

# **Software Requirements Specification**

**for**

**WishList.com**

**Version 1.0**

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## Revision History

Name	Date	Reason For Changes	Version
SRS	29.12.2022	First Version created	1.0
			1.1.
			1.2

# 1. Introduction

## 1.1 Purpose

This document has been prepared to determine the requirements of the "WishList" software project which is a mobile application that helps people to populate a list of items that they want for their birthday, wedding, or any special day. They will be able to share this list with their friends.

## 1.2 Scope

We all like many things in our daily life. We can create lists such as "my favorites", "to buy later" for these products we like. There are many things in these products that we can be happy about if they come to us as a gift. At the same time, choosing a gift for people around us who want to buy gifts for us can be a very time-consuming task. WishList.com application can be used to facilitate this situation. WishList.com is a practical mobile application that helps people to populate a list of items that they want for their birthday, wedding, or any special day. They will be able to share this list via links with their friends. Users must be registered on the site. While creating their lists, they can give names and add what the list was created for. Users can categorize their lists. The people with whom the list is shared can choose and reserve the product from the list, and if they want to examine the selected product, they can be directed to Amazon. At the same time, the person who can view the list will be able to learn the personal characteristics of the wisher.

## 1.1 Definitions, Acronyms and Abbreviations

UML: Unified Modelling Language

IEEE: The Institute of Electrical and Electronics Engineers

## 1.2 References

1. "IEEE Guide for Software Requirements Specifications," in *IEEE Std 830-1984*, vol., no., pp.1-26, 10 Feb. 1984, doi: 10.1109/IEEESTD.1984.119205.

## 1.5 Overview

This SRS contains all requirements and constraints of WishList.com project.

- Section 2 describes the general factors that affect the product and its requirements.
- Section 3 contains all the details the software developer needs to create the software.
- Section 4 defines technologies, infrastructure, performance, scalability, quality attributes, and other non-functional requirements.
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## 2. General Description

### 2.1 Product Perspective

WishList is a mobile application where users can list the gifts, they want for special days such as birthdays, anniversaries, weddings, save these lists and share them with the people they want. The application requires registration. The user must enter the requested information while registering on the site. The application is free. People who want to view the shared list will be directed to the application by clicking on the link and will be able to view the list. Also, the application can be used on iOS and Android platforms.

### 2.2 Product Functions

This product will have the functions below:

1. The page where the user can register or log in is displayed. User registers or logs in. When registering on the site, the following information will be entered.
  - Name, surname
  - E-mail, password
  - Age,
  - Gender
  - Job,
  - Favorite color,
  - Size (XS, S, M, L,XL, XXL, XXXL, XXXXL), Kilo
  - Hobbies
  - Education level
  - Shoe size

2. The user can go to the desired page by touching the desired button on the application.
3. After the user touches on the desired button, the selected page will be displayed.
4. If the user taps the create Wishlist button, he/she is directed to the Create Your Wishlist page of the app and options are displayed to the user (name of the list, purpose of list, category of list).
5. After the user creates her/his own list, she/he saves it and the URL created for the list is displayed. Wishers can have more than 1 wish list.
6. Our user, that is, "the wisher" can copy and share this link.
7. The people to whom the wisher shared the link will be able to view the list via the application by clicking on the link. The list page will be displayed.
8. Friends of the wisher can select an item in the list and change the status to "reserved" with their name. This means that he/she will buy that item for the wisher. 1 friend can reserve max 1 item.
9. Wishers can check the status of their wish lists. Wishers can close their wish list when the celebration is over.
10. When a friend selects an item in the wish list, the system will use "Amazon Product Search API" to find and recommend the related products in Amazon and display the most related 5 links under the wish list to help the friends. If a friend clicks one of these links, he/she will be directed to the Amazon website to see the details of the product.
11. Friends can also view some of the profile info of the wisher, like age, gender, favorite color, size, kilo, hobbies, education level, and shoe size.
12. Admin can block wishers.
13. Admin can see the following reports:
  - a. List of wishers
  - b. List of wish lists
  - c. Most desired gifts based on age, gender, job, education level

## 2.3 Users and Characteristics

WishList can be used by everyone from all ages who can know English. There is no need for technical knowledge and advanced computer skills.

