# **Mobile Introduction**

https://github.com/SverbliukRoman/grampus/blob/master/Backend/README.md

## **1. Purpose**

The Purpose of this document is to outline the requirements for the “Grumpus” application which is developed for professional skills estimation. This document will be used by all stakeholders including developers and QA engineers

**2. The purpose of the mobile application**

Service was created to evaluate the work of employees in large IT companies. In the application provides statistics of positive (likes) and negative (dislikes) reviews of employees about the work. There are two roles: user (company employee) and administrator (will not develop)

**3. Technical Requirements**

**Sign up window**

**Functional**

**Business**

B1 The employee of the company is able to use the sign up window to sign up with the application

**Non Functional**

N1 In the middle of the screen there is an opaque square registration panel with three textboxes and one button

N2 Upper textbox is for Full name and contains “Write your name” hint

N3 Middle textbox is for email and contains “Enter your email” hint

N4 Lower textbox is for password and contains “Enter your password” hint

N5 “SIGN UP” button is green with rounded angles. Has a label “Sign Up” The text on the button is white

N6 In the bottom of the Sign Up window there is a text: “Have you already created your account?” And link: “**Sign In”**

**“Write your name” textbox**

N1 Empty “Write your name” textbox is not allowed

N2 First character cannot have space

N3 When user clicks on “Write your name” input field hint disappears

N4 When “Write your name” textbox is empty it should contain hint (“Write your name”)

N5 Text can be pasted from clipboard

N6 ‘Write your name” textbox length is 2-50 characters, spaces allowed. While typing first letter ‘Write your name’ hint disappears.

N7 If less than 2 characters inserted into “Write your name” textbox error message: “This field should contain more than two characters”

N8 Digits are not allowed in “Write your name” textbox

N9 Special symbols are not allowed in “Write your name” textbox

N10 If “Write your name” textbox was left empty and “Sign Up” button clicked error message (“Please enter your name”) should appear

**“Enter your email” textbox**

N1 Empty “Enter your email” textbox is not allowed

N2 First character cannot have space

N3 When email textbox is empty it should contain hint (““Enter your email””)

N4 If “Enter your email” textbox was left empty and “Sign Up” button clicked error message (“Please enter email address”) should appear

N5 Text can be pasted from clipboard

N6 When user types first letter in email field hint disappears

N7 If email address already exists error message: “This email address already exists, please enter another email address ” appears

**Password textbox**

N1 Password field must not be empty

N2 Minimum length is 6 characters, maximum length is 24 characters

N3 When password textbox is empty it should contain hint (“Enter your password”)

N4 If Password textbox was left empty and “Sign Up” button clicked error message (“Please enter password”) should appear

N5 Text can be pasted from clipboard

N6 When user types first letter in password field hint disappears

N7 If wrong password was entered error message: “Please, enter correct password” appears

**“Sign up” button**

N1 If all textboxes were filled in correctly after clicking on button “Sign Up” modal window “Registration success. Thank you.We have sent you an email to (email address of the user)” appears and user is redirected to sign in window and new user account is successfully created

N2 If all textboxes were filled in correctly after pushing keyboard button “Enter” modal window: “Registration success. Thank you.We have sent you an email to (email address of the user)” appears and user is redirected to sign in window and new user account is successfully created

N3 If any textbox is empty after clicking button “Sign Up” /pushing “Enter” keyword button message “Please, fill in all text fields” appears

N4 After registration user receives email with registration confirmation

N5 In the sign up window a new user types in all of his/her information and clicks “Sign Up” button, the data is then validated to make sure there is not an existing user with these credentials. If there is an existing user then the user is asked to enter correct credentials. If there is no conflict with the credentials then the user is registered and email is sent to verify registration

“**Sign In”** link

N1 After clicking “Sign In” link the user is redirected to “Sign in window”

N2 “**Sign In”** link text is green and gets highlighted upon mouse hover

**Sign in window**

**Functional**

**Business**

B1 The employee of the company is able to use the sign in window to sign in with the website

**Non Functional**

N1 In the middle of the screen there is an opaque square registration panel with two textboxes and one button

N2 Upper textbox is for email and contains “Enter your email” hint

N3 Lower textbox is for password and contains “Enter your password” hint

N4 “Sign Up” button is green with rounded angles. Has a label “Sign In” The text on the button is white

