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1 Vision

1.1 Introduction

Our goal is to make an interactive document sharing system, Slice of Pie, which allows multiple users to share and edit documents both online and offline.

1.2 Problem statement

Sharing and editing documents can be cumbersome.

Sending a document back and forth between multiple users can lead to a lot of errors. Users can overwrite what another user has done, and if they aren't all using the same text editing system this can lead to formatting issues in the document.

1.3 Summary of system features

1. Multiple users must be able to share and edit documents online.
2. Synchronization for offline usage.
3. Merging of documents.
4. History. Which allows the user to see all recent changes made to the document.
5. Documents can be categorized into folders or projects in order to get a better overview when working on a larger project with multiple files.

2 Use cases

1. UC1: Create new document
2. UC2: Edit document
3. UC3: Delete document
4. UC4: Merging documents (resolve conflict)
5. UC5: Offline sync
6. UC6: New folder
7. UC7: New project
8. UC8: Find old version of document

Use case UC1: Create new document

Scope: Slice-of-pie application

Level: User goal

Primary actor: Regular user

Stakeholders and Interests:

- Regular user: Wants to create a new document without any complications.

Preconditions: none.

Postconditions: The document must be created

Basic flow:

1. The user needs a document that can be shared with others.
2. The user chooses a client program (web or desktop client).
3. The user presses the "New Document" button.
4. The client presents a dialogue box.
5. The user types information about the document and press OK.
6. The client sends a request to the server and the document gets stored by the server.
7. The client displays the document for the user.

Extensions:

6. The server is not responding
 - (a) The document is saved locally.
 - (b) The client requests the server in regular intervals to see if it has recovered.

Special requirements:

- The document should be displayed properly on any devices such as smart phones and tablets.

Use case UC2: Edit document

Scope: Slice-of-pie application

Level: User goal

Primary actor: Regular user

Preconditions: A document must have been created

Postconditions: The document must be edited the way the user desires and the change must be recorded by the server too

Basic flow:

1. The user opens a document.
2. The user edits the content of the document.
3. The client sends a request to the server.
4. The document is changed on the server.

Extensions:

3. The server is not responding
 - (a) The document is saved locally.
 - (b) The client requests the server in regular intervals to see if it has recovered.

Special requirements:

- The document should be displayed properly on any devices such as smart phones and tablets.

Use case UC3: Delete document**Scope:** Slice-of-pie application**Level:** User goal**Primary actor:** Regular user**Preconditions:** A document must have been created. The user trying to delete a document must have sufficient rights to delete selected document**Postconditions:** The document is now deleted from the users local repository, and will be deleted when user commits**Basic flow:**

1. The user selects a document
2. The user tries to delete the document
3. The client sends a request to the server
4. Server checks for authentication
5. Document is deleted

Extensions:

3. The server is not responding
 - (a) The document is saved locally
 - (b) The client requests the server in regular intervals to see if it has recovered
4. The user lacks the right to delete the selected document
 - (a) User is told that he has not got the rights to delete selected document

Special requirements:**Use case UC4: Merging documents (Resolve conflict)****Scope:****Level:****Primary actor:****Preconditions:****Postconditions:****Basic flow:****Extensions:****Special requirements:**

Use case UC5: Offline synchronization

Scope: Slice-of-pie application

Level: User goal

Primary actor: Regular user

Preconditions: User must be logged in. Client must be connected to the server

Postconditions: The users offline repository will be synchronized with his online repository

Basic flow:

1. The user selects offline synchronization
2. The client sends a request to the server
3. The the server copies the user's online repository and sends it to the client
4. The client sends verification upon receiving the documents

Extensions:

2. The server is not responding
 - (a) The user gets an error message (no connection)
3. No connection between server and client
 - (a) Request times out if server does not receive a verification form the client
 - (b) The user gets an error message (request timed out / no connection)
4. The server is not responding
 - (a) the client tries to reestablish a connection to the server at regular intervals, and then sends the verification

Special requirements:

<p>Use case UC6: Create new folder</p> <p>Scope:</p> <p>Level:</p> <p>Primary actor:</p> <p>Preconditions:</p> <p>Postconditions:</p> <p>Basic flow:</p> <p>Extensions:</p> <p>Special requirements:</p>
<p>Use case UC7: Create new project</p> <p>Scope:</p> <p>Level:</p> <p>Primary actor:</p> <p>Preconditions:</p> <p>Postconditions:</p> <p>Basic flow:</p> <p>Extensions:</p> <p>Special requirements:</p>
<p>Use case UC8: View old version of document</p> <p>Scope:</p> <p>Level:</p> <p>Primary actor:</p> <p>Preconditions:</p> <p>Postconditions:</p> <p>Basic flow:</p> <p>Extensions:</p> <p>Special requirements:</p>

3 Glossary

4 Supplementary Specification (FURPS+)

- Functionality
 - The system must be able to store documents.
 - The system must support multiple users.
- Usability

- The system must have a clean and simple user interface.
 - Users must be able to use the application without training.
 - System features must be simple and straight forward. No complicated work flows.
 - The overall system must be easy to use. 8 out of 10 users must be able to use the system without any training.
- Reliability
 - The system must be able to restore it's state in case of a server failure.
 - Performance
 - The system must be fast and responsive. A request to the system can't take longer than 3 seconds. (not counting the external internet connection)
 - Supportability