## 2.4 General Constraints

- a. This product is a new and self-contained product that will be developed as a mobile application.
- b. The application will be designed and coded using Dart (Flutter).
- c. The default language of the product is English but optionally, the language infrastructure can be expanded, and new languages can be added in the future.
- d. It is expected that an average of 1000 users per day will use the application.
- e. The application will be available 24 hours a day.
- f. Users' information will be stored by the system unless the user account is deleted.
- g. Up to 300 items are allowed to be added to a list.
- h. The system will use “Amazon Product Search API” to find and recommend the related products in Amazon.

## 2.5 Assumptions and Dependencies

Security measures such as CAPTCHA can be added to the application to ensure account access security. The application will use Amazon Search Api as a 3rd party application.

# 3. The Specific Requirement

## 3.1 External Interface Requirements

### 3.1.1 *User Interfaces*

#### 3.1.1.1 *Create Your WishList Page*

The “Create Your WishList” is a page where the user creates a list for their own wishes. Required fields for this page: The name of the list, the purpose of the list, the items to be added to the list, the button to save the list and the URL of the created list, notification button (reserved gift notification), profile button, and Homepage button .



## Create Your WishList

Please enter your list name:

Ekin's WishList

Please enter your list's purpose:

Birthday

Please select item for your list

**You can select Maximum 300 items!**

iPhone 13, Versace Sunglasses...



iPhone 13 6.1 inç ekran  
256 GB

30.599,00 TL



Versace VE4404  
Sunglasses

2.536 TL

Save Your Wish!

Copy Your WishList URL



Figure 1 Create Your WishList Page User Interface

### 3.1.1.2 Wisher's List Page

The “Wisher’s List” is the page where the person who wants to buy a gift for the wisher can view the WishList. Required field for this page: The title showing who the list belongs to and for what purpose it was prepared, the button to view the profile of the list owner, the wish list of the wisher, the reservation letter notification showing the information of the selected item, the list of products recommended by Amazon, the sign-in and sign-up buttons. Lastly, the button used to inform the wisher of the reserved product.

