

---

# Software Requirements Specification

for

Dream Catcher

Version 1.2

Prepared by

Elijah Story

Brody Looney

Callie Samson

Finn Jacobs

Hunter McDaniels-Rossiter

COS420

2/15/2022

## Table of Contents

<b>Table of Contents.....</b>	<b>1</b>
<b>Revision History.....</b>	<b>2</b>
<b>1. Introduction.....</b>	<b>3</b>
1.1. Purpose.....	3
1.2. Document Conventions.....	3
1.3. Intended Audience and Reading Suggestions.....	3
1.4. Product Scope.....	3
<b>2. Overall Description.....</b>	<b>4</b>
2.1. Product Perspective.....	4
2.2. Product Functions.....	4
<b>3. External Interface Requirements.....</b>	<b>5</b>
3.1. User Interfaces.....	5
<b>4. System Features.....</b>	<b>6</b>
<b>5. Other Nonfunctional Requirements.....</b>	<b>6</b>
5.1. Performance Requirements.....	6
5.2. Safety Requirements.....	6
5.3. Security Requirements.....	6
5.4. Software Quality Attributes.....	6
5.5. Business Rules.....	6
<b>6. Other Requirements.....</b>	<b>7</b>
<b>Appendix A: Glossary.....</b>	<b>7</b>
<b>Appendix B: Analysis Models.....</b>	<b>7</b>
<b>Appendix C: To Be Determined List.....</b>	<b>7</b>

## Revision History

Name	Date	Reason For Changes	Version
Brody Looney	3/2/2022	Updated Non-Functional Requirements from Deliverable 1	1.1
Elijah Story	3/22/2022	Cleaned up the document and fixed corrections from Deliverable 2	1.2

# 1. Introduction

## 1.1 Purpose

The purpose of this SRS is to outline the full requirements for the software product Dream Catcher. This document will cover all the requirements of this application in its entirety.

## 1.2 Document Conventions

Term	Definition
User	A person that has downloaded the application and intends on using it.
App	An abbreviation for application.
Task	Something the user wants to complete. The task may have information provided by the user that describes itself and gives it context.
List	A collection of tasks.
Friend	A user that the current user wants to keep in contact with.

## 1.3 Intended Audience and Reading Suggestions

This document is intended for developers, professors, and TA. It is intended that the reader starts in the introduction section of the document to get an understanding of the project and the terminology used, then reference the table of contents for other sections of interest.

## 1.4 Product Scope

Dream Catcher is an android application that will allow the user to create tasks that the user would like to accomplish. Tasks can be given information by the user. The application will allow the user to add tasks to lists giving them the freedom to organize tasks in a way that makes sense to them. List between multiple users will be available allowing for collaboration and encouragement. The user will also be able to track certain statistics that will inform and encourage the user of their progress completing tasks.

## 2. Overall Description

### 2.1 Product Perspective

Our app will provide a user with a way to organize all the bucket list items they might have in their life. The user will be able to create different categories for events they want to accomplish. For each event, a user will be able to provide information about that event like; name of event, description, image, priority, and deadline. The user will be able to change the status of different events based on if the event is in progress or has been completed. Users will be able to share their lists with friends and add events from shared lists to your own lists. Users will be able to make collaborative lists with friends and fill these lists with events they want to do together. Users will be able check statistics on their events like how long an event took to complete, how many events are in progress, or how many events they have completed in total.

