1. **Introduction**

**Purpose**

The information listed in this Software Requirement Specification (SRS) document is meant to detail all of the technical and non-technical aspects as well as functionality of the application *Hubbub*. This document will help the user and the developer understand the functionality and details of such of *Hubbub. Hubbub*will be intended for the modern mobile user.

**Scope of the System Specified**

*Hubbub* is a mobile application intended to make social interaction easier and more exciting for its users. The goal of *Hubbub* is to connect users with similar interests. Many modern mobile users currently use Facebook or more traditional means of connecting users to events, but *Hubbub* intends to make this experience more tailored to individual interests by providing specific location and interest based filtering.

**Definitions, Acronyms, and Abbreviations**

1. Hubbub - A social networking application that incorporates events and groups within a local area to incorporate interaction with a community.
2. Hub - A “Hashtag” or group for a specific interest or identification. Examples include Video Games, Soccer, Football, etc.
3. Bub - An event instance maintained by a user, a moderator, etc located within the same geofence as those around.
4. Geofence - A specific area around a location
5. Common Hubs - Generic hubs well known or heard of by many that set a generic category. Examples include Food, Football, Shopping, etc.
6. Ping-in - An instance that occurs around a specified time set by the creator of the Bub that allows everyone subscribed to the Bub will receive the opportunity to specify whether they are “going!”, “not going”, or “we’ll see”.
7. Users - A general user that has created a generic user account to view public hubs and bubs.
8. Commercial Users - A user that has linked themselves with an established institution or commercial organization that has the ability to post bubs on the behalf of a property or area owned by such organization.
9. Moderators - Those whose overview specific Hub’s Bubs that are considered high-volume or popular based on users interacting on the Hub.
10. Admins - Mostly developers that are involved in the editing and overview of Hubs in general.

**Technical Reference:**

**Overview of rest of SRS** (Incomplete)

Overview of rest of SRS

The rest of this document will contain detail of the *Hubbub* mobile application, the functionality of the system, and how users will interact with said system. The Following information is divided into six segments.

1) General Description: This will detail important aspects and perceptions of the system itself including product perspective, product functions, user characteristics, general constraints and assumptions, and dependencies. In essence, the general description best describes the appearance and characteristics of the finished system observable to the user.

2) Functional Requirements: Services the *Hubbub* mobile application will provide and how the system should react to particular inputs and situations. This section will provide at minimum the functionality requested by the user to complete the goals set by the user.

3) Non-functional Requirements: Constraints on the services or functions within the system. These are outside the realm of functional requirements but might be the core of how a functional requirement runs. Basically everything on the back end of the application, and that the user doesn’t has to have knowledge about.

4) System Architecture: This section contains a high-level overview of the developing system architecture with the use of case diagrams. In this section, the necessary objects and classes that must be developed and implemented will be presented in this section.

5) System Model: Contains a use case diagram outlining the whole system. The relation between a user, whether another system or a humanoid, and the systems functionality will be established. Details regarding the visible options of potential paths through the system will also be established for all parties.

6) Appendices: All other resources and further explanations can be found here. References to other resources not necessary but beneficial to the understanding of the system can be found here as well.

**General Description**

**Product Perspective (incomplete)**

The System incorporates itself within the general functions of the Florida State Universities current system. Using current FSUID information, the system resembles those already incorporated into the users environment. The system therefore should be similar to Blackboard and the MyFSU portals. Students, Teachers, Faculty, and Admins will all login using compatible or widely accepted web-browsers. Logins can be processed anywhere with a web browser and should not be constrained to a certain location.

The service will run on servers located within Florida State University and will need to authenticate the FSUID locally. The system must then interact with the above currently implemented systems and communicate accurately if any information, such as test times and appropriate courses, involves both systems.