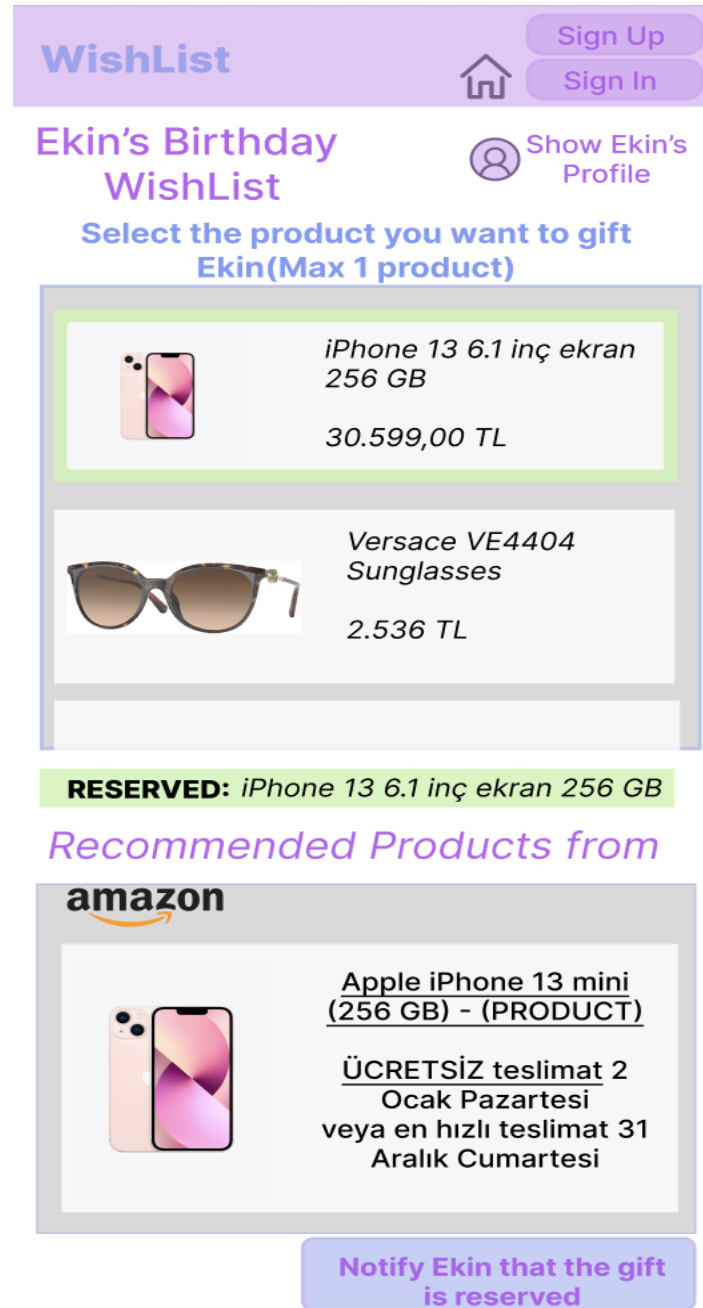


Figure 2 Wisher's List Page User Interface



### 3.1.2 Communications Interfaces

This product has account-based authorization or authentication process. At the registration stage, the user is required to share their contact and personal information. Safe storage of this information is an important priority. Secure transmission, storage and access should be considered in design time as a part of software architecture.

## 3.2 Functional Requirements

In this section, the functional requirements for the “WishList” project will be defined with the system features and the main services provided by the product. The use case diagram (Figure 3), which indicates the user and their operations, and the data model (Figure 4), which includes the high-level data information required for the project, are shown below.

