System Specification

Allround Manager

Project Name	Allround Manager
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Date	Author	Change
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Contents

1 Initial Situation and Goal

1.1 Initial Situation

Organizing an event involves a lot of organizational steps for the event leader. A non-exhaustive list of tasks could be

- When the event involves some trip a generally accepted destination has to be aligned
- Send invitations to all participants
- Keeping track of registrations or de-registration of participants
- Gathering information about the participants like home addresses, passport numbers, etc.
- Provisioning of information about the event for the participants, like the aim of the event, agenda, other participants, etc.
- bills of outstanding services like a prepayment for an event.

Currently, a wide variety of tools has to be used to accomplish the above-mentioned tasks.

- Most of the communication is done via WhatsApp or similar social media apps.
- Lists of participants, their status, etc. are organized via spreadsheets
- Outstanding bills must be paid with a payment slip or in cash.

The combination of different tools and a very decentralized way of organization makes it hard for the event organizer to stay on top of the things. More often than not these events struggle with late minute change or an announcement. This could be:

- meeting point of the event/journey.
- A date where the event takes place.

Doing these things may cause some troubles for the event organizer, like:

- when you have a lot of participants you may forget somebody

- When billing, for example, participants want to pay only from the location where they have entered.
- the leader must be every time available like: user wants to de-register or want to know many participants take part in the event.
- getting spammed by registrations in WhatsApp.

1.1.1 Application Domain

1.1.2 Glossary

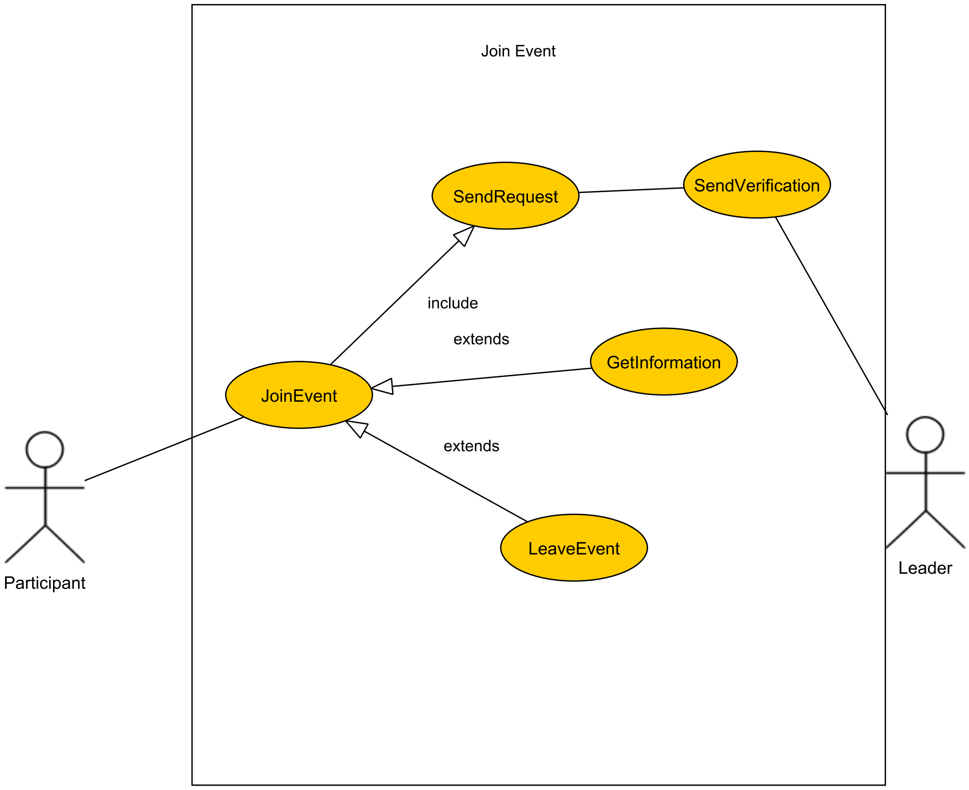
1.1.3 Model of the Application Domain

1.2 Goal Definition

The main goal is to create a software to speed up and simplify the process of organizing an event. We especially want to make it possible for people who don't have the opportunity to afford expansive software or an event manager.

