

Sportify
Supplementary Specifications

Version 2.0

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upedu sspec	

Revision History

Date	Version	Description	Author
02/10/2022	1.0	Added all supplementary specifications	Zoe Kulphongpatana
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1. Introduction

1.1 Purpose

Supplementary specifications detail all requirements that are not previously defined in the use case model. These such requirements may include legal standards, quality aspects, reliability, supportability, and execution criteria of the system.

1.2 Scope

This document details the supplementary specifications of Sportify.

1.3 Definitions, Acronyms, and Abbreviations

None

1.4 References

UPEDU: <http://www.upedu.org/>

1.5 Overview

This document contains the supplementary specifications as they relate to a variety of metrics, such as usability, reliability, performance, supportability, security, and other metrics.

2. Assumptions and Dependencies

This application will be created using everyday student laptops, IDEs, and programming languages available to the general public. This application will be used and ran on any web browsers and using internet that is easily accessible.

3. Usability

It is assumed that target users of this web application are familiar with using web browsers and the internet. This application is designed to be intuitive and user-friendly, and users should not require specific training to use this application.

3.1 The user will be able to use this application using a web browser of their choosing

The user will be able to choose a web browser that they are comfortable and familiar with to run this web application. The application will function similarly for all users regardless of the web browser being used.

4. Reliability

4.1 This application will be available 99.5% of the time

This application will be available at nearly all times of the day, and will only be made unavailable when maintenance is being performed

4.2 This application will have a MTBF of 1 month

This application have a mean time between failure of 1 month.

4.3 This application will have an MTTR of 1 hour

This application will have a mean time to repair of 1 hour.

4.4 This application will be 99.5% accurate

This application will almost completely accurate, and all errors will be addressed and corrected as they are made known.

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4.5 This application will have a maximum bug rate of 1 per 1,000 lines of code

This application will be have no more than 1 but rate per every 1,000 lines of code, and all bugs will be addressed and corrected as they are made known.

5. Performance

The application will be able to perform in a manner that is comparable to other similar web applications.

5.1 The application will perform at a high speed

This application will run at a speed comparable with other similar web applications without any noticeable delay or lag time.

5.2 The application will be scalable

This application will perform similarly as more users access the web application and add their data to its database.

6. Supportability

This application will not need to be downloaded or installed and will be able to run and perform similarly on any web browser.

7. Security

The data of users of this web application will be private and will not be available for access by others using the web application.

8. Online User Documentation and Help System Requirements

The application be intuitive and user-friendly and will thus not require extensive training, documentation, help systems, or help about notices. All functionalities of the web application will be clearly stated and written in concise language.

9. Interfaces

9.1 User Interfaces

User interfaces will be intuitive, simple, and responsive to the web page environment. Users will be able to navigate the application using a mouse, trackpad, or keyboard.

9.2 Hardware Interfaces

There will be no applicable hardware interfaces.

9.3 Software Interfaces

This software application will be self-contained and will not substantially interact with any software beyond the scope of the application itself.

9.4 Communications Interfaces

This web application will communicate with networks such as the internet in order to share data information regarding events between users of the app.