# Supplementary Requirements Documentation

# Home Dork

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 2021-09-15 | 1.0 | Modifying Supplementary Requirements | Ali habesh, Amr Al-shaaba, Stiv Abdulwahed, Hani Al-zir. |
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Supplementary Requirements List

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| **Supplementary Requirement Name** | **Priority** |
| S1. Usability, Easy to use and learn | Essential |
| S2. Reliability-Stable | Essential |
| S3. Performance-Responsiveness | Essential |
| S4. User interface | Essential |
| S5. Design language | Essential |
| S6. Programming language | Essential |
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Supplementary Requirements Descriptions

### S1

Usability, Easy to use and learn. The main point is to provide for the user a simple gui that is easily understandable and doesn’t require more than a few minutes to be able to start using it.

### S2

Reliability-Stable. The website should be reliable as in secure and also stable when it comes to being up and running whenever needed.

### S3

Performance-Responsiveness. The application should strive to achieve as little bugs as possible in order to not affect the user and responsiveness. The web application and mobile application will need to have a fast response time making the user not wait more than necessary. This builds on code development and threading properly.

### S4

User interface. The user should have a good looking gui that feels smooth but yet a simple look, its important the gui doesn’t look complex, rather hide the complexity but show the simple parts.

### S5

Design will be necessary tool for understanding the main concept of the application, we are going to use UML class diagrams and use case diagrams.

### S6

Programming language should be java. Java is easy to set up and connect to servers, doesn’t require more than a few lines to also be able to communicate with API’s.