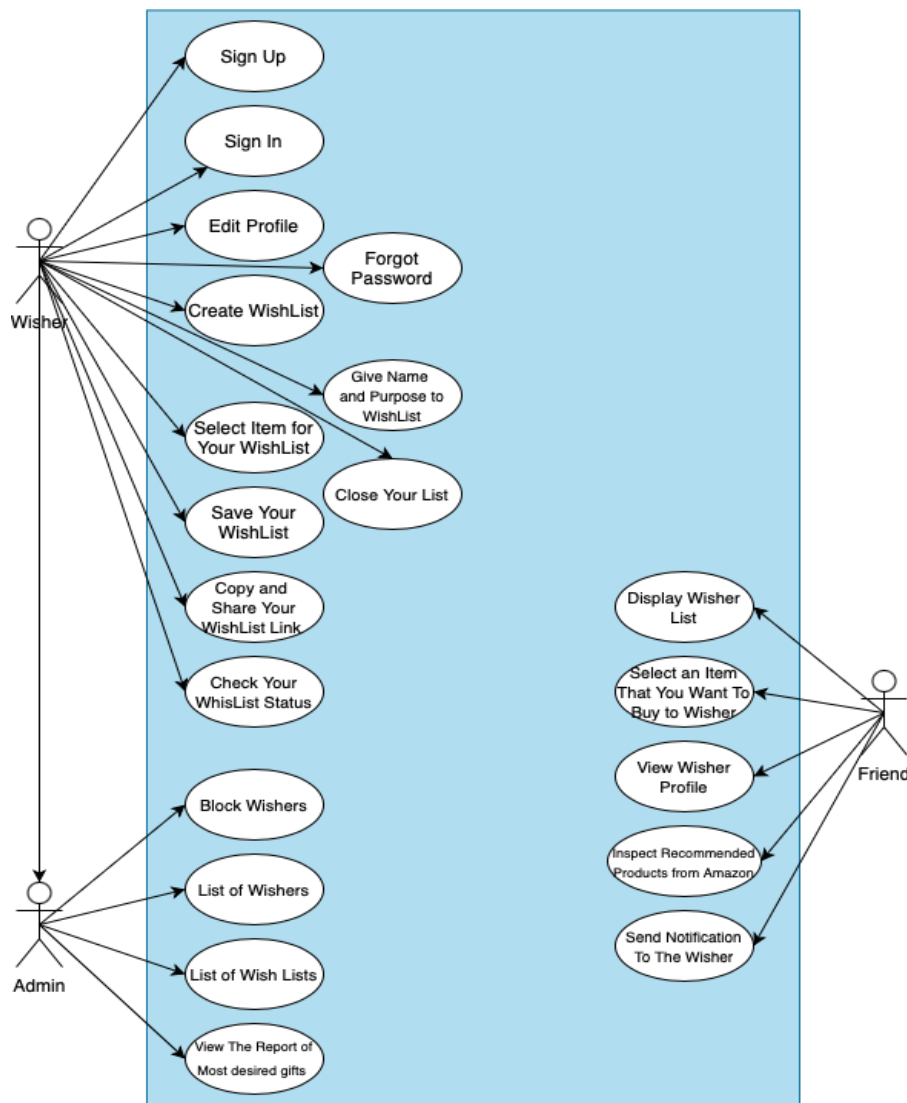


Figure 3 WishList Use Case Diagram

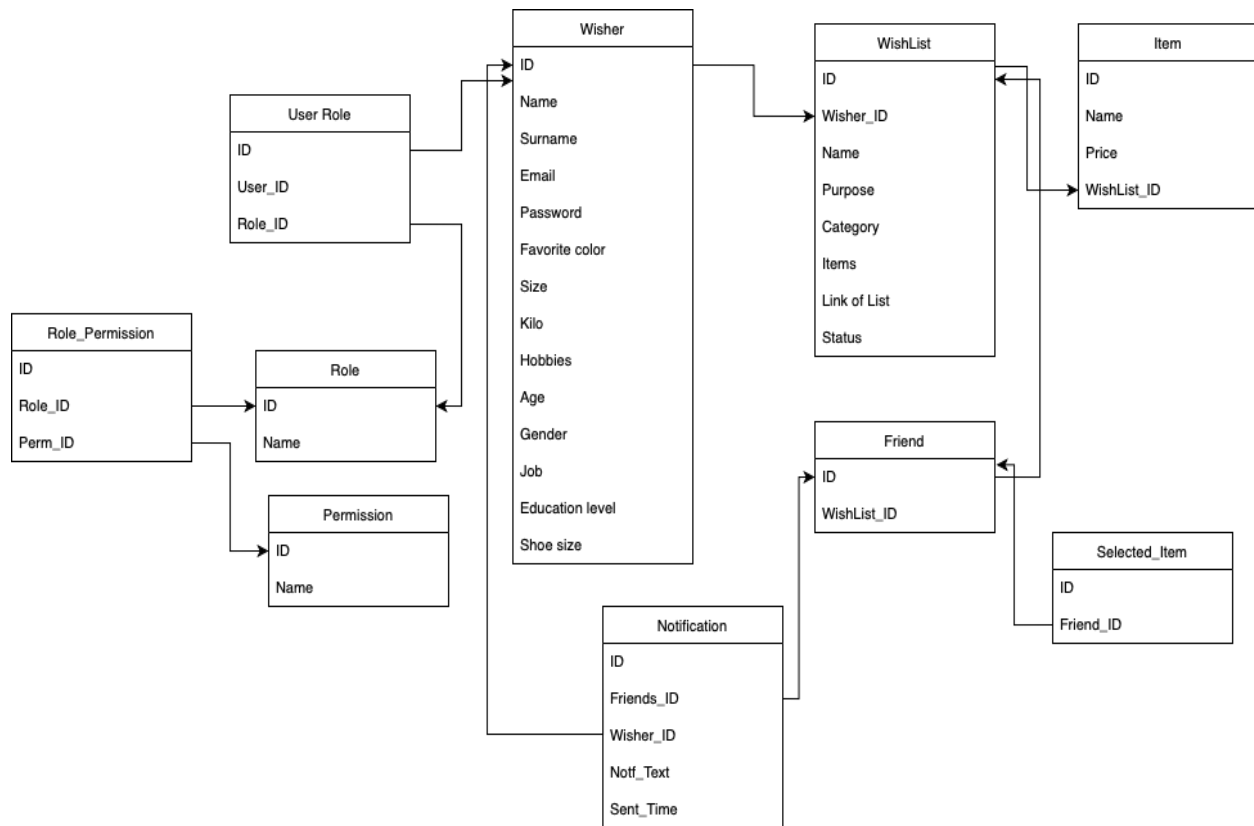


Figure 4 WishList Data Model

### 3.2.1 Create Your WishList Operation

#### 3.2.1.1 Description and Priority

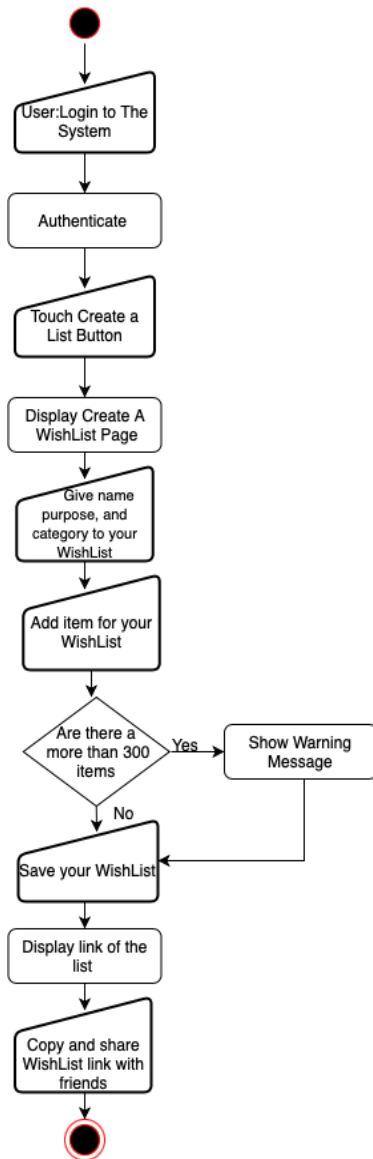
This feature allows the creation of a new WishList the content of which is prepared by the user (wisher) which friends will see. It is a high priority and essential feature.

#### 3.2.1.2 Stimulus/Response Sequences

Sequences of user actions and system responses is listed below:

1. Wisher: Tap the Create a list button.
2. System: Display the Create Your WishList page.
3. Wisher: Tap the “list name” input box.
4. Wisher: Write the name of list.
5. System: Save the list name.
6. Wisher: Tap the list purpose input box.
7. Wisher: Write the purpose of list.
8. System: Save the list purpose
9. Wisher: Tap the select item box to add items to the list.
10. Wisher: Write name of the item that you want to select.

11. System: Display related items to wisher.
12. Wisher: Select the desired item.
13. System: Save wisher's selected items. Display a warning message if the wisher is trying to add more than 300 items.
14. System: Generate the URL for created WishList
15. Wisher: Copy the URL.



### 3.2.2.1 *Functional Requirements for Create Your WishList Operation*

Functional requirements associated with the “Create Your WishList” feature is listed below:

- REQ-1: User will be able to tap the create a list button.
- REQ-2: System will be able to display “Create Your WishList” page.
- REQ-3: User will be able to tap the list name input box.