2 Functional Requirements

2.1 Use Case Join Event



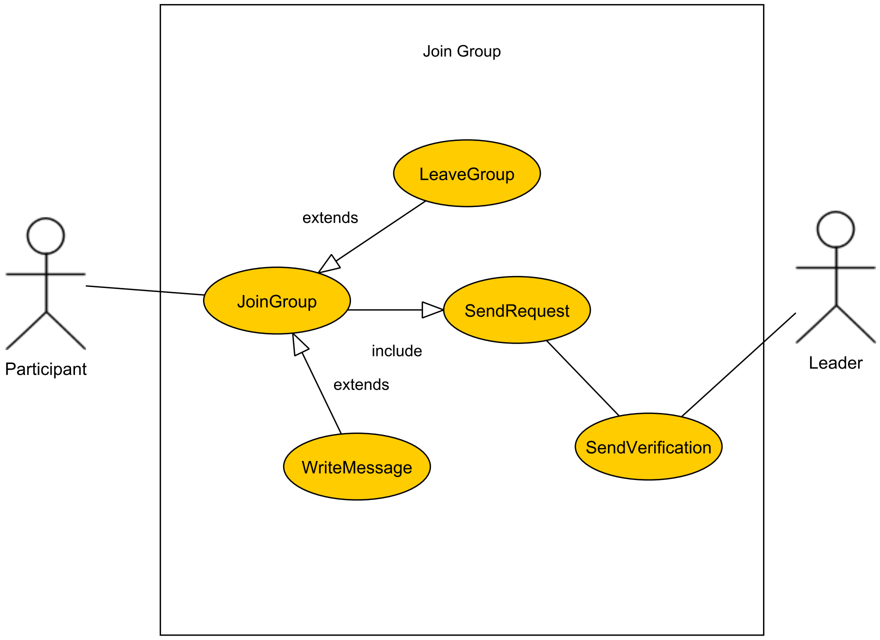
2.1.1 Use Case Details

If the user wants to join an event, he must first be accepted by the leader. You get a verification from the leader. Of course the user can also leave the event. If he doesn't want to leave the event and really wants to participate, he will get all necessary information about the event from the leader.

2.1.2 Characteristic Information

Goal	To add a user to the participant list and add a entry on his event list
Precondition	The event is not full and the Leader accept his join request
Involved User	The user who want to join the event and the leader for accepting him to join the eve

