Software Requirements Specification

for

Fuse

Version 1.0

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Revision History

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
| Jonathan Ogbimi | Aug 6th 2013 | Initial Document | 1.0 |
|  |  |  |  |

# Introduction

## Purpose

Purpose of this document is to capture the details of what is required to implement a Chat Application in VAS2Nets Technologies Limited.

## Document Conventions

<Describe any standards or typographical conventions that were followed when writing this SRS, such as fonts or highlighting that have special significance. For example, state whether priorities for higher-level requirements are assumed to be inherited by detailed requirements, or whether every requirement statement is to have its own priority.>

None

## Intended Audience and Reading Suggestions

This document is intended for general consumption by internal staff of VAS2Nets Technologies Limited. The final approved version will be translated into a design document prior to implementation.

## Project Scope

To provide Chat capability to Mobile Phone Users.

## References

None

# Overall Description

## Product Perspective

<Describe the context and origin of the product being specified in this SRS. For example, state whether this product is a follow-on member of a product family, a replacement for certain existing systems, or a new, self-contained product. If the SRS defines a component of a larger system, relate the requirements of the larger system to the functionality of this software and identify interfaces between the two. A simple diagram that shows the major components of the overall system, subsystem interconnections, and external interfaces can be helpful.>

## Product Features

Fuse lets users:

* Share files, video, audio and other media
* Create chat with other users
* Create group chats with other users
* Get real time text message
* Follow users
* Synchronize mobile contacts into chat rooms
* Send free SMS
* Search for contacts to add to chat
* Broadcast messages to all contacts on mobile device
* Update user status
* Enjoy addons such as Health Tips, Football Alerts, Content Download

## User Classes and Characteristics

* System will be used by mobile Smartphone users on the android ,iOS and blackberry platforms

## Operating Environment

Fuse application requires the following:

**Hardware Platform:**

Hand-held mobile devices

**Operating Systems**:

1. Android (version 4.0 upward)
2. Blackberry (OS 5 and above)
3. iOS

## Design and Implementation Constraints

<Describe any items or issues that will limit the options available to the developers. These might include: corporate or regulatory policies; hardware limitations (timing requirements, memory requirements); interfaces to other applications; specific technologies, tools, and databases to be used; parallel operations; language requirements; communications protocols; security considerations; design conventions or programming standards (for example, if the customer’s organization will be responsible for maintaining the delivered software).>

**Hardware Constraints:**

1. **Limited disk** **space** on users device for chat history

2. **Limited device memory** for full app functionality

3. **Network availability** constraint in propagation real-time upload of messages and media to fuse cloud server and downloading of incoming messages & media

## User Documentation

* Online Help Site

# System Features

## New Chat

add new contacts from user’s mobile phone to chat list

* user clicks on contact icon
* app displays a list of contacts on device phone book
* user selects contact from list by tapping/clicking on contact item
* app renders new chat interface for user to send first message

## Search contact

search for existing chat

* user clicks on search icon
* search box appears for users to type in search text
* system filters chat list based on text input
* user clicks on chat item
* chat trail begins

## New Group

Create group chat

* Step 1: User provides a group name and optional icon
* Step 2: Add group participants

## Group Info

Shows group information

### Add group icon (from gallery, camera, search web)

* Adds icon to a group chat
* From gallery, camera, from web search
* From gallery launches picture viewer showing all images in device. User selects an image and system sets selected images as group icon
* From camera initiates device camera. After snapshot, system saves image and sets as group icon

### Delete and Exit group

* Delete a group chat

### Email conversation

* Email chat conversation as text file attachment

### Add conversation shortcut

* Adds selected group conversation to desktop icons

## New Broadcast

Send broadcast message to selected recipients

* Step 1: add recipients
* Step 2: enter message

## Settings

Alter chat system settings

### Help

* **FAQ**: links to mobile site FAQ)
* **System Status**: checks that all systems settings are fully functional
* **Contact Us**: user can contact Fuse Support Team by email

