**Software Requirements Specification**

**for**

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1. **Introduction**
   1. **Purpose**

The purpose of this document is to define the requirements for creating an Android application, which will be called PB.tunes. It will explain the purpose and feature of this software, the interfaces of the software and what the software do.

* 1. **Intended Audience and Reading Suggestions**

The intended audience for this document is classmates who attend The Mobile Programming II and the professor.

* 1. **Project Scope**

This software will be an Android mobile application for people who want to listen to pro baseball players’ theme. This application is going to be designed to maximize the pro baseball fans’ convenience by reducing unnecessary buttons to find the players whom they are looking for instantaneously. This application also contains information about each baseball stadium.

* 1. **Software Context**

Ultimately this software project is to give pro baseball fans a chance to become more interested in the pro baseball by finding and listening pro baseball players’ theme conveniently. With that in mind we must make it a priority to apply recent kea players’ themes and minimize processes to listen their themes.

1. **Overall Description**
   1. **System Environment**





**Figure 1 - System Environment**

The PB.tunes application has 3 menus, which are select team, find a player and map on its system. Users can access one of the 3 menus so that they can find themes for players and geological information about every stadium.

* 1. **Functional Requirements Specification**

This section explains the use cases for user. The user has 3 cases in this application, which are select team case, search player case and map case.

* + 1. **User case**

Use case: **Select Team**



**Diagram:**





**Brief Description**

The user accesses the select team page and chooses a team to select one of 9 players.

**Description for each step**

1. The user chooses the Select Team button.

2. The application displays 10 baseball teams to the user.

3. The user chooses one of the 10 teams.

4. The application displays 9 players to the user.

5. The user chooses one of the 9 players.

6. The application provides song to the users.

Use case: **Search Player**

**`Diagram:**





**Brief Description**

The user accesses the search player page and finds a player. The user can listen players’ theme.

**Description for each step**

1. The user chooses the search player button.

2. The application displays searching bar and searching bar will support auto text completion function.

3. The user searches by players’ name in Korean or English if a result appears click the name.

4. The application displays player’s profile and 3 buttons to play, pause or stop the player’s theme.

Use Case: **Map**

**Description each step**

1. The user chooses the map button.

2. The application displays the map of Korea which has 10 pro baseball teams.

3. The user chooses one of the 10 teams.

4. The application creates pop up window for the team which has stadium diagram and URL link showing geological location of the stadium.

1. **Functional Model and Description**

The following section will describe the major functions which make up the PB.tunes. This section will also include interface and user interaction descriptions.

* 1. **Functional Description**

This section will discuss some functions within the PB.tunes.

* + 1. **Select Team**

When a user pushes select team button, which is the first button in the main menu page, the user will go to select team page and there will be 10 pro base ball teams, which will be aligned by 5x2. If the use pushes a back button, the user will go back to the main menu page.

* + - 1. **Choose A Player**

When a user selects one of 10 teams there will be 9 key players, which will be aligned by 3x3. If user pushes a back button, the user will go back to the select team page.

* + - 1. **Play or Stop theme**

Once a user pushes a button for each player, the theme for the player will be starting instantaneously. If a user pushes the button again, the theme will stop and if the user pushes another player’s button, the previous theme will stop and new theme will start playing. When the user pushes back button the theme which is playing will stop and the user go back to choose a player page.

* + 1. **Search Player**

When a user pushes search player button, which is the second button in the main menu page, the user will go to search player page and there will be a searching bar in the middle of the page and the searching bar will support both automated text completion function and English and Korean. Once the user enters a keyword for existing player, there will be right player’s name what the user want to find. If the user clicks the name, the user will go to page which offers player’s profile and theme. If the uses pushes a back button, the user will go back to the main menu page.

* + - 1. **Player’s Profile and Theme**

When a user is in the player’s profile and theme page, they can see the player’s profile, which will be including the player’s height, weight, position and characteristics. At the bottom of this page, there will be 3 buttons, which will be play, pause and stop button for users to control the player’s theme. If the user pushes a back button, the user will go back to the search player page.

* + 1. **Map**

When a user pushes a map button there will be 10 buttons for pro baseball teams on a Korean map. Each team will be on their right place (i.e. Kia Tigers-Gwanju, Hanhwa-Daejeon etc.). If user pushes one of the buttons, new pop up window will appear in the middle of the page. If the user pushes a back button, the user will go back to the main menu page.

* + - 1. **Pop Up Window for Stadium**

There will be a small diagram for each stadium and a URL which will link to Naver Map by using user’s web browser and it will give user geological information. If the user pushes outside of the pop up window or back button, the user will go back to the map page.

* 1. **Software Interface Description**

The PB.tunes will be run only on Android operating system devices and will have only one interface. Although this application will be run on Android operating system, we have only one device for testing, which is the Samsung Galaxy Note 8.0’ so it will be not easy to test on other Android devices.

* + 1. **External machine interfaces**

The PB.tunes will run on HBE SM5-4210

* + 1. **External machine interfaces**

The PB.tunes user will rely on the API 10: Android 2.3.3(IceCreamSandwich).

* + 1. **Human Interface**

The application will contain 3 buttons, each of which will serve some primary functions. Each of these interfaces will differ only in different function with almost similar design themes so it will be easy to understand and will not require a tutorial for the user’s first use.

1. **Validation Criteria**

This section lists the various tests that will be conducted on the software. The tests are done to ensure the software is working properly, and how it will handle possible errors that may occur.

* 1. **Tests**
     1. **Invalid to Show Search Result**

This error occurs when the user inputs non-existing player’s name on the searching bar.

* 1. **Expected Software Response**
     1. **Invalid to Show Search Result**

If the uses enters non-existing player’s name, an error message will appear saying, “No result” and the user will be asked to enter a new keyword again.