2.2 Use Case Join Group



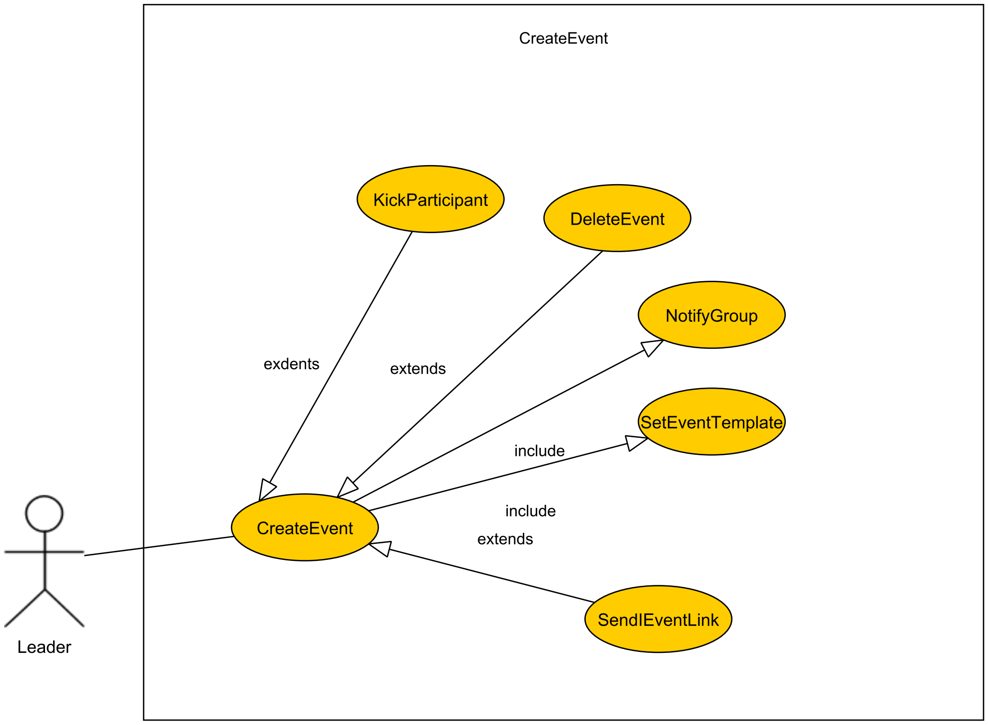
2.2.1 Use Case Details

If the user wants to join a group, he must first be accepted by the leader. He also receives a confirmation from the leader. If the user is in a group, he can send messages and of course leave the group.

2.2.2 Characteristic Information

Goal	To add a user to the participant list and add a entry on his event list
Precondition	The event is not full and the Leader accept his join request
Involved User	The user who want to join the event and the leader for accepting him to join the eve

2.3 Use Case Create Event



2.3.1 Use Case Details

The leader creates an event. He must select a template or create one himself. If the leader is in a group with other participants, they get a notification. the leader can send the link to the event so that others can participate. He can also kick out the participants or delete the event.

2.3.2 Characteristic Information

Goal	To add a user to the participant list and add a entry on his event list
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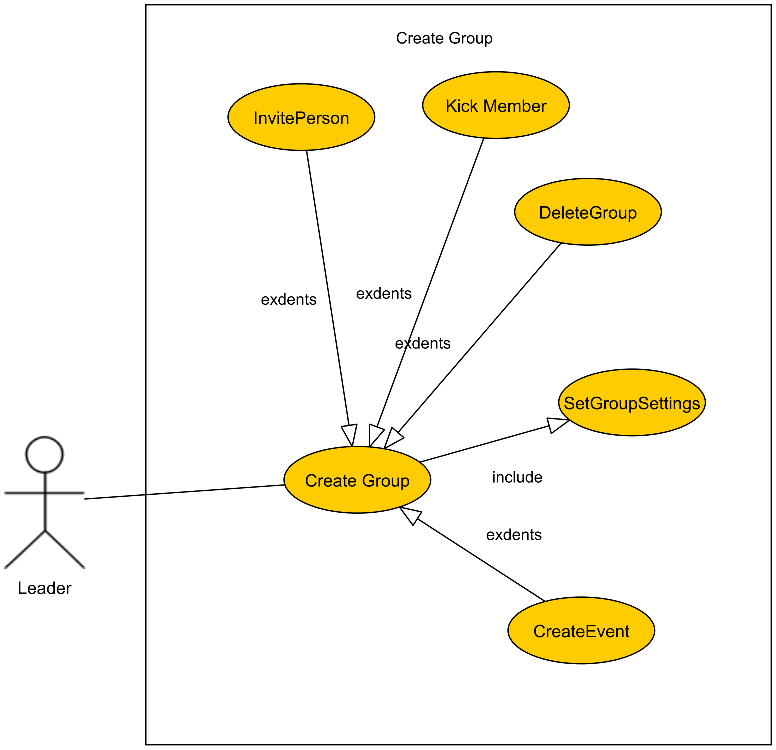
Involved User	The user who want to join the event and the leader for accepting him to join the eve

2.4 Use Case Create Group



2.4.1 Use Case Details

The leader creates an event. He must select a template or create one himself. If the leader is in a group with other participants, they get a notification. the leader can send the link to the event so that others can participate. He can also kick out the participants or delete the event.