**Product Functions**

All Users:

* Login to Hubbub

General Users:

* View and create Hubs
* View and create Bubs
* Follow users
* Chat and Post inside Bubs

Commercial Users:

* Inherit General User Functions
* Verify organization entity and location
* Create bub on behalf of commercial entity
* Purchase increased display of their bubs

Moderators:

* Inherit Commercial User Functions
* Modify created Bubs
* Ban or suspend users from specific Bubs
* Request user bans on entire Hubs or App

Admin:

* Inherit Moderator Functions
* Review and accept user bans
* Modify created Hubs
* Create and Edit Moderator status and info
  1. **User Characteristics**
  3. *All Users:*

All users are expected to have a functioning account with Florida State and are expected to be at least above a High School Education. Scheduling design and test details and modification can be substantially more customizable and allow for more functionality when dealing with such audience.

*Students*:

Already dealing with adapting to the collegiate environment and having a staggering amount of responsibilities upon acceptance and attendance to college, students will not have the required amount of time for training needed. The system must then be relatively intuitive for students to be able to utilize the tool without having to study or focus on learning the systems navigation or functionality.

*Faculty:*

Most faculty, if not all, will have either graduated a type of degree – whether graduate, undergraduate, or masters – and be familiar with the current Florida State Portal's in place for various university tools and functions. Training may be required but time can be a lotted as they will have more time to prepare than the students for the procedures.

*Testing Center Personal:*

Personnel will have undergone personal training upon employment and will have time and resources to train employees on the workings of the systems and its functionality. Testing Center Personnel can similarly be expected to have a high school education or higher and must have some level of basic user interface usage as well as working of the Center as a whole.

*Administrators:*

Understanding of the system will come with training but understanding the system as a whole is their job. The training for the understanding will be fairly concentrated but reasonable considering their position.

**General Constraints**

*Hubbub* will incorporate various intercommunication as well as persistent.

**Assumption and Dependencies**

1. Users should have access to the internet.
2. Users should have a Android smartphone.
3. Users should have a basic understanding of how to use a cellphone and how social networks work.
4. Users should have a valid email address or an acceptable social network.
5. The app will have access to google maps coarse geolocation.
6. The app will be connected to a parse server.
7. Users should be able to read English.

**Functional requirements**

1. All users can login independent of another social network.

2. All users can login using Facebook as an alternative social network info source.

3. All users can request their forgotten password or username.

1. All users can search for a specific Hub based on common topics.

6. All users can view the Hubs they joined or created.

7. All users can edit and view Bubs they’ve created..

8. All users have the ability to ping-in for Bubs that are soon to occur.

1. All users can create a Bub inside a Hub

9. All users can view a persistent chat that have been posted before they joined a Bub.

1. All users can choose the name, date, categories, description and purpose of a Bub they created.
2. All users can choose a limit of people that can join a Bub.
3. The person that created the Bub can kick out someone for arbitrary reasons.
4. The person that created the Bub can choose to make a private Bub password.
5. All users can create a protected, private, or public Bub.
6. All users can Create their social profile or use their facebook profile
7. All users can follow and unfollow friends.
8. All users can decline a follow request from a user.
9. All users can view the events their friends are going to.
10. All users can invite friends to a bub they created only if that friend follows you back.
11. All users can report the person who created a Bub.
12. All commercial users will have the same functionality as a generic user.
13. All commercial users will be able to verify a specific commercial or organizational property or location to host an event.
14. All commercial users will be able to post and edit events for their institution.
15. Commercial users will be able to post to the top of certain Hub’s Bub’s list their commercial Bub.
16. Moderators will be able to edit or modify all created Bubs, usually only in the event of concern such as reporting or offensive information displayed.
17. Admin have the ability to edit or modify all created Hubs, usually only in the event of the concern such as duplicate created Hubs or reported information displayed.

**Non-Functional Requirements**

1. Database integration for data storage (table of Hubs, Bubs, users, passwords, etc) using Parse
2. Confirmation emails to validate user inputted email addresses (simpler than character by character parsing or regular expressions)
3. Geolocation used to determine which Bubs users are able to see; a Geofence is created around specific areas to limit the Bubs a user has access to
4. Users can be banned temporarily or permanently from *Hubbub*. Bans are also stored in a database.
5. Users can be banned temporarily or permanently from individual Bubs. These are also stored in a database.