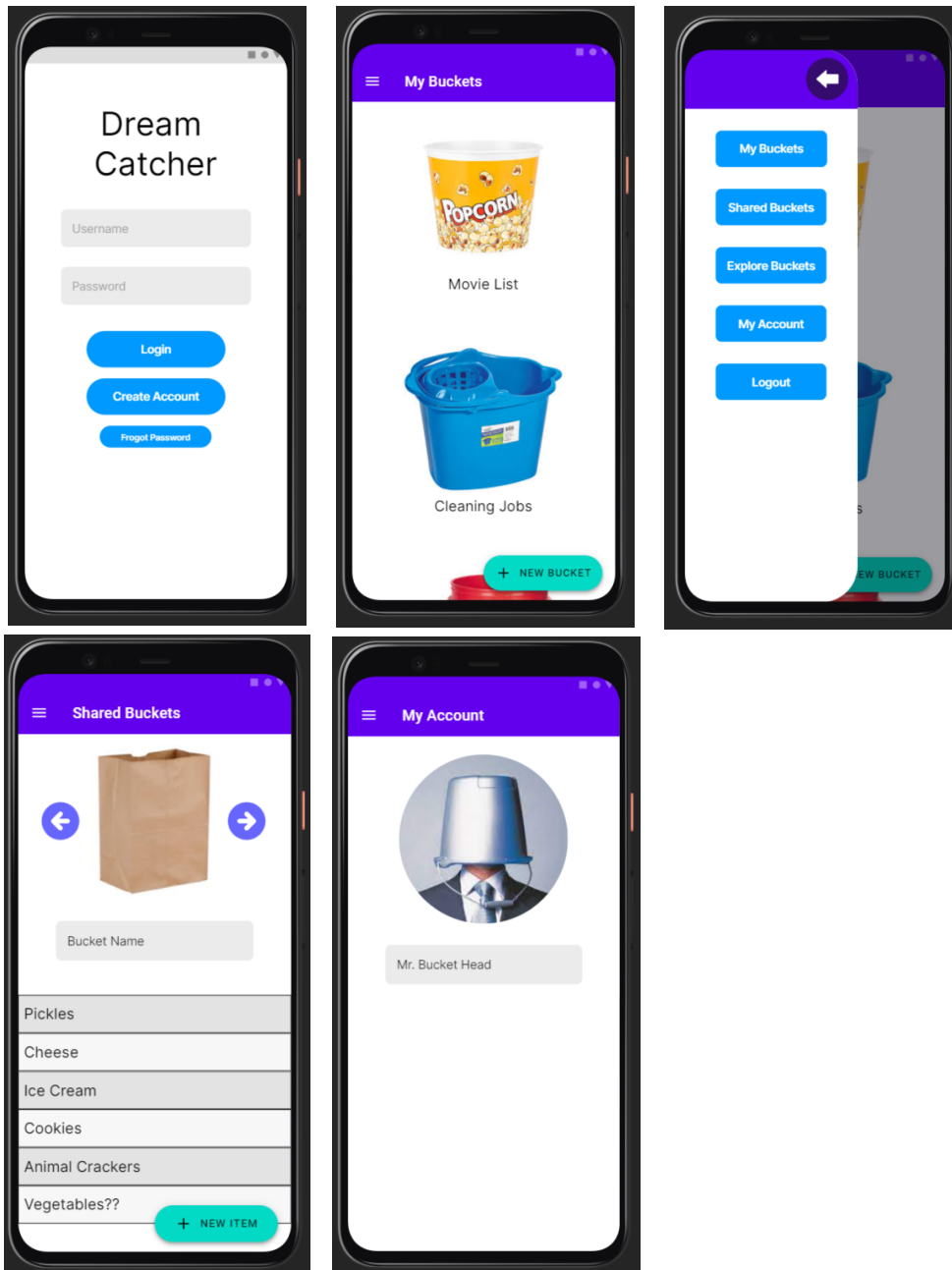
### 2.2 Product Functions

- Allow the user to create tasks
- Allow the user to organize tasks in lists
- Allow the user to add other users as friends
- Allow the user to share a list with friends
- Allow the user to see statistics of their tasks

## 3. External Interface Requirements

### 3.1 User Interfaces

When designing our preliminary user interface some goals we had were to keep it simple, intuitive, fun, engaging, and customizable for each user. The first image is the initial screen a user would see, the login & signup screen. Next is the catalog of bucket lists, specific to each user. The third image is the menu, accessible from the 3 horizontal lines in the top left corner. The image with the brown paper bag, is an example of a shared bucket, these users are sharing a list of food, and each user can add a new item to the list by tapping the “new item” button in the bottom right corner. Finally, the last is what users will see as their profile screen. From here they can customize their profiles including name and image!



## 4. System Features

- REQ-1: The system shall allow the user to create tasks.
- REQ-2: The system shall allow the user to organize the tasks into lists.
- REQ-3: The system shall allow the user to login to the system with their own credentials.
- REQ-4: The system shall allow the user to make lists with friends.
- REQ-5: The system shall allow the user to become friends with other users.
- REQ-6: The system shall allow the user to change list privacy settings.
- REQ-7: The system shall allow the user to sort the tasks based on completion status.
- REQ-8: The system shall allow the user to delete tasks.
- REQ-9: The system shall allow the user to see their lists without an internet connection.
- REQ-10: The system shall allow the user to attach photos to their tasks.
- REQ-11: The system shall allow the user to view the number of completed tasks.
- REQ-12: The system shall allow the user to set a profile picture.
- REQ-13: The system shall allow the user to add a deadline to a task.
- REQ-14: The system shall allow the user to see the number of uncompleted tasks.
- REQ-15: The system shall allow the user to share their list to other users.

## 5. Other Nonfunctional Requirements

- 5.1 Performance Requirements
- 5.2 Safety Requirements
- 5.3 Security Requirements
- 5.4 Software Quality Requirements
- 5.5 Business Rules

- NFR-1: The system shall be capable of handling a typical workload of 1,000 concurrent users 99% of the time
- NFR-2: The system response time must not exceed 5 seconds under the typical workload 99% of the time.
- NFR-3: The system features shall be usable by 4 out of 5 users after a 2 minute tutorial.
- NFR-4: The system shall require that users have a password that does not contain their username.
- NFR-5: The system shall require that users have a password with a length of at least 8 characters.
- NFR-6: The system shall require that users have a password that contains at least one special character.
- NFR-7: The system shall use a database to store user data
- NFR-8: The system shall use a database management system to organize user data
- NFR-9: The system shall be compatible with the latest Android operating system
- NFR-10: The system shall request access to the user's camera when the camera is going to be accessed 99% of the time.

## 6. Other Requirements

Appendix A: Glossary

Appendix B: Analysis Models

Appendix C: To Be Determined List