**REQUIREMENTS FOR GGC-MAPS**

**CLIENTS: Mike Dieters, David Rivera.**

**STUDENTS: Marcelo Mariduena, Jonathan Mwizerwa, Graham Giles, Philip Wall.**

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**CLIENT’S WISHES**

Our primary task is to come up with a feature as a team and discuss this feature with the clients. We have identified several features to add to the project: Our secondary task is to fix bugs or resolve issues.  
**Bugs:** ​https://github.com/ggcmaps/ggcmaps.github.io/issues

**APPLICATION OVERVIEW**

A common problem that new GGC students often phase is getting around campus and finding the appropriate room they need to go to. The purpose of this application is to provide an easy-to-use mapping app for students. This application displays an interactive map of the campus. The buildings are clickable in order to allow the student to see the rooms within. There is a search bar at the top left corner which allows one to search for a specific room. There is a sidebar toggle button on the top-left corner. Tapping or clicking on this button with show or hide a side menu with a list of all the buildings on campus.  
**GitHub:** ​https://github.com/ggcmaps/ggcmaps.github.io  
**Site:** ​http://ggcmaps.com/#Campus

**SOURCE CODE ANALYSIS**

The primary web technologies utilized in this project include HTML, CSS, and Javascript. The maps were traced in illustrator from the pdfs provided by the school. The source code is organized into directories denoting buildings. Each building has at least 1 floor.

**FUNCTIONAL REQUIREMENTS**

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| **REQUIREMENT** | **JUSTIFICATION** | **PRIORITY** |
| Implement indicators for travel time between buildings and parking lots. | Users could have access to this information to better understand when to leave for school | **MEDIUM** |
| Show bus stops with updated bus schedules on map. | Users would have the convenience of knowing the bus schedule without looking it up. | **LOW** |
| Show arrows with fire escape routes on map. | In the event of an emergency, a user could use this information to better escape danger. | **HIGH** |
| Update map with dining services/vending machines offered. | Knowing where the closest snickers is could prevent a mental breakdown. | **LOW** |

**NON-FUNCTIONAL REQUIREMENTS**

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| **REQUIREMENT** | **JUSTIFICATION** | **PRIORITY** |
| System reliability prior to implementing the solution to a bug. | It is important for the system to be working properly alongside the new bug “fix”. It’s vital to not create new bugs by fixing one of the current bugs. | **LOW** |
| Make code flexible | The code we write for implementing new features should be simple and easy to read in order to facilitate maintainability and reusability. This also extends the code we write when fixing bugs. | **LOW** |
| Create documentation | Allow other teams to learn how the program works quickly. | **LOW** |

**DOMAIN REQUIREMENTS**

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| **REQUIREMENT** | **JUSTIFICATION** | **PRIORITY** |
| The solution to a bug should work cross-platform. There are bugs that do not work on certain popular browsers like Chrome or Firefox. | If the fix does not work on certain browsers then this fix can be considered a new issue. | **LOW** |