

**Project Identification**

<b>Project:</b>	Mind Manager App
<b>Prepared By:</b>	Bruna Bispo Evgeniya Zhukova Gordon Wells Karin Zigdon Marina Savochkina
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**Contributors**

*The following individuals contributed to this document.*

Name	Title
Bruna Bispo	Developer
Evgeniya Zhukova	Marketing Analyst
Gordon Wels	System Analyst
Karin Zigdon	Developer
Marina Savochkina	Developer

**Distribution**

*This document is distributed to all the following people.*

Name	Title
Bruna Bispo	Developer
Evgeniya Zhukova	Marketing Analyst
Gordon Wels	System Analyst
Karin Zigdon	Developer
Marina Savochkina	Developer
Anjana Shah	Project Manager

**Referenced Documents**

*This document refers to the following materials*

Version number	Title	Author	Date	Source / Location
1.0	Project Vision	Bruna Bispo Evgeniya Zhukova Gordon Wells Karin Zigdon Marina Savochkina	10/09/2020	Sprint 1
1.0	Project Summary	Bruna Bispo Evgeniya Zhukova Gordon Wells Karin Zigdon Marina Savochkina	09/28/2020	Sprint 1

**Revision History**

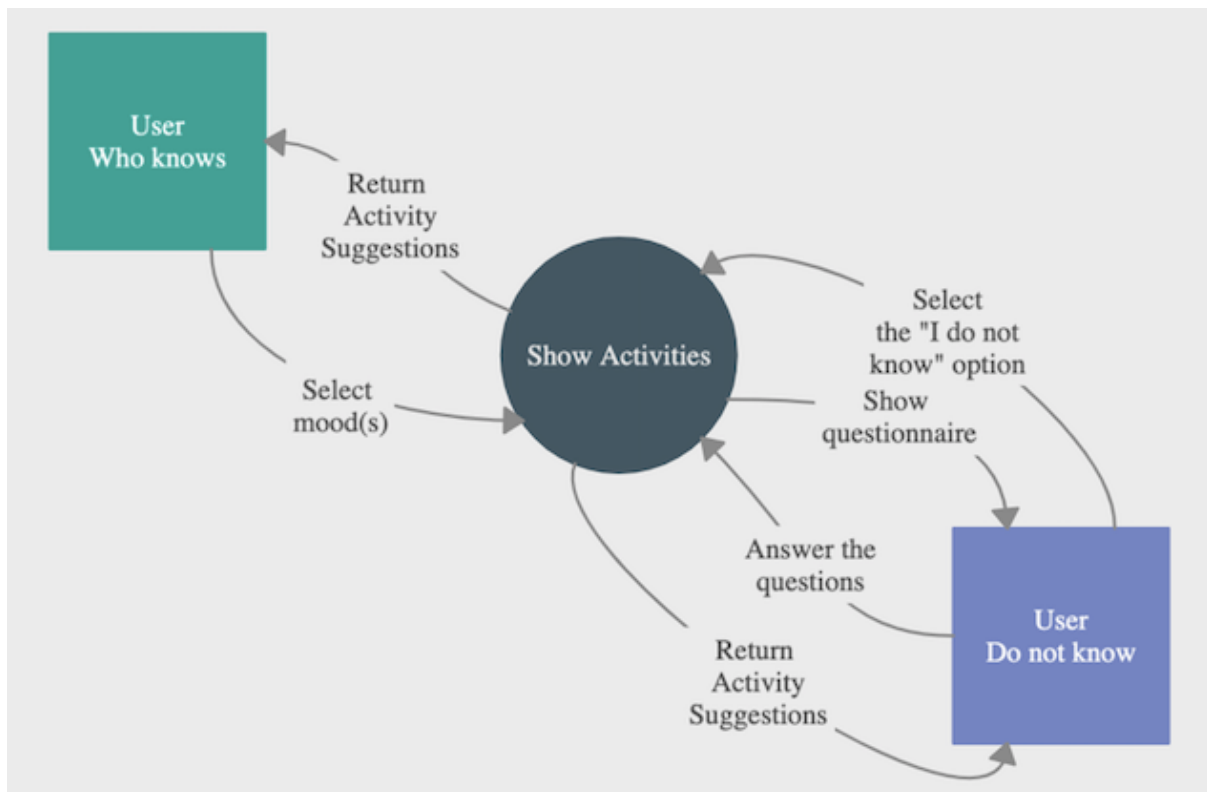
Version Number	Revision Date	Summary of Changes	Modified by
<i>1.0</i>	10/09/2020	<i>Making of the document</i>	Development Team

*[Note: It is recommended that drafts be numbered 0.1 to 0.9, and that the first approved version be numbered 1.0. Thereafter, new version numbers will depend upon changes: 1.01, 1.1, etc for minor updates, 2.0, 3.0 etc for major changes.]*

## TABLE OF CONTENTS

1.	<b>BUSINESS CONTEXT DIAGRAM</b>	3
2.	<b>REQUIREMENTS SCOPE STATEMENTS</b>	Error! Bookmark not defined.
3.	<b>HIGH LEVEL BUSINESS REQUIREMENTS (HLR) TRACEABILITY</b>	Error! Bookmark not defined.
4.	<b>HIGH LEVEL BUSINESS REQUIREMENTS SIGN-OFF</b>	Error! Bookmark not defined.

## 1. Business Context Diagram



Requirement Scope Area	Description
Show Activities	Show different suggestions of activities based on the designated mood(s) selections from the user

External Entity	Description
User Who Knows	The user who knows what they are feeling and select from the given mood options.
User Who Do Not Know	The user who do not identifies with any of the given moods.

Information Flows	Description
Select Mood(s)	The user selects one or more mood from the given list.
Return Activity Suggestions	The Application returns the activity suggestions based on the user's mood selection.
Select the 'I do not know' option	The user, if do not identify with any of the given moods, select the 'I do not know' option.
Show questionnaire	The application returns a questionnaire to the user to try to find out how the user is feeling.
Answer the questions	The user answers the questionnaire by selecting the best option on each question.
Return Activity Suggestions	The Application returns suggestions of activities based on the answered questions by the user.

## 2. Requirements Scope Statements

HLR#	Description	Priority (H, M, L)
HLR01	The user must be able to select their current mood	H

HLR02	The user must be able to answer questions if they don't correlate to any of the presented moods	H
HLR03	The user must be able to see a list of different suggestions of activities based on their chosen mood	H
HLR04	The user must be able to filter the list of activities by preference (i.e. indoors, outdoors)	M
HLR05	The user must be able to randomize the list if they don't like the suggestions presented	L

### 3. High Level Business Requirements Sign-Off

*The undersigned acknowledge their agreement with the contents of Version 1.0 of the High-Level Requirements document for *Mind Manager App**

*Following approval of this document, requirements changes will be governed by the project's change management process, including impact analysis and appropriate reviews and approvals, under the general control of the Project Plan and according to company policy. Approved Change Request Documents, if present, will be attached to this Requirements Document as updates.*

Name	Project Role and Functional Area	Date Signed
Bruna Bispo	Developer	10/09/2020
Evgeniya Zhukova	Marketing Analyst	10/09/2020
Gordon Wells	System Analyst	10/09/2020
Karin Zigdon	Developer	10/09/2020
Marina Savochkina	Developer	10/09/2020

*\* Note: physical signatures are not required. Email approvals are acceptable and should be appended to project documents.*