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3 Non-functional Requirements

ID	NFR001
Name	Data volume
Type	EFFIC
Description	The data usage should be under 75 mb per month given that not a lot of pictures are up/downloaded. Assuming 8 Mbit/s download 2 Mbit/s upload.

ID	NFR002
Name	Start time
Type	EFFIC
Description	The synchronisation of the user configuration and the database should not take longer than 5 seconds. Assuming 8 Mbit/s download 2 Mbit/s upload.

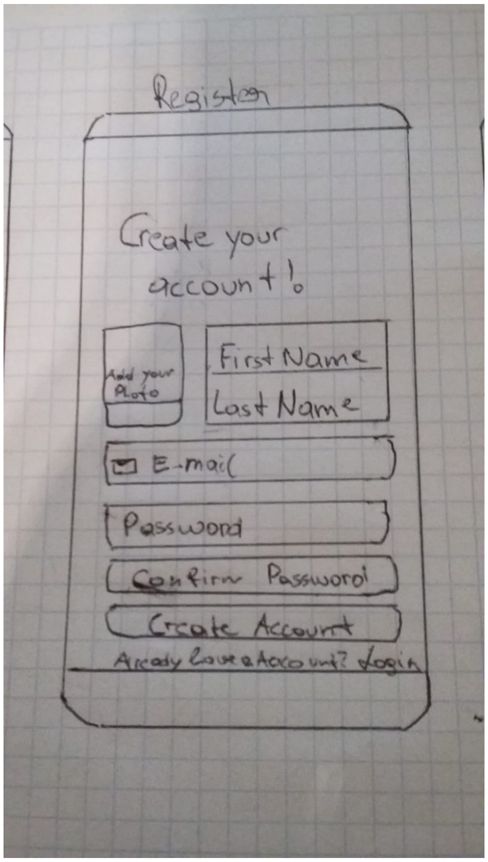
ID	NFR003
Name	Group
Type	EFFIC
Description	Changes to the group should not take longer than 1 second to upload. Assuming 8 Mbit/s download 2 Mbit/s upload.

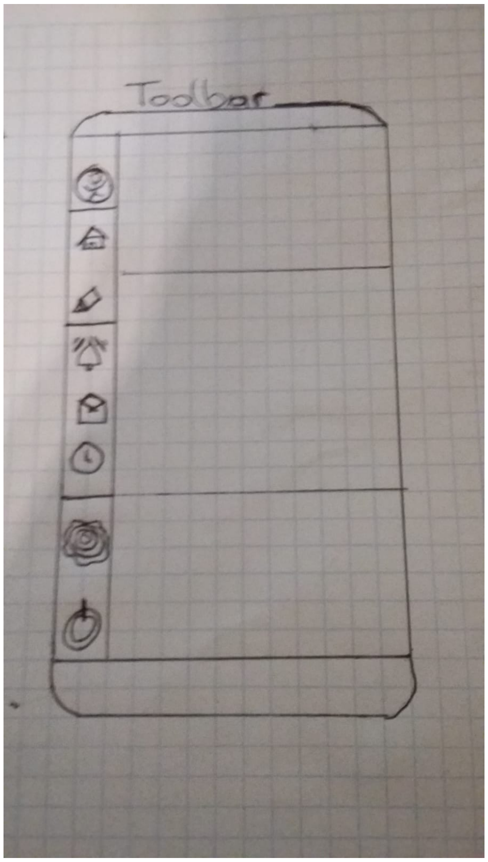
ID	NFR003
Name	Accessibility
Type	SEC
Description	The only data we need to protect from unauthorized access are the users password and e-mail address.