N5 In the bottom of the “Sign In” window there is a text: “Or you can create account and **Sign Up“**

**“Enter your email” textbox**

N1 Empty “Enter your email” textbox is not allowed

N2 First character cannot have space

N3 When email textbox is empty it should contain hint (““Enter your email””)

N4 If “Enter your email” textbox was left empty and “Sign Up” button clicked error message (“Please enter email address”) should appear

N5 Text can be pasted from clipboard

N6 When user clicks on email input field hint disappears

N7 If email address already exists error message: “This email address already exists, please enter another email address ” appears

**Password textbox**

N1 Password field must not be empty

N2 Minimum length is 6 characters, maximum length is 24 characters

N3 When password textbox is empty it should contain hint (“Enter your password”)

N4 If Password textbox was left empty and “Sign Up” button clicked error message (“Please enter password”) should appear

N5 Text can be pasted from clipboard

N6 When user clicks on password input field hint disappears

N7 If wrong password was entered error message: “Please, enter correct password” appears

**“Sign in” button**

N1 If all textboxes were filled in correctly after clicking on button “Sign in” or pushing keyboard button “Enter” the user should be redirected to his Profile window

N2 If any textbox is empty after clicking button “Sign In” /pushing “Enter” keyword button message “Please, fill in all text fields” appears

“**Sign Up”** link

N1 After clicking “Sign Up” link the user is redirected to “Sign up window”

N2 “**Sign Up”** link text is green and gets highlighted upon mouse hover

**Modal window “Registration success. Thank you.We have sent you an email to (email address of the user)”**

**Functional**

**Business**

The user of the application is assured that he/she created account with website successfully

**Functional**

R1 When user entered all textboxes correct and clicked on button “SIGN UP” modal window with the message: “Registration success. Thank you. We have sent you an email to (email address of the user)” appears. In five second user automatically is forwarded into ‘Sign in’ form with filled in login and password inputs.

**Left side menu bar**

**Functional**

**Business**

B1 The employee of the company is able to navigate the website

**Functional**

F1 User can go to “Profile” window

F2 User can go to “Rating” window

F3 User can go to “News” window

F4 User can go to “Massager” window

F5 User can log out through “Settings”

**Non Functional**

N1 The header should be a gradient (black-gray) which contain image and 2 labels (Full Name/Position)

N2 The central part of the menu contains a list of 3 items. (Each panel has own icon on the left side)

N3 The gray line divides the lower part and the middle part.

N4 Bottom part contain “Log out” panel (Panel has own icon on the left side)

**Profile image**

N5 The image is displayed on the left side of the menu in the form of a square

Full name textbox

N6 Text color white

**Position textbox**

N7 Text color grey

Items of a list

N8 Black text color

N9 Icons are Black

**Log out panel**

N10 Text color Black

N11 Icon is Black

N12 When you click on the button, the user is redirect to Sign in window.

**Profile window**

**Functional**

**Personal profile**

**Business**

The employee of the company is able to:

B1 Download/edit avatar/photo

B2 Add/edit self-information

B3 Add/edit skills

B4 Like/Dislike to other

**Functional**

There are “About field”, “Achievements”, “Information”, “Skills” fields and “Messenger” icon on the user`s profile

F1 “About field” consist of:

F1.1 User avatar photo with possibility to change it

F1.2 User Full name

F1.3 User position in the company

F1.4 Likes counter

F1.5 Dislikes counter

F1.6 Quantity of followers

F1.7 Country

F2 “Achievements” field according to quantity of likes:

F2.1 The achievement field takes the availability of seven rewarded icons and one default:

- Stuff (default) icon

- Best looker icon

- Deadline icon

- Smart mind icon

- Super worker icon

- Motivator icon

- TOP1 icon

- Mentor icon

F3 “Information” field:

Information field includes four items:

- Email

- Skype

- Telephone

- Telegram

Email is assigned from registration and showed as the default in the 'Information' field. Also, it cannot be changed.

There are Skype, Telephone, Telegram with buttons 'pencil' icons to each below the 'Email' item. When a user clicks on this one there is the possibility to edit the current field and save info by clicking the 'Save' button.