- REQ-4: System will show the list name input box.
- REQ-5: User will be able to write the name of list.
- REQ-6: System will save the name of list.
- REQ-7: User will be able to tap the list purpose input box. System will show the list purpose input box.
- REQ-8: User will be able to tap the select item box. System will show the name input box to search desired item.
- REQ-9: User will be able to write desired item name. System will show related items to the user.
- REQ-10: User will be able to choose wished item. System will save the selection. If user selected more than 300 items system will show warning message
- REQ-11: System will create URL for user's WishList. User will be able to copy this URL.

## **4. Other Nonfunctional Requirements**

### **4.1 Performance Requirements**

- Maximum item number will be 300.
- A friend will be able to reserve max 1 item.
- The system should be able to administer 1000 users per day.

To make the product usable in all conditions, all performance measures must be adjusted for the maximum frequency of test solutions and the maximum number of user logins.

### **4.2 Security Requirements**

Any personal data in the server should be encrypted and cannot be shared. Captcha can be added to the application to protect spam accounts and passwords.

### **4.3 Software Quality Attributes**

Product should have following quality attributes:

- Easy to use,
- Easy to remember,
- Ability to achieve the purpose with the least effort and time,
- An enjoyable user experience,
- Satisfying design in the first use,
- Allowing the users to take back their mistakes,
- Preventing mistakes