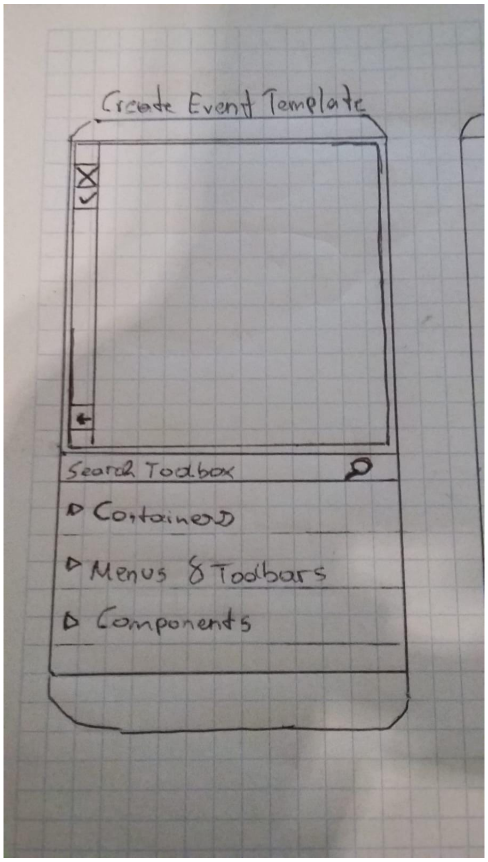
4 Quantity Structure

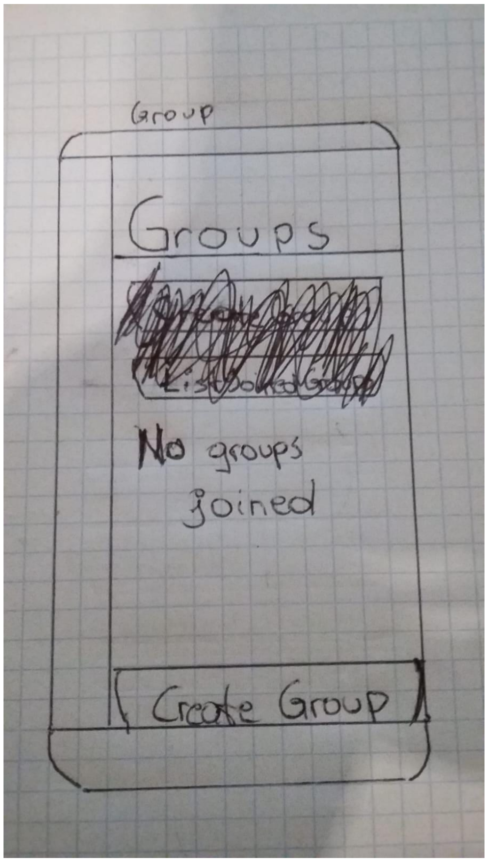
Every user has a nickname, password and e-mail. All configuration from every user concerning hometown, address and age will be saved independetly for every event. An event has its own information about the date, when the event takes place, the number of participants, which participants are included. Those informations can be also seen by every member. A new user with the default configuration will use about 90 records. Considering the amount of data we chose to save the user data in a database.

5 System Architecture and Interfaces




Toolbar


Create Event Template
Search Toolbox
Containers
Menus & Toolbars
Components


Group
Groups
No groups joined
Create Group

6 Acceptance Criteria

6.1 AC001

Test step	Expected behaviour
Launch an event without declaring the information which is needed	Event wont be created and the user will be ask to put it in
Inviting the same user twice for the same event	Will throw an error which says that he cant do that
Inviting an user for an event	Will send him the invitation and notify the event leader
Change an information of an event	Will notify all participants about the change

6.2 AC002

Test step	Expected behaviour
Creating an account with missing information	Sending and error message which tells the user to fill up the missing information
Joining an event as participat	Getting all the information about the event
Leaving an event as participat	Notyfying the event leader
Removing an participant as event leader	Changing the information about event
Removing an participant, which doesn't exist	Throwing a error message, which tells the event leader, that this doesn't exist