F4 “Skills” field:

Text field with user`s skills with possibility to edit

F5 There is round messenger icon in the bottom right corner.

**Non Functional**

N1 All fields are divided by horizontal grey lines

N2 Information field includes four items:

- Email

- Skype

- Telephone

- Telegram

N3 Names of the fields are grey color with left align

N4 There is a counter under each achievement icon, which counts every number of achievements of each type .

**Employee profile**

**Business**

B1 receive achievements according to quantity of likes

B1.1 default icon in the achievements field

B1.2 when the user receives 5 likes he/she gets “Best Looker” achievement

B1.3 when the user receives 5 likes he/she gets “Deadline” achievement

B1.4 when the user receives 5 likes he/she gets “Smart mind” achievement

B1.5 when the user receives 5 likes he/she gets “Super worker” achievement

B1.6 when the user receives 5 likes he/she gets “Motivator” achievement

B1.7 when the user receives 5 likes he/she gets “TOP1” achievement

B1.8 when the user receives 5 likes he/she gets “Mentor” achievement

There is one active default icon in the interface - Stuff.

One user can mark just one Like or Dislike.

**Functional**

There are “About field”, “Achievements”, “Information”, “Skills” fields and “Messenger” icon on the user`s profile

F1 “About field” consist of:

F1.1 User avatar photo with possibility to change it

F1.2 User Full name

F1.3 User position in the company

F1.4 Likes counter

F1.5 Dislikes counter

F1.6 Quantity of followers

F1.7 Country

F2 “Achievements” field according to quantity of likes:

F2.1 The achievement field takes the availability of seven rewarded icons and one default:

- Stuff (default) icon

- Best looker icon

- Deadline icon

- Smart mind icon

- Super worker icon

- Motivator icon

- TOP1 icon

- Mentor icon

F3 “Information” field:

Information field includes four items:

- Email

- Skype

- Telephone

- Telegram

F4 “Skills” field field with user`s skills.

F5 There is round messenger icon in the bottom right corner.

**Non Functional**

N1 All fields are divided by horizontal grey lines.

N2 Information field includes four items:

- Email

- Skype

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- Telegram

N3 Names of the fields are grey color with left align.

N4 There is a counter under each achievement icon, which counts every number of achievements of each type.

**Rating window**

**Functional**

**Business**

B1 Employee of the company can see profiles of all employees and rate them

B2 Employee of the company can search certain employee through search field

**Functional**

F1 The user can go to the personal profile of other employees

F2 User can like other users

F3 User can dislike other users

F4 User can use search to find the desired profile

**Non Functional**

N1 The screen displays all employees of the company as a list

N2 Lines are separated by a gray stripe

N3 Each Line must contain:

* In the left side of the screen displays a round profile picture, to the right of the picture there are text fields for name and position
* There are 2 icons(Like/Dislike)

**Profile image**

N4 The image is displayed in the form of a square in a black frame

N5 If the user has not selected a picture, a red cross sign is displayed in the circle

N6 Clicking on the profile opens the selected profile

**Login/position labels**

N7 Gray text color

Like/Dislike links

N8 When you click on the link “Like”, a new dialog window “Comment your choice” opens to select your praise and comment

N9 When you click on the link “Dislike”, a new dialog window “Comment your choice” opens to select your praise and comment

**“Comment your choice” dialog window**

**Functional**

**Business**

B1 Employee is able to choose one of seven types and comment his/her choice

**Non Functional**

N1 The name of the window is “Comment your choice”. Color black

N2 The color of the field is white

N3 Under the name of the window there is a field with the 7 icons list: Stuff(default), Best Looker, Deadline, Smart mind, Super worker, Motivator, TOP1, Mentor and dislike option.

N4 In the middle of “Comment your choice” dialog window there is a text input area

N5 The user is able to input text into the text input area

N6 Input text area is limited by length. Maximum length is 24 symbols

N7 Under the text input area at the right there is a symbol counter

N8 User can omit inputting any data into text area in “Comment your choice” text input area

N9 In the bottom of “Comment your choice” window there is a grey “Save ”rectangle button

N10 Upon clicking “Save” button the window “Comment your choice” shuts down and the result of users`s choice is saved in database