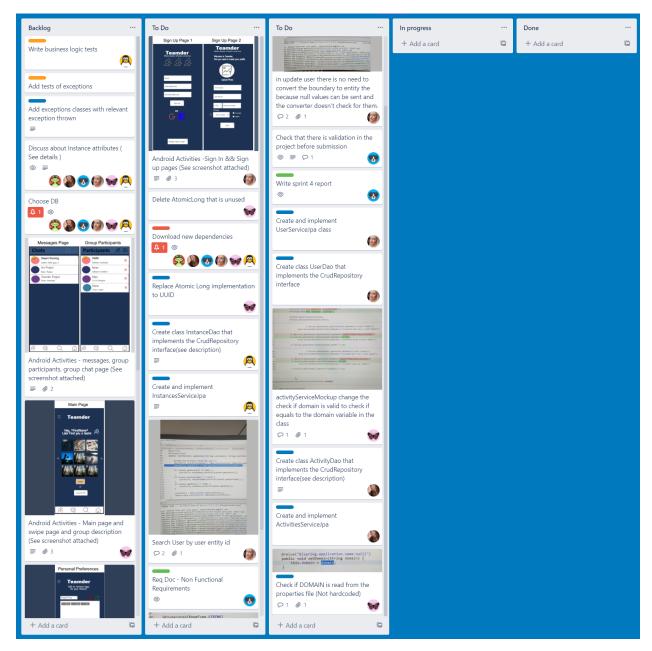
### 3.1.4. Date: 25/03/2022



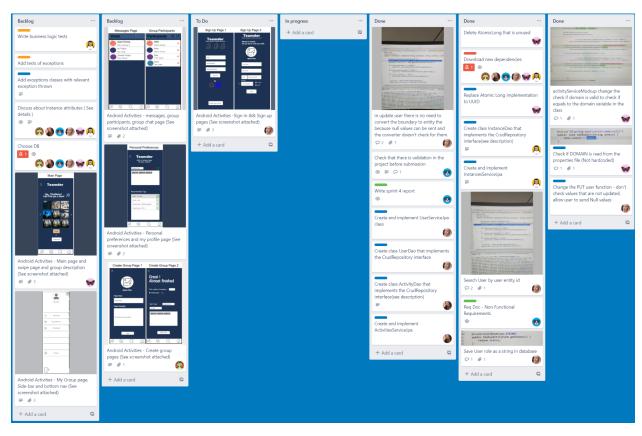
#### 3.1.5. Date: 05/04/2022



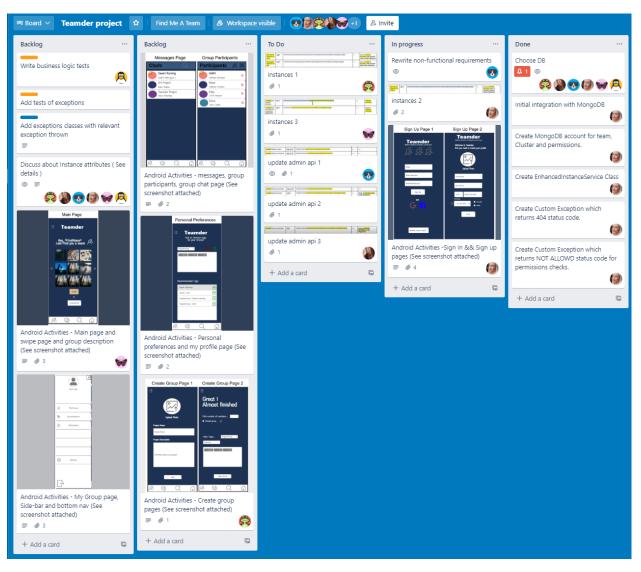
### 3.1.6. Date: 08/04/2022



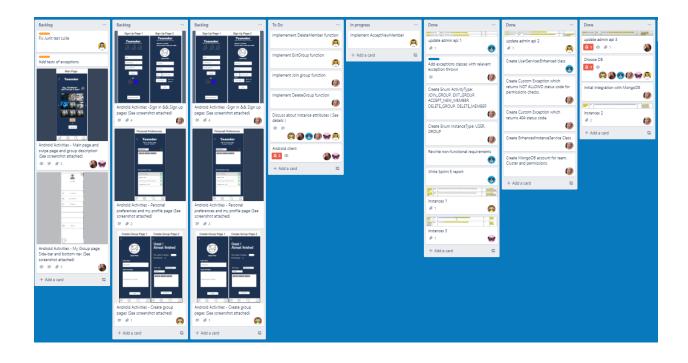
### 3.1.7. Date: 26/04/2022



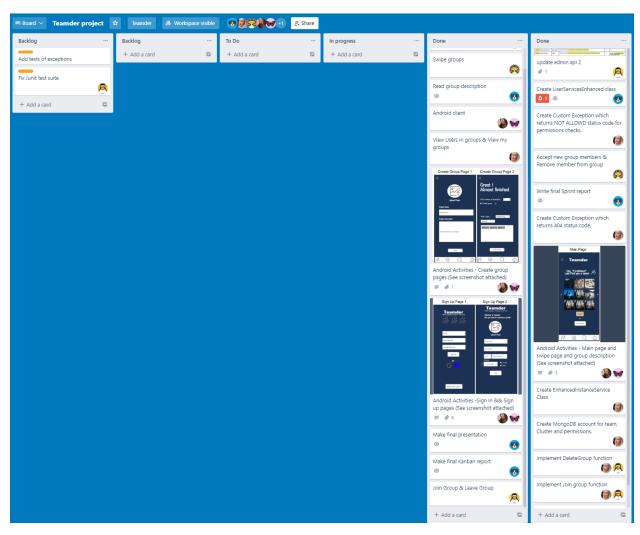
### 3.1.8. Date: 29/04/2022



## 3.1.9. Date: 10/05/2022



### 3.1.10. Date: 24/05/2022



### 3.2. Summary

#### 3.2.1. General:

- 3.2.1.1. The Teamder project was a group effort from start to finish.

