**Design Requirements**

**Problem**

Difficulty in finding and joining communities at UofT.

**Design Principles**

* Simple and intuitive to use
* Robust enough to support the needs of both the community and user
* Non-intrusive
* Multifunctional
* Connectivity - Between users, communities, and the development team

**Enviromental requirements**

It should ideally work in a university enviroment, or a closed system of communities. It should be capable of handling any community size, from small clubs to massive communities.

**Functional requirements**

It should ideally be able to handle a large amount of users without problems. The interface should be well designed such that it is easy and intuitive to use. It should be easy to access or remove from whatever device it has been installed to, and non-intrusive to the daily life of the user.

**Technical requirements**

It should be a simple app that takes advantages of as many features as possible in many modern devices such as computers or smartphones. This includes sharing of global positioning, instant communication, photo sharing, notifications of nearby members, and file sharing to name a few. It should also be designed such that the user will never be confused with how to use any feature and the user should never come in contact with any backend.

**Usability requirements**

Ideally this system should be usable by anybody who owns any sort of personal computing device. It should be easily usable by all people from beginners who have just purchased their first laptop or smartphone, to the more technological minded people.

**Measures of success**

A simple method of measuring success is to keep track of the number of active users and communities over time and comparing them to previous records both from the system itself, to other facets of comparison such as from the community member records and competitor results. from. Furthermore, the effectiveness of this system can be measured through a feedback system can be implemented such that the complaints, constructive feedback, or simple comments will be collected and used to monitor user satisfaction with the system.

Greg Go-Home

20 year old male student at UofT. He is currently an undergraduate working on his computer science degree. Wants to graduate and find a job as soon as he can. He lives a good hour and a half away from campus and commutes almost exclusively by public transport. Does not really feel the need to worry about university communities, as he feels they take up too much time. He has has his own group of friends he keeps in contact with frequently through online communication software and through his smartphone. He is fairly technologically minded, and is constantly on the computer when at home for both work and his free time, in which he enjoys playing video games, chatting with his friends, and watching videos.

Scenarios:

Greg isn't very interested in joining any clubs or communities at university, mainly because of his travel time. While he isn't against the idea, he isn't sure if there are any clubs that won't interfere too badly with his schedule, however he feels that going out and looking for a club is too time consuming and is not worth the effort. Therefore he wants an easy way to have a list of clubs suggested to him that match his interests and do not require too much investment.

Greg is a fairly busy student, but still has some free time in his schedule. Normally he spends his time online goofing off, but recently Greg has developed some minor interest in some joining a club and community at university. Because of his travel time, he does not like travelling too much and wants to find a club that he can attend only in his free time. He is not very familiar with any clubs or communities at his university and is not willing to invest too much effort looking for one. Furthermore, he doesn't want any club he joins interfering with his time at home with his other friends.