5 Domain Model

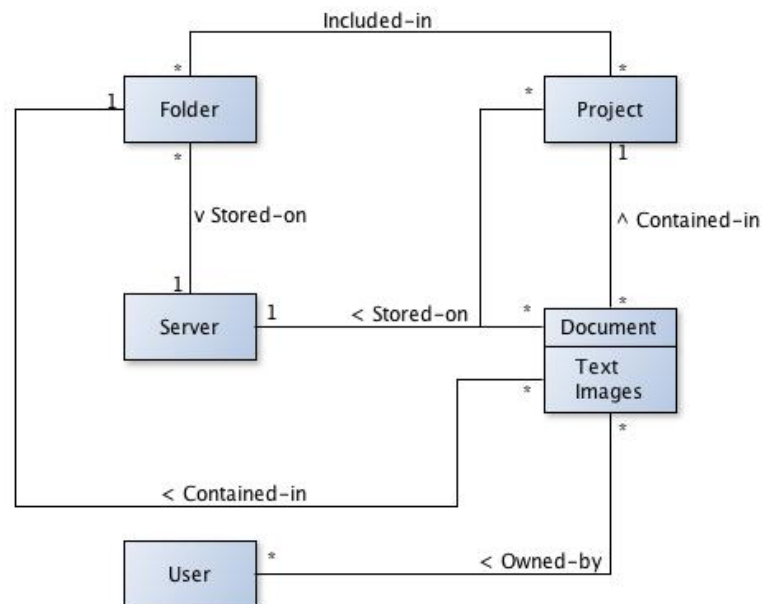


Figure 1: Domain Model

6 Logical Architecture

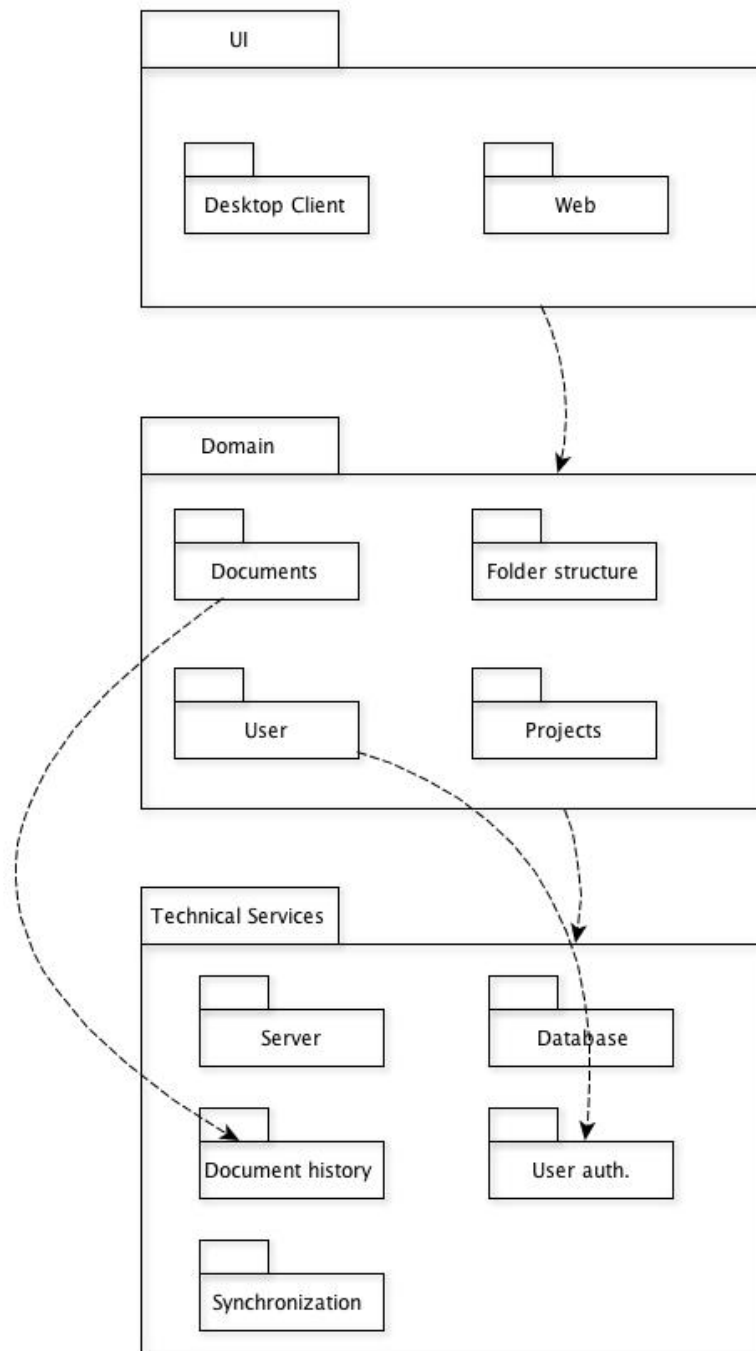


Figure 2: Logical Architecture

7 Revision Table

Table 1: Revision Table

Revision	Changes	Section
21-11-12	Created Vision	1
21-11-12	Created Use cases	2
21-11-12	Created Glossary	3
21-11-12	Created Supplementary Specifications	4
21-11-12	Created Domain Model diagram	5
21-11-12	Created Logical Architecture diagram	6