  The team was well coordinated and enthusiastic to meet the course's requirements and develop software on a scale we had never done before.
- 3.2.2. What went well and should be preserved for future projects:
  - 3.2.2.1. Role assignment allowed each team member to use his/hers strengths for the benefit of the team.
- 3.2.3. What can be improved for future projects:
  - 3.2.3.1. Setting realistic expectations for the amount and complexity of app functionality we want to implement for the first stages of development.
- 3.2.4. What did we enjoy the most:
  - 3.2.4.1. Positive feedback for hard work and proper implementation of newly learned technologies.
- 3.2.5. What would we have done differently, given we had today's experience:
  - 3.2.5.1. Get front-end work started earlier and in parallel to back-end work.
- 3.2.6. How did remote work affect our project:
  - 3.2.6.1. Allowed us to work at different times, as team members have different schedules which was extremely helpful.

## 4. Final Sprint report

## Integrative Software Engineering

Project Name: Teamder

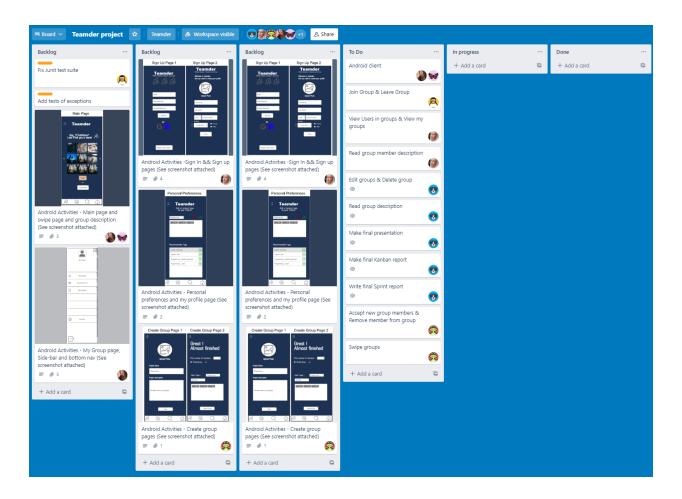
Sprint 6

Due: 25/05/2022

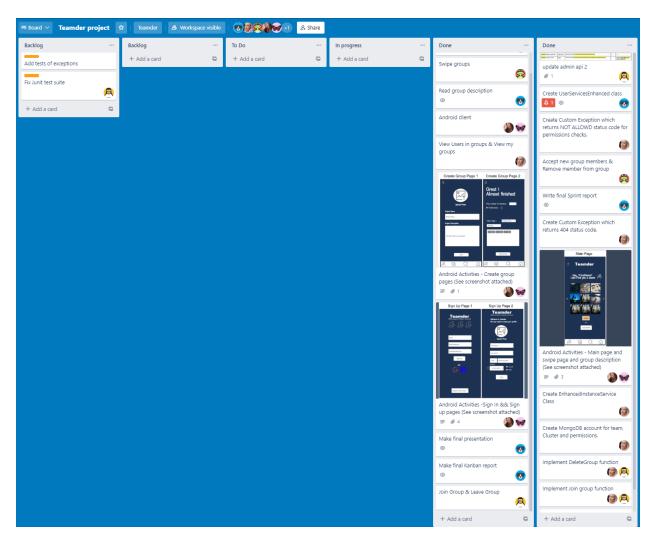
### 4.1. Students:

Full Name	ID	Avatar	Roles
Diana Ukrainsky	321268112		Team Leader, TEAM
Keren Rachev	318638129		DBA, SCRUM Master, TEAM
Anat Moroshek	312174345	\$	System Architect, TEAM
Rivka Doskoch	324317205	<b>8</b>	UI/X, TEAM
Vadim Lazarevich	317785053	<b>(</b> ()	QA Engineer, DevOps, TEAM
Eden Harel	205518178	8	Technical Writer, Product Owner, TEAM

#### 4.2. Kanban boards:



Taken: 13/05/2022



Taken: 24/05/2022

#### 4.3. General summary of work:

#### 4.3.1. For this sprint we finished the following tasks:

- 4.3.1.1. <u>Updated Activities:</u> Updated and added activities to support our app.
- 4.3.1.2. <u>Client:</u> Created a running client with partial functionality that includes: Sign in, Sign up, Group creation, Personal bio edit.
- 4.3.1.3. <u>Documentation:</u> Updated and reworked on our documents to better fit our current development state.

#### 4.3.2. What went well

- 4.3.2.1. The team was well coordinated in task management, therefore there were little to none issues with pushing, pulling, etc.
- 4.3.2.2. Team members are working fast and pushing updates early on.
- 4.3.2.3. All team members made an effort to join the latest meetings in order to have better division of tasks.

#### 4.3.3. What should be improved:

4.3.3.1. Planning ahead - while we were working in sprints, we did not have an endpoint in mind, or a long term schedule and therefore we didn't really know how we wanted our project to look by the end of the last sprint.

#### 4.3.4. What problems did the team encounter:

4.3.4.1. As the last sprint was mainly touch-ups for the tasks we finished already and front-end dev, we did not encounter any major problems.

#### 4.3.5. Why did we not complete all planned work:

4.3.5.1. All of the planned work was finished for this sprint, however we found that we have not left enough time for our client development, therefore it is partially implemented for this sprint.