### About

Splashscreen showing AppName,version, copyright info etc

### Contacts

### Tell a friend , via SMS, Google+,Hangouts,Facebook,Email etc

* Blocked contacts: list of contacts blocked
* Show all contacts: enable to also use hidden contacts

### Profile

Displays user’s profile: profile pic, display name

* Clicking on profile photo allows users to:

-- set photo from gallery

-- set photo from camera

-- remove photo (if photo is set)

* Users can set profile name

### Account

### Chat settings

### Notifications

# External Interface Requirements

## User Interfaces

<Describe the logical characteristics of each interface between the software product and the users. This may include sample screen images, any GUI standards or product family style guides that are to be followed, screen layout constraints, standard buttons and functions (e.g., help) that will appear on every screen, keyboard shortcuts, error message display standards, and so on. Define the software components for which a user interface is needed. Details of the user interface design should be documented in a separate user interface specification.>

User interface design is provided in separate document showing the various screens, buttons, messages and so on.

Please refere to User Interface document for full details

## Hardware Interfaces

<Describe the logical and physical characteristics of each interface between the software product and the hardware components of the system. This may include the supported device types, the nature of the data and control interactions between the software and the hardware, and communication protocols to be used.>

## Software Interfaces

<Describe the connections between this product and other specific software components (name and version), including databases, operating systems, tools, libraries, and integrated commercial components. Identify the data items or messages coming into the system and going out and describe the purpose of each. Describe the services needed and the nature of communications. Refer to documents that describe detailed application programming interface protocols. Identify data that will be shared across software components. If the data sharing mechanism must be implemented in a specific way (for example, use of a global data area in a multitasking operating system), specify this as an implementation constraint.>

* System will connect to a local database (db) store on device. The db store will hold all chat conversation data for the last 1 month

## Communications Interfaces

<Describe the requirements associated with any communications functions required by this product, including e-mail, web browser, network server communications protocols, electronic forms, and so on. Define any pertinent message formatting. Identify any communication standards that will be used, such as FTP or HTTP. Specify any communication security or encryption issues, data transfer rates, and synchronization mechanisms.>

1. HTTP to post messages to cloud server
2. Chat conversations on user devices are synchronized in real time to fuse cloud server every 3 sec. This process is network dependent.

# Other Nonfunctional Requirements

## Performance Requirements

<If there are performance requirements for the product under various circumstances, state them here and explain their rationale, to help the developers understand the intent and make suitable design choices. Specify the timing relationships for real time systems. Make such requirements as specific as possible. You may need to state performance requirements for individual functional requirements or features.>

## Safety Requirements

<Specify those requirements that are concerned with possible loss, damage, or harm that could result from the use of the product. Define any safeguards or actions that must be taken, as well as actions that must be prevented. Refer to any external policies or regulations that state safety issues that affect the product’s design or use. Define any safety certifications that must be satisfied.>

## Security Requirements

<Specify any requirements regarding security or privacy issues surrounding use of the product or protection of the data used or created by the product. Define any user identity authentication requirements. Refer to any external policies or regulations containing security issues that affect the product. Define any security or privacy certifications that must be satisfied.>

## Software Quality Attributes

<Specify any additional quality characteristics for the product that will be important to either the customers or the developers. Some to consider are: adaptability, availability, correctness, flexibility, interoperability, maintainability, portability, reliability, reusability, robustness, testability, and usability. Write these to be specific, quantitative, and verifiable when possible. At the least, clarify the relative preferences for various attributes, such as ease of use over ease of learning.>

# Other Requirements

<Define any other requirements not covered elsewhere in the SRS. This might include database requirements, internationalization requirements, legal requirements, reuse objectives for the project, and so on. Add any new sections that are pertinent to the project.>

Appendix A: Glossary

<Define all the terms necessary to properly interpret the SRS, including acronyms and abbreviations. You may wish to build a separate glossary that spans multiple projects or the entire organization, and just include terms specific to a single project in each SRS.>

Appendix B: Analysis Models

<Optionally, include any pertinent analysis models, such as data flow diagrams, class diagrams, state-transition diagrams, or entity-relationship diagrams.>